

SWORD WEIRDOS

A SKIRMISH HEARTBREAKER



After I released my first minis game, Space Weirdos, I started to get a lot of “when are you going to do a fantasy version?” questions. Which is great, I was glad people liked Space Weirdos enough to want a new game with the same basic rules. But I wondered what I would do differently that wouldn’t just be a re-skin of Space Weirdos. I had to think about it a long time and play a lot of video games to come up with the answer. Instead of being pretty general in order to cover the vastly different kinds of sci-fi miniatures out there, I’d be specific instead. You should be able to pick up (just about) any historical or fantasy model you own and make a unique character. The model creation rules are more involved than Space Weirdos, but it feels more like D&D character creation, which is its own kind of “lonely fun.”

So break out your old minis, new minis, boardgame minis, whatever you have, and roll some dice.

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1 GAME MATERIALS

- 3+ miniatures for each warband
- One or more 5" measuring sticks
- 2 each of the usual dice d4-d12
- A 2'x2' to 3'x3' playing space
- Lots of terrain
- Tokens for movement, conditions, spells, etc.

2 DICE CONCEPTS

You will often have to increase or decrease the type of dice you are rolling. This is indicated in the rules by **+1DT** to go up a Die Type, or **-1DT** to go down a Die Type. These modifiers stack.

The order of die types is:

d4 ↔ d6 ↔ d8 ↔ d10 ↔ d12

No roll can go lower than d4's, nor higher than d12's no matter how many shifts may be indicated.

2.1 Other Modifiers

Some Classes and Weapons add a bonus to various rolls. Simply add the bonus to the total rolled, this isn't a Die Type shift. These are indicated in the rules by +1, +2, etc. If a model receives a bonus from several different sources, add them together.

2.2 Rerolls

Never reroll a die more than once. The new result must be accepted.

2.3 Opposed and Unopposed Rolls

There are two kinds of rolls in Sword Weirdos, opposed and unopposed.

When making an opposed roll, you are rolling versus the other player, such as Might vs. Defense when making an attack.

When making an unopposed roll, such as recovering from being *staggered*, you roll your dice and your opponent rolls 2d6. If you equal or exceed their roll, you succeed.

3 MEASURING & MOVEMENT

- Distances are measured in “sticks,” a 5” long stick, marked in the middle.
- “Within 1 stick” means a stick placed between a model and another model or terrain feature touches both.
- Movement is always in a straight line.
- A model does not have to move the full distance of the stick.
- A model touching another model is in Base-to-Base Contact (BtB). A model is always BtB with itself.

4 MODEL ATTRIBUTES

Each model has the following attributes which define its effectiveness and abilities in the game.

Speed (Spd): Rated 1-3, is how many of the model's actions can be Move and/or Disengage actions.

Defense (Def): Rated with dice, such as “2d6.” A measure of how hard the model is to wound.

Might (Mgt): Rated with dice, such as “2d8.” A measure of combat expertise and weapon power.

Willpower (Will): Rated with dice, such as “2d6.” A measure of mental strength and bravery.

Many things will modify these rolls, such as weapons, classes, or magic spells.

5 THE WARBAND

Your Warband consists of a leader and their troops, all individual models.

6 SEQUENCE OF PLAY

The game is played in rounds, each of which consists of 4 phases.

1. Refresh Phase
2. Initiative Phase
3. Activation Phase
4. Maintenance Phase

6.1 Refresh Phase

- Replenish your pool of Maneuver Points
- You gain 2 Maneuver Points per round for a 75 point game, 3 for a 100 point game, and 4 Maneuver Points for a 125 point game.
- Unused Maneuver Points from the previous round are lost.

6.2 Initiative Phase

Each player rolls 2d6 to determine who has the Initiative for the round. The high roller chooses which player will activate a model first in the Activation Phase.

- A Warband with a Tactician leader rolls with +1DT.
- A broken Warband rolls with -1DT.
- A Warband that Regrouped in the last Maintenance Phase rolls with +1DT.

6.3 Activation Phase

The player with the Initiative decides if they or their opponent will activate a model first. The players alternate activating models until all have been activated.

Each model can take 3 actions on its turn, in any order, chosen from the list below. Some options use more than one action, and some can only be taken a certain number of times in one activation. Resolve each action fully before moving to the next.

- Move
- Melee Attack
- Ranged Attack
- Reload
- Disengage
- Cast Spell
- Recover
- Stand
- Interact

6.3.1 Move

- A model not in BtB with an enemy may take Move actions up to its **Spd** attribute value.
- For each Move action, the model may move up to one stick in a straight line.
- A model may move over obstacles (p 9) at no penalty.
- Climbing a terrain piece as tall or slightly taller than the model generally costs one Move action. Discuss with your opponent.
- A model that moves BtB with an enemy must stop.
- Place a movement token corresponding to the number of Move actions taken next to the model after its activation is done.
- You may place the model *down* at the end of its Move action if you wish.



6.3.2 Melee Attack

- A model BtB with an enemy model may take a Melee Attack action using a melee weapon they are armed with.
- Unless otherwise noted, a model may take 1 Melee Attack action with each weapon they are armed with per activation.
- The attacker declares which weapon they are using and rolls their model's **Mgt** dice vs. their opponent rolling the target's **Def** dice. Compare the two rolls on the Attack Roll Table (p 6).

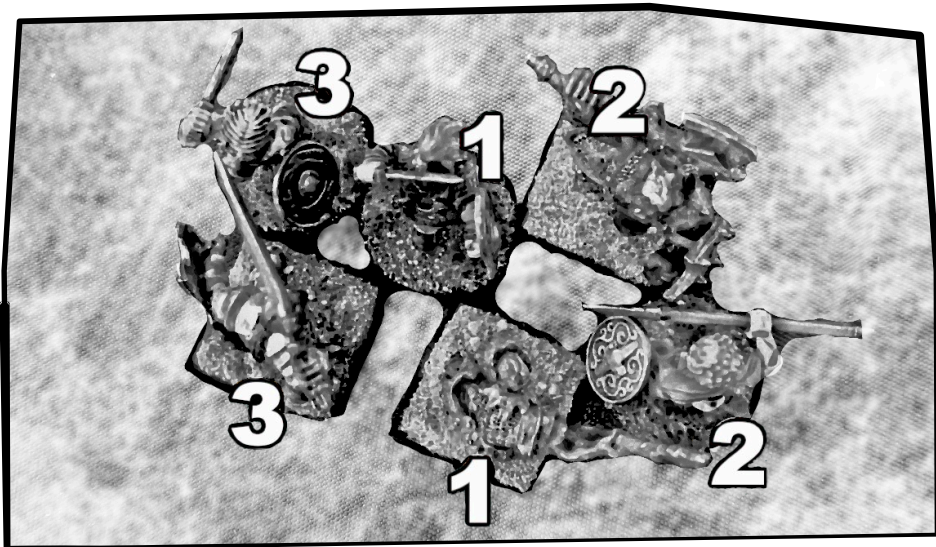
MELEE Attack Action Modifiers

Attacking Model

- *Charge*: If the attacking model began its activation greater than one stick away from the target and has 2 or more movement tokens, it attacks with **+1DT**.
- *Multiattack*: Every Melee Attack action after the 1st rolls with **-1DT**. Does not apply to extra attacks granted by maneuvers, such as Sweep or Trample.
- *Gang-up*: If more models from the attacker's warband are BtB with the target than models from the target's warband, the attacker rolls with **+1DT**.

Target Model

- If the target model and the attacking model are on opposite sides of an Obstacle, it rolls **Def** with **+1DT**.
 - If the target is *down*, it rolls **Def** with **-1DT**.
 - If the target is *staggered*, it rolls **Def** with **-1DT**.
-



Hobgoblins 1, 2, & 3 (square bases) would all receive the Gang-up bonus against barbarian 1 (round bases) since there are 3 hobgoblins BtB vs 2 barbarians (remember a model is always BtB with itself.) Hobgoblins 1 and 2 would get the bonus against barbarian 2, but hobgoblin 3 would not get it vs. barbarian 3. All the barbarians would receive the bonus against any hobgoblin they are BtB with.

6.3.3 Ranged Attack

- A model not BtB with an enemy and armed with a ranged weapon may take a Ranged Attack action.
- A model with any Reload tokens must remove them before it can take Ranged Attacks.
- The attacking model must have *LoS* (p 10) and the target must not be BtB with another of your warband's models.
- Unless otherwise noted, a model may take 1 Ranged Attack action with each ranged weapon they are armed with per activation.
- The attacker declares which weapon they are using and rolls their model's *Mgt* dice vs. their opponent rolling the target's *Def* dice. Compare the two rolls on the Attack Roll Table (p 6).

RANGED Attack Action Modifiers

Shooting Model

- *Shot on the Run*: If the shooting model has 2 movement tokens, it rolls *Mgt* with **-1DT**.
- *Multishot*: Every Ranged Attack action after the 1st rolls with **-1DT**.

Target Model

- If the target model has 2 movement tokens, it rolls *Def* with **+1DT**.
- If the target model has 3 movement tokens, it rolls *Def* with **+2DT**.
- If the target model is concealed by any amount of cover, it rolls *Def* with **+1DT**.
- If the target is *staggered*, it rolls *Def* with **-1DT**.

ATTACK ROLL TABLE

Mgt roll is	Result
≤ Def roll	Attack misses, no result
> Def roll	Target hit, roll on Attack Result table
≥ double Def roll	Target hit, roll on Attack Result table +1
≥ triple Def roll	Target hit, roll on Attack Result table +2

ATTACK RESULT TABLE

Modifiers to rolls on the Attack Result table from high **Mgt** rolls and other abilities are added to the roll.

2d6 + Mods	Melee Attack Result	Ranged Attack Result
2-3	<i>Counter Strike:</i> If able, the defending model may immediately take a Melee Attack action against the attacker.	<i>Return Fire:</i> If able, the defending model may immediately take a Ranged Attack action against the attacker.
4	<i>Defensive Strike:</i> If able, the defending model may immediately take a Melee Attack action against the attacker at -1DT .	<i>Defensive Fire:</i> If able, the defending model may immediately take a Ranged Attack action against the attacker at -1DT .
5	<i>Break Away:</i> If able, the defending model may move 1 stick. This move must not bring it into contact with an enemy model.	<i>Take Cover:</i> If able, the defending model may move 1 stick. This move must not bring it into contact with an enemy model.
6	<i>Knockback:</i> The attacker must move the defending model 1 stick. Place the defending model down (p 7).	<i>Dive for Cover:</i> The attacker must move the defending model 1 stick. Place the defending model down (p 7).
7	<i>Down</i> (p 7)	
8	<i>Staggered</i> (p 7)	
9	<i>Down and Staggered</i> (p 7)	
10+	<i>Out of Action</i> (p 7)	

SPELL ATTACK RESULT TABLE

Attacker Will roll is	Result
≤ half Defender's Will roll	The attacker is affected by their own spell
≤ Defender's Will roll	The spell fails, no effect
> Defender's Will roll	The spell takes effect

6.3.4 Reload

- Remove 1 Reload token from the model.

6.3.5 Disengage

- A model BtB with an enemy model may use 2 actions to move up to one stick away from that model.
- This move must not put them BtB with another enemy model.
- Place a movement token next to the model after the Disengage.

6.3.6 Cast Spell

- A model that can cast spells may use 1 action to cast a 1 pt. spell, or 2 actions to cast a 2 pt. spell.
- Unless otherwise noted, Spells require LOS.
- To cast a spell that affects the caster, an ally, or an object, make an Unopposed **Will** roll. If the roll succeeds, it takes effect as described.
- To cast a spell that affects an enemy target, make opposed **Will** rolls. Compare the two rolls on the Spell Attack Result Table.
- A model may only cast 1 spell per activation.

6.3.7 Recover

- The model makes an unopposed **Will** roll.
- Remove the *staggered* token after a successful roll.

6.3.8 Stand

- Place a *down* model upright.

6.3.9 Interact

- For 2 actions a model may take an Interact action.
- Many Maneuvers require an Interact action to activate.
- Some scenarios may have objectives where an Interact action is needed to complete some task. Examples include: Opening a stuck door, picking a lock, or disarming a trap.
- Some situations may require an unopposed roll to successfully complete the Interact action.

6.4 Maintenance Phase

When all models have been activated, resolve the Maintenance Phase in the following order.

- Resolve any scenario-based events.
- Check for Broken Warbands – If at the end of this round your warband's leader is *out of action* or your warband has half or less of its starting number of models, you must check to see if it is broken. Make an unopposed **Will** roll for your leader, or, if your leader is *out of action*, the highest **Will** left in the warband. If you fail, your warband is broken and rolls Initiative with **-1DT** for the remainder of the game.
- Remove all movement tokens.
- If you have Maneuver Points left, you may use the Regroup maneuver (p 20).
- Return to the Refresh Phase and a new round begins.

7 CONDITIONS

Every model has one of the following conditions as described below.

- *Ready*: A *ready* model has none of the below conditions.
 - A model must be *ready* to perform any action except Stand or Recover, or to use Maneuvers.
- *Down*: A *down* model is laid on its side.
 - A *down* model must take a Stand action to become *ready*.
 - A *down* model is not considered BtB with an enemy model with regard to Move or Ranged Attack actions.
- *Staggered*: Place a token next to a *staggered* model to indicate its condition.
 - A *staggered* model cannot take any actions except Recover.
 - A *staggered* model is not considered to be BtB with an enemy model with regard to Move or Ranged Attack actions.
- *Out of Action (OoA)*: An *out of action* model is removed from the play area.

7.1 Condition Progression

- A model that is *down* and receives another *down* condition is now *staggered* as well.
- A model that is *staggered* and receives another *staggered* condition is now *out of action*.

8 BUILDING A WARBAND

Your warband of weirdos consists of your Leader and their troops. They might be a Witchhunter and her band of flagellants, a wizard and their greedy adventurer hirelings, a war chief and his band of orcs, or stalwart small folk questing for a nice breakfast.

- Choose a point value for your warbands.
 - 75: a small game suitable for smaller playing spaces.
 - 100: a medium-sized game good for just about any play space.
 - 125: a larger game better for a medium sized play space.
- Your weirdos may cost up to 25 points each.
- Your warband stats are not secret, let your opponent look them over and answer questions about them when asked.

8.1 WYSIWYG
(What You See Is What You Get)

Look at your model. The class, weapons, and stats you buy for them should be a close fit. Remember you are not trying to build a rule bending killer model, you're building a character for a fun, casual game.

Follow these steps in order to build a model for your warband. Total the points from all the steps to find the final cost of the model.

8.2 Choose a Class (pp 14-15)

All models have a class. These can limit your attributes and determine which weapons the model is proficient with, so choose this first. Some classes are more rare than others and only 1 or 2 members of your warband may have them. Leaders may purchase 2 classes.

8.3 Purchase Weapons (pp 16-17)

Purchase weapons for your model. Generally these should be what they have in their hands. But if a model has both ranged and melee weapons, the model should have whatever they are not holding on their belt or back. Weapons are grouped into categories, see your class to determine which weapons the model can use.

8.3.1 Weapon Properties (p 18)

Weapon properties are always in effect.

8.3.2 Maneuvers & Maneuver Points
(pp 20-21)

Maneuvers represent the strengths of the weapons and other items wielded by your models in a game of Sword Weirdos. They can give bonuses, force movement, and sometimes interrupt the normal sequence of the game. The description will tell you when you can spend a point to activate that Maneuver. All models can use the Universal Maneuvers.

8.4 Attribute Costs

Purchase Attributes for your model.

Level	Point Cost	Level	Point Cost
Speed		Defense	
1	0	2d6	2
2	1	2d8	4
3	3	2d10	8
Might		Willpower	
2d6	2	2d6	2
2d8	4	2d8	4
2d10	6	2d10	6

- Unless otherwise noted, a model may only have 2d10 Def if armed with a Shield.
- Unless otherwise noted, a model may only purchase 2d10 Mgt if armed with a two-handed weapon. If such a model also has a one-handed weapon, attacks with that weapon roll Mgt with -1DT.

8.5 Spells (p 19)

If your model is a Magic User or Spell Sword they can purchase Spells. Any number of Spells may be purchased.

If the caster is taken *OoA*, any spells in effect end.

8.5.1 Blast AoE (Area of Effect)

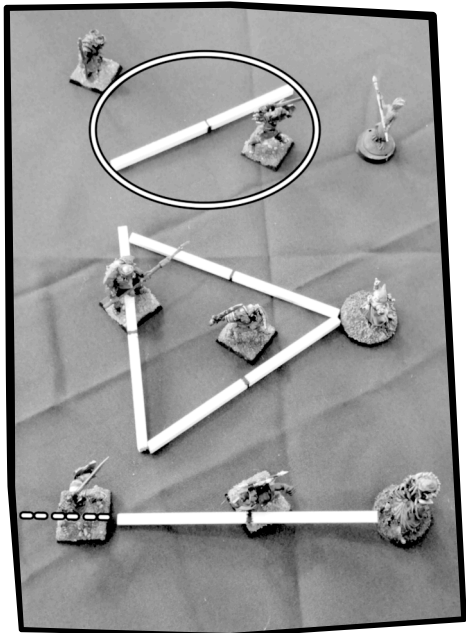
A 1/2 stick radius around the target point.

8.5.2 Cone AoE (Area of Effect)

A triangle made of sticks, with 1 point of the triangle on the attacker's base.

8.5.3 Line AoE (Area of Effect)

A line from the caster's base ending at a point on either a piece of blocking terrain or the board edge.



Areas of Effect

9 OPTIONAL TRAITS

Leader and Warband Traits can add thematic elements and variety to your army, but are not necessary for play. They are not necessarily balanced. Please use these as a jumping off point to create your own.

9.1 Leader Traits (p 21)

Choose one of the special traits for your leader. If your Leader is *out of action*, the effect goes away. This ability does not cost points.

9.2 Warband Traits (p 22)

Choose one of the special abilities for your Warband. It applies to all models in your Warband. This ability does not cost points.

10 SETTING UP THE BOARD

Sword Weirdos games should take place on small boards crowded with terrain. Since most ranged weapons can shoot any distance, it's important that there are very few unobstructed lines of sight across the entire board.

11 TERRAIN

In Sword Weirdos we only define a few types of terrain.

- Blocking Terrain – Larger pieces of terrain such as buildings, ruins, or walls capable of blocking line of sight.
- Obstacles – small pieces of terrain such as rocks, wagons, barrels, etc. that are not attached to the ground. Obstacles provide cover but are moved over freely.
- Difficult Terrain – areas of ground that would slow down movement like water, rubble, or more exotic terrain. A model entering an area of difficult terrain must stop when its base is fully within that area. It may then move again.
- Elevated Terrain – You and your opponent should decide before the game if terrain can be climbed. Gaps between pieces of elevated terrain can be jumped if the players want to allow it. Any gap of a 1/2 stick or less can be jumped as a part of a Move action if the model has enough movement for its base to be fully on the other side.
- Falling – A model that is forced to move off of elevated terrain falls. It must make a **Def** roll vs. 2d6 for 1 level, +1DT for each additional level. Treat any result on the Attack Result Table of under 7 as *down*.

12 LINE OF SIGHT (LOS)

Sword Weirdos uses true line of sight...mostly. Look over the shoulder of your models to determine if they can see targets or if the target has cover.

- If the shoulders/torso/midsection portion of the target model is visible, it is within line of sight. Heads, arms, tails, weapons, etc, do not count. Use your discretion and sense of fair play.
- If any portion of the target model is obscured, including by other models, the target model has cover.
- Line of sight cannot be drawn to a *down* model that is behind an obstacle.
- A model always has LoS to itself.

13 LIGHT

Some scenarios may take place in darkness or torchlight.

- In darkness, models only have LoS to other models when BtB.
- If a model is within 1 stick of a torch (held by a model or part of the terrain) LoS may be drawn to that model.
- If the players wish, Beasts, Magical Beasts, and Monsters can ignore darkness.

14 EXAMPLE WARBANDS

Here are several ready to play warband examples.

HEXXENHAMMER'S Jaegers (WITCH Hunters – 100pts)

Johann Hexxenhammer (24)
Hunter, Swashbuckler, Leader, Mage Killer
Spd 2, Def 2d8, Mgt 2d8, Will 2d10
Torch, pistollet x2

Herman (18) Pit Fighter
Spd 2, Def 2d8, Mgt 2d10, Will 2d8
2-handed axe

Gretel (20) Fighter
Spd 2, Def 2d8, Mgt 2d8, Will 2d8
1-handed axe x2, pistollet

Hansel (20) Hunter
Spd 2, Def 2d8, Mgt 2d10, Will 2d8
2-handed crossbow, dagger

Fritz the Kriegshund (18) Beast
Spd 3, Def 2d8, Mgt 2d8, Will 2d8
Bite

LOST Kids (ADVENTURING Party – 123pts)

Hank (21)
Hunter, Archer, Leader, Enchanted Weapon
Spd 2, Def 2d8, Mgt 2d10, Will 2d8
Bow

Bobby (17) Berserker
Spd 2, Def 2d8, Mgt 2d10, Will 2d8
2-handed club

Albert (18) Magic User
Spd 2, Def 2d6, Mgt 2d6, Will 2d10
Hat (as book), Witch fingers
Magic missile, sleep, telekinesis

Sheila (18) Spy
Spd 3, Def 2d8, Mgt 2d8, Will 2d8
Dagger

Diana (17) Acrobat
Spd 3, Def 2d8, Mgt 2d8, Will 2d8
Staff

Erik (17) Knight
Spd 2, Def 2d10, Mgt 2d6, Will 2d6
Thrusting sword, shield

Corný (15) Beast
Spd 3, Def 2d6, Mgt 2d8, Will 2d8
Horn

T-P-KILLERS (MONSTER Squad – 122pts)

Eyestalker (25)
Magical Beast, Flyer, Leader, Sorcerer
Spd 2, Def 2d8, Mgt 2d8, Will 2d10
Bite
Charm, magic missile, sleep, telekinesis

Brain Eater (25) Magical Beast
Spd 2, Def 2d8, Mgt 2d10, Will 2d10
Bite
Charm, sleep

Beetle Hulk (25) *Monster*

Spd 2, Def 2d10, Mgt 2d10, Will 2d6

Bite, claws

Spider Centaur (23) *Assassin*

Spd 3, Def 2d8, Mgt 2d10, Will 2d8

Dagger, Bow

Stirges x2 (12) *Flyer*

Spd 3, Def 2d6, Mgt 2d6, Will 2d6

Bite

**DOPPELSÖLDNER
(SOLDIERS – 123pts)**

The Captain (24)

Knight, Fighter, Leader, Tactician

Spd 2, Def 2d10, Mgt 2d10, Will 2d8

Greatsword

Bannerman or Musician (17) *Fighter*

Spd 2, Def 2d8, Mgt 2d8, Will 2d8

Banner, 1-handed axe or instrument, thrusting sword

Landsknecht x2 (19) *Fighter*

Spd 2, Def 2d8, Mgt 2d10, Will 2d8

Greatsword

Arquebusier x2 (22) *Swashbuckler*

Spd 2, Def 2d8, Mgt 2d10, Will 2d8

Harquebus, thrusting sword

**BOUDICA'S Rebellion
(GLORY Hounds – 122pts)**

Boudica (25)

Cavalry, Commander, Leader, Majestic

Spd 3, Def 2d8, Mgt 2d10, Will 2d10

Lance

Gaesatae x2 (16) *Berserkers*

Spd 2, Def 2d8, Mgt 2d8, Will 2d6

Spear, shield or slashing sword, shield

Warriors x3 (13) *Barbarians*

Spd 2, Def 2d6, Mgt 2d8, Will 2d6

Spear, shield or slashing sword, shield

Skirmishers x2 (13) *Hunters*

Spd 2, Def 2d6, Mgt 2d8, Will 2d6

Javelins, shield

**STORM Warriors
(FORCES of Law – 100pts)**

Storm Lord (22)

Knight, Leader, Hero

Spd 2, Def 2d10, Mgt 2d10, Will 2d8

2-handed Warhammer

Storm Warriors x2 (21) *Fighters*

Spd 2, Def 2d10, Mgt 2d8, Will 2d8

Warhammer, shield

Storm Hammer (22) *Knight*

Spd 2, Def 2d10, Mgt 2d10, Will 2d8

2-handed Warhammer

Storm Eagle (12) *Flyer*

Spd 3, Def 2d8, Mgt 2d6, Will 2d6

Claws

**XAOS Warriors
(FORCES of Chaos – 96pts)**

Xaos Lord (22)

Knight, Fighter, Leader, Villain

Spd 2, Def 2d10, Mgt 2d8, Will 2d10

Mace, shield

Xaos Knight (24) *Knight*

Spd 2, Def 2d10, Mgt 2d8, Will 2d10

Battle axe, slashing sword

Xaos Warrior (23) *Fighter*

Spd 2, Def 2d10, Mgt 2d8, Will 2d10

Battle axe, shield

Xaos Sorcerer (25) *Magic User*

Spd 2, Def 2d8, Mgt 2d8, Will 2d10

Magic staff, witch fingers

Fearful visage, fireball, sleep, smoke cloud

SCENARIO Monsters

Mimic (14) *Beast*

Spd 1, Def 2d8, Mgt 2d8, Will 2d6

Tentacles, bite

Zombie (9) *Wretch*

Spd 2, Def 2d6, Mgt 2d6, Will 2d6

Bite, fists

15 SCENARIOS

Thank goodness this is a zine and I don't have enough room to be forced to include more than a few scenarios.

Kill 'em All

Set the board up as usual, lots of terrain, no sight lines crossing the board.

Starting the Game: Each player rolls 1d6. High roll chooses which side to deploy from and then sets up their models within 1 stick of their board edge. Low roll then deploys their models within 1 stick of the opposite side.

Game Duration: At the end of the 4th round, roll a d6. On a 5+ the game ends. If the game continues, it ends after the 5th round.

Victory Conditions: The player who has killed the most points worth of their opponent when the game ends wins.

Objectively Normal Scenario

Set the board up as usual, lots of terrain, no sight lines crossing the board. Place 1 objective token in the middle of the board. Each player then places 1 objective token within 1 stick of the centerline of the board, and more than 1 stick away from any other objective token.

Starting the Game: Each player rolls 1d6. High roll chooses which side to deploy from and then sets up their models within 1 stick of their board edge. Low roll then deploys their models within 1 stick of the opposite side.

Game Duration: At the end of the 4th round, roll a d6. On a 5+ the game ends. If the game continues, it ends after the 5th round.

Victory Conditions: The player controlling the most objectives when the game ends is the winner. To control an objective, a player must have more models within a ½ stick of an objective than their opponent.

Treasure Surprise

Set the board up as usual, lots of terrain, no sight lines crossing the board. Place 1 treasure chest in the middle of the board. The players then alternate placing 2 more treasure chests each 1 ½ sticks or more from the edges of the board, and more than 1 stick away from any other treasure chest.

Starting the Game: Each player rolls 1d6. High roll chooses which side to deploy from and then sets up their models within 1 stick of their board edge. Low roll then deploys their models within 1 stick of the opposite side.

Game Duration: At the end of the 5th round, roll a d6. On a 5+ the game ends. If the game continues, it ends after the 5th round. The game also ends if all treasure chests have been moved off the board.

Victory Conditions: The player that has moved the most treasure chests off the board when the game ends is the winner.

Treasure Chests

- To pick up a treasure chest, a model must be touching it, and take an Interact action.
- Roll a d6. If the result is equal or lower than the game's current round, that chest is actually a *mimic* (p 11).
- The mimic immediately makes a Melee Attack with its Bite against the model that interacted with it.
- The mimic then activates in every Maintenance Phase.
- Treasure chests move with the model carrying them.
- A model carrying a chest has its **Spd.** reduced by 1, to a minimum of 1.
- A model may only carry 1 chest.
- If a model carrying a chest is taken *out of action*, the chest remains on the board.
- A model with a chest may move off any side of the board to score a victory point. That model is removed from the game, but is not *out of action*.

16 FAQ

— *Explain the +1DT, -1DT stuff again.*

That's not a question. Velda Dark has a **Mgt** of 2d8. If she gets a **+1DT** from some source, she will roll 2d10 instead. If she gets a **-1DT**, she would roll 2d6.

— *When you reroll something, do you reroll both dice?*

Only if both dice meet the criteria for a reroll. For example, the wounding property allows rerolls of 1's. If you rolled a 1 and an 8, you'd only reroll the 1. If you rolled snake-eyes, you'd reroll both.

— *If my model has 2 Spd and a quick weapon can it move twice and attack twice?*

No, each model gets 3 actions. Your model could move twice and attack once, or move once and attack twice, etc. Any combo of three actions, up to the maxes for your **Spd** and weapons.

— *Who rolls on the Attack Result Table, the attacker or defender?*

In the Space Weirdos rules, it's the defender. But in play, many people have the attacker roll it. I'm going to say you should decide for your table which you prefer, or do whatever is most dramatic at the time.

— *If my model has a sword with riposte and we get a defensive strike result on the Attack Result Table, does my model get to do both?*

Yes, you would resolve the defensive strike first since it's part of the attack, then, assuming your model is still *ready* when the exchange is over, you could spend a Maneuver Point to make the Riposte.

— *If my model is staggered can I try to Recover again if I fail?*

Yes, you still get 3 actions even if you're *staggered*. If your model is *down* and *staggered*, you can Recover, and if successful, Stand, then take another action, or end up using all its actions to try to Recover.

— *If I make a 2 or 3 action attack with a powerful weapon, AND spend a maneuver point to Sweep, do I get the bonus to each attack?*

No, only the first.

— *Do I add a movement token to my model if they are forced to move from Diving for Cover, Knockback, telekinesis, etc?*

No, only add movement tokens when the rules tell you to.

— *If you cast an Area of Effect spell, do you roll an attack for each enemy it affects?*

No, the attacker rolls once, and each target rolls **Def** individually.

— *If my model is staggered or down can it do any of these things on the Attack Result table like Return Fire and Riposte?*

No. The rules about what a *staggered* or *down* model can do are still in effect.

— *What happens then?*

Nothing. The exception is the Knockback result where the model must move and is then *down*. The Condition Progression effect will probably then come into play.

— *Why is the first Spell result, "≤ half Defender's Will roll," so convoluted?*

Getting everything to work in the same format in a table is hard. It's a confusing way of saying, "If the defender doubles the spellcaster's roll, the spellcaster is hit by their own power."

— *How accurate is your points system?*

As accurate as any game, which is to say, it's a loose guideline. Don't think about it too much, just give your minis some numbers and play.

— *How do I handle a situation not covered by the rules? Like knocking over a piece of terrain a model is standing on or something like that?*

Think to yourself, "would Casey want us to do that?" If the answer is "yes," then figure out if it's an Attack or Interact action and roll some dice to see what happens. This isn't a tournament game.

— *Your definition of a heartbreaker is incorrect.*

That's not a question and please burn this zine and/or delete this pdf.

Classes

Acrobat (1 pt. / limit: 2)

Weapon Proficiencies: Simple, Ranged

Disengage costs 1 action. If this model ends a Move action next to a climbable piece of terrain, it may move to the top. May jump up to 1 stick gaps. If this model falls, place it upright where it landed.

Alchemist (1 pt. / limit: 1)

Weapon Proficiencies: Simple

Interact actions with flasks or potions cost 1 action.

Archer (2 pts. / limit: 2)

Weapon Proficiencies: Simple, Martial, Ranged
Bows gain *quick*.

Assassin (2 pts. / limit: 2)

Weapon Proficiencies: Simple, Ranged

Daggers are not *weak*. +1 to melee Attack Result Table rolls.

Barbarian (1 pt. / limit: -)

Weapon Proficiencies: Simple, Martial, Shields

+1 to **Will** rolls. If this model ends a Move action within a ½ stick of an enemy, it may move BtB.

Beast (1 pt. / limit: 2)

Weapon Proficiencies: Natural

Can buy 2d10 **Def** and **Mgt** without weapon requirements. Cavalry do not get bonuses to **Mgt** or **Def** vs. Beasts. Can move a ½ stick when taking a Stand action. Can not use the Interact action.

Berserker (2 pts. / limit: 2)

Weapon Proficiencies: Simple, Martial, Shields

-1 to **Def** rolls. Recover actions are automatically successful.

Cavalry (2 pts. / limit: 1)

Weapon Proficiencies: Simple, Martial,
Ranged, Shields

+1 to **Mgt** rolls when making Attacks against a non-Cavalry model. +1 to **Def** rolls when targeted with a Melee Attack and -1 to **Def** rolls when targeted by a Ranged Attack from a non-Cavalry model. Cannot climb terrain. Knows the Trample maneuver.

Commander (2 pts. / limit: 1)

Weapon Proficiencies: Simple, Martial, Shields

This model may take an Interact action to let any allied model in LoS immediately take a Move, Melee Attack, or Ranged Attack action.

Druid (2 pts. / limit: 1)

Weapon Proficiencies: Simple

Knows *grasping vines* spell. Beasts gain a +1 to **Mgt** rolls when within ½ stick of this model. Sickles are not *unwieldy*.

Fighter (1 pt. / limit: -)

Weapon Profs: Simple, Martial, Ranged, Shields
+1 to **Mgt** rolls.

Flyer (1 pt. / limit: 2)

Weapon Profs: Simple, Martial, Ranged, Natural

This model can ignore terrain and other models when taking Move actions.

Fool (1 pt. / limit: 1)

Weapon Proficiencies: Simple

Knows the Taunt maneuver.

Healer (1 pt. / limit: 1)

Weapon Proficiencies: Simple, Shields

While BtB with an allied model, use an Interact action to make an unopposed **Will** roll.

A success removes 1 condition, doubling the roll removes 2.

Knows *holy aura*.

Classes

Hunter (2 pts. / limit: 2)

Weapon Proficiencies: Simple, Ranged
Targets gain no cover vs. ranged attacks. No shot on the run penalty to ranged attacks.

Knight (1 pt. / limit: 2)

Weapon Proficiencies: Simple, Martial, Shields
Can buy 2d10 Def without being equipped with a shield. Reroll Def rolls of 1 if equipped with a shield.

Magic User (1 pt. / limit: 1)

Weapon Proficiencies: Magical
Can purchase spells.

Magical Beast (2 pts. / limit: 1)

Weapon Proficiencies: Natural
Can purchase spells. Can buy 2d10 Def and Mgt without weapon requirements. Cavalry do not get bonuses to Mgt or Def vs. Magical Beasts.

Martial Artist (1 pt. / limit: -)

Weapon Proficiencies: Simple, Martial, Ranged
Martial Arts are not *weak*.

Monster (3 pts. / limit: 1)

Weapon Proficiencies: Simple, Martial, Natural
All enemy models within 1 stick have a -1 penalty to Will rolls. Can buy 2d10 Def and Mgt without weapon requirements.

Necromancer (2 pts. / limit: 1)

Weapon Proficiencies: Simple, Magical
Knows *unlife*. Scythes gain *wounding* and are not *unwieldy*.

Pit Fighter (1 pt. / limit: 2)

Weapon Proficiencies: Simple, Martial, Shields
Knows the Distract maneuver. Melee Attacks vs. this model never get a Gang-up bonus.

Spy (2 pts. / limit: -)

Weapon Proficiencies: Simple, Martial, Ranged
If this model has cover from an attacker's point of view, the attacker does not have LoS unless they are within 1 stick of the Spy.

Spell Sword (1 pt. / limit: 1)

Weapon Proficiencies: Simple, Martial, Ranged, Shield
Can purchase 1 pt. spells.

Swashbuckler (2 pts. / limit: -)

Weapon Proficiencies: Simple, Martial, Ranged
Fencing swords are not *weak*. -1 reload for harquebus and pistol.

Thief (1 pt. / limit: -)

Weapon Proficiencies: Simple, Ranged
Interact actions with scenario based objectives or terrain items cost 1 action. Any required rolls for a scenario or terrain based Interact action gain +1DT.
-1 reload for 1-handed crossbows.

Wretch (0 pts. / limit: -)

Weapon Proficiencies: Simple, Ranged
Def, Mgt, and Will have a max of 2d6. +2 Mgt with clubs, articulated clubs, fists, torches, and pitchforks.

Optional Rule: Powerful Models

If all players agree, each warband may include a single **Powerful** model, represented by a larger model, such as a dragon, giant, demon, or other monster.

This model may have 2 classes and be up to 30 points, but may not be the warband's leader.

The first time this model would be taken OoA, it instead immediately becomes ready again. The 2nd time it is taken OoA, remove it from the table.

Weapon tables

simple, ranged, shields

Simple Weapons	Hands	Properties	Maneuvers	Pts.
Bill Hook	2	<i>reach</i>	Drag	1
Club, articulated	1 or 2	<i>chain</i>	Bellringer	1
Club/Mace	1 or 2	–	Bellringer	0
Dagger	1	<i>quick, weak</i>	Weak Spot	1
Fist	1	<i>weak</i>	Bellringer	0
Flask	1	<i>item</i>	Burst	1
Holy Symbol	1	<i>item</i>	Repel	0
Instrument	1 or 2	<i>item</i>	Inspire	1
Lantern	1	<i>item, light</i>	–	0
Pitchfork	2	<i>unwieldy, weak</i>	Set	0
Poleaxe	2	<i>reach</i>	Sweep	1
Potion	1	<i>item</i>	Cure, Enhance	1
Scythe	2	<i>reach, unwieldy</i>	Sweep	1
Sickle	1	<i>wounding, unwieldy</i>	Weak Spot	1
Spear	1 or 2	<i>piercing +1, reach</i>	Set	2
Staff	2	<i>defensive, quick</i>	Parry, Sweep	1
Torch	1	<i>light, weak</i>	Repel	1

Ranged Weapons	Hands	Properties	Maneuvers	Pts.
Bow	2	<i>long range, reload 1</i>	–	2
Crossbow	1 or 2	<i>long range, piercing +1, reload 2</i>	–	2
Harquebus	2	<i>long range, piercing +2, reload 3</i>	–	3
Javelin/Spear	1	<i>medium range</i>	–	1
Pistolet	1	<i>short range, piercing +2, reload 2</i>	–	2
Sling	1	<i>long range, reload 1</i>	–	1
Throwing axe/Club	1	<i>short range</i>	–	1
Throwing Knives	1	<i>short range, quick, weak</i>	–	1

Shields	Hands	Properties	Maneuvers	Pts.
Buckler	1	<i>defensive, item</i>	Parry	0
Shield	1	<i>defensive, item</i>	Parry, Block	1

Weapon tables

martial, natural, magical

Martial Weapons	Hands	Properties	Maneuvers	Pts.
Axe	1 or 2	<i>powerful</i>	Sweep	2
Banner	1	<i>item</i>	Rally	1
Gory Trophy	1	<i>item</i>	Taunt	1
Greatsword	2	<i>powerful, reach</i>	Riposte, Sweep	3
Halberd	2	<i>reach</i>	Set, Smash	3
Hammer/Pick	1 or 2	<i>crushing</i>	Smash	2
Lance	1	<i>mounted, piercing +1, reach</i>	–	2
Martial Arts	2	<i>defensive, quick, weak</i>	Parry, Throw	2
Net	1	<i>reach, entangle</i>	–	1
Parrying Dagger	1	<i>weak</i>	Parry, Weak Spot	1
Sword, fencing	1	<i>piercing +1, quick, weak</i>	Parry, Riposte	2
Sword, slashing	1 or 2	<i>wounding</i>	Riposte	2
Sword, thrusting	1	<i>piercing +1</i>	Riposte	2
Whip	1	<i>short range</i>	Drag	1
Natural Weapons	Hands	Properties	Maneuvers	Pts.
Bite/Sting	–	<i>wounding</i>	Weak Spot	2
Bludgeon	–	<i>crushing</i>	Smash	2
Claws	–	<i>quick</i>	Pounce	3
Missile	–	<i>medium range</i>	–	1
Horns	–	–	Throw, Trample	1
Tail	–	<i>reach</i>	Sweep	2
Tentacles	–	<i>short range, entangle</i>	Drag	1
Magical	Hands	Properties	Maneuvers	Pts.
Book/Scroll	1	<i>item</i>	Empower	1
Orb	1	<i>item</i>	Prognosticate	1
Ritual Dagger	1	<i>blood sacrifice, weak</i>	–	1
Wand	1	<i>item, light, spell piercing +1</i>	–	1
Witch Fingers	1	<i>somatic, weak</i>	–	1
Wizard's Staff	1 or 2	<i>defensive, light</i>	Magic Shield	2

Weapon Properties

Blood sacrifice

When you lose a roll to cast a spell, give this model a *staggered* token to re-roll the result.

Chain

Opposing models cannot use Parry against this weapon.

Crushing

Use 2 actions on a Melee Attack for a -1 to your target's **Def** roll, or 3 actions for a -2.

Defensive

This model receives a +1 bonus to **Def** rolls. Attack Result Table rolls for this weapon receive a -1 penalty.

Entangle

Do not roll on the Attack Result Table after a successful attack. Instead, until the end of this round the target is -1 to **Spd** and -1DT to **Def** and **Mgt** rolls.

Item

You may not make Melee or Ranged attacks with this weapon.

Light

This weapon emits *light* (p 10).

Mounted

Only a Cavalry model may use this weapon. A model with this weapon may have a 2d10 **Mgt** even though this is a one-handed weapon.

Piercing

Rolls on the Attack Result Table add the listed bonus.

Powerful

Use 2 actions on a Melee Attack for a +1 to your **Mgt** roll, or 3 actions for a +2.

Quick

This weapon may take 2 Melee or Ranged Attack actions per activation.

Reach

This weapon may make Melee Attack actions against enemies within a 1/2 stick.

Reload

Place the listed number of reload tokens next to the model after making a Ranged Attack.

Somatic

+1 to **Will** rolls for each empty hand when casting a spell.

Spell Piercing

Rolls on the Attack Result table from spells add the listed bonus.

Unwieldy

Reroll maximum results on **Mgt** rolls.

Weak

No matter the wielder's **Mgt**, attacks with this weapon never roll more than 2d6 **Mgt** if one-handed, or 2d8 if two-handed.

Wounding

Reroll 1's when making Melee Attacks with this weapon.

Short Range

This weapon may target any model within 1 stick.

Medium Range

This weapon may target any model within LoS, but attacks on targets > 1 stick away are at -1DT.

Long Range

This weapon may target any model within LoS.

Spells

Blur (1 pt.)

Target one allied model within LoS. Until the spellcaster activates again, enemy models do not have LoS to this model unless they are within 1 stick of it.

Charm (2 pts.)

Targeted enemy takes one action of the spellcaster's choice.

Fearful Visage (1 pt.)

Target one allied model within LoS. Until the spellcaster activates again, enemy models must win a **Will** roll vs. this model to move BtB.

Fireball (2 pts.)

Target a point within 1 stick. Affects a Blast AoE. Roll on the Ranged Attack column of the Attack Result Table for each target affected. Treat any result of less than 5 as 5.

Grasping Vines (1 pt.)

Target 1 enemy model within LoS. Until the spellcaster activates again, that model's **Spd** is reduced by 1, or by 2 if the spellcaster's roll was $\geq$ double the target's.

Holy Aura (1 pt.)

Until the end of the round, the caster emits holy energy that grants allows allied models within a 1 stick to reroll 1's on **Def**, **Mgt**, and **Will** rolls.

Ice Blast (1 pt.)

Targets a Cone AoE. Roll on the Ranged Attack column of the Attack Result Table for each target affected. Treat any result of less than 5 as 5.

Lightning Bolt (2 pts.)

Affects all models in a Line AoE. Models > 1 stick away gain **+1DT** to their **Will** roll. Roll on the Ranged Attack column of the Attack Result Table for each target affected. Treat any result of less than 5 as 5.

Magic Missile (1 pt.)

Target 1 enemy model within LoS. Roll on the Ranged Attack column of the Attack Result Table. Treat a result of less than 5 as 5.

Sleep (2 pts.)

Target 1 enemy model under 20 pts. within 1 stick. That model is *staggered* and *down*.

Smite (1 pt.)

Target one allied model within 1 stick. The next time this model rolls on the Attack Result Table, add +1 to result with a success, or +2 if the caster doubled the Unopposed roll.

Smoke Cloud (1 pt.)

Place a token within LoS of the spellcaster. LoS cannot be drawn through a $\frac{1}{2}$ stick radius of this point. Remove the token when the spellcaster next activates.

Telekinesis (1 pt.)

Move 1 obstacle or model (opposed roll when enemy) up to 1 stick.

Teleport (1 pt.)

Target 1 allied model within LoS. Place that model anywhere on the board, but not BtB with an enemy model. Carried treasure or other objectives may not be teleported.

Unlife (2 pts.)

Return 1 *OoA* model to the table and place it within 1 stick of the spellcaster. The returned model becomes a member of the spellcaster's warband with the stats of a *Zombie*, but only 2 actions per activation instead of 3 (p 3). A model can only be returned to the table once.

Maneuvers

Bellringer

Use when: this model hits a target with this weapon.

Effect: Place a *staggered* token next to the target model. Do not roll on the Melee Attack Table.

Block

Use when: a Ranged Attack is declared against the model wielding this weapon.

Effect: +1DT to your Def roll.

Burst

Use when: this model uses an Interact action.

Effect: Targets a point up to 1 stick from the attacker, Blast AOE, 2d8 Mgt.

Cure

Use when: this model uses an Interact action while BtB with a model in your warband.

Effect: Remove one condition or spell effect from the target model.

Distract

Use when: a Melee Attack is declared against this model.

Effect: The attacking model suffers a -1DT penalty to its Mgt roll.

Drag

Use when: this model hits a target with this weapon.

Effect: Move the target BtB with the attacker.

Empower

Use when: this model casts a spell.

Effect: +1DT to your Will roll.

Enhance

Use when: this model uses an Interact action on a model in BtB contact.

Effect: The next roll this model makes gains +1DT.

Hasten (universal)

Use when: you activate any model.

Effect: Raise this model's Spd by 1 for this activation, to a maximum of 3.

Inspire

Use when: this model takes an Interact action.

Effect: All allied models within 1 stick gain +1 to all Def, Mgt, and Will rolls until the next round.

Magic Shield

Use when: a Melee or Ranged Attack is declared against a model wielding this weapon.

Effect: Roll this model's Will instead of Def against this attack.

Parry

Use when: a Melee Attack is declared against the model wielding this weapon.

Effect: +1DT to your Def roll.

Pounce

Use when: this model takes its 2nd or 3rd Move action, ends the Move >1 stick from where it started and also BtB with an enemy model.

Effect: Place the enemy model down.

Prognosticate

Use when: before any player makes a roll.

Effect: Add +1DT or -1DT to the roll.

Rally

Use when: this model uses an Interact action when your warband is broken.

Effect: Your warband is no longer broken.

Regroup (universal)

Use when: you have Maneuver Points left in the Maintenance Phase.

Effect: Gain +1DT to your next Initiative roll.

Repel

Use when: this model takes an Interact action.

Effect: All BtB models must move 1 stick away from this model, but not BtB with any other model in your warband.

Riposte

Use when: this model is still ready and BtB with its attacker after being the target of a Melee Attack action.

Effect: Make a Melee Attack against the attacker.

Set

Use when: an enemy model that started its activation more than 1 stick away moves BtB with this model.

Effect: Immediately make a Melee Attack against the enemy model with this weapon.

Smash

Use when: this model takes a Melee Attack action using this weapon.

Effect: +1DT to your Mgt roll.

Sweep

Use when: this model takes a Melee Attack action using this weapon.

Effect: Make an attack against every model BtB with this model.

Taunt

Use when: this model takes an Interact action.

Effect: Enemy models within 1 stick take a -1 penalty to all Def, Mgt, and Will rolls until the next round.

Throw

Use when: this model hits a target with this weapon.

Effect: The attacker places the target model down anywhere within 1 stick. Do not roll on the Attack Result Table.

Trample

Use when: this model takes a Melee Attack action.

Effect: Make a 2d8 Mgt Melee Attack against every model within a 1/2 stick of the attacking model.

Weak Spot

Use when: this model hits a target with this weapon.

Effect: +1 to the Attack Result Table roll.

Leader Traits

Enchanted Weapon

Choose one weapon. It gains:

- Emits light (p 10)
- 1-handed weapons may have 2d10 Mgt
- 2-handed weapons gain +1 to Mgt rolls

Enchanted Shield

Must be wielding a shield. The leader cannot be targeted by Ranged Attacks.

Extraplanar

The leader gains the Flyer class.

Hero/Villain

Double the point value of this model. It can activate twice in a round, but not twice in a row. Remove movement tokens when you activate the 2nd time. Best if both leaders have this ability. Talk to your opponent when building warbands.

Mage Killer

+1DT to Attack rolls vs. models that can cast spells. +1DT to Will rolls vs. spells.

Majestic

Any time a model in your warband has LoS to the leader and makes a Will roll, that model may use the leader's Will instead.

Noble

Attack actions targeting this leader instead target any other model in the leader's warband that is within 1/2 stick and is fewer points than the Leader.

Monstrous

Non-leader models must win a Will roll vs. your leader to move BtB.

Sorcerer

2 point spells cost 1 action to cast.

Tactician

+1DT to your warband's Initiative rolls.

Warband Traits

Adventuring Party

This warband may not have more than 1 of any class. Gain 1 extra Maneuver Point per round.

Beast Folk

May purchase natural weapons.

Comrades in Arms

Models in this warband may all have 2 classes, however, 1 class must be shared by every model in the warband and not have a limit to how many a warband may have.

Coven

This warband may have up to 3 magic users and 3 beasts.

Deep Dwellers

Not affected by darkness. +1 **Mgt** to attacks with hammers and picks.

Fanatics

Roll **Will** with +1**DT** for all rolls except Cast Spell actions.

Forces of Chaos

Once per round force your opponent to reroll a single maximum die result.

Forces of Law

Once per round reroll a single die result of 1.

Forest Folk

If models in this warband end a Move action next to a climbable piece of terrain, they may move to the top. Double the number of archers and hunters this warband may have.

Glory Hounds

After any model in this warband takes an enemy model *OoA* after a double or triple on the attack roll, that model may use the Inspire maneuver without spending a Maneuver Point.

Monster Squad

Double the number of beasts, flyers, magical beasts, and monsters this warband may have. Not affected by darkness.

Otherworldly

All models in this warband may purchase a 1 pt. spell.

Rabble

Every model except the leader must be a fool or wretch. Add 1 wretch to your warband for free.

Small Folk

Disengage costs 1 action. Melee Attacks vs. this warband never get a Gang-up bonus. May not purchase 2d10 **Def** or **Mgt**.

Soldiers

At least half the members of this warband must be fighters. If models in this warband are **BtB** with an ally, they gain +1 to **Def** rolls.

Swamp Dwellers

Water and swamp terrain is not difficult. May purchase bite and tail natural weapons.

Thieves Guild

All warband members must be acrobats, assassins, spies, and thieves. Interact costs 1 action for this warband. Not affected by darkness.

Tribal

All warband members must be barbarians, beasts, berserkers, and hunters. +1 to **Mgt** with 2-handed weapons.

Undead

Recover actions are automatically successful. May purchase bite and claw natural weapons. Not affected by darkness.

Witch Hunters

Once per round, when a model from this warband is **BtB** with a *down* or *staggered* enemy, it can take an Interact action to make the enemy *OoA*. This warband may not include any models that cast spells except a Healer.

EXAMPLE OF PLAY

Pat and Sam are playing a game of *Sword Weirdos*. Pat is playing the Firebrands, who are trying to clear some ruins of the Gut-Spillers, a warband of humanoids played by Sam. We pick up the action on round 2, with the Gut-Spillers having the initiative.

Sam activates Gark the hunter to fire her bow at Jess, a fighter. Gark has a Might of 2d8, and Jess has a Defense of 2d8+1 because she has a shield with the defensive property. Gark is a hunter, so even though Jess is behind cover, she does not gain a +1DT to her Defense from it. Pat decides to spend a Maneuver Point to use Jess's shield's Block maneuver. This will give her a +1DT to Defense. Sam rolls 2d8 getting a 14, and Pat rolls 2d10+1 getting a 12. Gark's arrow has struck home! The Attack Result Table roll is an 8, and Jess is staggered. Pat puts a token next to Jess. For Gark's second action, Sam uses Reload so Gark is ready to fire her bow again, and then a Move action.



It's now Pat's turn to activate a model, so they activate Scorcha, the Firebrands' leader and a magic user. First Pat has Scorcha Move closer, to bring her within spellcasting range. Next Pat spends 2 actions to cast a fireball spell, targeting a spot where it catches two of the Gut-spillers. Scorcha rolls 2d10+2 for her Willpower since she has two witch fingers. The bugbear barbarian defends with 2d6 Willpower, and the hobgoblin with 2d8 Willpower. Scorcha gets a 12, the hobgoblin a 7, and the bugbear gets lucky and rolls boxcars so only the hobgoblin rolls on the Attack Result Table. A 10 is rolled and the hobgoblin is blown up by the fireball!



Sam now eagerly activates the Gort, the bugbear barbarian. Gort could reach the other side of the wall in one Move, but Scorcha would get a +1DT to Defense. However, Gort is a barbarian, so if he ends his Move within a ½ stick of Scorcha, he can just move base-to-base on the other side of the wall, which he does. Sam now has Gort use a Melee Attack action to pound Scorcha with his mace. Gort has 2d8 Might and Scorcha has a 2d8 Defense. No one has any Maneuvers to use at this point, so they roll the dice! Sam rolls an 11 for Gort, and Pat only rolls a 4 for Scorcha. Sam could spend a Maneuver Point and use Bellringer to automatically stagger Scorcha...but the 11 more than doubled the 4, so there would be a +1 on the Attack Result Table roll. Sam decides to risk it. The roll is a 6, Knockback! It's not a kill or stagger, but Sam still gleefully moves Scorcha 1 stick closer to the rest of his warband and places her down. With Gort's last action, Sam moves back into base-to-base contact with Scorcha to give a Gang-up bonus later. Scorcha is in big trouble.



ATTACK RESULT TABLE

Modifiers to rolls on the Attack Result table from high Mgt rolls and other abilities are added to the roll.

2d6 + Mods	Melee Attack Result	Ranged Attack Result
2-3	<i>Counter Strike:</i> If able, the defending model may immediately take a Melee Attack action against the attacker.	<i>Return Fire:</i> If able, the defending model may immediately take a Ranged Attack action against the attacker.
4	<i>Defensive Strike:</i> If able, the defending model may immediately take a Melee Attack action against the attacker at -1DT.	<i>Defensive Fire:</i> If able, the defending model may immediately take a Ranged Attack action against the attacker at -1DT.
5	<i>Break Away:</i> If able, the defending model may move 1 stick. This move must not bring it into contact with an enemy model.	<i>Take Cover:</i> If able, the defending model may move 1 stick. This move must not bring it into contact with an enemy model.
6	<i>Knockback:</i> The attacker must move the defending model 1 stick. Place the defending model down (p 7).	<i>Dive for Cover:</i> The attacker must move the defending model 1 stick. Place the defending model down (p 7).
7	<i>Down</i> (p 7)	
8	<i>Staggered</i> (p 7)	
9	<i>Down and Staggered</i> (p 7)	
10+	<i>Out of Action</i> (p 7)	

SEQUENCE OF PLAY

- 1 Refresh Phase
- 2 Initiative Phase
- 3 Activation Phase
- 4 Maintenance Phase

SPELL ATTACK RESULT TABLE

Attacker Will roll is	Result
≤ half Defender's Will roll	The attacker is affected by their own spell
≤ Defender's Will roll	The spell fails, no effect
> Defender's Will roll	The spell takes effect

ATTACK ROLL TABLE

Mgt roll is	Result
≤ Def roll	Attack misses, no result
> Def roll	Target hit, roll on Attack Result table
≥ double Def roll	Target hit, roll on Attack Result table +1
≥ triple Def roll	Target hit, roll on Attack Result table +2