The WarpSpawn Second Big Book O'Games

Tome 9

Warpplay, Quest, Skirmish, Universal And Solo

Various & Sundry, mainly Lloyd Krassner

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December 2020

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Florence (Italy), december 2020

Part I

Intro

Introduction to Warpspawn Games

Article by Tom Higgins (tom@wsmf.org), Main editor of Countermoves.

There are many ways to game as there are gamers to play them. There are focused gamers who pick a theme and stick with it most of their lives. There are die hard role players, hard dice roll players and anti dice hard tech players. There are board game aficionados and card game fanatics. There are folks who like to move around the hexes and those who wont map the territory of their playing.

Then there are those who like to mix it all up.

Precious few resources exist for this type of gamer, one such resource though is Warp Spawn Games (http://www.angelfire.com / games2/ warpspawn / index.html) Warp Spawn is home to a motley crew of game developers and players who revel in creating games as much as they do in playing them. The lead mad scientist in this laboratory of gamming is Lloyd Krassner who has been running this site since.

1997

The site itself is spartan but what it lacks in graphics it makes up for in game rules. Lloyd and the Warp Spawn regulars have been churning out game rules at a break neck speed for the last few years, the count for 2001 is now over 200 and climbing. Game types range from your pure card game to your roll and move board games to hex game to role-playing to combinations of all of the above. There are lots of different types of game mechanics to choose from as well. The rule sets are broken into thematic sections; there are sections for SF, Fantasy, Historical and the infamous Other as well as a place of Universal Game Systems. More on this last one in another article. Each of these sections is further broken down by time period of subtype.

Many of the rule sets you will find are mostly straight text files. Very few have any sort of graphics, maps or unit counters. These are left for others to work on. In some cases there are graphics available either as image files or as Thoth game sets. The big advantage to a Thoth game set in this case is that the individual graphical items are not hidden in the gamebox, they are available to be manipulated and customized in directories.

The good news is that over time and with more people using Warp Spawn games the more ready-made graphics there are to play with. If you cant find these ready made gems for the rules set you are wanting to play then its up to you to create them and hopefully offer them up to the site so that others can use them as well. A lot of what goes on at Warp Spawn is centered on this act of causal collaboration and sharing. Sharing the games or variants you have created with the rest of the Warp Spawn crew gets the game played more and thus it becomes a better game for the playing. Play testing games is a powerful tool in the developmental cycle of a game.

The act of making a game has become a game for the Warp Spawn game makers. Trying out combinations of types, tweaking rules sets, merging different mechanics and methods all are evident in the rules sets found here. You can get a glimpse of what goes on in one game developers mind on Llyod's Brainstroming page. There is also an open channel of discussion between the users and developers. This comes in the form of a message board. It's a simple text only web message board but it works to get the conversation and critiques flowing.

A Review and Essays page gives players and developers alike a place to work out the workings of the games; the good, the bad and the ugly. Often what doesn't work can be has helpful to making a better game as what does work. Hearing from the developer and the players is a great way to get a look into some of the games.

The biggest strengths Warp Spawn has going for it is not its flashy graphics (there are none) or its professional publication ready games (these games are as raw as they come, rivaling even CheapAss Games) or even its detailed rule sets (some of these games are as abstracted from their source material as a Pollack canvas). What Warp Spawn has is a down in the muck attitude where the game comes before the detail and the developing is as much fun as the playing. It's a schloberknocker no holds barred game development site that offers as wide a range of game styles as I have seen represented in any one place.

It has a core group of members who are quick to help and very into the idea that everyone is a game developer just looking for a chance to come out and play.

Contents

CONTENTS

Warp Spawn Games by Genre

Warpplay

Introduction

Warpquest

Core Rule System

Artifact: Victorian Adventure Gaming Series

Pseudo-historical Scenarios

Historical Scenarios

Sci-fi Scenarios

Fantasy

Religous Themed Fantasy

Politically Incorrect Scenarios

Warp Skirmish

Universal Game Systems

Solo Games

Historical Solo Games

Wwii Games

Solo 20th Century+ Games

Fantasy Solo Games

Science Fiction Solo Games

Pbem

Games Adapted For Play-by-e-mail

Part II

Games

40k Skirmish

Introduction

Board & card game for 2 players. Warhammer 40K theme Abstract skirmish level combat. Each figure represents a single man (unit).

Disclaimer

Warhammer 40K is a licensed, trademarked property. This is merely a fan site.

Victory

Destroy all opposing units.

The Map

Use an 8x8 chessboard.

The Men

Use miniatures to represent men.

Starting Forces

Each side starts with 150 points worth of units. The equipment of a unit must correspond to the appearance of the fig.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 3 copies of each card in the Card list.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Fate Phase
2. Move Phase
3. Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. Moves cannot be through other units unless the unit has the "Fly" ability. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

Fast units may move twice per turn and attack twice per turn. Heavy weapons give a -1 to the units move. (except for dreadnaughts)

Fire Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Attacks cannot be through other units unless the weapon has the "Indirect" ability. Use Chits or coins to record damage.

A unit reduced to zero Hits is killed and removed from the board. Your opponent may play Armor cards to negate your attack.

Space Marine Squad Unit List

Unit	Cost	Hits	Move	Armor	Notes
Imperial Guard	2	1	2	1	
Space Scout	3	2	3	1	
Space Marine	4	2	2	2	
Terminator Marine	6	3	2	3	
Dreadnaught	10	5	2	4	M3 attack for 3 damage

Move Max normal move
Costs do not include weapons.
Hits Number of Hits that type of unit has.

The Dreadnaught has 2 heavy weapons (cost not included). The Dreadnaught is a robot (Max one per Squad).

Tyranid/genestealer Brood Unit List

Unit	Cost	Hits	Move	Armor	Notes
Hunter Slayer Pack	3	1	5	1	Fast
Genestealer	6	2	4	1	M3 attack for 2 damage, Fast
Brood Brother	2	1	2	1	Can use Weapons
Hybrid	4	2	3	1	Can use Weapons
Tyranid	6	2	4	2	
Zoat	6	3	4	1	Can use Weapons
Magus	7	2	2	1	Comes with Psychic Skill
Patriarch	15	4	3	3	Max one per brood
Screamer Killer	20	6	2	4	Max one per brood

The Patriarch has Leadership & Psychic skill and a M3 attack for 3 damage. The Screamer Killer has M3 attack for 4 damage and a Bio-Plasma Bolt that has a Range = 4 and Damage = 4. Hunter Slayers may be equiped with Fleshborers.

Tyranids may be equiped with Deathspitters or Boneswords.

Weapon & Equipment List

Weapon	Cost	Range	Damage	Notes
Knife	0	M1	1	
Chain Fist	1	M1	2	
Chain sword	2	M2	2	
Power Sword	3	M3	2	
Power Glove	2	M2	3	
Power Axe	3	M2	4	
Thunder Hammer	4	M3	3	
Storm Shield	1	-	-	Armor +1
Lightning Claws	4	M3	4	
Frag Grenades	1	2	1	
Crack Grenades	2	2	2	
Melta Bombs	3	2	3	
Plasma Grenades	4	2	4	
Smoke Grenades	1	2	-	Block LOS for 2 turns
Las Pistol	1	3	1	
Lasgun	2	4	1	
Bolt Pistol	1	2	2	
Bolter	2	3	2	
Storm Bolter	3	3	3	
Plasma Gun	2	2	3	Use every other turn
Flamer Pistol	1	2	2	Ammo = 3
Missile Launcher	4	6	5	Heavy; Ammo = 4, Indirect
Heavy Bolter	4	5	4	Heavy; Ammo = 6, Indirect
Lascannon	4	6	3	Heavy
Auto Cannon	3	4	4	Heavy; Ammo = 6
Assault Cannon	3	4	5	Heavy, Ammo = 4
Conversion Beamer	4	5	4	Heavy
Jump Pack	1	-	-	Fly & Move +2
Fleshborer	1T	2	1	
Deathspitter	3T	4	3	
Boneswords	4T	M3	3	
Barbed Strangler	2T	5	5	Ammo = 1
Flesh Ripper	2T	3	2	

T Tyranids/Genestealers only.

Range = Maximum attack range.

Space Marine Specialist List

Specialist	Cost	Skill
Chaplain	4	Psychic Skill (max one per squad)
Librarian	4	Psychic Skill (max one per squad)
Commander	4	Leadership Skill (max one per squad)
Mechanic	2	Mechanic Skill
Medic	2	Medic Skill

Special Abilities

A unit with Psychic skill may discard a Special card to use a psychic power. A unit with Leadership skill may discard a Special card to give all of his units Move +1 this turn. A unit with Medic skill may discard a Special card to negate one point of damage done to an adjacent human unit.

A unit with Mechanic skill may discard a Special card to do one damage to adjacent unit or remove adjacent obstacle or Repair a destroyed weapon or equipment or repair one point of damage to vehicle or robot. All Marines have "Overwatch" and "Terminus"

ability. A unit with Overwatch skill may discard a Special card to make a ranged attack during an opponents' move phase.

A unit with Terminus skill may, when it is killed, discard a Special card to do damage to an adjacent opponent equal to that of any grenades the marine has.

Psychic Powers

Each psychic unit gets 4 random powers it can use during the game. Each power can only be used once.

Human Psychic Powers

1D12	Power	Range	Notes
1	Control	3	Take control of target for 3 turns
2	Telekinesis	6	Damage = 1
3	Blast	4	Damage = 3
4	Stasis	5	Target immobilized for 4 turns
5	Teleport	S/A	Transport target to any empty space
6	Vortex	1	All adjacent units take one point of damage
7	Lightning Arc	3	Two adjacent units take one point of damage each
8	Smite	1	Target destroyed
9	Aura	S/A	Target gets Armor +1 for 4 turns
10	Warp Time	-	Draw 2 cards
11	Scan	-	Look at opponents hand & discard one of his cards
12	Burst of Speed	S/A	Target gets Fast skill for 3 turns

S/A Self or adjacent unit

Genestealer Psychic Powers

1D12	Power	Range	Notes
1	Implant	3	Take control of target for 3 turns
2	Hellfire	3	Damage = 4
3	Hypnotize	5	Target immobilized for 3 turns
4	Steal Mind	4	Target immobilized for 4 turns
5	Cause Fear	5	Move 1-3 adj targets back; up to their full move
6	Confusion	4	Target Move, Attack & Armor values -1 for 4 turns
7	Regenerate	S/A	Remove all damage from target
8	Temporal Distort	-	Draw 2 cards
9	Ectoplasmic Mist	2	Two adjacent Targets immobilized for 2 turns

1D12	Power	Range	Notes
10	Mental Bolt	5	Damage = 2
11	Sense Presence	-	Look at opponents hand & discard one of his cards
12	Jinx	6	Destroy target weapon or equipment

Card List Notation

M Movement
A Attack

D Defense
S Special Ability
Type Purpose of card

Card List

Card Name:	#	Type	Notes
Melee 1	10	A	Unit can attack into adjacent space
Melee 2	8	A	Unit with M2 or M3 skill or weapon can attack into adj space
Melee 3	6	A	Unit with M1, 2 or 3 skill/weapon can attack into adj space
Range 2	7	A	Ranged attack at unit 2 spaces away
Range 3	6	A	Ranged attack at unit 3 spaces away
Range 4	5	A	Ranged attack at unit 4 spaces away
Range 5	4	A	Ranged attack at unit 5 spaces away
Range 6	3	A	Ranged attack at unit 6 spaces away
Armor 1	8	D	Unit with Armor 1, 2, 3, or 4 can use this card to defend
Armor 2	6	D	Unit with Armor 2, 3, or 4 can use this card to defend
Armor 3	4	D	Unit with Armor 3 or 4 can use this card to defend
Armor 4	2	D	Unit with Armor 4 can use this card to defend
Move 1	10	M	Unit may move exactly 1 space
Move 2	9	M	Unit may move exactly 2 spaces
Move 3	8	M	Unit may move exactly 3 spaces
Move 4	6	M	Unit may move exactly 4 spaces
Move 5	4	M	Unit may move exactly 5 spaces
Tactics	2	X	Shuffle the discard into the deck and draw 2 cards.
Special	10	S	Activates a units special ability

Number of this card in the deck

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Advanced Star Frontiers Lensman

Introduction

In the 198th year of the Galactic Federation (UPF 198fy), mankind attempted its first Intergalactic Voyage through Void Space. The Lensmen (adapted from Doc Smith's Lensman Space Opera) that now made up the upper echelons of Star Law, turned their mentalist talents to navigating ships along the superstrings (i.e., Slipstream of Roddenberry's Andromeda) of the Void's quantumspace continuum. The First Lensman Ranger made the Void Jump to Andromeda under half a minute. But that exploration would turn tragic.

Mankind made first contact with the centaur like beings of Andromeda, known as the Morad* (which look suspiciously like the Vedran of Roddenberry's Andromeda; conveniently, the fall of the Systems Commonwealth, according to the official Andromeda Time-Line, lines up exactly with the formation of the Asimov/Traveler Galactic Empire (AKA Third Imperium), which is a personal constant in all of my milieus (obviously the Commonwealth's fall resulted in mankind loosing its Void space intergalactic capabilities, and returning to a Hyperspace based pangalactic drive, as we see in the Foundation series and Traveler)). The first contact with the Morad's intergalactic High Guard was less than desirable. Soon mankind found itself alienated by its non-human companions of the Federation, and embroiled in its first intergalactic war.

Since the Morad's Commonwealth had millennia of experience with intergalactic conquest, mankind had to turn to their only hope to win this war with the Second Galaxy: the Lensmen! While the Gray Lensmen scoured the Galaxy for spies, ships and infiltrators from the Second Galaxy, the Lensman Rangers piloted their Assault Scouts to the Second Galaxy in order to undertake espionage missions to bring down enemy bases and perform swift guerrilla tactics against Morad ships in its own Galaxy.

In this game you play a Lensman Ranger with his intergalactic assault scout ship. You must use your Lensman Powers to undermine enemy bases while battling any Morad ships that you encounter.

Set Up

You will need the card deck (given below) and 2 ten sided dice, that will be used together as 1D% (for those of you who are new to STAR FRONTIERS and other D% Games, roll one die to generate the 10's number and 1 die to generate the 1's number, with a roll of 0 and 0 being 100%).

You begin the game with your Lensman Ranger and Assault Scoutship on the table.

The Object Of The Game

When you have successfully infiltrated and brought down all four Morad quadrant bases in the Second Galaxy, you win.

The Game

After emerging from the Void's Slipstream into the Andromeda Galaxy, draw one card. If it is a ship card you will need to battle it.

Starship Combat Turn

1. Because of your Lensman mentalist skills, you can be prepared for the
intruder before even exiting Void Space. So your Assault Ship attacks first each turn. Roll a 1D% for each weapon. If the roll is equal to or less then your Assault Scoutship's POWER, then you hit with that weapon. If you hit, subtract the damage from the opponent's hull points. If the ship is reduced to 0 or less Hull Points, it is defeated, and you make another jump, drawing another card.

2. If the enemy ship is not destroyed, then it gets to fire. To simulate
your Ranger's Lensman powers affecting the opponent ship's crew, first make a 1D% roll for each of the shots they can take. If you roll equal to or under your Ranger's POWER then you may subtract your POWER from the opponents chance to hit for those weapons you make a successful POWER roll on. In Doc Smith's Second Stage Lensmen, he goes into beautiful detail how a group of Lensmen can even affect the outcome of a fleet battle!

3. After ascertaining all adjustments to the enemy ship, its time to roll
for them. If they hit, then they inflict the listed damage to your hull point score. If you are destroyed, then the game is over.

4. If at the end of the battle you survive, but your ship is damaged, the
new stat-of-the-art self repair system will repair your ship to full Hull Points by the time you exit Void space again for your next encounter.

Quadrent Base Infiltration Resolution

When you draw a BASE CARD, you must roll equal to or under your Ranger's POWER in order to effectively disable its operation. If you fail, draw one card from the Deck to combat. If you defeat this ship, then you can try again to infiltrate the base, but with a cumulative 20% penalty for each succeeding failure. If you draw a BASE CARD when drawing for failure

response, then you have mistakenly found a connection to the next base via a Hyperspace Tunnel (while Hyperspace does not compare to Voidspace for Intergalactic Travel, it sure makes great mini-wormholes

permanently connecting two points in the same Galaxy (it can still attempt to cross the Intergalactic Void, but it sure gets messy then; again, read Second Stage Lensmen)

CARD NAME	#	Power	Hull	Attks	Dam
LENSMAN RANGER	1	60	-	-	-
FEDERATION ASSAULT SCOUTSHIP	1	75	15	2	20/50
MORAD FRIGATE	16	75	40	3	20/20/10
MORAD DESTROYER	4	75	70	4	20/20/20/10
MORAD LIGHT CRUISER	2	75	80	4	20/20/20/20
MORAD HEAVY CRUISER	1	75	85	6	20/20/20/20/20/10
MORAD MILITARY QUADRENT BASE	4	-	-	-	-

*To learn more about the intergalactic species Morad from the adventure The Prioners of Eltross, visit Advance Star Frontiers Adventures

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Alien Queen Brain

Introduction

Scenario for WarpQuest. By Zak! for the Warpquest Core RulesWarpQuest Core Rules.

The players control a squad of space Marines in charge of freeing a command post overrun by alien forces.

Module 1 represents the travel from the drop zone to the command post. Module 2 represents the the command post interior. The Artifact is the Alien Queen brain (the R&D need to study it).

1D8	Skill:
1	Short Range Combat +1
2	Long Range Combat +1
3	Xeno-biology
4	Computer

Special Rules

When the first team reaches space 30 do not draw a card from the second deck: instead, play the special

The Party

Each party consists of 6 marines: 1 Leader, 1 sergeant, 4 soldiers. The Leader has 4 skills: pick Morale plus 3 random determined skills. The sergeant has 3 skills: pick Short or Long Range Combat plus 2 randomly determined skills.

Soldiers have 2 skills each. You start with 3 Hand Grenades (Aid: Short Range Combat)

Skill List Table

Every marine roll eight sided dice to determine his skills.

1D8	Skill:
5	Mechanics
6	Ground Navigation
7	Morale
8	Pick any one skill

Alien Queen card. Any other team that will move to space 30 later will draw a card as usual.

MODULE 1 CARDS: From the drop zone to the Command Center

Card Name:	Notes:
Armored Car	Mechanics & Computer: If successful move forward 1D6 spaces
Survived Civilian	Morale x 2: If successful move forward 1D6 spaces
Interrupted Road	Ground Navigation: If failed miss next turn
Collapsed buildings	Ground Navigation x 2: If failed miss next turn
Heavy Vegetation	Ground Navigation x 2: If failed miss next turn
Minefield	Ground Navigation & Computer
Alien trap	Xeno-biology x 2
Alien spores	Xeno-biology x 2
Slaughtered Marines	Morale x 2
Lost Command CommLink	Computer x 2: If failed miss next turn
Small xenoform	Long Range Combat x 2
XenoMonster	Short Range Combat
Alien ambush	Short Range Combat & Morale
Alien Swarm	Long Range Combat x 2
XenoTerror	Long Range Combat & Morale
Mad civilians	Long Range Combat x 2
Alien virus	Xeno-biology x 2
Explosive shells	Aid: Long Range Combat
BioGrenade	Aid: Short Range Combat
Local terrain data	Aid: Ground Navigation

MODULE 2 CARDS: The Command Center

Card Name	Notes
Alien Queen*	Roll 1D6: 1-3 Morale, 4-6 Short Range Combat
(You need to win 2 challenges against the Queen)	
Elevator	Mechanics & Computer: If successful move frward 1D6 spaces
Air Lock	Mechanics & Ground Nav: If succssfl move frward 1D6 spaces
Jammed Door	Computer x 2: If failed miss next turn
Broken Door	Mechanics x 2: If failed miss next turn
The corridor collapse!	Ground Navigation: If failed miss next turn
Malfunctioning Elevator	Computer x 2
SpaceSuit Damage	Mechanics & Computer
Jammed Heating System	Mechanics & Computer
Alien Blob	Short Range Combat & Morale
Xenoform Mass	Short Range Combat x 2
Flying Xenopolyps	Long Range Combat x 2
XenoSoldier	Short Range Combat
XenoScreamer	Morale & Short Range Combat
XenoSpitter	Long Range Combat x 2
XenoFlamer	Short Range Combat x 2
XenoTentacle	Xeno-biology & Short Range Combat
Alien Gas	Xeno-biology x 2
Alien Acids	Xeno-biology & Morale
XenoEggs	Xeno-biology & Morale
Contaminated Lab scientist	Morale & Short Range Combat
Scientist Notes	Aid: Xeno-biology
R&D working computer	Aid: Xeno-biology
Tritanium Armor	Aid: Save one marine killed by Short or Long Range Combat
PlasmaGun	Aid: Short Range Combat
Survived Scientist	Aid: Morale

*The Alien Queen card is not put in the deck: keep it on a side of the board and use it when the first team reach space 30.

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.

- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.

- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.
- The current player rolls on the Skill List Table to determine which skill will decide the confronta-
tion.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

Links

Card Set at Boardgamegeek!

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Ancient Warfare

Introduction

Board & card game for 2 players. Battle between ancient armies. Each figure represents a general, camp or unit of troops.

Victory

You win if you destroy your opponents general or 8 of his units. A Camp counts as 2 units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units.

Unit Type Table

Unit	Move	Range	Notes
Camp	0	1	
General	3	1	
Auxilia	3	1	
Warband	2	1	
Blades	2	1	
Spears	2	1	
Pikes	1	1	
Cavalry	4	1	Heavy Chariots

Unit	Move	Range	Notes
Knights	3	1	
Psiloi	3	2	
Light Horse	5	2	Light Chariots
Bows	2	2	
Elephants	3	1	
Artillery	1	4	
War Wagons	2	2	
Scythed Chariots	4	1	

Army Composition

Every army has 1 General, 1 Camp, and 11 other units. You may designate 2 of your units as "Elite".

Choosing Army Composition

Besides the obligatory General and Camp pick any 11 units from the Unit list.

Dba Armies

For DBA army lists please consult the following site: DBA Online Disclaimer Note: DBA is a licensed copyrighted product. This is merely a fan site.

Units Table Notation

Move Move Limit.
Range = Unit may attack enemy units within this range.
Below is a listing of all possible unit types.

Special Ability Card Effects Table

Unit	Type	Special Ability	Notes
General	D	Rally	Rally any adjacent unit
Auxilia	A/D	Open Formation	Either if in Rough ground
Warband	A	Berserker Frenzy	Attack
Blades	D	Shield Wall	Defend
Spears	A	Throw Spears	Attack at range = 2
Pikes	A/D	Receive Charge	Either vs non-missile unit
Cavalry	A	Bows	Attack at range = 2
Knights	X	Dismount	Becomes a Blades unit
Psiloi	A/M	Run	Attack or Move = K
Light Horse	A/M	Wheel About	Attack or Move = K
Bows	A	Indirect Fire	Attack through units

Unit	Type	Special Ability	Notes
Artillery	A	Indirect Fire	Attack through units
Elephants	M+A	Trample	Move = 1 and then Attack
War Wagons	D	Strong Defense	Defend
Scythed Chariots	A	Open Ground	Attack if on Clear ground

A player may play (discard) a special ability card to activate one of the above effects.

Setup

Each player places his units on his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Psiloi who may move through their own troops. The move card has a number.

This is the number of spaces the unit moves. A Unit cannot use a Move card with a value higher than its move limit. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Each of your units can make up to one attack (kill) on your turn. If one of your units has an enemy unit in range that it can automatically kill, then that unit is destroyed. No card needs to be played. Instead of making an auto-kill you may play (discard) an Attack card to have a unit attack any enemy unit in its range.

The target is destroyed unless it is immune to the attacking unit in which case it is recoiled. A recoiled unit must move back one space if possible. Attacks are diagonal or orthogonal. Units cannot attack through other units.

The defender may play a Defense card to prevent the target card from being killed. If a Recoil card is played the defending unit must move back one space or the Card cannot be played. Artillery cannot move and attack in the same turn.

To play a Supported Attack card the target must be in range of two of your units. To play a Reinforced Defense card the target must be next to a friendly unit. To play a Rally Defense card your general must be within 2 spaces of the unit.

To play an Outflank attack card the attacking unit must be closer to the opponents edge of the board than the defending unit. To play a Rough Defense card the target must be on Rough Ground

Automatic Kill Table

Unit	Automatic Kill:
Auxilia	Elephants, Bows, Psiloi
Warband	Blades, Pikes, Artillery, Bow, Spear
Blades	Bows, Auxilia
Spears	Bows, Auxilia, Pikes, Cavalry
Pikes	Blades, Auxilia, Cavalry
Cavalry	Psiloi, Blades, Bow, Light Horse, Artillery, Auxilia, Warband
Knights	Auxilia, Spear, Pike, Psiloi, Warband, Cavalry, Light Horse
Psiloi	Elephants, Psiloi
Light Horse	Elephants, Knights, Psiloi, Artillery
Bows	Knights, Cavalry, Light Horse, Psiloi, Pikes, Warband
Artillery	Elephants, War Wagons, Scythed Chariots
War Wagons	Cavalry, Knights, Light Horse, Scythed Chariots
Scythed Chariots	Knights, Blades, Warband, Light Horse, Auxilia
Elephant	Knights, War Wagons, Warband, Light Horse, Scythed Chariots

Immunity Tablle

Unit	Immune to:
Blades	Bows, Artillery
Spears	Bows, Artillery
Psiloi	Everything that do not auto-kill Psiloi
Light Horse	Everything that do not auto-kill Light Horse
Artillery	Bows
War Wagons	Scythed Chariots

Card List Notation

M Movement
A Attack
D Defense

X Special
Type Purpose of card
K as a Knight would move in chess
Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes
Trod	5	1	M	
March	5	2	M	
Fast Pace	5	3	M	
Gallop	5	4-5	M	
Quick	5	K	M	Any unit with a Move of 3+
Attack	5	-	A	
Supported Attack	5	-	A	
Outflank	5	-	A	
Elite	5	-	A/D	Only by Elite units
Push	5	-	D	
Recoil	5	-	D	Move back 1 space
Reinforced	5	-	D	
Rally	5	-	D	
Rough Ground	5	-	D	
Special Ability	8	-	X	
Scout	2	-	X	Look at opponents hand

Terrain Types

Distribute terrain as you see fit. Clear = no modifications Rough = All Units except Auxilia & Psiloi must stop upon entering Rough. War Wagons cannot enter Rough.

Hills = Missile units get range +1 Impassable = No units may enter this space.

German House Rules

by Rudi Hofrichter

On Battlefield

Size of the table is not 8x8 but 12x12 for more historical setup.

On Generals

General is always the nominated element analog the DBA list General is never a LK or a Pl

On Terrain

Terrain setup is analog DBA 2.2. BUAs must be in range of 5 squares of two sides

On Different Types Of Terrain

Terrain covers 6 squares (Wood or hills) Wood blocks line of sight and and ranged attacks (exemption indirect fire) BUA (Build up area) covers 1 squared Units in fortified BUA neglect autokills small Rivers runs between squares small rivers block movement and like difficult terrain, on both riverbanks Difficult terrain card can be used if defence is across a river Units on hills can use difficult terrain cards against attacks from lower positions. stepp hills block movement like difficult terrain

Setup As Dba

Defender places the terrain and nominates the sides he want to set up analog DBA 2.2 set up is possible in the last 4 rows but the 2 column on the side must be vacant. Bias in an advanced position may be occupied Attacked places his units Defender swaps two

units Attackers draws card and begins plays (attention defender has yet no cards on his hand)

On Follow Up Movement Pursue

Kn, SCh,Hd,Wb follow up immediately if they kill or force the enemy to retreat and occupy the enemies position.

On Movement

you can play as many movement cards on one unit as you like you must move the exact range on the card (exemption 4-5) Retreats (as result of card or immunity) retreat must be done in a square nonadjacent to any enemy

Elephant

Movement: 3 Range: 1 Special: A Range 2

Horde

Movement:2 Range: 1 No special but no one has an autokill against the horde

Multiplayer Games

Battles: 2 Main players rest of players are either continents of the attacker of the defender contingents draw 3 cards sequence is as following: Attacker, attacker's 1. contingent ...... 2.....3.... Defender, defender's 1. contingent .... 2. contingent....etc.... Army or contigent disintegrates if general or 2/3 units lost

Post battle sequence: half of the casualties come back. Owner nominates one unit which comes back, opponent nominates one unit as definite casualty and so on. In case of a dead general this unit must be nominated first.

Review

by Rudi Hofrichter:

We are one of the old tin figures collectors club in Germany and one of our members adapted in the thirties, forties and fifties our rules "Kriegsspiel" afters his experiences in the war. This follow up of the Kriegsspiel is called "Planspiel" and covers modern warfare of the period 1930-1960. It is played in our club today in Germany and Austria. Planspiel is very fast and deadly and not comparable with any existing actual rule set. It is a mix of chess, accounting's seminar for a brigade comander on a Military academy and real logistics. But it is played on squares and has autokill rules....as we found your game on the internet we realised that your game is exactly what we shearched for so long. A very fast ancient game which fits on our squares. So your ancient warfare has 2 very important things in common with the legendary Planspiel and was so very attractive to a lot of serious collectors and players in our club. The next point why we think you game is a diamond is because it uses the army list from DBA, with allows us to use our resources material and our armies. Your system creates very historical outcomes if played with historical armies and enemies. As it uses the DBA element types it is easy to explain it to other players and people with throurough historical knowledge.

Another very important aspect is the speed we play our your game: with creation and placing of the terrain + deployment of the armies we need between 15 minutes up to 50 minutes for a game. It is possible to end the game within 1 turn and normally 3/4 of a deck are enough to finish of the opponent. Only multiplayer battles with 4-5 players which draw from one deck need more than 60min. This fastness, if played aggressively, makes it possible to end the game in one round with no discussion possible. No other ruleset is so cruel and leaves an opponent so chanceless as far as I know. This is actually biggest reason I like your system so much. Because the game is so fast it makes it possible to play the original DBA Campaigns in one day. This means we play on one day 8-15 battles with 4-6 people in a historical setting and political interaction between the battles. I also know no other system which enables the player to play completely so many battles on one day with a decisive result in the evening. We are able to play for example the first 2 crusades with all major battles (without stress) on one afternoon and evening!

Cardset Available

By Eric Sprague. Thanks!!!

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Archon Skirmish

Introduction

Board & card game for 2 players. Based on the old computer game.

Disclaimer

'Archon' is a copyrighted/trademarked property. This is just a fan site.

Victory

Occupy the 4 corner squares of the map or destroy all enemy creatures.

Light Side Creature Table

Name	Hits	Move	Attack	Notes
Wizard	2	2	4	Fireball
Unicorn	2	4	3	Energy Bolt
Archer	1	3	4	Arrows
Golem	3	2	3	Boulders

Name	Hits	Move	Attack	Notes
Valkyrie	2	4F	2	Magic Spear
Djinni	2	5F	2	Tornado
Phoenix	3	5F	1	Fire Blaze
Knight	1	3	1	Sword

Dark Side Creature Table

Name	Hits	Move	Attack	Notes
Sorceress	2	3	4	Lightning Bolts
Basilisk	1	4	4	Evil Eye
Manticore	2	4F	3	Tail Spikes
Troll	3	3	3	Boulders
Shapeshifter	2	5F	1	Claws
Dragon	3	5F	2	Flame Breath
Banshee	2	2	2	Scream
Goblin	1	2	1	Club

Setup

Each player places one creature on each square of his back row. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Orders Phase
2. Move Phase
3. Battle Phase

The Map

Use an 8x8 chessboard.

Creatures

Use chits or miniatures to represent creatures. Each player has 8 unique creatures.

Units Table Notation

Move Max range Move Cards the unit can use.
Attack = Max range Attack Cards the unit can use.
F Flyer

Orders Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your creatures. creatures cannot move through other units. (Exceptions: Flyers may move through other creatures & the Teleport Spell) The move card has a number.

This is the number of spaces the creature moves. (Important: In the Creature Lists a units Movement value is the farthest range it can move and so limits the move cards it can use) Moves are diagonal or orthogonal (like a Queen in Chess). Instead of moving

just one creature in any direction, you have the option of moving one or more creatures forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a creature attack. The attack card has a number. This is the range of the attack.

(Important: In the Creature Lists a units Attack value is the farthest range it can attack and so limits the attack cards it can use) Attacks are diagonal or orthogonal (like a Queen in chess). The enemy unit that is the target of the attack takes one point of damage. Creatures reduced to zero Hits are killed and are removed from the map.

Creatures cannot attack through other creatures. if proposed Line of Sight passes through any portion of a square containing another piece, then LOS is denied.

Spell Cards

The Light side can only use spell cards if the Wizard is still in play. The Dark side can only use spell cards if the Sorceress is still in play. The Exchange Spell switches the locations of any two friendly creatures.

The Teleport Spell can be used on any friendly creature. The target of the Imprison Spell cannot move or attack for his next 3 turns The Heal spell causes one of your creatures to gain back one lost Hit.

Card List Notation

M Movement
A Attack
D Defense
X Special
Type Purpose of card
Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes
Move 1	6	1	M	
Move 2	4	2	M	
Move 3	4	3	M	
Move 4	3	4	M	
Move 5	3	5	M	
Teleport	1	6	M	Spell
Attack 1	6	1	A	
Attack 2	5	2	A	

Card Name:	#	Range	Type	Notes
Attack 3	5	3	A	
Attack 4	4	4	A	
Dark Save	3	-	D	Dark side only
Light Save	3	-	D	Light side only
Exchange	1	-	X	Spell
Imprison	1	3	X	Spell
Heal	1	-	X	Spell

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Artifact Core Rules

Introduction

Original Victorian Themed version of the WarpQuest Gaming System. Each player controls a party of adventuring archeologists and treasure hunters trying to be the first to get some, relic, artifact, or treasure and bring it back.

Dice & Pieces

Six and ten sided dice are needed. Each player has a pawn to represent their adventuring party on the board. Use a small trinket to represent the 'Artifact'. There is only one Artifact.

The Board

The board is a single winding path of connected spaces with a start space and an end space. The path should be 30 spaces long. The First space represents the safety of European Victorian Civilization. Spaces 2-15 represents travel through the first scenario module.

Spaces 16-29 represents travel through the second scenario module. The End space is the final destination where the Artifact is found.

The Decks

There are 2 decks for each scenario: The Module 1 Deck and the Module 2 Deck Each deck has one of each card in its card list. The Scenario Module Card lists are posted on other pages on this website.

The Party

Each party consists of 6 members: 1 Leader, 3 companions, and 2 lesser companions. Companions may actually represent a group of individuals. The Leader has 5 skills. Companions have 3 skills each. Lesser companions have 1 skill.

Party members roll ten sided dice to determine skills:

Skill Table

1D10	Skill:	Notes:
1	Combat +1	Unarmed, Guns, Blades, Tactics
2	Strength +1	Muscle, Will, Courage
3	Agility +1	Reflexes, Swiftness
4	Sailing +1	Swimming, Diving, Boating, Navigation, Boat Building
5	Survival +1	Hunting, Hiking, Outdoor skills, Mountaineering, Guide
6	Mechanics +1	Repairs, Construction, Physics, Engineering
7	Linguistics +1	Languages, Archeology, History, Cartography
8	Personality +1	Leadership, Charisma, Wit, Charm, Diplomacy
9	Science +1	Naturalist, Medicine, Geology, Chemistry, Psychology
10	Pick any one skill	

Premade Party Member Cards

by Markus Salo (msalo71@yahoo.com)

Optional Multiplayer Bidding Rules

(By Markus Salo) Every player creates the leader (player) as stated in the rules. Create 30 companion and servant cards with randomly premade skills. The players can look all the cards and draft the companions and servants.

Every player has 30 bidding points they can use. The highest bidder gets the card. This way building of the group becomes more exiting and less random.

Turn Sequence

Players take turns. Each turn consists of 3 phases:
1. Move Phase
2. Draw Phase
3. Challenge Phase

Move Phase

Roll 1D6: Move that number of spaces towards the end space. (Or look at that many cards on the Top of

ARTIFACT COMPANION	ARTIFACT COMPANION	ARTIFACT COMPANION
DR. MONTAIGNANT	**CAPTAIN MOORE**	**DR. FITZROY-JONES**
NATURALIST (SCIENCE +1) HUNTING (SURVIVAL +1) NAVIGATION (SAILING +1)	COURAGE (STRENGTH +1) GUNS (COMBAT +1) CHARISMA (PERSONALITY +1)	GEOLOGY (SCIENCE +1) REFLEXES (AGILITY +1) WILL (STRENGTH +1)
DR. SCHILLINGER	**MUHAMMED PASHA**	**SIR ARTHUR PITKIN**
CHEMISTRY (SCIENCE +1) LANGUAGE, HISTORY (LINGUISTICS +2)	GUNS (COMBAT +1) WILL, COURAGE (STRENGTH +2)	ARCHEOLOGY (LINGUISTICS +1) CHARISMA (PERSONALITY +1) MEDICINE (SCIENCE +1)
DR. RUBINSTEIN	**DR. ANDERSSON**	**CAPTAIN KNUTSEN**
LANGUAGES (LINGUISTICS +1) WIT (PERSONALITY +1) GUNS (COMBAT +1)	REFLEXES (AGILITY +1) PHYSICS (SCIENCE +1) WIT (PERSONALITY +1)	NAVIGATION (SAILING +1) LEADERSHIP (PERSONALITY +1) MOUNTAINEERING (SURVIVAL +1)

the Module Deck (Observation Option)) You automatically stop when you enter the end space. If you are the first to land on the end space your party acquires the Artifact.

Once a party has the Artifact then all other players may move their parties in either direction on the path. The party with the Artifact must move towards the start space. The first party with the Artifact to reach the start space wins the game.

Draw Phase

If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck. If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck. If you land on an opponents party do not draw a card.

If a deck ever runs out, shuffle its discard and draw from it. Cards are of 2 types: Challenge cards & Aid cards. Place Aid cards in your hand.

Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If the win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then: If you lose the challenge: Roll 1D6:

1-4	Go back 1D6 spaces
5-6	Lose 1 Party Member

If you Win the challenge: Roll 1D6:

1-4	Gain 1 Experience Token
5	Draw 1 card from the Aid Deck
6	One Random Party member gains +1 skill level in the skill just tested.

You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Party

If you land on an opponent's party there will be a fight. The current player rolls 1D10 on the skill list table. Both players make skill rolls for the indicated skill.

The higher modifed roll wins. In case of a tie nothing happens. The loser must go back 1D6 spaces.

The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

Sample Adventuring Party

Role	Name	Info
Leader	Dr Ozgood	English Scientist, boxer, and adventurer
	-	Skills: Fighting, Strength, Personality, Science X 2
Companion	Mustafa	Australian Guide and smuggler
	-	Skills: Combat, Survival, Strength
Lesser Companion	Lady Destine	the love interest. Skills: Personality
Companion	Theodore	Dr Ozgood's cousin
	-	Skills: Linguistics, Agility, Personality
Companion	New Zealand Maori	Warriors
	-	Skills: Sailing, Combat, Strength
Lesser Companion:	Bruno	the sheepdog. Skills: Agility

Aid Deck

Before adventuring the party draws 5 cards from the Aid deck.

Aid Deck Card List

Card Name:	Notes:
Dynamite	Aid: Mechanics +2 or Combat +2
Shovel	Aid: Mechanics +2 or Combat +2
Tool Box	Aid: Mechanics +2 or Strength +2
Pistol	Aid: Combat +3
Sword	Aid: Combat +3
Rifle	Aid: Combat +3
Axe	Aid: Combat +1 or Survival +1 or Mechanics +1
Machete	Aid: Combat +2 or Survival +2
Sextant	Aid: Sailing +3
Small Boat	Aid: Sailing +2 or Move extra 1D6
Maps	Aid: Survival +2 or Move extra 1D6
Ancient Texts	Aid: Linguistics +3
Translator	Aid: Linguistics +3
Doctors Bag	Aid: Science +3
Chemistry Kit	Aid: Science +3
Lariat	Aid: Survival +2 or Agility +2
Porters	Aid: Strength +2 or Move extra 1D6
Guide	Aid: Survival +2 or Move extra 1D6
Rope & Grappling Hook	Aid: Survival +2 or Agility +2
Find Companion	Aid: Gain 1 random Companion
Spirit of Adventure	Aid: Personality +3

Card Name:	Notes:
Inspired Oration	Aid: Personality +3

Artifact Support Page!

A support page for Artifact is available here (scenarios & rules in italian, board & player sheet in english)

Modules

* The Depths Of The EarthThe Depths of the Earth * Mummys TombMummys Tomb * Lost Continent Of AtlantisLost Continent of Atlantis * The Shadow Of A Dark God: By ZakThe Shadow of a Dark God by Zak

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Autumn Mist

Introduction

Board & card game for 2 players. WWII West Front. Abstract simulation of the Battle of the Bulge (Ardennes).

Each figure (unit) represents a division. One player is the Germans, the other is the Allies (Americans & British).

Time Table

Each turn is one day starting December 16, 1944. Allies may make Air Attacks starting Dec 26.

Victory

The Germans win if they can occupy Bastogne, St Vith, Liege, Namur, and Dinant. The Americans win if the Destroy all German Divisions or by January 16.

The Map

Use a 14 x 14 grid. The Left border is the River Meuse. Include the cities of Namur (North) and Dinant (South) on the Meuse.

In the Northern center have one space be Liege. In the center East have one space be St Vith. In the Southern center have one space be Bastogne.

The Units

Use chits or miniatures to represent units.

Y Armored,
N Not Armored (Infantry Division)

The German player starts with the following 24 Divisions:

Division:	Hits	Force	Armor	Notes:
1st SS Panzer	3	3	Y	
2nd SS Panzer	2	3	Y	
9th SS Panzer	2	3	Y	
12th SS Panzer	3	3	Y	
2nd Lehr Panzer	2	3	Y	
9th Lehr Panzer	2	3	Y	
116th Lehr Panzer	2	3	Y	
3rd Panzergrenadier	2	3	Y	
15th Panzergrenadier	2	3	Y	
3rd Parachute	2	3	N	
5th Parachute	2	3	N	
Volksgrenadier	1	1	N	13 Divisions

The Allied player starts with the following 4 Divisions:

Division:	Hits	Force	Armor
4th American	2	2	N
28th American	1	2	N
106th American	3	1	N
9th US Armored	3	1	Y

Allied Reinforcements:

Division:	Hits	Force	Armor	Deploy
101st US Airborne	3	3	N	Third Army Dec 19
7th US Armored	3	3	Y	First Army Dec 18
10th US Armored	3	3	Y	Third Army Dec 18
82nd US Airborne	3	3	N	First Army
2nd US Armored	3	3	Y	First Army
3rd US Armored	3	2	Y	First Army

Division:	Hits	Force	Armor	Deploy
84th US	3	2	N	First Army
30th US	3	2	N	First Army
1st US	3	2	N	First Army
9th US	3	2	N	First Army
9th US Armored	3	2	Y	Third Army
10th US Armored	3	2	Y	Third Army
4th US Armored	3	2	Y	Third Army
26th US	3	2	N	Third Army
80th US	3	2	N	Third Army
28th US	3	2	N	Third Army
5th US	3	2	N	Third Army
4th US	3	2	N	Third Army
29th Armored Brigade	2	2	Y	British (North)

Setup

Units may not stack. German units start in the 2 most eastern rows. The Panzer Divisions (Sixth SS Pz Army) are north of the Lehr Divisions (Fifth Pz Army).

The 4 US Divisions start along the front. The US 9th and 4th start in the South. The US 28th is centally located. The US 106th is in the North.

The Germans go first.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 4 phases:
1. Orders Phase
2. Move Phase
3. Deploy Phase
4. Fire Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving up to two units forward the indicated number of spaces using a single move card. A unit can move only once per turn.

Deploy Phase

Starting Dec 20th the Allied player may deploy one Third or First Army unit per turn. Third Army units deploy on the southernmost row. First Army units deploy on the northernmost row.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack takes one point of Damage. Units reduced to 0 Hits are destroyed and removed from the map.

Your opponent may play certain Defense cards to negate your attack.

Card List Notation

M Movement
A Attack
D Defense: Negate Attack card played by opponent
N Negate Move card played by opponent
X Opponent must discard 2 cards
Z Draw 2 cards
G German Player only
L Allied Player only
T Armored units only
I Non-armored units only
P Deploy an extra unit this turn
Number of this card in the deck
Use Which player can use the card

Card List

Card Name:	#	Use	Type	Range	Notes
Eisenhower	1	L	P	-	

Card Name:	#	Use	Type	Range	Notes
Relief Forces	2	L	M	1	
Break out	2	GT	M	2	
Siege	1	-	D	-	Unit in City only
Supply Lines	1	L	Z	-	
Salient	2	G	M	1	
Objective Antwerp	1	G	M	1	
Wacht am Rhein	1	G	M	1	
Dietrich	1	G	Z	-	
Manteuffel	1	G	Z	-	
Lack of Fuel	4	L	N	-	
Capture Supplies	1	G	Z	-	
Overrun	2	-	A	1	
Inexperienced	1	-	A	1	Vs Force = 1 Unit only
Experienced	2	-	A	1	By Force = 3 Unit only
Under Strength	1	-	D	-	Vs Unit with 1 or 2 Hits
Critical Road Crossing	1	-	M	1	
Surrounded	1	-	M	1	
Forward Elements	1	-	N	1	
Advanced Units	1	-	M	1	
Strict Radio Security	1	G	D	-	
Bradley	1	L	Z	-	
Patton	1	L	Z	-	
Breakthrough	2	GT	M	2	
Key Road Junction	1	-	M	1	
Valley Route	1	-	M	1	
Open Country	1	-	M	1	
Spearheads	2	T	M	2	
Blocking Move	2	L	M	1	
Highways	1	-	M	1	
Outflank	1	-	M	1	
Progress	1	G	M	1	
Arrive by Truck	1	L	P	-	
Resolute Defense	1	L	D	-	
Nuts!	1	L	D	-	
Road Block	1	L	N	1	
Counter Measures	1	L	X	-	
Montgomery	1	L	P	-	First Army Dec 20+
Ultra Decrypts	1	L	D	-	
Resistance	1	L	D	-	
Heavy Casualties	1	-	A	1	
Anti-Tank Teams	1	-	A	1	Vs Armored Units only
Vital Impetus	1	G	M	1	
Delays	1	L	N	-	
Immobilized	1	L	A	1	
Air Attacks	2	L	A	2	Air
Fighter Bombers	2	L	A	2	Air
Medium Bombers	2	L	A	3	Air
Counter Attack	2	-	A	1	
Inflict Casualties	2	-	A	1	
Cause Panic	1	G	X	-	
Take Prisoners	2	-	A	1	
Last Ditch Offensive	1	G	Z	-	
Hitler's Large Solution	1	G	Z	-	

Card Name:	#	Use	Type	Range	Notes
Rundstedt & Model	1	G	Z	-	
Concealed Movements	1	G	D	-	
Confusion	1	G	X	-	
Bodenplatte	1	G	X	-	
Tactical Surprise	1	G	A	1	
Stiffening Opposition	1	L	A	1	
Luftwaffe	1	G	D	-	Vs Air Attack only
88 Flak Cannons	1	G	D	-	Vs Air Attack only
Panther Tanks	2	GT	A	1	
Tiger Tanks	1	GT	A	1	
King Tigers	1	GT	A	1	
Artillery Barrage	2	-	A	1	
Shock Troops	2	G	A	1	
Paratroop Drop	1	G	A	2	
Shoot US Prisoners	1	L	D	-	
Killing Krauts	1	L	A	1	
Battle of Mobility	1	-	M	1	
Tank Destroyers	1	-	A	1	
Gaps	1	G	M	1	
Probe	1	-	M	1	
Sherman Tanks	2	L	A	1	
Efficiency	1	L	P	1	

Christmas Day Option

After December 25th the German draws 2 cards per turn, not 3.

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Aztec Skirmish

Introduction

Board & card game for 2 players. Battle between Aztecs & Conquistadors. Abstract skirmish level combat.

Each figure represents a single man (unit).

Victory

You win if you kill the opposing Leader.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent men.

Aztec Unit Types

#	Type	Hits
1	War Leader	3
2	Jaguar Knight	2
2	Eagle Knight	2
19	Warrior	1

Number of that type of man you start the game with.
Hits Number of Hits that type of unit has.

Conquistador Unit Types

#	Type	Hits
1	Captain	3
8	Soldier	2
4	Horseman	2
2	Cannon	2

Setup

The Aztec player places one unit on each square of his back three rows. The conquistador places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Fate Phase
2. Move Phase
3. Attack Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

Horsemen can be moved up twice per turn. Cannons can move a max of 2 spaces per turn.

Attack Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

You cannot attack through other units, except for Bows & Atlatl. Attacks can be diagonal or orthogonal. Attacks do one Hit of damage to the target.

Use Chits or coins to record damage. A man reduced to zero Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Cannons can only attack using cannon only cards. A canister shot has a range = 2. It does damage to that square, the two Squares on either side, and the square at range = 1. Roundshot travels in a straight line for unlimited range. It does damage to every Unit in every square it passes through.

Card List Notation

M Movement
A Attack
D Defense
K as a Knight would move in Chess
Type Purpose of card
User Who can use the card
Z Aztec
C Conquistador
E Either

Card List

Card Name:	#	User	Range	Type	Notes:
Dagger	2	E	1	A	
Blood Sacrifice	1	Z	-	-	Draw 2 cards
Spiked Clubs	2	Z	1	A	
Obsidian Spears	2	Z	1	A	
Atlatl	2	Z	2	A	
Slings	2	Z	2	A	
Bows & Arrows	2	Z	2	A	
Take Captive	1	Z	1	A	Vs unit with 1 hit only
Padded Armor	1	Z	-	D	
Battledress	1	Z	-	D	
Magic	1	Z	-	D	Lucky Talismans
Wooden Shields	1	Z	-	D	
Fighting Skill	1	Z	1	A	Knights only
Steel Swords	2	C	1	C	
Muskets	2	C	3	A	Soldiers only
Matchlocks	2	C	3	A	
Rapiers	2	C	1	A	
Steel Breastplates	2	C	-	D	
Steel Helmets	2	C	-	D	
Pistols	2	C	2	A	
Crossbows	2	C	2	A	Soldiers only
Canister Shot	2	C	x	A	Cannons only
Round Shot	2	C	x	A	Cannons only
Fear of Horses	1	C	1	A	Horsemen only
Lances	1	C	1	A	Horsemen only
Pikes	2	C	1	A	Soldiers only
Closed Ranks	2	C	-	D	
Veteran Soldiers	2	C	-	D	
Massacre	1	C	1	A	
Gold, God & Glory	1	C	-	-	Draw 2 cards
Maneuver	10	E	1	M	
Advance	8	E	2	M	
Charge	6	E	3	M	
Sprint	4	E	4	M	
Gallop	2	E	5	M	Horsemen only

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Basic Rules

0:0 Introduction

Warp Skirmish is an abstract Wargame system that utilizes a mix of board, card, dice and unit elements to create a system with chess-like strategy, fog-of-war uncertainty and module expandability.

Presented here are the base mechanics and several modules that are ready for play. The modules contain the game setting, background , unit and card definitions and the rules that augment or change the Warp Skirmish engine.

1:0 The Warp Skirmish Engine

1. THE MAP

An 8x8 chessboard can be used to play most games. Terrain aspects are detailed in the module.

1:2 The Units

Each module will detail the number, attributes and start positions of the units involved.

1:3 The Cards

The players either draw from a common deck of cards or have a their own deck of cards. The make up of the deck is detailed in the module. The cards represent actions, resources, attributes, and other aspects of the modules setting.

1:4 Victory Conditions

Each module will detail the conditions that need to be met for a player or players to be declared the victorious.

1:5 Turn Sequence

A player is randomly selected to go thru the Turn Sequence first. Each module will detail the exact Turn Sequence; the basic phases are usually as follows.

1:5:1 Orders Phase

The player draws 3 cards. If the deck runs out the discard pile is shuffled and used as the deck. The maximum number of cards that can be help is 5 cards. After drawing player must discard excess cards.

1:5:2 Maneuver Phase

The player discards a Movement type card. A Movement card will be marked as such and will have a number that will indicate the number of spaces a unit may move. Movement cards are often valid for specific types of units. The player can then select a valid unit and move them that number of spaces. The directions a particular unit can move in, as well as other movement restrictions, are detailed in the module.

1:5:3 Fire Phase

The player discards an Attack type card. An Attack card will be marked as such and will have a number that will indicate the range of an attack. Attack cards are often valid for specific types of units. The player can then select a valid unit to attack and a valid target. The effects of the attack, as well as restrictions and reactions by the target, are detailed in the module.

1:6 Strategic Variant

Make Orders Phase the Last phase of the Turn Sequence, and play with card hands face up.

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Battle For Hoth

Introduction

Board & card game for 2 players. Battle between Rebels & Imperial troops on the Icy World of Hoth. Takes place in the Star Wars Universe.

Each figure represents a hero, vehicle or unit of troops.

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Victory

The Rebels win if they destroy all the AT-AT Walkers. The Empire wins if they destroy the Ion Cannon & the Shield Generators.

Rebel Unit Table

Name	#	Move	Range	Notes
Luke in Speeder	1	1-6	1-3	Hero
Luke on Foot	0	1-2	1	Hero
Shield Generator	1	0	0	Target
Ion Cannon	1	0	0	Target

Name	#	Move	Range	Notes
Snow Speeders	5	1-6	1-3	
Laser Turrets	2	0	1-4	
Rebel Troops	6	1-2	1-2	

Notes: Luke can move or attack twice per turn. You start the game with "Luke in Speeder". If this unit takes a hit it Becomes "Luke on Foot". If this unit takes a hit Luke beats a hasty Retreat off the Board. Targets cannot move or attack.

Empire Unit Table

Name	#	Move	Range	Notes
AT-AT Walker	4	1-3	1-4	
AT-AT Scout	2	1-4	1-3	
Probe Droid	2	1-5	1	

Name	#	Move	Range	Notes
Snow Troopers	6	1-2	1-2	
Heavy Blaster Team	2	1-2	1-3	

Notes: The Blaster Team cannot move and attack in the same turn AT-AT Walkers can make 2 attacks per turn. Probe Droids can move twice per turn.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Orders Phase
2. Move Phase
3. Battle Phase

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Snowspeeders. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card. Units with a Move range of 5 or better can use the Skim card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack is automatically killed and removed from the map. (except for AT-AT Walkers and Scouts) It takes 4 hits to destroy an AT-AT Walker. It takes 2 hits to destroy a Scout.

Units cannot attack through other units. Only Luke can use the Light Saber card. Only Snow Speeders can use the Tow Cable card.

The Tow Cable Card can be used to automatically destroy an AT-AT Walker or Scout. The Light Saber Card can be used to automatically destroy any target unit.

Luke

The Rebel player may discard any Move card from his hand to negate an attack made against Luke on Foot. If Luke is "Hit" and the attack is not negated, Luke decides its time to retreat and hit the high road for Degobah.

Card List Notation

M Movement
A Attack
Type Purpose of card
Number of that type of card in the deck
K as a Knight would move in Chess

Card List

Card Name:	#	Range	Type
Move	5	1	M
Move	5	2	M
Move	5	3	M
Move	4	4	M
Move	3	5	M
Move	2	6	M
Skim	2	K	M

Card Name:	#	Range	Type
Blaster	5	1	A
Blaster	5	2	A
Blaster	5	3	A
Blaster	5	4	A
Tow Cable	3	1	A
Light Saber	1	1	A

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Battletech Skirmish

Introduction

Board & card game for 2 players. Takes place in the Battletech Universe. Each figure represents a Battlemech.

Disclaimer

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Victory

Capture the opposing Leader.

The Map

Use an 8x8 chessboard.

Dice

One six sided die is needed.

The Mechs

Use chits or miniatures to represent Battlemechs.

Units Table Notation

Number of that type of unit each player has in setup.
Move The types of Move Cards the unit can use.
Range = The types of Attack Cards the unit can use.
CR Close Range (Range = 1) Damage Rating
MR Medium Range (Range = 2) Damage Rating
LR Long Range (Range = 3) Damage Rating
J Jump Capable

Unit Table

Name	Hits	Move	CR	MR	LR
Archer	9	3	3	5	4
Assassin	5	4J	2	2	2
Atlas	13	2	6	5	2
Awesome	11	2	4	4	4
Battlemaster	12	3	6	4	2
Blackjack	6	3J	3	2	1
Catapult	9	3J	3	6	5
Centurion	6	3	3	3	2
Charger	10	3	2	-	-
Cicada	4	5	2	1	-
Clint	5	3	2	2	1
Commando	3	4	3	2	-
Crusader	10	3J	2	6	4
Enforcer	7	3J	3	3	2
Grasshopper	9	3J	4	3	1
Griffin	8	3J	2	2	2
Hatchetman	6	3J	3	2	1
Hermes II	5	4	1	1	1
Hunchback	7	3	4	2	-
Jenner	4	4J	3	2	-
Locust	2	5	2	1	-

Name	Hits	Move	CR	MR	LR
Marauder	10	3	4	4	3
Orion	11	3	3	5	3
Ostroc	8	3	4	3	1
Ostscout	5	3J	1	1	-
Ostsol	8	4J	5	3	1
Panther	5	3J	2	2	2
Rifleman	7	3	3	4	3
Shadow Hawk	8	3J	1	2	1
Spider	3	5J	2	1	-
Stalker	12	2	6	6	3
Stinger	2	4J	2	1	-
Thunderbolt	9	3	4	6	4
Trebuchet	6	3	2	5	5
Urbanmech	4	2J	2	2	1
Valkyrie	4	3J	1	2	1
Vindicator	7	3J	3	3	2
Warhammer	9	3	6	3	3
Wasp	2	4J	1	1	-
Whitworth	5	3J	2	3	2
Wolverine	8	3J	2	2	1
Zeus	10	3	3	5	4

Setup

Each player starts with 50 hits worth of Mechs. Each player places one unit on each square of his back two rows. Units may not stack.

Ace Pilots

You may designate two of your mechs as having Ace pilots. Mechs of Ace pilots have a Move rating of +1. Ace Pilots get +1 to Gunnery rolls.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for jumping units. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. (CR = 1, MR = 2, LR =

3) This is the range of the attack. Attacks are diagonal or orthogonal.

The enemy unit that is the target of the attack takes damage. To determine damage inflicted consult the Unit Table to get the Damage Rating of the Attacking unit at the indicated range. Roll 1D6. (This is the gunnery Roll) If the Roll is equal to or less than the Damage rating, then that is the Amount of damage inflicted.

If the Roll is greater than the Damage rating, then the damage inflicted is Equal to the Damage Rating. A unit reduced to zero hits is destroyed and is removed from the map. Units cannot attack through other units.

A player may discard a Defense card to completely negate an attack.

Card List Notation

M Movement
A Attack
D Defense
X Special
Z Attack Modifier
X Special
Type Purpose of card
Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes
Very Slow Move	5	1	M	
Slow Move	5	2	M	
Average Move	5	3	M	
Fast Move	4	4	M	
Very Fast Move	2	5	M	
Jump	4	X	M	Range = Max Move +1
Close Range	7	1	A	
Medium Range	7	2	A	
Long Range	7	3	A	
Extreme Range	2	4	A	Damage Rating: ER = (LR - 2)
Behind Cover	1	-	D	MR or LR only
Evade	1	-	D	Use by smaller Mech vs larger Mech
Maneuver	2	-	D	Use by Mech with move of 3+
Dodge	1	-	D	Use by Mech with move of 4+
Escape	1	-	D	Use by Mech with move of 5
Jump Clear	1	-	D	Use by Jump Capable Mech
Heavy Armor	1	-	D	Use by Mech with starting 7+ Hits
Massive Armor	1	-	D	Use by Mech with starting 10+ Hits
Tactics	1	-	X	Look at opponents hand
Ambush	1	-	X	Draw 3 cards
Death from Above	1	-	Z	CR attack does +2 Dam by Mech with Jump
Head Shot	1	-	Z	Hit Mech is destroyed

Card Name:	#	Range	Type	Notes
Critical Hit	1	-	Z	Damage +2
Leg Damage	1	-	Z	Mech move is permanently -1
Topples	1	-	Z	Damage +3 & Mech cannot move next turn
Gyros Destroyed	1	-	Z	Mech can no longer move
Weapons Hit	1	-	Z	Mech Damage Ratings are permanently -1
Heat Sinks damaged	1	-	Z	Unit cannot Move & Attack in same turn
Overheating	3	-	X	Unit that just moved & attacked takes 1 Hit
Difficult Ground	1	-	X	Negate Move card just played

Designing Your Own Mechs

Damage Rating Determination: Light = 1 Moderate = 2 Heavy = 3 Brutal = 4 Devastating = 5 Incredible = 6

Hits Rating Determination: Mass/10 rounding up + Light Armor = +0 Medium Armor = +1 Heavy Armor = +2 Massive Armor = +3

Move Rating Determination:

Slow 2
Average = 3
Fast 4
Very Fast = 5

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Beach Head

Introduction

Solo dice and card game simulating the actions on a small section of the Normandy Beach landings in WWII.

Objective

The game ends when the Allies remove all German Bunkers and Trenches. Removed may mean 'cleared of troops' in the case of Bunkers and trenches or 'Punching through gaps' for Traps, wire, walls, mine-fields, & ditches.

Supplies

Paper, pencils, six sided dice, deck of regular playing cards.

Setup

The Germans start with the following Beach Defenses:
- 20 points of Mines (Anti-tank, Anti-personnel, explosives on Tank Traps)
- 20 points of Tank Traps (Element C, Hedgehogs, fixed stakes, tetrahedra)
- 20 points of Walls (Concrete and natural Sea Wall)
- 20 points of Anti-tank Ditches (Also craters)
- 60 points of Bunkers (Pillboxes, Gun Emplacements)
- 20 points of Barbed Wire
- 20 points of Trenches (Machinegun & Mortar positions, Infantry)

Turn Sequence

Each turn has 18 Phases:
1. Tactical Phase
2. Frogman Phase
3. LCI Phase
4. LCT Phase
5. LCS Fire Phase
6. Gun Tank Phase
7. German Defender Fire Phase
8. German Inland Artillery Fire Phase
9. German Shore Gun Fire Phase
10. German Mine Phase
11. Combat Engineers Phase
12. Flail Tank Phase
13. Petard Attack Phase
14. Bridge Phase
15. Infantry Phase
16. Fire Support Phase
17. Destroyer Naval Support Phase
18. End Phase

Tactical Phase

Fill hand to 7 Cards. You may discard up to 3 cards and draw replacements. If the deck runs out, shuffle the discard and draw from it.

Frogman Phase

Underwater demolition teams. Remove 1D6 points of Tank Traps. 'Tank Traps' were a barrier to landing craft.

Lci Phase

Landing Craft Infantry. 3D6 Infantry Squads are put ashore. Subtract 1 from the roll if there are any tank traps remaining.

Subtract 2 from the roll if any Landing craft were hit last turn. From here on Infantry squads are simply referred to as Infantry.

Lct Phase

Landing Craft Tank. 1D6-3 Hobart Funny Tanks land. Subtract 1 from the roll if there are any tank traps remaining.

Subtract 1 from the roll if any Landing craft were hit last turn. Next roll 1D6 for each tank to see what type it is:

1-2	**Sherman Gun Tank (DD: Duplex Drive Swimming Tank)**
3-4	Sherman Crab (Flail Tanks)
5	AVRE with SBG (Small Box Girder: 30' Bridge)
6	AVRE with Fascine (For filling in ditches)

AVRE Assault Vehicle Royal Engineers

Lcs Fire Phase

Landing Craft Support. Armed variously with 20mm, 17pdr, 25pdr, 119mm guns, rockets, and mortars. Remove 1D6 points of Bunkers or Walls Subtract

1 from the roll if there are any tank traps remaining.

Subtract 2 from the roll if any Landing craft were hit last turn.

Gun Tank Phase

Remove 1D6-1 points of Bunkers Remove 1D6-1 points of Trenches if all bunkers, walls & ditches removed. Skip this phase if you have no Gun Tanks.

German Defender Fire Phase

This includes attacks made by Machine guns, grenades, mortars, and snipers.

1D6:	Result:
0-1	1D6-2 Infantry Killed
2-6	1D6 Infantry Killed
7	2D6 Infantry Killed
8	2D6+2 Infantry Killed

-1 to roll if half of bunkers destroyed. -2 to roll if all bunkers destroyed. +1 per 12 infantry on the beach rounding down.

German Inland Artillery Fire Phase

High Caliber Weapons firing Indirect or LOS.

1D6:	Result:
0-4	1D6-3 Infantry Killed
5	Tank Hit: A random Tank is destroyed
6	Landing Craft Hit

German Shore Gun Fire Phase

Fire from Trench Mortars and 50mm and 75mm Anti-tank guns in bunkers.

1D6:	Result:
0-4	1D6-3 Infantry Killed
5	Tank Hit: A random Tank is destroyed
6	Landing Craft Hit

Skip this phase if all Bunkers are destroyed.

Fire Support Phase

1D6:	Support type:	Notes:
1-4	Nothing	-
5	Rocket Barrage	Remove 1D6-1 points of Bunkers or Walls
6	Bomber Attack	Remove 1D6-1 points of Bunkers or Walls

Destroyer Naval Bombardment Phase

Skip this phase until turn 20+. Remove 1D6 points of Bunkers or Walls or Trenches.

Card Use Chart

German Mine Phase

1D6:	Result:
0-4	1D6-3 Infantry Killed
5-6	1 Non-Flail Tank Destroyed

Skip this phase if all Mines are destroyed.

Combat Engineers Phase

Remove 1D6 points of any type of Beach Defense except trenches. Remove 1D6 points of Trenches if all bunkers and walls are removed.

Flail Tank Phase

Remove 1D6 points of mines or barbed wire. Subtract 2 from the roll if there are any tank traps remaining. Skip this phase if you do not have any Crab Tanks.

Petard Attack Phase

290mm Demolition Gun that could hurl a 40 lb bomb 230 yards (80y accurately). Skip this phase if you do not have any AVRE Tanks. Remove 1D6 points of Bunkers or Walls Remove 1D6-1 points of Trenches if all bunkers, walls & ditches removed.

If walls are targeted add 1D6-2 points of Ditches (Cratering).

Bridge Phase

Remove 1D6 points of Anti-Tank Ditches. Skip this phase if you do not have any AVRE Tanks.

Infantry Phase

Remove 1D6 points of Barbed Wire. If all wire removed then remove 1D6-1 points of Bunkers Remove 1D6 points of Trenches if all bunkers and walls removed. +1 to rolls per 12 infantry on the beach rounding down.

End Phase

Max hand size is 3. Discard excess cards.

Type:	Use:
Ace	Medic: Cause target die roll to have a value = 1
Two	Corporal: Cause target die roll to have a value = 2
Three	Sergeant: Cause target die roll to have a value = 3
Four	Leiutenant: Cause target die roll to have a value = 4
Five	Captain: Cause target die roll to have a value = 5
Six	Major: Cause target die roll to have a value = 6
Seven	Sharp Shooter: Target die roll gets -2
Eight	Smoke: Target die roll gets -1
Nine	Radio: Target die roll gets +1
Ten	Hero: Target die roll gets +2
Jack	Colonel: Reroll target die roll
Queen	Admiral: Repeat Target Phase (Not the Tactics Phase)
King	General: Draw 2 more cards

Scoring

Keep track of Allied Infantry casualties. A lower score is a better one.

Omaha Beach Variant

The Americans get no Funny Tanks. Ignore Anti-Tank Ditches.

PLAYTEST RESULTS (No Cards) by Codexier at ecbattle@bellsouth.net I just played through exactly 1000 games of Beach Head (ok, my Unix Server did, and I just watched it scroll for a few minutes). Here's a few statistics I thought were interesting:

- Fewest Infantry Casualties: 9
- Most Inf. Casualties: 86
- Avg Inf. Casualties: 42
- Most Inf. Alive at the end of the game: 18
- Most Turns it took to win: 23
- Fewest Turns it took to win: 9

(NOTE: My script used the removal of Bunkers and Trenches as the only Victory Condition. It also randomly choose a defense to remove when a choice was given.)

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Beastmaster Quest

Introduction

Scenario for WarpQuest. Based on the movie Beastmaster. for the WarpQuest Core Rules.

Each player is his/her very own Beastmaster.

Disclaimer

Beastmaster is a copyrighted, licensed property. This is merely a fan site.

The Scenario

There is only one Module. The track is 60 spaces long. The last space represents the conclusion of the quest.

Victory

The first player to reach the last space wins the game.

Hunter Attributes

Each Beastmaster has the following traits: Hits (10) All Others (+0) Roll 10 times on the Attribute Table to see what Bonuses you get.

Attribute Table

1D6	Trait	Bonus	1D6	Trait	Bonus
1	Hits	+1	4	Empathy	+1
2	Combat	+1	5	Travel	+1
3	Cunning	+1	6	Scout	+1

Hits

If you are reduced to zero Hits you must go back to start. (In a solo game, you lose)

Landing On Another Hunter

If land on an opposing players pawn, you may steal a Weapon or Companion, or send them back 1D6 spaces.

Fight & Trap Challenges

If you lose a Fight or Trap Challenge you must discard a Companion or Weapon or Lose 1D6 Hits.

Test Challenge

If you succeed in a Test Challenge, you move forwards 1D6 spaces and Do not have to draw a card.

Terrain & Plot Challenges

If you fail a Terrain or Plot Challenge, you move backwards 1D6 spaces and Draw a card.

Weapons And Companions

These are a type of Aid card that stays in play after it is revealed and Give your Hunter a continuous bonus.

Scout Phase

This is an extra phase that occurs before Move Phase. Roll 2D6 (The Scout Roll) and add your Scout Attribute:

Roll	Result:	Notes:
2-8	Nothing	-
9-10	Find Path	In move phase roll twice and pick which roll to use.
11+	Gather Info	Look at the next 1D6 cards in the deck and discard 1.

Travel Attribute

In Move Phase add your Travel Attribute to your Move Roll.

Card List

Name:	Challenge:
White Dog	Companion: Combat +1 & Cunning +1
Brown Bear	Fight: Empathy x2
Pair of Ferrets	Companion: Cunning +2
Black Panther	Companion: Combat +3
Golden Eagle	Companion: Scout +2
Heroic Sacrifice	Aid: Combat +5
Evil Warriors	Fight: Combat + Cunning
Throwing Blade	Weapon: Combat +1
Sword	Weapon: Combat +1
Fanatics	Fight: Combat + Cunning
Thrown Knife	Aid: Combat +3
Duel to the Death	Fight: Combat x2 (No Companion Bonuses)
Junn Horde	Fight: Combat x3
Dust Storm	Terrain: Travel
Shield	Aid: Combat +2
Crossbowmen	Fight: Combat + Cunning
Barbarian Raiders	Fight: Combat x2
Cultists	Fight: Combat + Cunning
Villagers	Aid: Combat +2
Witch Women	Fight: Cunning x2
Battle Axe	Aid: Fight +2
Flail	Aid: Fight +2
Valley of Fire	Terrain: Travel
Flaming Moat	Aid: Combat +5
Clairvoyance	Aid: Scout +4 or Empathy +3
Lair of the Bird Men	Fight: Empathy x2
Staff	Weapon: Combat +1
Dagger	Weapon: Combat +1
Stealth	Aid: Cunning +4
Disguise	Aid: Cunning +4
Hide	Aid: Cunning +2 or Combat +2
Ambush	Fight: Combat + Cunning
Quicksand	Trap: Cunning + Empathy
Tiger	Companion: Combat +2
Wolf	Companion: Combat +1 & Cunning +1
Hawk	Companion: Scout +2
Weasels	Companion: Cunning +2
Save Child	Test: Empathy
Rescue	Test: Cunning x2
Courage	Aid: Combat +3 or Empathy +3
Prophesy	Gain 1 Turn
Speak to Animals	Aid: Empathy +5
Flood Plain	Terrain: Travel
Swing Chain	Aid: Combat +2
Horses	Aid: Travel +3
Slippery Slope	Trap: Scout
Strength	Aid: Combat +3
Agility & Balance	Aid: Combat +2 or Cunning +2
Wrestle	Aid: Combat +2
Wild Beast	Test: Empathy
Slave Girl	Companion: Scout +1 & Cunning +1
Warrior Woman	Companion: Combat +1 & Cunning +1

Name:	Challenge:
The Boy Prince	Companion: Combat +1
Friendly Monk	Companion: Combat +2
Bodyguard	Companion: Combat +2
Rest	Regain 1D6 lost Hits
Heal	Regain 1D6 lost Hits
Recuperate	Regain 1D6 lost Hits
Evil High Priest	Fight: Combat & Cunning
Swear Revenge	Aid: Combat +3 or Travel +2
Bird People Allies	Aid: Combat +5
Medallion	Aid: Empathy +3
Waterfall	Terrain: Scout
Ziggurat Maze	Terrain: Cunning
Guarded Gate	Fight: Cunning x2
Steal Key	Test: Cunning
Meerkats	Companions: Cunning +2
Village Massacre	Miss 1 Turn
Human Sacrifice	Miss 1 Turn
Funeral Pyre	Miss 1 Turn
Eyeball Ring	Plot: Cunning
Befriend Rebels	Test: Empathy
Accusations of Treachery	Plot: Cunning
Coming of Age	Test: Empathy
Assassins	Fight: Combat +1 & Cunning +1
Cross River	Terrain: Travel
Epic Journey	Terrain: Travel
Dragon Boat	Aid: Travel +2
Temple Guards	Fight: Combat +1 & Cunning +1
City Guards	Fight: Combat +1 & Cunning +1
Death Guards	Fight: Combat x2 or Cunning x2
Secret Passage	Test: Cunning

Cardset

Thanks Ron! Click Here

Links

Beastmaster Review

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.

- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.

Die	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

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Berserker

Introduction

Board & card game for 2 players. Human fleet vs a Berserker Ship. Abstract skirmish level Ship combat.

Each figure represents a single Ship (unit).

Disclaimer

'Berserker' is a copyrighted/trademarked property. This is just a fan site.

Victory

Destroy the opposing fleet.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships.

The Berserker

#	Type	Hits	Speed	Range
1	Berserker	20	2	5

Human Fleet Unit Table

#	Type	Hits	Speed	Range
4	C-Plus Gun Ship	1	2	6
4	Cruiser	2	3	4
8	Ramship	1	4	2

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Speed = Type of Move cards the unit can use (Maximum) Range = Type of Attack cards the unit can use (Maximum)

Setup

Each player places one Ship on each square of his back two rows. Ships may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Maneuver Phase Fire Phase

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

The Unit tables list what type of Move cards each unit can use. Moves can be diagonal or orthogonal. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Ships cannot move through other ships. A ship can only make one move per turn.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

The Unit tables list what type of Attack cards each unit can use. Attacks can be diagonal or orthogonal. Every attack does 1 point of damage.

Use Chits or coins to record damage. A ship reduced to zero Hits sinks and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

Ships cannot attack through other ships except for C-Plus Guns: Their Projectiles skip through Normal and Hyperspace. Cruisers can make up to 2 attacks per turn. The Berserker can make up to 3 attacks per turn.

If a Ramship uses a "Marines" Attack card the Ramship is destroyed. A Marines card does 2 points of damage (1 from the Ram, 1 from the Boarders). A "Robot Security" defense card negates 1 point of damage caused by a Marines card.

Card List Notation

M Movement
A Attack
D Defense
X Special
Type Purpose of card
Dam Damage (inflicted or prevented)
Number of that card in the Deck.

Card List

Card Name:	#	Range	Type	Notes
Marines	8	1	A	Ramships only; Does 2 Points Damage
Point Blank	2	1	A	
Short	2	2	A	
Medium	2	3	A	
Long	2	4	A	
Very Long	2	5	A	
Extreme	4	6	A	C-Plus Guns only
Tactical Speed	7	1	M	
Cruising Speed	6	2	M	
Fast	5	3	M	
Very Fast	4	4	M	Ramships only
Evasion	4	-	D	Humans only
Superstructure	4	-	D	Berserker only
Robot Security	4	-	D	Berserker only vs Marines

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Biker Brawl

Introduction

Board & card game for 2 players. Two Rival Biker Gangs Face-off. Each figure represents a single biker.

Victory

Kill the rival gang Leader.

The Map

Use an 8x8 chessboard.

Units

Use action figures, chits, or miniatures to represent Bikers.

Gangs

Each player has 8 Bikers in his gang. Each gang has 3 types of Bikers: 1 Leader: Has 3 Hit points 2 Veterans: Have 2 Hit points each 5 Gang Members: Have 1 Hit point each

Stuff

Distribute the following Stuff Tokens to your bikers: 4 Motorcycles 4 Bruisers 2 Guns 2 Knives 2 Tool Boxes A single Biker can have 0-3 Tokens. A single Biker cannot have more than 1 token of the same type.

Setup

Each player places one Biker on each square of his back row. Bikers may not stack.

The Cards

Players share a common deck. The deck contains 2 of each card in the card list.

Turn Sequence

Players take turns. Each turn has 3 phases: Lady Luck Phase Ride Phase Fight Phase

Card List

Lady Luck Phase

Draw 3 cards from your deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Ride Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves are diagonal or orthogonal. Units may not stack.

Fight Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack loses one Hit point. Any unit reduced to 0 Hits is killed and removed from the board.

Shit Kicking & Ass Whooping cards require 2 attackers adjacent to the same Target defender. Knock Heads & Throw Body cards allow a Bruiser to attack 2 targets simultaneously. The Road Rash card can be used by any biker against a target with a Motorcycle token.

Card List Notation

M Movement
A Attack
D Defense
X Diagonal only
O Orthogonal only
Y Any Biker can use this card
C Only Bikers with a Motorcycles token can use this card
B Only Bikers with a Bruisers token can use this card
G Only Bikers with a Guns token can use this card
K Only Bikers with a Knives token can use this card
T Only Bikers with a Tool Boxes token can use this card
Type Purpose of card
User Which player may use the card
Number of that type of card in the deck

Card Name:	#	Range	Type	User
Shit Kicking	1	1	A	Y
Ass Whooping	1	1	A	Y
Steel Tipped Boot	1	1O	A	Y
Brass Knuckles	1	1O	A	Y
Monkey Wrench	1	1X	A	T
Butterfly Knife	1	1X	A	K
Lead Pipe	1	1O	A	T
Broken Bottle	1	1X	A	Y
Acetylene Torch	1	1O	A	T
Bicycle Chain	1	1X	A	Y
38 Special	1	2X	A	G
Sawed Off Shotgun	1	3O	A	G
Fist Full of Rings	1	1O	A	Y
Baseball Bat	1	1X	A	Y
Run Over	1	1O	A	C
Face Against Tire	1	1O	A	C
Dragged by Bike	1	1X	A	C
Choke Hold	1	1O	A	B

Card Name:	#	Range	Type	User
Pile Driver	1	1X	A	B
Bear Hug	1	1O	A	B
Knock Heads	1	1	A	B
Throw Body	1	1	A	B
Two by Four	1	1X	A	Y
Stiletto	1	1X	A	K
Revolver	1	2O	A	G
Road Rash	1	1	A	Y
Switchblade	1	1X	A	K
Strut	9	1	M	Y
Rush	8	2	M	Y
Run	7	3	M	Y
Cruise	6	4	M	C
Peel Out	5	5	M	C
Burn Rubber	4	6	M	C
Tough	1	-	D	B
Dodge	1	-	D	Y

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Blown Away

Introduction

Board & card game for 2 players. 18th Century Naval Combat Abstract skirmish level Ship combat. Each figure represents a single Ship (unit).

Victory

You win if you Sink the opposing Flagship.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. Each Player has 4 types of Ships.

Fleet Unit Table

#	Type	Hits
1	Flagship	4
2	Ship of the Line	3
2	Frigate	2
3	Sloop	1

Number of that type of Ship you start the game with.
Hits Number of Hits that type of Ship has.

Setup

Each player places one Ship on each square of his back row. Ships may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Orders Phase
2. Maneuver Phase
3. Fire Phase

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.
Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Every attack does 1 point of damage. Use Chits or coins to record damage.

A ship reduced to zero Hits sinks and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

Card List Notation

M Movement
A Attack
D Defense
X Special
K As a Knight would move in chess
Type Purpose of card
Dam Damage (inflicted or prevented)
Number of that card in the Deck.

Card List

Card Name:	#	Range	Type	Notes
Boarding Action	2	1	A	
Surrender	2	1	A	Only vs Ships with 1 Hit left

Card Name:	#	Range	Type	Notes
Canister	2	1	A	
Grapeshot	2	2	A	
Bow Rake	2	2	A	Only by ship that moved this turn
Broadsides	2	3	A	
Roundshot	2	4	A	
Chainshot: Dismasted	1	2	X	Target can no longer move
Barshot: Dismasted	1	3	X	Target can no longer move
Hot Shot: Fire	2	-	X	Attack does 1 extra damage
Breeze	5	1	M	
Winds	4	2	M	
Sail	3	3	M	
Break the Line	2	K	M	
Gust	2	4	M	
Reload	2	-	X	Draw 2 Cards
Rally	2	-	D	
Refuse Battle	2	-	D	

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Buccaneers

Introduction

Board & card game for 2 players. Boarding Action between two Pirate ships. Abstract skirmish level combat.

Each figure represents a single man (unit).

Victory

You win if you kill the opposing Captain.

Unit Stat Table

#	Type:	Hits	Rank
1	Captain	3	Officer
2	Officer	2	Officer
4	Bullyboy	2	Crew

#	Type:	Hits	Rank
8	Sailor	1	Crew
1	Sharpshot	1	Crew

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Luck Phase
2. Move Phase
3. Fight Phase

Luck Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one man in any direction, you have the option of moving one or more men forward

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent men. There are 5 types of men: Captains, First Mates, Bullyboys, Sailors, and Sharpshots.

the indicated number of spaces using a single move card.

Fight Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Captains may make 2 attacks per turn (using two different cards) Only the Sharpshot may use the Musket card.

Officers may only use Officer Attack cards. Crew may only use Crew Attack cards. Each attack does one point of damage.

Use Chits or coins to record damage. A man reduced to 0 Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Card List Notation

M Movement
A Attack
D Defense
X Special card
C Crew
O Officer
S Sharpshot
E Either Crew or Officer
K as a Knight would move in Chess
Type Purpose of card
User What type of units may use the card
Number of that card in the Deck

Card List

Card Name:	Range	Type	User	#	Notes
Duck	-	D	E	1	Negate attack
Jump	-	D	E	1	Negate attack
Parry	-	D	E	1	Negate non-gun attack
Climb Rigging	-	D	E	1	Negate attack
Run Away	-	D	E	1	Negate attack
Hide	-	D	E	1	Negate attack
Knife	1	A	C	1	
Cutthroat	1	A	C	1	
Backstab	1	A	C	1	
Hook	1	A	E	1	
Cutlass	1	A	E	2	
Rapier	1	A	O	1	
Thrown Overboard	1	A	E	2	
Bludgeoned	1	A	C	1	
Lunge	2	A	E	1	
Axe	2	A	C	1	
Oar	2	A	C	1	
Gaff	2	A	C	1	
Boarding Pike	2	A	C	1	
Ramrod	2	A	C	1	
Thrown Knife	3	A	C	1	
Musketoon	3	A	C	1	
Flintlock Pistol	K	A	O	2	
Brace of Pistols	3	A	O	2	
Blunderbuss	4	A	C	1	
Musket	5	A	S	1	
Swivel Gun	6	A	C	1	
Peg Leg	1	M	E	4	
Sea Legs	2	M	E	4	
Rush In	3	M	E	4	
Swing on Rope	4	M	E	4	
Mad Dash	5	M	E	4	
Swashbuckling	-	X	-	2	Discard to draw 3 cards

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Bujutso

Introduction

Board & card game for 2 players. Oriental Martial Arts Theme. Abstract skirmish level combat.

Man to Man fighting.

Victory

You win if you kill your opponents Leader.

The Map

Use a 8X8 chessboard.

The Men

Use chits or miniatures to represent men There are 3 types of Men: Leaders, Bodyguards, and Followers. Each player stars with: 1 Leader 2 Bodyguards 5 Followers

Setup

Each player places 1 man on each square of his back row. Men may not stack.

Japanese Warrior Bands

Each Player picks one type of Warrior Band. There are 4 types of Bands: Samurai Ninja Monks Bushi

The Cards

Each player has a unique deck. There is a unique deck for each type of Warrior Band.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Orders Phase
2. Move Phase
3. Fight Phase

Samurai Card List

Orders Phase

Draw 3 cards from your deck. If your deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Leaders & Bodyguards can make up to two moves per turn.

Fight Phase

Play (discard) an Attack card to have a Man attack. The attack card has a number. This is the range of the attack.

Attacks can be either diagonal or orthogonal. "Knight" type attack cards have a range like a knight in chess. The enemy man that is the target of the attack takes one point of damage.

Use chits to keep track of damage. Followers can take one hit before being killed. Bodyguards can take two hits before being killed.

Leaders can take three hits before being killed. Killed men are removed from the map. Your opponent may play a defense card to negate your attack.

Leaders & Bodyguards can make up to two attacks per turn.

Card List Notation

A Attack
M Move
D Defense
O Orthoganal
X Diagonal
K as a Knight would move in Chess

Card Name:	Type	Range	Notes
Gunsen	A	1X	Iron War Fan
Wakizashi	A	1O	Short Sword
Tanto	A	1O	Short Sword
Katana	A	2X	Long Sword
Tachi	A	2X	Long Sword
Tetsubo	A	2O	Long Club
Naginata	A	3O	Glaive
Daikyu	A	5X	Long Bow
Kabuto	D	-	Helmet

Card Name:	Type	Range	Notes
O-Yoroi	D	-	Armor
Honor	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

Ninja Card List

Card Name:	Type	Range	Notes
Nekode	A	1X	Claws
Ninja-To	A	1O	Sword
Kumade	A	2X	Rake
Shikomi Zue	A	2O	Spear Staff
Kusari-Gama	A	3X	Chain & Sickle
Kawanga	A	3O	Grappling Hook
Kyoketsugoi	A	K	Rope & Iron Ring
Shuriken	A	4O	Throwing Stars
Metsubishi	D	-	Powder

Card Name:	Type	Range	Notes
Tetsu-Bishi	D	-	Caltrops
Stealth	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

Monk Card List

Card Name:	Type	Range	Notes
Tonfa	A	1X	
Sai	A	1O	
Nunchaku	A	1X	
Jo Sticks	A	2O	
Bo Stick	A	2X	
3 Piece Rod	A	3X	
Lajatang	A	3O	Crescent Spear
Rante	A	4O	Long Chain
Jitte	D	-	

Card Name:	Type	Range	Notes
Dodge	D	-	
Block	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

Bushi Card List

Card Name:	Type	Range	Notes
Aikuchi	A	1X	Dagger
Tua-Kien	A	1X	Sword
Suan Tao Fung	A	1O	Mace
No-Dachi	A	2O	Two Handed Sword
Ono	A	2X	Battle Axe
Yari	A	3O	Spear
Bisento	A	3X	Halberd
Crossbow	A	5O	
Jingasa	D	-	Helmet

Card Name:	Type	Range	Notes
Hanburi	D	-	Helmet
Tough	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

Cardset Available

Thanks Alesandro!

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Carriers

Introduction

Board & card game for 2 players. World War Naval/Air II theme. Abstract Fleet & Squadron level combat.

Each figure represents a group of Ships or Planes.

Victory

You win if you destroy your opponent's carriers.

Board, Card & Counter Set Available

Thanks to the talented Janne Thörne: for Gameset

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent units. There are 4 types of units: Carriers, Warships, Subs, and Planes. Each player starts with: 2 Carriers 4 Warships 2 Subs 8 Planes

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 2 of each card listed.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Search Phase Engage Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Search Phase

Play (discard) a Move card to move one of your units. The Move card must be useable by the unit. For Example: Only Planes can use the patrol card.

The move card has a number. This is the number of spaces the unit moves. Moves can be diagonal or orthogonal.

Boats cannot move through other boat units. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Engage Phase

Play (discard) an Attack card to have a unit attack. The Attack card must be useable by the unit. For Example: Only Warships can use the destroyer card.

The attack card has a number. This is the range of the attack. Attacks can be diagonal or orthogonal.

The enemy unit that is the target of the attack is automatically destroyed and removed from the map. Your opponent may play certain Defense cards to negate your attack.

Card List Notation

M Movement
A Attack
D Defense
V Vessels (Warships & Carriers)
N Naval unit (Vessels & Subs)
P Planes
S Submarine
W Warship
U Any type of Unit
X Special Card
K as a Knight would move in Chess
Type Purpose of card
Target = What units are targeted by the attack
User What type of unit can use the card

Card List

Card Name:	Range	Type	User	Target	Notes
Bomber	1	A	P	V	
Dive Bomber	1	A	P	V	
Torpedo Plane	2	A	P	V	

Card Name:	Range	Type	User	Target	Notes
Depth Charge	1	A	W	S	
Torpedo	3	A	S	V	
AA Guns	1	A	V	P	
Flak	2	A	W	P	
Destroyers	2	A	W	S	
Naval Guns	3	A	W	V	
Battleship	4	A	W	V	
Fighters	1	A	P	P	
Fighter Ace	2	A	P	P	
Sailing	1	M	N	-	
Change Course	1	M	N	-	
Navigate	2	M	N	-	
Underway	2	M	N	-	
Full Steam	3	M	N	-	
Climb	1	M	P	-	
Patrol	2	M	P	-	
Fly	3	M	P	-	
Soar	4	M	P	-	
Recon	5	M	P	-	
Search	6	M	P	-	
Drop Tanks	7	M	P	-	
Intercept	K	M	P	-	
Sonar	-	D	-	-	Negate Attack by Sub
Radar	-	X	-	-	Look at Opponents Hand
Cloud Cover	-	D	-	-	Negate Attack by Plane
Rough Seas	-	-	-	-	Negate Move by Vessel
Damage Control	-	D	V	-	Negate Attack on Vessel
Silence	-	D	S	-	Negate Attack on Sub

Terrain

Islands: Naval units cannot move into or through Islands.

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Chain Home

Chain Home

by mike marinos mikemarinos@yahoo.com

The game combines successful use of radar and RAF fighter resources to intercept German air fleets during the Summer of 1940

Game Length Game lasts 15 moves.

Map

The map of England is divided into the 4 main sectors used during the Battle of Britain.

Raf Fighters

1. Allocate by filling in the circles 20 fighters between each sector and divide each sector between planes ready for Scramble and Reserve.
2. Scramble Aircraft can be committed at any time and before positive radar contact.
3. Reserve aircraft can be committed to another sector and can't participate in combat until they arrive at the sector. Reserve aircraft can only be committed to combat in a sector only on positive Radar contact.
4. Reserve aircraft take 4 moves to move from sector to sector.
5. Scramble aircraft will intercept within the sector
6. RAF planes do not need to be on the ground at the end of play.
7. RAF planes must be at the right height to intercept

Fighter Flight Duration

Planes can stay in the air for 6 moves. Planes can be rearmed and refuelled in 2 moves

German Aircraft

Allocate 24 aircraft to the 4 directions of attack

D6	Result
1-3	0 planes but 1 bomber unserviceable for one move
4-5	1 plane
6	2 plane

German Defense for each combat contact

D6	Result
1-2	planes but 1 aircraft unserviceable for 1 campaign move

Altitude

There are 3 levels of altitude It cost 1 movement point to go up one level.

Setting Up Chain Home

Efficiency is deducted from die roll increasing the chance of a radar intercept Allocate 5 efficiency points between the radar sites. Record the number in the Efficiency Box. Efficiency points do not need to be allocated

Roll and deduct efficiency points

1 height
2 number
3 nothing
4 nothing
5 nothing
6 nothing

Height

Roll 1d6

D6	Level
1-2	level 1
3-4	level 2
5-6	level 3

Roll 1 d6 = number of bombers

D6	Bombers
1-2	4
4-5	5
6	6

On first contact roll 1d6

6 feint - NOTHING THERE SUCKER reallocate quick!

Dogfight for each combat contact Dogfight can last 2 moves then contact must be broken. Roll 1 d6 for each attacking fighter

D6	Result
2-6	plane

Bombing

When German bombers reach the RAF roundel roll 1d6 and mark of Sector damage

If bombers not intercepted

D6	Result
1-3	3 sector damage points
4-5	2 sector damage points
6	1 sector damage points

Bombers intercepted for 1 move before roundel

D6	Result
1-3	2 sector damage points
4-5	1 sector damage points
6	0 sector damage points

Bombers intercepted for 2 moves before roundel

D6	Result
1-4	1 sector damage points
5-6	0 sector damage points

Designer Notes

I wanted a solo game that relied on allocating resources and then managing the resources and calculated guess rather then the straight roll of the dice Everything based on D6. With the die = fog of war, technological uncertainty.

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Charge Of The Light Brigade

Introduction

Solo Dice & Record Keeping Game. Simulation of the Charge of the Light Brigade, the final phase of battle of Balaclava in 1854.

Materials

Six sided Dice, Paper, Pencil.

Counter Set & Board

by Totola

Your Men

The player controls a British cavalry group of 12 men known as a 'Troop'. All men are mounted on horses. All men are armed with a sword.

Skill Table

1D6	Skill Type:	Notes:
1-	Riding	+1 to Evade Rolls
2	Horsemanship	+1 to Spur Rolls
3	Steadfast	+1 to Morale Rolls

1D6	Skill Type:	Notes:
4	Steadfast	+1 to Morale Rolls
5	Fighting	+1 to Fight Rolls
6+	Tough	+1 to Kill Rolls

Dragoons get a -1 modifier to the roll. Hussars get a +1 modifier to the roll. Roll modifiers only apply to that man.

Game Length

Your Troop will have to traverse 20 'spaces' before mixing in with the Russian Gun Battery. Once any of your men reach the battery, there will be 5 turns of Melee. After this, your troop must turn around and return 20 spaces the way it came.

Draw a row of boxes 20 spaces long. Use this to record the location of your troop.

Turn Sequence

1. Movement or Melee Phase
2. Morale Phase
3. Rally Phase

Movement Phase

All of your men attempt to move forward one space every turn not in Melee: Roll on the Encounter Table for each man. If the encounter indicates Flat, the man automatically moves forward one space. If there is an

One of the men is the Captain, the leader of the troop. Another man is the Trumpeter. The other 10 men are referred to as riders.

There are 3 types of Troops: Dragoons, Hussars, and Lancers. Pick which type you want your troop to be.

Rooster

Write the name of each of your men. Each man has 1 skill. Roll on the skill table and record it. The Captain has 3 skills: Riding, Horsemanship, and Fighting.

The Captain is never killed. Treat all kill results as wounds. Other info that will be recorded as the game proceeds include: Wounds sustained by each man. The space (Location) each man occupies.

The morale of each man. Spur points on each mans horse.

obstacle, roll on the appropriate table to see what type it is.

Roll 1D6. (The Evade Roll) If this is equal to or greater than the obstacle value move the man forward one space. If it is less, the rider does not move forward and suffers a wound on a roll of 1-2 on 1D6. If it is a Fire Encounter, roll 1D6.

If this is equal to or less than the Hit value the man is hit. If the man is hit roll 1D6. (The Kill Roll) If this is equal to or less than the Kill value the man is killed. (Killed also including seriously wounded or having a horse shot out from under you) If hit but not killed, the man is wounded.

If not killed by the fire the man automatically moves forward one space

Spurring

You may have a man spur his horse. A Horse can only be spurred once per turn. The rider gains 1 Spur point.

(The horse goes from a trot to a gallop.) This allows a man to:

1. Move a second time this turn. (Repeat the Movement Phase)
2. Get +2 to an Evade or Fight roll

Roll 2D6 (The Spur Roll) If this is less than the riders Spur point total the horse is blown. A Blown horse cannot be Spurred and gets -1 to all evade rolls. If a man on a blown horse ever encounters a riderless horse, he may switch horses.

The 'new' horse will have 1D6 Spur points.

Morale Phase

If any of your men were killed this turn roll 1D6 individually for all your other men. (These are Morale rolls) On a roll of 1-2 on 1D6 the man fails the morale test and must roll on the Break Table If the roll is 3+ the man maintains Good Morale.

Break Table

1D6	Result:	Notes:
1-3	Hurried	The man will spur next turn to move an extra space forward
4-5	Hesitates	The man will not move forward next turn unless he spurs
6	Retreats	The man turns tail and flees the field

Rally Phase

The Captain may attempt to rally either all Hurried or all Hesitant or all Retreating men in the troop. Roll 1D6 (The Rally Roll): On a roll of 4-6 the target men are rallied and do not suffer the Results of the Break Table. Add one to the roll if the Trumpeter is still alive and in the same space as the Captain.

Melee

If a man is in the Battery (Space 20) he rolls on the Melee Table instead of the Encounter Table. Roll 1D6. (The Fight Roll): If this is equal to or greater than the Fight value of the opponent, the Russian is killed. If it is less, the rider rolls 1D6 (Kill Roll): The Rider suffers a wound on a roll of 1-3. On 4-6 the rider is killed.

Encounter Table

1D6	Encounter		1D6	Encounter
1-	Flat & Level		4	Man Obstacle
2	Flat & Even		5	Cannon Fire
3	Ground Obstacle		6+	Musketry Fire

Man Obstacles Table

1D6	Obstacle:	Evade
1	Corpse	2
2-3	Wounded Man	3
4	Dead Horse	4
5-6	Riderless Horse	5

Ground Obstacles Table

1D6	Obstacle:	Evade
1-3	Uneven Ground	2
4	Bushes	3
5	Rocks	4
6	Ditch	5

Cannon Fire Table

1D6	Type:	Hit	Kill		1D6	Type:	Hit	Kill
1-	Double Canister	5	4		4	Cannon Ball	2	5
2	Canister	4	3		5	Exploding Shell	4	2
3	Round Shot	2	5		6+	Shrapnel	3	1

If the man is in spaces 1-12 (Just starting out) add 2 to the roll If the man is in spaces 17-19 (Closest to the battery) subtract 2 from the roll

Musketry Fire Table

1D6	Type:	Hit	Kill
1-2	Musket Fire	2	3
3-4	Musket Volley	3	3
5-6	Rifle Shot	4	3

Melee Table

2D6	Opponent:	Fight		2D6	Opponent:	Fight
2	Officer with Saber	5		8	Artilleryman	2

2D6	Opponent:	Fight
3	Cossack with Sword	4
4	Russian Lancer	4
5	Greatcoat with Bayonet	3
6	Artilleryman	2
7	No Opponent this Turn	X

2D6	Opponent:	Fight
9	Cossack with Sword	4
10	Russian Lancer	4
11	Greatcoat with Bayonet	3
12	Officer with Saber	5

Wounds

A man with one or more wounds gets -1 to Rally rolls. A man with two or more wounds gets -1 to Morale & Evade rolls. A man with three or more wounds gets -1 to Fight rolls.

Front Rank Option

At the beginning of the game you may choose to have your troop be in the front rank of the Charge. If so, during the approach treat all Man Obstacle Encounters as Flat. In spaces 15-19, treat Flat & Level rolls as Cannon Fire.

Stragglers

On the way back any encounters with wounded men add 1 wounded rider to your troop.

Scoring

Get 2 points for every man that makes it back alive. Get 1 point for every Russian killed during the Melee.

History

Of the 673 men who went into action 113 were killed and 247 badly wounded.

Faq

Questions by Volkhard...

> 1) May I pick a mixed British cavalry group of 12 men (3 Hussars, 4 Dragoons, 5 Lancers) or may I only choose 12 men of the same troop type (either Dragoons or Hussars or Lancers) ? A) My original intent was that they all be of the same type. That seems more historically accurate to me, all the men in the same unit would be of the same type.

> Turn Sequence

> 2) Is there a morale phase and a rally phase on the way back after the fifth turn of melee with the Russian gun battery ? A) I forgot my original intention, but looking closely, I'll say yes, confusion, smoke, and all that.

> Since all surviving men of my troop retreat from battlefield after the fifth turn of melee with the Russian gun battery morale is irrelevant, unless the surviving men of my troop are attacked by other Russian troops on the way back. The rules did not mention that there is another battle with Russians on the way back. A) I haven't read up on the subject lately, but I'm sure the Russians must have got a few shots in at the retreating English on their way back. Smoke might have

been an issue and some of the Russian units might have been disorganized, but the Cossacks are famous for attacking retreating forces. For now presume that have to fight their way back

> Stragglers > Any encounters with wounded men add 1 wounded rider to my troop on the way back.

> 3) Do the wounded riders encountered on the way back count as a part of my troop that I picked at the beginning of the game or do they join my troop as a part of another British cavalry troop not controlled by the player ? A) They could be anybody, but you get credit for bringing them back. If needs be, roll a random skill for them, and give them 1D6-3 wounds. Roll 1D6: On a roll of 1-3 they have their own horse with 1D6-1 Spur points; on 4-6 they share a Horse with one of your other riders randomly selected, or if within 4 spaces of home, they simply walk back.

> 4) Do I score 2 points for each of these riders(stragglers), if they survive until the end of the game ? A) Yes

> Captain and Trumpeter

> 5) Do the captain and the trumpeter attempt to rally themselves at the rally phase, if they failed at the morale phase ? Do the captain and the trumpeter retreat from battle, if they roll a "Retreats" result at the morale phase and fail at the rally phase? Do all men of my troop retreat from the battle automatically, if the captain or the trumpeter retreats at the rally phase ? A) The Captain never fails morale, however the Trumpeter can.

8) Must I nevertheless add one to the rally rolls for the trumpeter and the captain and the rally rolls for the other riders who failed at the morale phase, if the trumpeter is in the same space as the captain and rolled a "Retreats" result at the morale phase ? Must I nevertheless add one to the rally rolls for the trumpeter and the captain and the rally rolls for the other riders who failed at the morale phase, if the trumpeter is in the same space as the captain and rolled a "Hurried" result or a "Hesitates" result at the morale phase ? A)No, you don't get the bonus if the Trumpeter is retreating, hurried, or hesitating.

> Wounds

> 10) What is the maximum (number) of wounds which each rider can take, to survive the battle ? A) 4 Wounds kills a Normal man. 5 Wounds kills a Steadfast man. 6 Wounds kills a Tough man.

Additional Material

by Ron Pehr <raven@wizard.com> Started playing this last night. Realizing that continual dice rolling is what happens in a solo game, I have to say it got a

bit laborious to do exactly the same rolls twelve times each turn (until, of course, you start losing troopers). Rather than marking position on the card for each man, I laid them out next to numbered pieces of paper (could use chits or dice) indicating what space they were on, as the troop is seldom broken far apart. Thus, if most of the troop is at, say, "4" there'll be stragglers at "3" maybe "2" and the hard-chargers at "5" so you don't actually have to lay out all 20. Alternately, could do that, have a sort of board marked out in 20 spaces and put the cards for each trooper in whatever space he's reached. Here are the cards I made for the captain and the troopers. You put check marks on the lines for the status, in pencil so it can be erased and re-used.

Captain:

Name:	.
Skills:	Riding (+1 evade)
	Horsemanship (+1 spur)
	Fighting (+1 fight)
Wounds:	one (-1 rally)
	two (-1 morale, -1 evade)
	three+(-1 fight)
Morale:	Hurried (must spur next turn)
	Hesitate (spur or don't move next turn)
	Retreat
Spur Points:	.

Trooper:

Name:	.
Skills:	Riding (+1 evade)
	Horsemanship (+1 spur)
	Steadfast (+1 morale)
	Fighting (+1 fight)
	Tough (+1 kill)
Wounds:	one (-1 rally)
	two (-1 morale, -1 evade)
	three+(-1 fight)
Morale:	Hurried (must spur next turn)
	Hesitate (spur or don't move next turn)
	Retreat
Spur Points:	.

The Trumpeter is same as a "Trooper" just label it as such. Have presumed that if Trumpeter demoralized he nevertheless adds the +1 when rallying roll made if in same space as Captain, and that the Captain similarly can rally himself.

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Classic Space Opera

by Sir Gerard Luft, KDM

Introduction

Before there was Traveller, there was Starfaring! In some circles, Starfaring, by White Buffalo Games, is named as the first science fiction role playing game. Like the legendary Chainmail/ Dungeons and Dragons Fantasy Miniature Game, the Starfaring's rules were crude and the artwork was horrible.

Components

You will need as many six-sided dice as you can and construct the card decks listed below. Like Classic Dungeon Crawl, this game tries to capture the essence

Crewman	Power	Toughness
Captain (Ship Master)	N/A	N/A
First Lieutenant	2	3
Lieutenant	2	2
Science Staff Officer	1	2
Engineering Staff Officer	1	2

Power represents Physique as well as Mentality and Psionic. Toughness represents Health.

The Turn

For multiplayer games, each Ship Master takes their turn going clockwise. The player who last took their turn serves as Galaxy Master (referee) for the

of the original game, but in a manner that adapts the rules to a little more play-worthiness. Like Classic Dungeon Crawl, miniatures are highly advised to be included in this card and dice game.

Goal

- One Player: Explore intergalactic space and fight the Slish (enemy aliens)!
- Multiple Player: Explore intergalactic space and fight the Slish (enemy aliens), and pay off your ship!

Your Ship and Crew Each Ship Master (player) starts with a ship Scoutship Compliment Ship Master (Captain) and 9 Crew Power 3 Toughness 3

Crewman	Power	Toughness
Chief Scout	2	1
Quartermaster	1	1
Fire Control Specialist	1	1
Engineer's Mate	1	1
Coxswain	1	1

current player.

Subetheric Encounters- Starships in Starfaring can travel intergalactic distances via a Star Gate system (wormholes) and pangalactic distances via a Hyperspace Drive (replete with Warp Factors). Regardless of the system used, each turn begins with encounters in the Sub-Ether. Draw one card from the Subetheric Encounter Deck

Subetheric Encounter Deck

Encounter	Description	# in Deck
Cthulhu	-2 Power to crewman with the highest Power (Cthulhu Dreams)	3
Debris	-1 Toughness to Ship	5
Berserker Ship (extra-dimension	2/3	3
robots out to exterminate	-	-
all organic life)	-	-

Space Battle Rules- Battle is considered simultaneous. Space and time are abstract when playing out Subetheric battles with miniatures. The ships should begin 12" across from each other. Basically allow each ship to move 1". Berserker Ships will always fly at the

Starship on a direct heading. Each ship rolls 1d6 each turn. In order to score a hit, one must roll equal to or higher than the score indicated to hit. To hit scores change as ships are closer together:

Range	To Hit: USS Philadelphia	To Hit: Slish Saucer* or Berserker Ship
12"	5	6
10"	5	6
8"	4	6
6"	4	5
4"	3	4
2"	3	4
Nose to nose	2	3

* Slish Ships are allowed 5 Attack rolls per combat round If a ship scores a hit it inflicts its Power score as Damage. Damage is subtracted from the target ship's Toughness score. If toughness should fall to 0 or less, that ship is destroyed.

Normal Space Encounters- Upon returning to Normal Space, one draws a card from the Normal Space Encounter Deck.

Normal Space Encounter Deck

Encounter	Description	# in Deck
Slish ship	2/3	4
Slish ship	1/2	4
Slish ship	1/1	4
G.C. Radiation	-1 Toughness to 1 random crewman	4
Meteor Strike	-1 Toughness to Ship	2
Power crystal malfunction	-1 Power to Ship	2

Triggered supernova	Roll 5 or 6 on 1d6 to avoid the destruction of the Ship; If the Ship survives by jumping into Hypers

Planet Type- Draw 1 card from the Planet Type Deck.

Planet Type Deck

Planet	# in Deck
No Intelligent Life	12
pre-industrial civilizations	1
pre-atomic energy civilizations	1
pre-global high technology civilizations	1
united world culture	1
Life with interplanetary space travel and advanced technology	1
Life with interstellar space travel. Probably uses Star Crystals	1

If there is life on that planet, draw as many cards from the Landing Party Encounter Deck as you have crewmembers +1 (ergo, if you still have all nine crew members, then you draw 10 alien cards to do battle with).

Landing Party Encounter Deck

Power	Toughness	Number in Deck	Power	Toughness	Number in Deck
2	3	12	2	1	12
2	2	12	1	1	12
1	2	12			

Paying Off The Loan

With interest included, you owe 120,000mc (mega credits=1000000 credits) The Imperial Scout Service pays you the following:

Item	Compensation
Star Crystals	100,000 mc.
Every Planet discovered	11,000 mc.
Contact with new	5,000 mc.
Intelligent life	–

Item	Compensation
Contact with new	10,000 mc.
Interstellar life	–
Destruction of alien spacecraft	500 mc.

Hostile life forms only, like the Slish.

- By the end of the 3rd turn you must pay 50% of the principal and interest= 60,000mc

- By the end of the sixth turn you must pay off the remainder of the loan= 60,000mc

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Combat Dice

Combat Dice (CD's) are a very comfortable and easy way to resolve battles in any game system on any detail level. Lots of our self developed games use CD's, and even our favourite warpspawn games like Artifact or the Warp Skirmish System can be varied with CD's if you feel the need for a change.

CD's are 6-sided dice with two sides called 'hits' (5 and 6 on a common die) and one side called 'Oops' (the 1). The remaining sides have no meaning. And here's how to use them on different levels of detail:

1. level - keep it simple, stupid

Each combatant has a certain strength. Both sides throw as many CD's as their strength says, and the fighter who has more hits wins. The loser might be killed or lose as many hitpoins as the difference between the amounts of hits.

2. level - fast skirmish

Each player might have a defending power as well. The attacker throws as many CD's as his attack value says, the defender corresponding to his defending power. If the attacker scores more hits than the defender, the target loses (life, 1 hitpoint, the difference between the amounts of hits). The attacker may not lose this turn.

3. level - different character traits

Each player might have different character traits that can be rolled out against each other. For example: Gunnery vs. ship size, if hit then weapon power vs. defense shields etc. You can design this in any detail level you like (some details suck and tend to slow down the gameplay, so do some playtesting).

4. level - modifiers (tabletop gaming etc.)

You can use this in combination with any level - just give modifiers under certain circumstances. Let weapons add a number of CD's to your strength, let a distance to the fire target determine if the attacker has to reduce his gunnery (half of the CD's or anything), let your character double a defensive power if he's taking cover etc. Another way of modifying might be the adding/subtracting of CD's, maybe when doing combined attacks etc. You get the idea - let your imagination flow :)

Critical hit/miss If your CD roll delivers only "Hits", this might be declared as critical hit, which can lead to any consequences you like - target destroyed, secret roll revealed, extra attack etc. If your CD roll delivers more "Oops" than "Hits", this might be declared as critical miss, which can lead to any consequences you like - weapon jam / out of ammo, self-inflicted wound, loss of all further action points this round etc.

RPG with CD's We even play some RPG's with CD's - it's easy. Just let the character traits determine the number of CD's to be rolled, and give the challenges/obstacles a certain power that a) has to be reached with hits, or b) determines the number of CD's that can be rolled against the player's roll.

Designer's note CD's are not our invention. Lots of games use some kind of CD's (for just one example see Universal Game Systems / Rules of War). But since we made our own cool-looking set of CD's, we discovered that lots of games easily can be adapted to them, which often spices up even long-sellers. We learned that a lot of "realism" can be added with CD's without the usual disadvantage of getting the gameplay too complicated. The advantage for game designing is the fact, that the designer only has to deal about the different character traits and their balance - and even the level of detail can be varied very easily. The advantage for the gamers is the simplicity of use and result. If you have any comments/critic/suggestions/ideas, we're eager to hear from you at j_hansen@web.de.

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Constantine

Introduction

Scenario for WarpQuest. Based on the movie Constantine, which was based on the comic Hellblazer. for the WarpQuestCore Rules.

Each player is a Demon-Hunter/Exorcist.

The Scenario

There is only one Module. The track is 50 spaces long. The last represents the culmination of an infernal plot.

The first player to the last space foils the plot and wins the game.

Hunter Attributes

Each Hunter has the following traits: Hit Points (10) Psychic (+0) Contacts (+0) Willpower (+0) Combat (+0) Morality (+0) Roll 10 times on the Hunter Attribute Table to see what Bonuses you get.

Hunter Attribute Table

1D6	Trait	Bonus	1D6	Trait	Bonus
1	Hit Points	+1	4	Willpower	+1
2	Psychic	+1	5	Combat	+1
3	Contacts	+1	6	Morality	+1

Hit Points

If you are reduced to zero Hits you must go back to start. (In a solo game, you lose)

Landing On Another Hunter

If land on an opposing Hunters pawn, steal a Weapon or Companion, or send them back 1D6 spaces.

Fight Challenge

If you lose a Fight Challenge you must discard a Companion or Weapon or Lose 1D6 Hits.

Info Challenge

If you succeed in an Info Challenge, you move forwards 1D6 spaces and Do not have to draw a card.

Mental Challenge

If you fail Mental Challenge, you move backwards 1D6 spaces and Do not have to draw a card.

Weapons And Companions

These are a type of Aid card that stays in play after it is revealed and Give your Hunter a continuous bonus.

Card List

Name:	Challenge:
Screech Beetle	Aid: Combat +5
Vermin Man	Fight: Combat & Willpower
Check the Scrolls	Info: Contact or Psychic
Theological Society	Info: Contact
Club Midnight	Info: Contact
I Command Thee	Aid: Willpower +5
Sulfur Demon	Fight: Combat & Morality
Apprentice	Companion: Fight +1
Psychic Cop	Companion: Psychic +1
Omen	Info: Psychic
Flashback	Mental: Willpower
Lost Faith	Mental: Morality

Name:	Challenge:
Holy Shotgun	Weapon: Combat +1
Holy Water Ampules	Aid: Combat +5
Prayer	Aid: Morality +5
Exorcism	Fight: Willpower & Morality & Psychic
Lucifer	Fight: Morality X3
Handgun	Aid: Combat +5
Sunlight	Aid: Willpower +2 or Morality +2
Cross of Isteria	Aid: Morality +5
Amulet of Protection	Weapon: Morality +1
Taxi Driver	Companion: Contact +1
Priest	Companion: Morality +1
Possession	Fight: Willpower & Morality & Psychic
Mirror Trap	Aid: Psychic +5
Dragons Breath	Aid: Combat +5
Demon Half-breed	Fight: Combat & Morality & Willpower
Doctor	Gain back 1D6 lost Hit Points
The Fallen	Fight: Combat & Morality
Soldier Demon	Fight: (Combat & Willpower) or (Morality & Psychic)
Purveyor of Relics	Info: Contacts
Voodoo Magic	Aid: Psychic +5
Vision of Hell	Info: Psychic
Police Reports	Info: Contacts
Investigation	Info: Contacts
Devils Foot Soldiers	Fight: Combat & Morality
Blessed Ammunition	Aid: Combat +5
All Seeing Eye	Info: Contact or Psychic
Catholic Sacraments	Aid: Morality +5
Belief	Aid: Morality +5
Self-Sacrifice	Aid: Morality +5
Gift of Sight	Info: Psychic
Weakness	Mental: Willpower
Alcohol	Mental: Willpower
Gabriel	Aid: Morality +5
Lord of Flies	Fight: Combat & Morality & Willpower
Holy Water Trap	Aid: Combat +5
Papa Midnite	Info: Contacts
Half Demon Lover	Mental: Morality
Demonic Torment	Mental: Willpower
The Chair	Info: Psychic
Balthazar	Fight: Combat & Morality & Willpower
Kismet	Info: Morality or Psychic
Demonology	Info: Contacts
Last Rites	Aid: Morality +5
Occult	Info: Contacts
Demon Swarm	Fight: Combat X2
Paranoia	Mental: Willpower
Courage	Aid: Willpower +5
Horror	Mental: Willpower
Repent	Mental: Morality
Hand of God	Aid: Morality +5
Pain	Mental: Willpower
Sarcasm	Aid: Willpower +5
Cynicism	Aid: Willpower +5

Name:	Challenge:
Theory	Info: Contact
Winged Fiends	Fight: Combat X2
Incantation	Aid: Morality +5
Scavengers of the Damned	Fight: Combat X2
Fear	Mental: Willpower
Depression	Mental: Willpower
Suicide Attempt	Fight: Willpower & Morality
Cryptic Message	Info: Contact
Insanity	Mental: Willpower
Corinthian 17	Info: Contact
Son of Mammon	Fight: Combat & Morality & Willpower
Listen to the Ether	Info: Contact or Psychic
God has a Plan	Aid: Morality +5
Guilt	Mental: Willpower
Damned	Mental: Morality
Salvation	Aid: Morality +5

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.

- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

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Crystal Warriors

Preface

Warpplay = Warpspawn Roleplaying. Roleplaying universe. Work in progress.

Readers are encouraged to submit material.

Introduction

Fantasy Setting. All Magic and Technology is a result of Powerful and reliable Crystals.

Characters

Warriors: Crystal weapons & armor. Pilots: Pilot crystal powered vehicles Mages: Able to psychically manipulate the power of the crystals. Engineers: Create crystal artifacts (Crystal artifacts must be hand crafted)

Crystal Artifact Magic

Crystal Caster (Gun that propels exploding crystals) Shard Caster Energy Caster Crystal Armor Crystal Gates Crystal Antigravity (Flying discs, fighters, sky ships) Viewing Crystals Healing Energy crystals Crystal Force fields Torcs (Mental Amplification crystals) Crystal Towers

Foes

Mostly Interdimensional Demons

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Culture & Conquest

Culture & Conquest

Simulation of ancient civilizations. This dice game does not require a map or counters. Solo or any number can play.

Victory Conditions

The game ends after 50 turns. The player with the most Victory Points wins. Advances you have score 5 points.

Cities you control score 10 points. Wonders you build score 15 points. Wonders you control score 5 points.

For every Natural resource you have the most of, gain 5 points. For every Manufactured resource you have the most of, gain 10 points. Gain 5 points if you have the biggest population.

Set Up

Each player starts with 10 populations and 1 city. Randomly determine your culture on the culture table. Determine Turn order by rolling high.

1D10	Result:
1-3	Nothing
4-5	Gain 1 Manufactured Resource of your choice
6-10+	Gain 1 Random Natural Resource (Roll on the Natural Resource Table)

Note: if you have none of the requirements for any manufactured resource, you get nothing.

Population Distribution Phase

Assign populations to one of the 7 specialty categories: Army, Navy, Agriculture, Trade, Labor, Scholars (Army & Navy are collectively caled Military units) A single category cannot be increased or decreased by more than 5 populations. It costs 2 Gold to raise an army or navy. It only costs 1 Gold to raise a Navy if you have Wood & Cloth.

It only costs 1 Gold to raise an Army if you have Weapons & Horses.

Gain Leader Phase

Roll 1D6: On a roll of 1-2 gain 1 random leader.

Turn Sequence

Players take turns. A player will complete all of the following phases in their turn.
1. population phase
2. resource phase
3. distribution phase
4. leader phase
5. harvest phase
6. disaster phase
7. upkeep phase
8. war phase
9. trade phase
10. build phase
11. research phase
12. income phase

One round is completed when all cultures have had one turn.

Population Phase

Gain 1D6-2 population. Minimum = 0. These populations start as Agriculture specialists.

Resource Phase

Roll 1D10 on the Resource Table:

Harvest Phase

Produce 3 food per Agriculture population and 2 for each level of Food Resources you control. Food is not stored unless you have the pottery advance.

Disaster Check Phase

On a roll of 1 on D6 suffer from one random disaster. Resolve 'War' disasters first thing in War Phase.

Upkeep Phase

Each population consumes 1 Food. Armies are paid 1 Gold each. If upkeep is not met, those populations are lost. Roll 1D6 for each leader, on a roll of 5+, the leader dies of old age.

War Phase

A player may attack one target opponent on a roll of 5+ on 1D6. (get +1 to this roll if you have a General) If

the roll fails, he may attempt to attack another player. Other players may send armies, navies, and Generals to serve on either side.

Each player gets 1 die for every Army, Navy, and General on their side. If you have more armies than opponent, you get 1 extra die. If you have more navies than opponent, you get 1 extra die.

If you have a General and your opponent doesn't, you get 1 extra die. If you have Military Doctrine, and your opponent doesn't, you get 1 extra die. If you have Iron, and your opponent doesn't, you get 1 extra die.

If you have Equestrian, and your opponent doesn't, you get 1 extra die. If you have Siegecraft, and you are attacking, you get 1 extra die. If you have Fortifications and are defending, you get 1 extra die.

If you have Shipbuilding, and your opponent doesn't, you get 1 extra die. If you have the Great Wall and are defending, you get 1 extra die. The player with the higher total roll is the winner.

Defender wins ties. The winner gains 1D6 Victory points. Each roll of 1 causes your opponent to lose 1 army or 1 navy. If the defender loses all his armies the Attacker gets to take one form of tribute: All of the losers gold, or One City (which may contain a Wonder), or 2D6 Population (enslaved), or 1 target Resource.

Trade Phase

The active Player may trade Gold, food, labor, populations, cities, advances, leaders, resources, and promises with other players. (If 'trading' an Advance the giver & the recipient both get it.)

Build Phase

Each Labor specialist produces 1 Labor point per turn. Assign Labor points to a city or Wonder under construction. These points are saved from turn to turn until the project is completed.

Labor points not assigned are lost. Build 1 city for 50 Labor and 25 Gold. Name the city. Gain 1 roll on the Natural Resource Table for 20 Labor.

Gain 1 Manufactured Resource of your choice for 25 Labor. Build 1 Wonder of your choice for 100 Labor and 50 Gold. Only 1 Wonder per city is allowed.

For each level of Build Resources you have the labor and gold costs of Cities and Wonders are reduced by 2.

Research Phase

Roll 1D12 per scholar, thinker, or research generator you have. On a roll of 1 gain one random advance. Pay 20 Gold to copy an Advance known by another player.

When determining a "Random" Advance, roll on the Advance Table. If you roll one you already have, pick one instead.

Income Phase

Collect Gold: 1 per Trade population, 1 per City, and 1 per level of Luxury Resources.

Population Distribution

TYPE:	Upkeep:	Production:
Military	1 Food + 1 Gold	None
Agriculture	1 Food	3 Food
Trade	1 Food	1 Gold

TYPE:	Upkeep:	Production:
Labor	1 Food	1 Labor
Scholars	1 Food	1 Research Roll

Note: There is a max of 1 Scholar per city.

Culture Table

D20:	Culture:	Starting Advance:
1	Egyptian	Engineering
2	Mesopotamian	Mathematics
3	Athenian	Philosophy
4	Roman	Law
5	Minoan	Music
6	Persian	Coinage
7	Assyrian	Metal Working
8	Babylonian	Astronomy

D20:	Culture:	Starting Advance:
9	Mycenaean	Pottery
10	Phoenician	Navigation
11	Spartan	Military Doctrine
12	Scythian	Equestrian
13	Summerian	Irrigation
14	Celtic	Art
15	Hebrews	Monotheism
16+	Pick One	

Culture & Conquest has been published in the on-line Winter 2000 issue of the ACADEMIC GAMING REVIEW</A>

Natural Resource Table

1D20	Resource:	Notes:
1	Grain	Food
2	Fish	Food
3	Iron	Military; Requires Bronze
4	Horses	Military
5	Precious Metals	Luxury
6	Fruits	Food
7	Livestock	Food
8	Wood	Build
9	Stone	Build
10	Spices	Luxury

1D20	Resource:	Notes:
11	Fibers	Clothing
12	Salt	Food
13	Shellfish	Food
14	Incense	Luxury
15	Vegetables	Food
16	Bronze	Military
17	Furs	Clothing
18	Clay	Build
19	Brick	Build
20	Gems	Luxury

Manufactured Resources List

Resource:	Notes:
Earthenware	Requires Pottery & Clay (Luxury)
Cloth	Requires Fibers & Textiles (Clothing)
Weapons	Requires Bronze or Iron & Metal Working (Military)
Wine	Requires Fruits & Brewing (Luxury)
Jewelry	Requires Precious Metals & Art (Luxury)
Sculpture	Requires Stone & Art (Luxury)
Glass	Requires Brick & Glassblowing (Luxury)
Dyes	Requires Shellfish or Spices & Dye Making (Luxury)
Medicinals	Requires Spices and Medicine (Luxury)
Leather	Requires Livestock & Textiles (Clothing)
Parchment	Requires Fibers & Literacy (Luxury)

Advance Table

D100:	Advance:	Notes:
1-2	Pottery	Food can be stored & Mitigates Famine
3-4	Monotheism	Population Phase: add 1 to roll (Religion)
5-6	Astronomy	Research: One additional roll per turn
7-8	Writing	Research: One additional roll per turn
9-10	Medicine	Mitigates Epidemic
11-12	Coinage	Gold: +1 per city per turn (Facilitates Trade)
13-14	Masonry	Cities & Wonders cost 5 less in Labor
15-16	Mathematics	Research: One additional roll per turn
17-18	Architecture	Cities & Wonders cost 5 less in Gold
19-20	Law	Mitigates Anarchy
21-22	Music	Mitigates Unrest (Music soothes the soul)
23-24	Democracy	Extra 5 points for Victory (Government)
25-26	Philosophy	Mitigates Heresy (Public Debate is acceptable)
27-28	Metal Working	Battle: One additional roll; Requires Bronze or Iron
29-30	Drama	Extra 5 points for Victory
31-32	Art	Extra 5 points for Victory
33-34	Military Doctrine	Battle: One additional roll (Strategy & Tactics)
35-36	Irrigation	Mitigates Drought
37-38	Navigation	Gold: +1 per city per turn (Expands Trade)
39-40	Equestrian	Battle: One additional roll; Requires Horses

D100:	Advance:	Notes:
41-42	Literature	Extra 10 points for Victory; Requires Writing
43-44	Ancestor Worship Gain 2 VP for each City you control (Religion)	
45-46	Siegecraft	Battle: Attacker gets one additional roll
47-48	Shipbuilding	Battle: One additional roll
49-50	Dynasty	Mitigates Civil War (Government)
51-52	Engineering	Labor: +1 per Labor population per turn
53-54	Selective Breeding	Food: +1 per agriculture population per turn
55-56	Polytheism	Gain 3 VP for each Wonder you control (Religion)
57-58	Brewing	Extra 5 points for Victory (Beer!)
59-60	Textiles	Extra 5 points for Victory
61-62	Glass Blowing	Extra 5 points for Victory
63-64	Dye Making	Extra 5 points for Victory
65-66	Fortifications	Battle: Defender gets one additional roll
67-68	Cartography	Gain +1 to resource table rolls
69-70	Mysticism	Extra 5 points for Victory (Religion)
71-72	Republic	Mitigates Mutiny (Government)
73-74	Oligarchy	Mitigates Mad King (Government)
75-00	Pick One	

Note: You can only have 1 Religion Advance and 1 Government Advance. If you roll an extra one, it replaces the older one.

Disasters

If a culture has a mitigating attribute the disaster causes half as much population loss. Round fractions down. If a culture experiences a disaster it skips its build phase and war phase.

Disaster Table

D20:	Type:	Notes:
1	Flood	Lose 1 Random Resource
2	Earthquake	1D6 or 2D6 if you have Architecture
3	Volcano	Lose 1 random City
4	Pirates	Lose half of your gold reserve
5	Unrest	1D6
6	Civil War	War: Attacked by 1D6 Armies: They take a random city if they win
7	Heresy	1D6 or 2D6 if you have Monotheism
8	Anarchy	1D6
9	Epidemic	3D6
10	Famine	Lose half of your food reserve
11	Uprising	War: Attacked by 1D6 Armies: They take 2D6 populations if they win
12	Corruption	Lose all gold
13	Drought	Lose half of your food reserve
14	Storms	1D6 (Navies first)
15	Sands of Time	Lose 1 random Wonder
16	Mad King	2D6
17	Pestilence	Lose half of your food reserve
18	Mutiny	2D6 (Military Units first)
19-20	Barbarians	War: Attacked by 1D6 Armies: They take all your gold if they win

Wonder List

Wonder:	Required:	Notes:
Sphinx	Sculpture	Costs same as city
Colossus	Metal Working	Gold +1D6 per turn in Income Phase
Oracle	Polytheism	Mitigates Corruption
Hanging Gardens	Irrigation	Mitigates Unrest
Parthenon	Architecture	Mitigates Heresy
Stonehenge	Astronomy	Costs same as city
Lighthouse	Navigation	Mitigates Storms
Pyramids	Engineering	Mitigates Anarchy
Great Wall	Masonry	One Additional Battle roll when defending
Great Library	Literacy	One Additional Research roll per turn

Note: Wonders are Unique. They can only be built once.

Leaders Table

1D6:	Type:	Effect:
1	Ruler	Gold: +1D6 per turn
2	General	Battle: +1 Battle roll
3	Thinker	Research: +1 Research roll per turn
4	Builder	Labor: +1D6 per turn
5	Religious	Population: +1D6 per turn
6	Diplomat	Negate attack against you on a roll of 5+ on 1D6

City Names

Antioch, Babylon, Knossos, Alexandria, Troy, Jerusalem, Sparta, Rome, Damascus, Delphi, Athens, Ur, Carthage, Jericho, Giza, Thebes, Byzantium, Cadiz, Ch'ang-an, Lo-yang, Canton...

Solo Version

If playing Solo the 'opponent' in War phase will have 4D6 armies and if defeated has 6D6 Gold and no Wonders.

Map Version

Players will need to make or acquire a map of the Mediterranean divided up into small territories. Put initial populations and city into one territory. Tokens representing cities, leaders, wonders, and population specialties are required.

Place new populations into any territory you control. Spread new populations out as much as possible. Populations destroyed by disaster are removed from as few spaces as possible.

One city per territory. One Wonder per city. Add a Move Phase after War Phase. Populations can move one space per turn.

Armies can attack armies in adjacent spaces. An army can move into an opponents territory that does not contain an army. Take control of all tokens in that territory. Captured leaders are destroyed.

Barbarians and Civil war rebels will attack a border territory. Players with navigation can move populations 4 territories by sea per turn. They must end the turn in a coastal space.

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Custer's Last Stand

Introduction

Board & card game for 2 players. American West: Indians vs Soldiers Each figure represents a group of cavalry soldiers or Indian braves.

Victory

Destroy your enemies completely.

The Map

Use an 8x8 chessboard.

Units

Use action figures, chits, or miniatures to represent units.

Setup

The middle 16 spaces each contain one Soldier unit each. One of the soldiers in the middle 4 spaces represents General George A. Custer All spaces on the edge of the board contain one Indian unit each.

The Cards

Players share a common deck. The deck contains 2 of each card in the card list.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards from your deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves are diagonal or orthogonal. Units may not stack.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack is killed and removed from the board.

Card List Notation

M Movement
A Attack
D Defense
X Special
S Card can only be used by Soldiers
I Card can only be used by Indians
B Both Soldiers and Indians may use this card.
K As a Knight would move in chess
Type Purpose of card
User Which player may use the card
Number of that type of card in the deck

Card List

Card Name:	Range	Type	User	Notes
Sword	1	A	S	
Tomahawk		1	A	I
Pistol	2	A	S	
Bow & Arrows	2	A	I	
Rifle	3	A	B	
Sharpshooter	4	A	B	
Revolver		2	A	S
Knife	1	A	I	
Spear	1	A	I	

Card Name:	Range	Type	User	Notes
Stalk	1	M	B	
Run	2	M	B	
Ride	3	M	B	
Plains Rider	4	M	I	
Duck	-	D	B	
Dead Horse	-	D	S	
Reload	-	X	S	Draw 3 cards
War Cry	-	X	I	Draw 3 cards

Links

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Card Name:	Range	Type	User	Notes
Stalk	1	M	B	
Run	2	M	B	
Ride	3	M	B	

Daimyo

Introduction

Board & card game for 2 players. Medieval Japanese Warfare theme. Each figure represents a company or unit of men.

Victory

You win if you kill your opponents Daiyamo.

The Map

Use an 8x8 chessboard or Grid.

The Men

Use chits or miniatures to represent units. There are 10 types of units.

Units Table

Name:	#	Armor	Horse	Weapon
Daimyo	1	Y	Y	K
Ashigaru Spearmen	1	N	N	S
Bushi Gunners	4	N	N	G
Bushi Spear Cavalry	2	N	Y	S
Warrior Monks	1	N	N	K
Samurai Swordsmen	1	Y	N	K
Samurai Horse Archers	2	Y	Y	B
Samurai Archers	2	Y	N	B
Samurai Heavy Cavalry	1	Y	Y	K
Samurai Naginata	1	Y	N	S

Counterset Available

by Raymond Salvas: GotoWarpspawn III

Units Table Notation

K Katanas
G Guns
B Bows
S Spears
Y Yes
N No

Weapon = Weapon type the unit uses.

Number of that type of unit each player has in setup.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Only units on Foot can use Foot cards. Only units on Horses can use Horse cards.

Units cannot move through other units except for the Daimyo. The move card has a number. This is the number of spaces the unit moves.

Some moves are diagonal, some orthogonal, and some can be either. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. A unit must use an attack card that is the same as his weapon. For Example: Archers can only use Bow & Arrow cards.

The attack card has a number. This is the range of the attack. Some attacks are diagonal, some orthogonal, and some can be either.

"Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack is automatically Killed and removed from the map. Units cannot attack through other units except for Archers.

Your opponent may play certain Defense cards to negate your attack. Only units with Armor may use an armor card. The Daimyo can make two attacks per turn (using two attack cards)

Card List Notation

M Movement
A Attack
D Defense
U Any type of Unit
K Katanas
G Guns
B Bows
S Spears
R Units with Armor
X All Units
H Units on Horses
N as a Knight would move in Chess
Type Purpose of card
User What type of unit can use the card

Card List

Card Name:	#	Range	Type	User	Notes
Muskets	2	3	A	G	
Arquebus	3	2	A	G	
Bows	2	2	A	B	Indirect
Arrows	3	N	A	B	Indirect
Spears	3	1	A	S	Orthogonal
Naginatas	2	1	A	S	Diagonal
Katanas	3	1	A	K	Diagonal
Swords	2	1	A	K	Orthogonal
March	4	1	M	X	Orthogonal
Advance	4	1	M	X	Diagonal
Run	4	2	M	X	Diagonal
Charge	4	2	M	X	Orthogonal
Canter	2	3	M	H	
Outflank	2	N	M	H	
Ride	2	4	M	H	
Gallop	2	5	M	H	
Difficult Terrain	2	-	-	-	Negate a Move Card
Rally	2	-	D	U	Negate an Attack
Armor	6	-	D	R	Negate an Attack

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Dante's Inferno

Introduction

Scenario for WarpQuest. By C. Gerard Luft for the Warpquest Core Rules WarpQuest Core Rules.

Party

Renaissance poet:	4 skills
Blessed soul of heaven:	5 skills
Pagan scholar holy soul:	3 skills

(You get 1 of each)

Quest

To travel through hell from Earth (space 1) through the upper hell (gehenna spaces 2 To 15) and the lower hell (the abyss spaces 16 to 29) and reach the exit out in the lowest pit (exit into purgatoria the last space).

Skills Table

1d6

1	COMbat+1	1	COMbat+1
2	AGiLity+1	5	PERSonality+1
3	THEOlogy+1	6	choose a skill
4	WISdom+1		

Module 1 Gehenna:

vestibule	theo x2
oppurtunists	com x2
acheron	per x2: if success move 1d6 spaces
Charon	per x2: if success move 1d6 spaces
fathers limbo	per x2: if success move 1d6 spaces
virtuous pagans	aid: wis +1
circle 2	theo x2: if lost then loose 1 turn
carnal	com x2
minos	com x2
circle 3	theo x2: if lost then loose a turn
gluttons	agl x2
cerberus	com x2
plutus	com x2
circle 4	theo x2: if lost then loose 1 turn
hoarders and wasters	com x2
wrathful and sullen	com x2
styx	agl x2
circle 5	theo x2: if lost then loose one turn
phlegyas	comx2: if success then move 1d6 spaces
maggots	aglx2
citadel of human Reason	aid: wis +1
guiding angel	aid: Any +1
medusa	wis
three infernal furies	com x2
city of dis (TARTAROS)	com: if success move 1d6 spaces
devils	com

Module 2 The Abyss:

circle6	theo x2: if lost then loose a turn
heretics	wis x2
circle7	theo x2
minotaur	com x2
river of blood	agl x2
the violent	com x2
centaurs	per x2: if success move 1d6 spaces
wood of suicides	wis x2
harpies	com x2
rain of fire	agl x2
great cliff	agl
geryon	per x2: if success than move 1d6 spaces
malebolge	agl x2
fraudulent and malicous	wis x2
Panderers and seduceres	wis x2
flatters	wis x2
simoniacs	theo x2
fortune tellers and diviners	com x2
grafters	com x2
rending demons	com x2
cocytus	agl x2
traitors	com x2
possessing demons	theo x2
dragon	com
centaur cacus	com x2
evil counselors	wis x2
hell fire	agl x2
demon w/ bloody sword	com x2
sowers of discord	wis x2
falsifiers	com x2
central pit of malebolge	agl x2
giants	com
horned demons	com x2
Satan	agl: if success move 1d6 spaces: if fail loose party member

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Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

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- Six and ten sided dice are needed.
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- Use a small trinket to represent the Objective.
- There is only one Objective.

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- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
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- Spaces 2-15 represents travel through the first scenario module.
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- The End Space is the final destination where the

Objective is found.

The Decks
- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units
- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence
- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase
- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase
- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn
- If you land on an opponent's pawn there will be a fight.

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

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Desert Storm Solitaire

Introduction
Solitaire card game with Desert Storm Theme.

The Decks
There are 2 decks: The Coalition Forces Deck and The Iraqi Deck

Turn Sequence
Iraqi Phase Draw Phase Recon Phase Attack Phase Casualty Phase Scoring Phase

Iraqi Phase
Draw 5 cards (units) from the Iraqi deck. Place them face up in front of you.

Draw Phase
Draw 5 cards (units) from the Coalition deck. Keep them in your hand. If the Coalition deck runs out shuffle the discard and draw from it.

Recon Phase
If you have a recon card you may discard it to draw 2 cards. Discard one of these cards and keep the other in your hand.

Attack Phase
Play a (attacking) card from your hand to knock out (destroy: discard) an Iraqi card. The 'Target' of card you play must match the 'Type' of the target Iraqi card. Repeat this process until there are no more matches you can make.

Note that all cards that can target Vehicles can also target Positions. Air units cannot target SAM units.

Played cards are placed face up on to the table in front of you.

Casualty Phase
Lay your remaining unplayed coalition cards from your hand on to the table. If there are any Iraqi cards left, they attack back, matching target to type. Each of coalition card knocked out is counted as a casualty.

Discard all remaining cards to their appropriate discard piles.

Scoring Phase
Score points for the current round. Get 1 point for every Iraqi card you knock out. Bases are worth 2 points each.

If you knock out all 5 Iraqi cards get an extra 1 point. Lose 1 point for every casualty you suffer.

Game End
The game ends when there are no cards left in the Iraqi deck. Note your final cumulative score.

Card Type Notation
A Air
V Vehicle
I Infantry
P Position

Target Notation
A Air
V Vehicle
I Infantry
P Position
R Reconnaissance

Coalition Forces Deck

Card Name:	Type	Target	Notes:
M-1A1	V	V/I	Abrams Main Battle Tank
M-60	V	V/I	Main Battle Tank
British Challenger	V	V/I	Main Battle Tank
Chieftain	V	V/I	Main Battle Tank
French AMX-30	V	V/I	Main Battle Tank
AH-64 Apache	A	V/I	Attack Helicopter
Hellfire Missile	A	V	Can Knock out SAM units

Card Name:	Type	Target	Notes:
AH-1 Cobra	A	V/I	Attack Helicopter
OH-58D Kiowa	A	R	Scout Helicopter
A-10 Thunderbolt	A	V/I	Ground Support Attack Plane
OV-10 Bronco	A	R	Prop Plane
M-119 105mm	V	V/I	Towed Howitzer
155mm Howitzer	V	V/I	Self Propelled
MLRS	V	V/I	Multiple Launch Rocket System
Hawk	P	A	Medium Range Missiles
Chaparral	V	A/V/I	Self Propelled Short Range Missiles
Stinger	I	A	Shoulder-fired
M-2 Bradley	V	I	Infantry Fighting Vehicle
M-3 Bradley	V	V/I	Cavalry Fighting Vehicle
M-113A3	V	I	APC
LAV-25	V	R	Light Armored Vehicle
LVTP	V	I	Large APC
Dragon	I	V	Portable Anti-Tank Missile
TOW 2	I	V	Portable Anti-Tank Missile
Patriot	P	A	Missile: Can knock out SCUDS
F-117A	A	P	Stealth Fighter: Last to be knocked out
F-4G Wild Weasel	A	A	Can Knock out SAM Positions
AIM-7 Sparrow	A	A	Missile
AIM-9 Sidewinder	A	A	Missile
F-15 Eagle	A	A/V/I	Fighter-Bomber
Smart Bombs	A	V	Laser or TV Guided
F-16 Fighting Falcon	A	A	Fighter
F-111	A	V/I	Tactical Strike Aircraft
B52 Stratofortress	A	P	Strategic Bomber: Immune to SAMs
A-7 Corsair II	A	V/I	Attack Plane
E-3 Sentry	A	R	Air Force AWACS
Tomahawk	S	P	Cruise Missile
F/A-18 Hornet	A	A/V/I	Navy Strike Fighter
F-14 Tomcat	A	A	Navy Fighter
AGM-54A Phoenix	A	A	Missile
A-6 Intruder	A	V/I	Navy All Weather Attack Plane
AGM-65A	A	V/I	Maverick Missile
Rockeye Cluster Bombs	A	V/I	Can Knock out SAM units
AV-8B Harrier II	A	V/I	Navy VTOL Attack Jet
E-2C Hawkeye	A	R	Navy AWACS
Mirage 2000	A	A	French Superiority Fighter
Battleships	S	V/I	Naval Bombardment
Remote Control Vehicle	A	R	Unmanned
Aircraft Carriers	S	V/I	
U.S. Army	I	V/I	
U.S Marines	I	V/I	
U.S. Special Forces	I	R	
Coalition Infantry	I	V/I	
Spy Satellites	-	R	

Iraqi Deck

Card Name	Type	Target	Notes
MiG-29 Fulcrum	A	A	Fighter
MiG-25 Foxbat	A	A	Fighter
MiG-23	A	A	Fighter
MiG-21	A	A	Fighter
AA-6 Acrid	A	A	Missile
AA-7 Apex	A	A	Missile
AA-8 Aphid	A	A	Missile
AA-2 Atoll	A	A	Missile
Sukhoi Su-7	A	A/V/I	Ground Support
Su-20 Fitter	A	A/V/I	Ground Support
Su-24 Fencer	A	A/V/I	Ground Support
Mirage F-1 Jet	A	A/V/I	
TU-22 Blinder	A	V/I	Bomber
TU-16 Badger	A	V/I	Strategic Bomber
T-72 Main Battle Tank	V	V/I	
T-62 Main Battle Tank	V	V/I	
Vintage Tanks	V	V/I	
Mi-24 Hind	A	V/I	
Exocet Missiles	A	S	
Silkworm Missiles	A	S	
Bo-105 Helicopter	A	V/I	
SA-316 Helicopter	A	V/I	
SA-321 Helicopter	A	V/I	
SA-342 Helicopter	A	V/I	
ZSU-23-4	V	A	Self Propelled 23mm AA
ZSU-57-2	V	A	Self Propelled 55mm AA
Towed AA Guns	P	A	
SA-2	P	A	SAM
SA-3	P	A	SAM
SA-6	P	A	SAM
SA-7	I	A	Shoulder Launched SAM
SA-8	V	A	Self Propelled SAM
SA-14	P	A	SAM
Rolland	V	A	Self Propelled SAM
Frog-7	V	V/I	SSM
SCUD	P	-	SSM: -3 VP if not Knocked out
122mm BM-21	V	V/I	Multiple Missile Launch
D-30 122mm Howitzer	P	V/I	
155mm Howitzer	P	V/I	American made
M-113 A1	V	I	APC
M-113 A2	V	I	APC
MT-LB	V	I	APC
AT-3 Sagger	I	V	Portable Anti-Tank Missile
AT-4 Spigot	I	V	Portable Anti-Tank Missile
Iraqi Popular Army	I	V/I	
Republican Guard	V	V/I	
Peoples Army	I	I	Irregulars
Troop Concentrations	I	V/I	
Million Man Army	I	V/I	
Baghdad	P	-	Base

Card Name	Type	Target	Notes
Oil Refinery	P	-	Base
Ballistic Missile Site	P	-	Base
Air Base	P	-	Base
Nuclear Site	P	-	Base
Bio-Chemical Site	P	-	Base
Headquarters	P	-	Base
Bunkers	P	-	Base
Fortifications	P	-	Base

Two Player Version

Both players are coalition members. Players take turns and compete to get the best score at end game.

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Destroy The Rail Road Bridge

by Marcus Salo

Introduction

Scenario for WarpQuest: WWII. for the Warpquest Core RulesWarpQuest Core Rules. The player controls a combat team of 5 Finnish Army Recon (Kaukopartio in Finnish) men in a mission far behind Soviet lines. The mission is to destroy a Rail Road Bridge 60 miles behind the enemy lines. It's January 1943 and it's cold and dark in the Karelian woods.

The Party

Each party consists of 5 members: Sergeant V.Korpi Corpral J.Lahtinen Jaeger M.Koskinen Jaeger S.Berg Jaeger S.Stenstrom. The Sergeant has 3 skills, Corpral has 2 skills and Jaegers have 1 skill. The combat team is armed with 5 Suomi SMG's, 1 Sniper Rifle, Satchel Charges (AT weapon), mines, knives (the puukko's) and hand grenades. The team is carrying a radio. The team is skiing 60 miles to the target and 60 miles back to the Finnish lines.

Skill List Table

1D10	Skill:	Notes:
1	Armed Combat +1	
2	Sniping +1	
3	Agility +1	
4	Non-armed Combat +1	Knives and shovels
5	Survival +1	
6	Sapper Skills +1	Defusing mines, laying mine-fields.
7	Anti-Tank Skills +1	
8	Personality +1	
9	Stealth +1	
10	Pick any Skill	

MODULE 1: "Lahetaas hiihtelemaan kohti sita perkeleen siltaa." "Let's hit the skis, boys. The darned bridge is waiting."

Card Name:	Notes:
-40F Temperature	Survival x2
Strong Wind	Survival x2
Soviet Patrol	Armed Combat x2 or Sniping x 2
Soviet Infantry Company	Stealth x 2
Soviet Sniper	Agility & Sniping
Soviet Tank Column	Stealth x 2
Soviet Field Kitchen	Stealth & Non-Armed Combat or Sniping x 2
	(if succesfull, eat your stomach full and advance 1d6 spaces forward).
Great Skiing Weather	No challenge. Advance 1d6 spaces forward.
Exhaustion	Personality x 2
Booby Trap	Sapper Skills x 2
POW Transport Column	Armed Combat x 2 (if succesfull, gain one new Jaeger)
Deep Snow	Survival x 2
T-34 Tank with infantry	AT Skills & Armed Combat
Two T-28 Tanks	AT Skills x 2
Deep Ravine	Agility x 2
Desperation	Personality x 2
Soviet Ammo Dumb	Stealth & Agility
	(take weapons and ammo,if succesfull, gain one combat skill)

Card Name:	Notes:
Soviet Prison Camp	Armed Combat x 2
	(if succesfull, go to target. Soviets are too busy hunting down released prisoners)
Soviet Recon Hunters	Stealth x 2 or Armed Combat x 2
Soviet Ski Patrol	Armed Combat x 2
Soviet Infantry Column	Stealth x 2

MODULE 2: "Silta on kappaleina, lahetaas pojat saunomaan!" "The Bridge has been blown to pieces, let's go to the sauna, boys."

Card Name:	Notes:
Another Recon Team	Personality x 2 (if successful gain two Jeagers)
Soviet Recon Hunters	Sappers Skills x 2 (build mine field) or ArmedCombat x 2
Soviet Spotting Plane	Stealth x 2
-40F Weather	Survival x 2
Deep Snow	Survival & Agility
Soviet Infantry Patrol	Armed Combat x 2 or Sniping x 2
Soviet Ambush	Agility & Armed Combat
Exhaustion	Personality x 2
Lack of Food	Survival x 2
Desperation	Personality x 2
Soviet Sniper	Agility x Sniping
Soviet Partisans	Armed Combat x 2
Soviet Mine Field	Sapper Skills x 2
Two T-34's	AT Skills x 2
Fever	Survival x 2
Tiredness	Personality x 2
Sisu (=Finnish Stubborness	No challenge, advance 1d6
Jermu (=Grognard) Spirit	No challenge, advance 1d6
Soviet Ski Patrol	Armed Combat x 2
Soviet Truck Convoy	Armed Combat x 2
	(if succesfull, spirit goes up, Personality +1)
Booby Trap	Sapper Skills x 2
Soviet Infantry Company	Stealth x 2
Soviet MG Bunker	Stealth & Sniping
Soviet Parachutist Platoon	Armed Combat x 2
Soviet Infantry Battalion	Stealth x 2
Soviet Stormovik Raid	Agility x 2

There is no artifact in this module. All other Artifact Rules apply.

When the combat team reaches home, they take a good 3 hour sauna bath, sleep a little and start another mission.

Enjoy!

Salo

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- Six and ten sided dice are needed.
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- Use a small trinket to represent the Objective.
- There is only one Objective.

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- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

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- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

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Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

1-4	**Go back 1D6 spaces**
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

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Dwarfland

Preface

Warp Play = Warpspawn Roleplaying. Roleplaying universe. Work in progress.

Readers are encouraged to submit material.

Introduction

Fantasy Setting. All characters are dwarves.

Characters

For each character determine details of Subrace, Family, Guild, Clan, and Kingdom.

Subraces

Grey Dwarves Red Dwarves Hill Dwarves Gnomes Deep Gnomes Umli (Frost Dwarves) Gutter Dwarves (Degenerate) Black Dwarves (Evil Demon Worshipers)

Character Classes

Warrior Engineer Tunnel Fighter Troll Slayer Giant Slayer Rune Master Gunner (Artillerist) Craftsman Miner

Foes

Orcs Goblins Trolls Giants Dragons

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Earth Defense Force

Introduction

Board & card game for 2 players. Takes place in the Star Blazers Universe. Pick your Fleet: Earth Defense Force, Gamillon Empire, White Comet Empire Abstract skirmish level Ship combat.

Each figure represents a single Ship (unit).

Disclaimer

'Star Blazers' is a copyrighted/trademarked property. This is just a fan site.

Victory

You win if you Destroy the opposing Flagship.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. Each Player has 5 types of Ships.

Earth Defense Force Fleet Table

#	Type	Hits	Class
1	Space Battleship Yamato	3	Flagship
2	Battleship	3	Andromeda, Borodino
1	Carrier	3	Lexington
5	Cruiser	2	Hood, Konigsberg, Mogami
7	Destroyer	1	Airone, Gearing, Lightning

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Gamillon Empire Fleet Table

#	Type	Hits	Class
1	Desslok Command Ship	3	Flagship: Imperator, Spirit of Gamilon
2	Battleship	3	Conqueror, Audacious
3	Carrier	3	Revenge, Vengeance, Vindictive, Undaunted
2	Cruiser	2	Eliminator
9	Destroyer	1	Exterminator, Eradicator, Dominator

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

White Comet Empire Fleet Table

#	Type	Hits	Class
1	Magna Flame Ship	3	Flagship: Medarussa
2	Battleship	3	Bringer of Victory
2	Carrier	3	Vengefull, Hailstorm
3	Subspace Submarine	2	Shadow
8	Destroyer	1	Storm

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Setup

Each player places one Ship on each square of his back two rows. Ships may not stack.

The Cards

Each Player has their own deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Orders Phase
2. Maneuver Phase
3. Fire Phase

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal. "Knight" type Move cards produce an attack with a range like a knight in chess. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

You cannot move through other units except for Tactical Warps & Subspace Subs.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. You cannot attack through other ships except for fighter & SMITE card attacks.

Every attack does 1 point of damage. Wave Motion Guns, Desslok cannons, and Magna Flame Cannons do 2 points of damage. Use Chits or coins to record damage.

A ship reduced to 0 Hits is destroyed and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

Card List Notation

M Movement
A Attack
D Defense
X Special
K as a Knight would move in Chess
Type Purpose of card
Dam Damage (inflicted or prevented)
Number of that card in the Deck.

Earth Defense Force Card List

Card Name:	#	Range	Type	Notes
Boarding Action	2	1	A	
Shock Cannons	2	1	A	
Energy Cannon	2	2	A	Not on Carriers or Destroyers
Torpedoes	2	3	A	
Missile Salvo	2	4	A	
Wave Motion Gun	3	5	A	Yamato & Battleships only
Battlecraft Squad	2	K	A	
Carrier Battlecraft	1	K	A	Carriers only
Evasive Action	1	-	D	
Damage Control	2	-	D	
Space Defense Battery	1	-	D	Point Defense
Fighter Escort	1	-	D	Point Defense
Command Bridge	2	-	X	Discard to draw 3 cards
Radar	2	-	X	Look at Opponents Hand
Navigate 1	3	1	M	
Navigate 2	3	2	M	
Navigate 3	3	3	M	
Navigate 4	3	4	M	
Navigate 5	3	5	M	
Tactical Warp	1	K	M	

Gamillon Empire Force Card List

Card Name:	#	Range	Type	Notes
Boarding Action	2	1	A	
Pulse Lasers	2	1	A	
Energy Cannon	2	2	A	Not on Carriers or Destroyers
Torpedoes	2	3	A	
Missile Salvo	2	4	A	
Desslok Cannon	1	5	A	Command & Battleships only
SMITE Bombers	1	6	A	Command & Carriers only
Battlecraft Squad	2	K	A	
Carrier Battlecraft	2	K	A	Carriers only
Evasive Action	1	-	D	
Damage Control	1	-	D	
Space Defense Battery	1	-	D	Point Defense
Fighter Escort	2	-	D	Point Defense
Command Bridge	2	-	X	Discard to draw 3 cards
Radar	2	-	X	Look at Opponents Hand
Navigate 1	3	1	M	
Navigate 2	3	2	M	
Navigate 3	3	3	M	
Navigate 4	3	4	M	
Navigate 5	3	5	M	
Tactical Warp	1	K	M	

White Comet Empire Force Card List

Card Name:	#	Range	Type	Notes
Boarding Action	2	1	A	
Pulse Lasers	2	1	A	
Energy Cannon	2	2	A	Not on Carriers or Destroyers
Torpedoes	2	3	A	
Missile Salvo	2	4	A	
Magna Flame Cannon	1	5	A	Flame & Battleships only
Anti-Matter Missiles	1	6	A	
Battlecraft Squad	2	K	A	
Carrier Battlecraft	2	K	A	Carriers only
Evasive Action	1	-	D	
Damage Control	1	-	D	
Stealth	1	-	D	
Space Defense Battery	1	-	D	Point Defense
Fighter Escort	1	-	D	Point Defense
Command Bridge	2	-	X	Discard to draw 3 cards
Radar	2	-	X	Look at Opponents Hand
Navigate 1	3	1	M	
Navigate 2	3	2	M	
Navigate 3	3	3	M	
Navigate 4	3	4	M	
Navigate 5	3	5	M	
Tactical Warp	1	K	M	

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Endless Patrol

Introduction

Solo card game. WWII Western Front. Player controls a squad of American GI's on patrol.

Fight German units.

The Decks

There are 2 separate decks: The GI Deck and the Patrol Deck. They have separate discard piles.

Victory

Get completely through the Patrol Deck. You loose if all of your squad members become casualties.

The Squad

Your squad has 15 soldiers. Use tokens to keep track of soldiers.

Setup

Start with a hand of 4 cards dealt from the GI deck

Turn Sequence

Each turn has 4 phases: Supply Phase Contact Phase Fire Phase Casualty Phase

Supply Phase

Draw the top card from the GI deck and put it in your hand. Max hand size = 5 cards. Discard excess cards.

If the deck runs out shuffle the discard and draw from it.

Contact Phase

Turn over the top card of the Patrol Deck.

Fire Phase

The Patrol card will have a number or an AT (Anti-Tank) symbol or both. Play a GI card with an AT symbol to defeat a Patrol card with an AT symbol. The number is called the Bullet Number.

Play GI cards with a total Bullet number that equals or exceeds the Bullet number of the Patrol card to defeat it. Discard the defeated Patrol card, and all GI cards played to defeat it.

Casualty Phase

If you did not defeat a Patrol card in play you take one casualty. Loose one soldier. The Patrol card stays in play (face up on the table) until it is defeated.

Each patrol card in play inflicts a casualty every turn it remains in play.

Gi Deck Card List

Card Name	Notes
Portable Flamethrower M1	3, AT
M3 Grease Gun	3
Thompson Sub-machinegun	4
Browning Automatic Rifle	4
Browning M1919 Machinegun	5
45 Colt automatic Pistol	1
M2 Carbine	2
M2 60-mm Mortar	4
M1 Garand Rifles	3
M1903 Springfield Sniper Rifle	4
Anti-tank Rifle Grenade M9A1	AT
M1 Bazooka	AT
Grenade down the hatch	AT
Satchel Charge	AT
Fragmentation Grenade	3, AT

Card Name	Notes
Radio Artillery Support	AT
Radio Ground Support	AT
Fire Section	3
Assault Section	4, AT
Swarm Tank	4, AT
Reconnaissance	L
Binoculars	L
Tactics	L
Mission Briefing	L
Smoke Grenades	D
Camouflage	D
Combat Engineer	D
Behind Cover	D
Leadership	D
Medic	D

L Look at next 5 cards in Either Deck then draw 1 GI card.

D Discard to negate a casualty just incurred then draw 1 GI card.

Patrol Deck Card List

Card Name	Notes
Flammenwerfer Team	AT, 2
Assault Pioneer Team	3
Concrete Emplacement	AT
Panzergrenadiers	5
Machinegun Team	4
Machinegun Nest	AT, 4
Pillbox	AT
House Clearing Infantry	4
SS Troops	5
Hitler Youth	3
Stormtroopers	5
Luftwaffe Paratroopers	5
Sniper	2
AT Gun Team	AT, 3
Wehrmacht Infantry	4
Tank Killer Squad	4
Mortar Team	AT, 3
Artillery Position	AT, 3
Nebelwerfer Unit	AT, 2
Flak Gun Position	AT, 3
Ammo Dump	AT, 2N
Fuel Depot	AT, 2N

Card Name	Notes
Truck Convoy	AT, 2N
Airfield	AT, 2N
Supply Halftracks	AT, 2N
Cargo Tractor	AT, 2N
Armored Car	AT
Patrol Car	AT
Panzerspahwagen	AT
Troop Carrier	AT, 4
Volkswagen Kubel	AT, 2
Hummel SPG	AT
Panzer IV	AT
Junker Divebomber	9AAI
Me109 Strafing	9AAI
Minefield	I
Shelling	I
Panther Tank	AT
Tiger Tank	AT
Marder Tank Killer	AT
Reservists	2
Occupied Farmhouse	AT, 4
Bunker	AT

AA GI cards with AT cannot be used against this card.
I This card makes only one attack and is then discarded.
N This card inflicts no casualties. Draw 2 cards from the GI deck if you Defeat it.

Card Set Available

Click Here

Faq

1) During the Fire Phase, you play GI cards against a patrol card, do you mean you play enough GI cards where the sum of the bullet #'s are greater than or equal to the patrol bullet #? –yes

2) And if you can't defeat a patrol card and it stays in play do you still on the next turn sequence draw an additional patrol card? –yes

3) How do the cards work with both AT and a bullet #? –use either the bullet # or the at ability.

More Faq

1. Must I shuffle both the GI card deck and the Patrol card deck and

place both decks face down before I start the game? –yes

2. How do I defeat the "Minefield" or "Shelling" patrol cards or do

they inflict automatically one casualty, if these cards are drawn ? –you cannot defeat them. the casualty cannot be avoided.

3. Must I play any GI card with both the AT symbol and enough bullet

numbers or any combination of different GI cards with enough bullet numbers and one AT symbol to defeat any patrol card with an AT symbol and bullet numbers? –kill it with either one at card or sufficient bullets

4. May I draw three GI cards at the next supply phase (one card as

usual plus the two for defeating the patrol card), if I defeat a patrol card with a "N" symbol ("Truck Convoy") –yes

5. Must I re-shuffle the discard pile of the GI card deck and place

it face down, if the GI deck runs out at the supply phase ? –yes

6. Must I always play GI cards with a "L" symbol or a "D" symbol

("Tactics", "Medic") at the supply phase? –you may play them anytime

7. Does the number before the "N" symbol of the patrol cards "Ammo Dump", "Fuel Depot", "Truck Convoy", "Airfield",

"Supply Halftracks", "Cargo Tractor" represent bullet

numbers or the number of cards that may be drawn from the GI card deck? –cards to be drawn

    8. May I look at the next 5 cards in both the GI card deck and the

Patrol card deck, if I play a GI card with a "L" symbol? –one deck or the other (your choice) but not both

    9. May I look at the next 5 cards in the GI card deck after playing

a GI card with a "L" symbol , take any of these cards and put the rest back to this deck face down in any order I like or must I put them back to this deck face down after taking a look at, keep these cards in the original order and draw always the top card ? –keep the cards in the original order

    10.) May I put back the next 5 cards of the Patrol card deck face down

to this deck in any order I like after taking a look at, if I play a GI card with a " L" symbol and decide to look in the Patrol card deck or must I put them back to this deck face down after taking a look at and keep these cards in the original order ? –keep the cards in the original order

    11.) Must I always draw the top card of the GI card deck or may I draw

a GI card in any order I like from this deck at the supply phase or when I play a GI card with a "D" symbol? –always the top card

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F-14 Tomcats

by Markus Salo (msalo71@yahoo.com)

Introduction

Solo Dice Game. Simulation of an American solo F-14 Bombing Mission in the Middle East circa 1987. Pretty much like Microprose F-15 II. No realism, I think no Tomcat would do a solo bombing mission.

Materials

Paper, pencil, 1-2 six sided dice, nobody to play with.

Mission

The mission consists 25 waypoints, first and last of which is home base. Draw the waypoints as circles connected with lines on a piece of paper. There are two targets in a mission, primary and secondary targets.

First target is 2d6 waypoints from the 1st waypoint, the second 2d6 waypoints from the first target. Roll on the target table to determine what the targets are.

Target Types

Roll to see what the target is:

1D6	Type:	Objective Points:	Objective Damage points
1	Truck Convoy	2	2
2	Temporary Bridge	2	2
3	Fuel Dump	2	2
4	Ammo Storage	2	2
5	HQ Bunker	3	3
6	Power Station	4	4

Contact

On every turn roll 1D6.
- On a roll of 1 on 1D6 the strike force encounters hostile forces. Roll 1D6 again:
- On a roll of 1-3 on 1D6 a SAM site is encountered.
- On a roll of 4-6 on 1D6 a flight of Mig-23's are encountered.

Sam Site

1D6 Missiles are launched at the Strike Force. For each Missile make a Counter Measure Roll of 1D6: On a roll of 4-6 the missile is spoofed and misses. Each Counter Measure Roll costs the player one Chaff and Flare.

When the player runs out of Chaff and Flare, no Counter Measure Rolls can be done. For each missile not spoofed, roll 1D6 Evade Roll: On 1-4 on d6 player evades the missile. If the missile hits the player, the player gets one damage point.

MIG-23 Flogger FLIGHT 1D6 Migs will attack the player. The player can intercept the Migs with missiles. If the player fires an AMRAAM, he rolls a Missile Roll on 1d6.

On 3-6 the AMRAAM hits one Mig and destroys it. If the player fires an Sidewinder, the missile hits one Mig on 4-6 on 1d6. If the player uses his guns, he hits the enemy with 5-6 on 1d6.

All the unintercepted Migs hit the players plane with one damage point.

Bombing Runs

Player can hit the target with Mavericks or Machine Cannon. Maverick hits the target with 4-6 on 1d6, the gun with 5-6. The player can make multiple passes over the target and can fire just one weapon per pass.

At every pass he has to roll a new Contact Roll (and face new enemies on 1 on 1d6) The Maverick causes 2 Damage points on the target if hits, the Cannon only one Damage point. To destroy a target, a different amount of damage points are needed. See target table (Objective Damage Points).

F-14	Armament	Type	Hit Roll d6	Ground Damage
10	Machine Cannon Bursts	A-A/A-G	5-6	1
2	AMRAAMS	A-A	3-6	–
2	Sidewinders	A-A	4-6	–
2	Mavericks	A-G	4-6	2
12	Chaff and Flares	–	–	Counter measure

A-A Air to Air
A-G Air to Ground

Damage To F-14

F-14 can take up to 7 damage points. When full, the player can try to bail out. The player is able to bail out and be rescued with 3-6 on 1d6.

Promotion Table

2nd Lt	starting rank
1st Lt	5 missions and 15 points
Captain	15 missions, 25 points
Major	20 missions, 45 points

2nd Lt	starting rank
Lt Col	30 missions, 80 points
Col	50 missions, 100 points

Medal Table

Purple Heart	successful bail out and rescue
Ace (not a medal)	5 kills
Air Man's Medal	15 kills
Distinguished Flying Medal	20 kills
Congressional Medal of Honour	35 kills

Two Player Variant

Two players can play simultaneously as a team. The player with higher rank is the leader, the other player the wing man. The leader attacks always first.

When attacked by missiles, the first missile attacks the leader, the second the wingman, the third the leader and so on. Same thing with the Migs.

Scoring

Keep a running tally of points and kills while you play. You get awarded medals and promotions accordingly. You start with no medals and at a rank of 2nd Lt.

F-18 Variant

https://boardgamegeek.com/thread/1888166/f-18-variant

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Fantasy Skirmish

Introduction

Board & card game for 2 players. Battle between two Fantasy Armies. Abstract skirmish level combat.

Each figure represents a single hero, monster, or unit.

Victory

You win if you kill all opposing units with Leadership Skill.

The Map

Use an 8x8 chessboard.

Figures

Use chits or miniatures to represent units.

Armies

Pick which type of army you want. Currently available choices include: Dwarves, Orcs, Goblins, Elves, Feudals. Future additional lists may include: Barbarians, Undead, Hobgoblins

Building Your Army

Each Figure has a cost value. A standard army will be worth 150 points. An Army must include a Leader.

A standard army must have 16 figs.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a 90 card common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Fate Phase Move Phase Attack Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. Units cannot move through other units. "Knight" type move cards allow a unit to move like a knight in chess.

The Knight move cards can only be used by units with a Move stat of 3+. Instead of moving just one unit in any direction, you have the option of moving up to three units forward the indicated number of spaces using a single move card.

Attack Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. The unit must have a Strength value equal to or greater than the value of the Attack card in order to use it.

Attacks can be diagonal or orthogonal. The attack can be at a range equal to or less than the range stat of the attacking unit. Units with ranged attacks cannot attack over (through) other units.

Each attack does one point of damage. A unit reduced to zero Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

A unit that becomes immobilized cannot move, attack, defend or use SA's.

Special Abilities

Most units have one special ability (SA). Discard a SA card to have a unit use its special ability. Some SA's do not require a SA card to be discarded.

Spells

A unit as its special ability may know one or more spells. Before the game starts, pick which spells the unit knows. Spells must be picked from that races Spellbook list.

To cast a spell, just discard a SA card.

Common Deck Card List Notation

M Movement
A Attack
D Defense
N Negate Move
SA Special Ability
Str Strength
Number of that card in the deck
Type Purpose of card

Common Deck Card List

Card Name:	#	Type	Notes
Move 1	10	M	move unit exactly 1 space
Move 2	8	M	move unit exactly 2 spaces
Move 3	6	M	move unit exactly 3 spaces
Move 4	4	M	move unit exactly 4 spaces
Move K	2	M	move unit as a Knight
Attack 1	8	A	unit with Strength 1+ may attack
Attack 2	7	A	unit with Strength 2+ may attack
Attack 3	6	A	unit with Strength 3+ may attack
Attack 4	5	A	unit with Strength 4+ may attack
Attack 5	4	A	unit with Strength 5+ may attack
SA	20	SA	Unit may use its Special Ability
Defend	5	D	Negate Attack card played by opponent
Negate	5	N	Negate Move card played by opponent

Unit Special Abilities List

Attack = The unit may discard a SA card (instead of an Attack card) to make an attack. Shield = The unit may discard a SA card (instead of a Defense card) to negate an attack on itself. Martyr = The unit may discard a SA card to take the damage directed at an adjacent unit.
Slay The unit does 2 points of damage instead of one. Leadership = All adjacent units get a Strength value of +1. Berserk = The unit may make an additional attack each turn. Spells (X) = The unit knows X number of spells.

Throw = The unit may discard a SA card to make an attack of a range of exactly = 2. Explode = The unit may discard a SA card to kill itself and do 1 damage to all adjacent units. Regeneration = The unit may discard a SA card to regain one lost hit.

Scout = If adjacent to an enemy unit, the unit may discard a SA card to look at your opponents hand. Indirect Fire = The unit may make ranged attacks over other units. Trample = The unit may continue to move after attacking.
Ride The Unit may move twice per turn
Net Target of range = 2 is Immobilized for 3 turns.

Dwarf Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
9	Troll Slayer	2	2	1	3	Slay
11	Giant Slayer	2	3	1	4	Slay
8	Crossbows	2	1	3	2	None
10	Gunners	2	1	3	3	Attack
7	Clansmen	2	1	1	2	Shield
7	Axers	2	1	1	2	Throw
8	Berserkers	2	1	1	3	Berserk
7	Runner	3	1	1	1	Scout
9	Longbeards	2	1	1	2	Leadership
7	Hammers	2	1	1	2	Attack
8	Shield Bearers	2	2	1	1	Shield, Martyr
12	Champion	2	3	1	4	Attack
12	Dwarf Lord	2	3	1	3	Leadership
10	Rune Lord	2	2	1	2	Spells (3)
14	War Machine	4	4	1	4	Trample
7	Powder Keg	3	1	1	1	Explode
6	Adept	2	1	1	1	Spells (1)
11	Steam Cannon	1	1	5	3	Indirect Fire

Dwarf Spell Book

Spell	Notes:
Thunder	Attack with range of exactly = 4
Stone Skin	Self or adjacent unit gets Shield Ability for 4 turns
Mend	Restore one lost hit to self or adjacent unit
Sharpness	Self or adjacent unit gets Attack Ability for 4 turns
Lore	Look at next 7 cards in the deck
Petrify	Range = 4. Target immobilized for 4 turns
Stone Rain	Indirect Attack with range of exactly = 4

Orc Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
9	Assassin	3	2	1	2	Slay
9	Archers	3	1	3	1	Attack
7	Scimitars	2	1	1	2	Attack
9	Spy	4	1	1	2	Scout
15	Chieftain	3	3	1	4	Leadership
10	Shaman	2	2	1	3	Spells (3)
6	Hedge Wizard	1	1	1	1	Spells (2)
11	Boar Riders	4	2	1	2	Ride
7	Spears	2	1	1	2	Throw
6	Clubbers	2	1	1	1	Martyr
16	Ogre	3	4	1	5	Throw
13	Troll	3	3	1	4	Regenerate
10	Catapult	1	1	5	2	Indirect Fire
10	Black Orcs	3	2	1	3	None
11	Champion	3	3	1	3	Berserk
10	Half Orcs	3	1	3	2	None
7	Guards	2	1	1	2	Shield
8	War Drums	1	1	1	1	Leadership

Orc Spell Book

Spell	Notes:
Blood Rage	Self or adjacent unit gets Berserk Ability for 4 turns
Fire Ball	Attack with range = 4
Reattach	Self or adjacent unit gets Regenerate Ability for 4 turns
Curse	Range = 3. Target cannot use SA's and is -1 to Move stat for 8 turns
Poison	Self or adjacent unit gets Slay Ability for 4 turns

Goblin Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
8	Raiders	3	1	1	2	Attack
9	Grenadiers	2	1	2	3	Explode
6	Irregulars	2	1	1	1	Martyr
9	Witchdoctor	2	1	1	1	Spell (3)
9	Alchemist	2	1	2	1	Spell (2)
7	Spearchuckers	2	1	1	2	Throw

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
8	Fanatics	2	1	2	2	Berserk
9	Shortbows	3	1	3	1	Indirect
10	Gob Lobber	1	1	5	2	Indirect
12	Wolf Riders	4	2	3	2	Ride
10	Hero	3	2	1	3	Attack
11	King	2	2	1	2	Leadership
7	Cut Throat	3	1	1	1	Slay
11	Rocket Launcher	1	1	5	3	Explode
11	Bugbears	3	3	1	3	Attack
6	Net Casters	2	1	1	1	Net
7	Infantry	2	1	1	2	Attack
7	Scouts	3	1	1	1	Scout

Goblin Spell Book

Spell	Notes:
Summon Goblin	Put an irregular into play adjacent to caster
Poisons	Self or adjacent unit gets Slay Ability for 4 turns
Instability	Self or adjacent unit gets Explode Ability for 3 turns
Evil Eye	Attack with range of exactly = 3
Hex	No unit may enter target empty square for 5 turns
Amulets	Self or adjacent unit gets Shield Ability for 4 turns
Warflame	Self or adjacent unit gets Leadership Ability for 3 turns

Elf Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
13	Rangers	3	2	4	3	Slay
10	Warriors	3	2	1	3	Attack
10	Unicorn	4	1	1	3	Ride
13	Elf Lord	4	2	1	2	Leadership
10	Arch Mage	2	1	1	1	Spell (4)
7	Mage	2	1	1	1	Spell (2)
12	Arch Druid	3	2	1	2	Spell (3)
6	Druid	2	1	1	1	Spell (1)
9	Riders	4	1	1	2	Ride
9	Guardians	2	2	1	3	Shield & Martyr
11	Hunters	3	1	3	2	Indirect & Scout
11	Archers	2	1	4	3	Indirect
7	Spears	2	1	1	2	Throw
9	Scout	3	1	3	1	Scout
7	Swords	2	1	1	2	Attack
10	Ballista	1	1	5	3	None
11	Warrior Maiden	3	1	1	2	Leadership
13	Treant	2	4	1	5	Shield
11	Great Eagle	4	1	1	2	Fly, Ride, & Scout

Elf Spell Book

Spell	Notes:
Tangle Roots	Range = 4. Target immobilized for 4 turns
Healing Ways	Restore one lost hit to self or adjacent unit
Energize	Self or adjacent unit gets Berserk Ability for 4 turns
Tree Meld	Self or adjacent unit gets Shield Ability for 4 turns
True Aim	Self or adjacent unit gets Attack Ability for 4 turns
Wild Winds	Negate Attack made against self or adjacent unit
Vision Pool	Look at next 7 cards in deck

Feudal Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
7	Footmen	3	1	1	1	Martyr
6	Squire	3	1	1	1	None
14	Knights	4	3	1	4	Ride & Shield
10	Longbowmen	2	1	4	2	Indirect
8	Archers	2	1	3	1	Indirect
9	Crossbowmen	2	1	3	2	None
11	Trebuchet	1	1	5	3	Indirect
10	Catapult	1	1	5	2	Indirect
13	King	4	2	1	2	Leadership
15	Nobles	4	2	1	4	Leadership
9	Wizard	2	1	1	1	Spells (4)
7	Magician	2	1	1	1	Spells (2)
8	Priest	2	1	1	1	Spells (3)
8	Halberdiers	2	1	1	3	Attack
7	Swordsmen	2	1	1	2	Attack
8	Shieldmen	2	2	1	1	Shield & Martyr
8	Pikemen	1	1	1	4	None
8	Rogue	3	1	1	1	Scout & Slay

Feudal Spell Book

Spell	Notes:
Crystal Ball	Look at opponents hand
Blessing	Self or adjacent unit gets Attack Ability for 4 turns
Holy Armor	Self or adjacent unit gets Shield Ability for 4 turns
Smite	Self or adjacent unit gets Slay Ability for 4 turns
Teleport	Self or adjacent unit transported to any empty Square
Lightning Bolt	Attack with range of exactly = 4
Haste	Self or adjacent unit gets Move +1 & Berserk Ability for 3 turns
Sanctuary	Negate Attack made against self or adjacent unit
Dispell	Negate Spell cast by opposing unit

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Fast Game System

by Gottardo Zancani
(zak965@libero.it) version 0.1

FGS is a simple system to be used as a support for the skirmish miniature rules. The idea is quite simple: to provide a mechanism to make possible to move your figures without any ruler while keeping the special "feeling" of the 3-dimensional terrain. FGS is composed of two part: the Movement System and the Command System; both systems can be used independently: the Movement System can be easily introduced on every existing skirmish rule to allow an easy management of the figures on the 3- dimensional map. The Command System can be used to create non-deterministic sequences of play.

Movement System

Map

The map is composed of squares (sectors) - the dimension of each sector is free: it should be enough to accomodate some elements inside of it like trees, buildings and rocks. 15x15cm (6x6 inches) is a good candidate. The playing area is built with these sectors that will realize a simple coordinate system: your figure will be moved using the sector as movement unit. Tipical sectors:
- empty (clear)
- big building area
- some small buildings
- rocks
- some trees
- rubbles Each element (tree, building) should be put on the sector so that you can be clearly distinguish from the other ones. Elements should be big enough to accomodate at least one unit or clearly too small to do it (these elements are only used to block the LOS: see the relative chapter for more details). Each sector has a base terrain (normally referred as "ground"): this terrain define the base cost for the movement. Each element will be defined in terms of movement cost (+/-MP to move on the terrain) and with the cover that it can provide (L=light/F=full). An element with cover F+ means that a unit can be completely hidden from this type of terrain. Counters/Figures Both figures and/or counter can be used (we will

use the term figure from now on): on each sector a figure will be positionned so that it'is clearly on a terrain element or on the basic ground. The basic placement rule is: to be considered "on" a specific terrain a figure must be at least for the 50% of his base "inside" the element. With this rule in mind it's quite clear that the figures can only be:
- outside (in the basic terrain of the sector)
- inside/behind a specific element (if half of the figure base is touching the element).

Movement Basics

Each terrain has a base cost, tipically

Type	Cost
Clear:	1MP
Rough/Rubble:	2MP
Trees:	2M

You pay the basic cost:
- every time you move inside a sector (repositionning the figure)
- when you move from an element to the sector where the element is located.

To calculate the movement cost when moving from sector to sector: - you spend 2M when moving orthogonally - you spend 3M when moving diagonally Entering/Moving in/Using a terrain element:
- +1MP if the element provide Light Cover.
- +2MP if the element provide Full Cover.

Each figure has a number of MP: a good candidate is
- standard figure: 4/5 MP
- slow figure: 3MP
- fast figure: 5/7 MP
- very fast figure 8+ MP

Using this numbers is quite easy to convert the MP of your skirmish rules to the FCS values
Movement Examples
Example1: a 5MP figure on a clear terrain sector can move North on the adiacent sector (2MP for the orthogonal move) and then take cover on a bulding providing Full cover (1MP for the base cost +2MP full cover terrain).

Example2: a 6MP figure is on a building; it moves outside on the sector (1MP for the base cost) then move diagonally NE (3MP) and then move East (2MP).
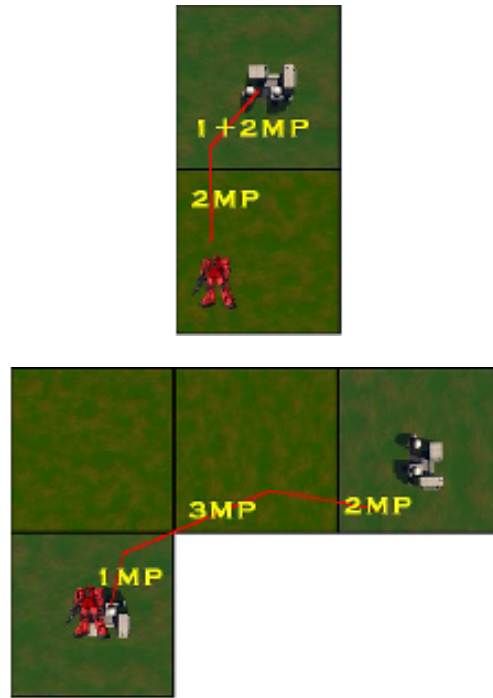
Example3: a figure is right behind a structure (for LOS purposes). An enemy unit is now moved on an adjacent sector and gains a free LOS. The unit is moved on the same sector on a different position behind the same building: the movement cost is 1MP.

Los (line Of Sight)

When you move a figure you should position his base so that is clear if the figure is on the ground or is inside a specific element. A figure on the ground (outside) can be positionned everywhere in the sector: the specific position on a sector doesn't change the movement costs, but is important for the LOS (Line of Sight). The LOS is used to determine which units can use a direct fire weapon against a specific target: LOS take in account the elements on the sectors that can "hide" the figures (example: buildings). The basic rule is: a free LOS exists if at least the 50% of the target figure can be seen from the center of the spotting unit.

Range

Range can be calculated using the rulers (in the LOS determination process) or you can use a simpler approach:

- short range: same sector
- medium range: 1 sector of distance
- long range: 2-3 sectors of distance

Command System

The command system can be introduced on nearly every skirmish rule to create a nondeterministic sequence of play. The basic idea is simple: use a deck to determine your pool of command points and then spend this points to activate some of your units. The command is managed using a deck containing:

- Action cards (1-3pts) used to move your units
- Control cards (1-3pts) used to fire/rally your units
- Specials Action and Control cards are also referred as Command cards: Specials are played to modify a specific event (normally the fire process). The "hand" of each player is normally of 6 cards: these represent the overall command capability for the current turn; depending on the Leader quality (see below) the hand size could be different. You can play 2 Action and/or Control cards in your turn. The played cards determine the total AP (action points) and CP (Control points) for this turn. At the end of your adversary turn the hand is refilled. The AP and CP are spent to activate your units AP CP Command 1 - half move (no restriction) 1 - full move but the unit

cannot take cover 1 1 full move (no restriction) 2 - full move (no restriction) - 1 short range fire (not heavy weapons) - 1 emergency fire (not heavy weapons) - 1 reaction fire - 2 full fire (including heavy weapons) for any unit in phase - 1 full fire (including heavy weapons) for a unit - in Opportunity Fire mode 1 - remove pinned marker - 1 remove pinned marker - 2 rally - 1 put unit in Opportunity Fire mode

Unspent AP and/or CP are kept until the beginning of your next turn (used to trigger the opportunity/reaction fire). Emergency fire is a medium/long range fire with less control (efficiency) and is executed in your phase. Reaction fire is conducted againts an enemy unit advancing in your sector (only) during your adversary turn. In both cases a negative modifier is applied to the defender fire. In contrast, a unit in Opportunity Fire mode can fire without any modifier at any range (no restrictions). Designer note: with this numbers it's easy to calculate that in the best case only 2-3 units will be able to be fully activated. When playing with 10+ units you probably need to adjust the number of playable cards.

A candidate standard deck composition is the following:

4x Action cards (3pt)

8x Action cards (2pt)

12x Action cards (1pt)

4x Control cards (3pt)

8x Control cards (2pt)

12x Control cards (1pt)

- 2x Precision (the target attacking unit gain a bonus on the "to hit" roll this turn)
- 2x Critical hit (the target attacking unit gain a bonus to the "damage roll" this turn)
- 2x Defensive maneuvre (the target defending a bonus on the "to hit" roll this turn)
- 2x Superficial Hit (the target defending unit gain a bonus to the "damage roll" this turn)
- 2x Weapon Malfunction (the target enemy figure cannot fire this turn)
- 2x Initiative (you can play an additional Command card in your turn)
- 2x Incomplete Order (your adversary can play 1 less Command card this turn)
- XX FOW cards (see the leader chapter)

Other possible Special Cards ideas

- Coordination (2 units can fully move spending only 2MP)
- Fire Group (2 units can fully fire spending only 2MP)
- Run (a unit gain 2MP this turn) Unexpected Difficult terrain (a unit has -2MP this turn) LEADERS The specific leader capabilities are reproduced with three different mechanisms:
- different hand size (+/- 1 card)
- Fog of War (FOW) cards
- different deck composition for the two players FOW cards are simply cards with no effect that you can play in your turn (no points are gained) or keep in your hand. Depending on the leader quality you can add a variable number of FOW cards to the relative deck
- standard leader: 4 FOW cards
- poor leader: 8 FOW cards (-1 hand size)
- very good leader: 2 FOW cards and +1 hand size

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Feyden

Preface

Warp Play = Warpspawn Roleplaying. Roleplaying universe. Work in progress.

Readers are encouraged to submit material.

Character Traits

1D10	Trait
1	Healing Magic
2	Divination Magic
3	Warrior Ways
4	Survival Skills
5	Befriend Animals

1D10	Trait
6	Wings
7	Water Breathing
8	Stealth
9	Plant Magic
10	Quickness

Enemies

Ratlings The Alchemist Birds of Prey Snakes Predators Insects Fungoids Fire Sprites Witch Goblinoids Imps Humans

Introduction

Fantasy setting. Characters are miniature humans/sprites.

Characters

Each player gets 1-2 traits.

Character Classes

Protector Guide Forester Inventor Healer

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Five Armies

Introduction

Board & card game for 2 players. Battle between the Free Peoples & the Goblinfolk for control of Smaug's treasure at the end of the Hobbit (by JRR Tolkein). Each figure represents a warband of many troops.

Disclaimer

'Middle Earth/The Hobbit' are copyrighted/trademarked properties. This is just a fan site.

Victory

You win if you kill off 10+ of your opponents units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units. Each side has 4 types of units.

Units Table Notation

Weapon = Weapon Cards the unit uses.
# Number of that type of unit each player has in setup.
Move The types of Move Cards the unit can use.

Free Peoples Unit Table

Name	#	Move	Weapon
Dwarves	3	1-2	Hammers
Men	6	1-3	Swords & Spears
Elves	5	1-4	Bows & Arrows
Eagles	2	1-5	Claws

Goblin Unit Table

Name	#	Move	Weapon
Trolls	3	1-4	Hammers
Orcs	6	1-3	Swords & Spears
Goblins	5	1-2	Bows & Arrows
Wargs	2	1-5	Claws

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for the Eagles. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

"Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. A unit must use an attack card that is the same as his weapon. For Example: Elves & Goblins can only use Bow & Arrow cards.

The attack card has a number. This is the range of the attack. Attacks are diagonal or orthogonal.

"Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack is automatically killed and removed from the map. Units cannot attack through other units.

Your opponent may play a defense card to negate your attack. Elf and Warg units can make two attacks per turn (using two attack cards)

Card List Notation

M Movement
A Attack
D Defense
X Special Card
K as a Knight would move in Chess
Type Purpose of card
Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes
Very slow	5	1	M	
Slow	4	2	M	
March	3	3	M	
Fast	2	4	M	
Very Fast	1	5	M	
Claws	3	1	A	
Hammers	3	1	A	
Bows	2	3	A	
Arrows	2	K	A	
Swords	3	1	A	
Spears	2	2	A	
Tough	2	-	D	Negate Attack
Scout	2	-	X	Look at Opponents Hand
Magic	2	-	X	Discard to draw 2 cards

Cardset Available

By Eric Sprague. Thanks!!! Click Here

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Fix Bayonets

Introduction

Board & card game for 2 players. WWI Theme. Abstract skirmish level combat. Man to Man fighting in the Argonne Forest 1918.

One player is the defending American Lost Battalion. The other player is the attacking German Stormtroopers.

Victory

You win if you kill both of your opponents Officers.

The Map

Use a 8X8 chessboard.

The Men

Use chits or miniatures to represent men (Soldiers) There are 5 types of soldiers: Officers, Riflemen, Snipers, Runners and Heavy Weapon Specialists. Each player starts with: 2 Officers 10 Riflemen 2 Heavy Weapon Specialists 1 Runner 1 Sniper

Setup

Each player places 2 men on each square of his back row. Soldiers may stack. There is no stacking limit.

The Cards

Players share a common deck. The deck contains 3 copies of each card in the Card list.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Fight Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Card List

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. The Zigag card allows a man to move like a knight in chess. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

A single man can move only once per turn. A runner can move twice per turn. You cannot move men into or through enemy soldiers.

Your opponent may play a rough ground card to negate your move.

Fight Phase

Play (discard) an Attack card to have a Man attack. The attack card has a number. This is the range of the attack.

Moves can be diagonal or orthogonal. The Grenade card is an attack with a range like a knight in chess. The enemy soldier that is the target of the attack is automatically Killed and removed from the map.

The American Heavy Weapons Specialist can only use the Machine Gun card. No other soldier may use the Machine Gun card. The German Heavy Weapons Specialist can only use the Flame Thrower card.

No other soldier may use the Flame Thrower card. Officers can only use Pistol cards. Only Snipers can use Sniper Cards.

If a stack of soldiers is hit, then one man, of the defenders choice, will be Killed unless the attack was made by a Grenade, Machine Gun or a Flame Thrower in which case all the men in the stack will be killed. Your opponent may play a trees card to negate your attack.

Card List Notation

A Attack
M Move
T Terrain
K as a Knight would move in Chess
'Germans Only' cards can only be used by the German player. 'Americans Only' cards can only be used by the American player.

Card Name:	Type	Range	Notes
Bayonet	A	1	
Pistol	A	1-2	
Flame Thrower	A	2-3	Germans Only
Grenade	A	K	
Rifle	A	3	
Rifle	A	4	
Machine Gun	A	4-5	Americans Only
Sniper	A	5-6	
Crawl	M	1	
March	M	2	
Double Time	M	3	
Zigzag	M	K	
Run	M	4	
Charge	M	5	
Advance	M	2	Germans only
Counter Attack	M	3	Americans Only
Trees	T	-	Negate an Attack Card
Fox Holes	T	-	Negate an Attack Card. Americans Only
Rough Ground	T	-	Negate a Move Card
Hold Ground	T	-	Negate a Move Card. Germans only

Strategic Version

Play with hands face up.

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Fleets Of The Imperium

Introduction

Board & card game for 2 players. Space Combat in the Games Workshop Warhammer 40K Space Fleet Universe. Pick your Fleet: Tyranid, Imperial, Eldar, or Necron.

Abstract skirmish level combat. Each figure represents a single Ship (unit).

Disclaimer

'Warhammer 40K/ Space Fleet' is a copyrighted/trademarked property. This is just a fan site.

Victory

You win if you Destroy the opposing Flagship.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. Each Player has 5 types of Ships.

Fleet Table Notation

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

L Large; S = Small

Imperium Fleet Table

#	Type	Hits	Move	Size	Notes
1	Emperor Capital Ship	6	1-2	L	Flagship
2	Gothic Battleship	4	1-3	L	
3	Firestorm Cruiser	3	1-4	L	
4	Thunderbolt Cruiser	2	1-5	S	
6	Cobra Destroyer	1	1-6	S	

Tyranid Hive Fleet Table

#	Type	Hits	Move	Size	Notes
1	Hive Ship	6	1-2	L	Flagship
2	Dark Prowler	4	1-3	L	
3	Void Fiend	3	1-4	L	

#	Type	Hits	Move	Size	Notes
4	Kraken	2	1-5	S	
6	Wardrones	1	1-6	S	

Eldar Fleet Table

#	Type	Hits	Move	Size	Notes
1	Void Stalker	6	1-2	L	Flagship
2	Wraithship	4	1-3	L	
3	Shadow Hunter	3	1-4	L	
4	Eclipse Cruiser	2	1-5	S	
6	Hellbore Escort	1	1-6	S	

Necron Fleet Table

#	Type	Hits	Move	Size	Notes
1	Cairn Class Tomb Ship	6	1-2	L	Flagship
2	Scythe Class Harvest Ship	4	1-3	L	
3	Reaper Class Harvest Ship	3	1-4	L	
4	Jackal Class Raider	2	1-5	S	
6	Dirge Class Raider	1	1-6	S	

Generic Fortifications List

#	Type	Hits	Move	Size	Notes
-	Space Citadel	10	0	L	Flagship
-	Space Fortress	6	0	L	
-	Battlestation	3	0	L	
-	Planetary Defenses	1	0	L	
-	Defense Satelites	1	0	S	

Setup

Each player places one Ship on each square of his back two rows. Ships may not stack.

The Cards

Each Player has their own deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Maneuver Phase Fire Phase

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

The Fleet Tables list what type of Move cards each unit can use. Moves can be diagonal or orthogonal. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Each attack does one point of damage.

Use Chits or coins to record damage. A ship reduced to 0 Hits is destroyed and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

Fortifications

These can substitute for ships in certain scenarios. A Planet occupies a single space. Up to 20 or more Planetary Defense units can be located on a planet.

PDU's attack like ships. Once all the PDU's on a planet are destroyed, 1 or more Boarding attacks will capture the planet.

Terrain

Nebula- Ships must stop upon entering. Fringe World - Requires 1 Boarding attack to capture. Core World- Requires 2 Boarding attacks to capture.

Hive World- Requires 3 Boarding attacks to capture. Black Hole- A Ship may enter this space, but if it does not move on its next turn, it is destroyed. Super Nova- No Ships may enter this space.

Asteroid Field- Ships must stop upon entering. Also Any Large ship entering this space takes 1 Hit of Damage. Star Gates- Go in One and come out any other.

Line Of Sight

Ships do not block LOS. Ships can shoot into a Terrain space, but not through it.

Card List Notation

M Movement
A Attack
D Defense
X Special
L Only Large ships can use this card
S All ships can use this card.
K as a Knight would move in Chess
Type Purpose of card
Dam Damage (inflicted or prevented)
Number of that card in the Deck.

Imperium Card List

Card Name:	#	Range	Size	Type	Notes
Space Marines	2	1	S	A	Boarding
Ram	2	1	L	A	
Laser Batteries	3	2	S	A	
Broadsides	2	2	S	A	
Prow Laser	2	3	S	A	
Vortex Torpedoes	2	4	S	A	
Fusion Cannon	2	5	L	A	
Inferno Cannon	1	6	L	A	
Fighter Squad	2	K	S	A	
Void Shields	2	-	S	D	
Evasive Action	2	-	-	D	Small Ships only
Massive Hull	2	-	L	D	
Adeptus Mechanicus	2	-	S	D	
Tactical Genius	2	-	-	X	Discard to draw 3 cards
Adeptus Astronomica	2	-	-	X	Look at Opponents Hand
Navigate 1	5	1	-	M	
Navigate 2	5	2	-	M	
Navigate 3	4	3	-	M	
Navigate 4	3	4	-	M	
Navigate 5	2	5	-	M	
Navigate 6	1	6	-	M	

Tyranid Card List

Card Name:	#	Range	Size	Type	Notes
Hull Grinder	3	1	S	A	
Power Bite	1	1	S	A	
Genestealers	4	1	S	A	Boarding
Bone Ram	1	1	L	A	
Infect	1	1	S	A	
Tentacles	2	2	L	A	
Mind Assault	2	2	S	A	
Death Burner	2	3	L	A	
Hell Blaster	2	4	L	A	
Shock Ram	2	5	L	A	
Spore Mines	2	6	S	A	
Drone Swarm	2	K	S	A	
Regenerate	2	-	S	D	
Death Frenzy	2	-	-	X	Discard to draw 3 cards
Sensory Cluster	2	-	-	X	Look at Opponents Hand
Navigate 1	5	1	-	M	
Navigate 2	5	2	-	M	
Navigate 3	4	3	-	M	
Navigate 4	3	4	-	M	
Navigate 5	2	5	-	M	
Navigate 6	1	6	-	M	

Eldar Card List

Card Name:	#	Range	Size	Type	Notes
Aspect Warriors	2	1	S	A	Boarding
Pulsar Lance	2	3	S	A	
Wraithcannon	2	4	L	A	
Darkstar Fighters	2	K	S	A	
Eagle Bombers	2	6	S	A	
Laser Batteries	2	2	S	A	
Plasma Torpedoes	2	5	S	A	
Holo Fields	2	-	-	D	
Maneuverability	2	-	-	D	
Evasive Action	2	-	-	D	
Speed & Agility	2	-	-	D	
Bonesingers	2	-	-	D	
Farseer	2	-	-	X	Look at Opponents Hand
Deadly Grace	2	-	-	X	Discard to draw 3 cards
Solar Sail	2	K	-	M	
Navigate 1	3	1	-	M	
Navigate 2	4	2	-	M	
Navigate 3	4	3	-	M	
Navigate 4	4	4	-	M	
Navigate 5	3	5	-	M	
Navigate 6	3	6	-	M	

Necron Card List

Card Name:	#	Range	Size	Type	Notes
Gauss Particle Whip	2	6	S	A	
Lightning Arc	3	4	S	A	
Energy Tendrils	2	4	S	A	
Portal Warriors	2	1	S	A	Boarding
Nightmare Field	2	3	S	A	
Sepulchre	1	3	L	A	
Star Pulse Generator	2	5	S	A	
Scarab Swarm	2	K	S	A	
Energy Drain	2	2	L	A	
Reactive Hulls	2	-	-	D	
Power Flow	2	-	-	D	
Fade Out	2	-	-	D	
Stealth	2	-	-	X	Look at Opponents Hand
Command Core	2	-	-	X	Discard to draw 3 cards
Inertialess Drive	2	K	-	M	
Navigate 1	5	1	-	M	
Navigate 2	4	2	-	M	
Navigate 3	4	3	-	M	
Navigate 4	3	4	-	M	
Navigate 5	2	5	-	M	
Navigate 6	2	6	-	M	

Links

Space Fleet Campaign Rules

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Geonosis Arena Skirmish

Introduction

Board & card game for 2 players. Battle between Jedi knights & Federation allies on Genosis. Takes place in the Star Wars Universe (Episode II).

Each figure represents a Hero, Jedi, Creature or Unit of Troops.

Disclaimer

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Victory

The game ends after you go through the deck twice when Yoda and The clone trooper gunships arrive. The player who has killed the most opposing units wins.

The Map

Use an 8x8 chessboard.

Figures

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Jedi Unit Table

Name	#	Hits	Move	Notes
Anakin Skywalker	1	3	1-3	Hero, Jedi
Obi-Wan-Kenobi	1	3	1-3	Hero, Jedi
Padme Amidala	1	3	1-3	Hero, Blaster
Mace Windu	1	3	1-3	Hero, Jedi
Jedi Knights	6	2	1-3	Jedi

Notes:

Federation Unit Table

Name	#	Hits	Move	Notes
Count Dooku	1	3	1-3	Hero, Jedi
Jango Fett	1	3	1-4	Hero, Blasters, Flyer
Geonosians	6	1	1-4	Blasters, Flyers
Battle Droids	8	1	1-2	Blasters
Super Battle Droids	4	2	1	Blasters
Droidekas	2	3	1-3	Blasters

Notes:

Creature Unit Table

Name	#	Hits	Move	Notes
Reek	1	4	1-3	Massive Horned Bull like Creature
Acklay	1	3	1-3	Clawed Mantis like Creature
Nexu	1	2	1-3	Saber Tooth Tiger like Creature

Notes:

Setup

Each player places one unit on each square of his back three rows. Units may not stack. In the center 4 squares place the 3 Creatures.

Terrain

Some spaces may contain pillars. Units cannot move or attack through pillars.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Draw Phase
2. Move Phase
3. Fight Phase

Draw Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Flyers. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units for-ward the indicated number of spaces using a single move card. Any player can move a "Creature".

Fight Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one hit of damage. Units with zero hits are killed and are removed from the map.

Units cannot attack through other units. Any player can attack with a "Creature".

Card List Notation

Type   Purpose of card
Number of that type of card in the deck
K   as a Knight would move in Chess
User   What type of units can use the card
M   Movement
A   Attack
D   Defense
J   Jedi
B   Blaster
H   Hero
C   Creature
Y   Any unit can use the card
F   Flyer

Card List

Card Name:	#	Range	Type	User
Light Saber	6	1	A	J
Deflect Blaster	2	2	A	J
Telekinetics	2	3	A	J
Jedi Defense	6	-	D	J
Heroic Defense	4	-	D	H
Short Range	4	1	A	B
Medium Range	3	2	A	B

Card Name:	#	Range	Type	User
Long Range	2	3	A	B
Extreme Range	1	4	A	B
Walk	6	1	M	Y
Advance	5	2	M	Y
Run	4	3	M	Y
Fly	3	4	M	F
Pounce	3	1	A	C

Cardset & Counterset Downloads

Slick stuff by Jörg Hansen: GEONOSIS

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Greek Heroes

Introduction

Scenario for WarpQuest. for the Warpquest Core Rules WarpQuest Core Rules. Each player controls a Greek Hero on a Quest to retrieve the Golden Fleece.

Main Hero Skill Table

1D6	Skill:	1D6	Skill:
1	Wit +2	4	Sword +2
2	Strength +2	5	Navigation +2
3	Archer +2	6	Roll on Minor Skill Table…

Minor Hero Skill Table

1D6	Skill:
1-2	Healing +2
3-4	Music +2
5-6	Swift +2

Notes: There are other skills such as flying, woman, gold, etc. that can only be acquired through relics & companions & blessings.

Modules

There is no Module 1 and Module 2. There is just one Module. The 'Artifact' is the Golden Fleece. Who-

Your Hero

Each player has one Hero (Pawn). A Hero has 6 skills. Heroes are Male (The Woman skill is actually an advantage).

Roll on the Main Hero Skill Table to see what skills the Hero gets

ever controls the Golden Fleece gains Healing +4 and Gold +4

Foes & Tests

These are the Challenge cards. If you fail a Challenge you must either discard a Companion or go back 2D6 spaces.

Relics, Companions, & Blessings

Treat Blessings like regular Aid cards. They are used once and discarded. Relics and Companions stay in play permanently.

Challenge Deck Card List

Card Name:	Notes:
Centaurs	Foe: Music or Wine or Sword
Chimaera	Foe: Wit or Flying (Petrification)
Cyclops	Foe: Wit or Archer or Wine (Blind him)
Dragon	Foe: Archer (Locate the soft spot)
Gorgon	Foe: Wit (Medusa)
Harpy	Foe: Sword or Archer (Screeching)
Hydra	Foe: Strength, Wit (Regenerating heads)
Lion	Foe: Music or Strength or Healing (Thorn in paw)
Minotaur	Foe: Wit or Music (In Maze)
Sphinx	Foe: Wit (Riddle)
Griffon	Foe: Music or Sword or Blessing of Prometheus
Sirens	Foe: Wit or Navigation or Flying (Song)
Sea Serpent	Foe: Navigation or Strength or Flying
Kraken	Foe: Flying or Navigation (Giant Sea Monster)
Hecatoncheire	Foe: Sword or Blessing (100 Handed Giant)

Card Name:	Notes:
Antaeus the Giant	Foe: Strength (He is weak if not touching ground)
Cerebus	Foe: Strength or Wit (3-Headed dog Guards underworld)
Erymanthian Boar	Foe: Strength or Swift or Wit
Stymphalian Birds	Foe: Archer or Wit
Cretan Bull	Foe: Wit or Strength
Ceynean hind	Foe: Swift or Wit
Diomedes wild mares	Foe: Wit or Swift (flesh eaters)
King Midas	Foe: Wit (His touch turns all to gold)
Satyr	Foe: Wit or Gold or Wine or Music (Half man, half goat)
Nymph	Foe: Strength or Woman (Seduces men)
Circe	Foe: Wit or Woman (Sorceress, turns men into pigs)
Pirates	Foe: Sword or Gold or Wine or Wit or Navigation
Lepers	Foe: Healing or Music (Spread their disease)
Philosophers	Foe: Wit (Argue with the Sophists)
Lotus Eaters	Foe: Wit or Healing or Music (Powerful Drug)
Amazons	Foe: Woman or Wit (Seduce their Queen)
Aphrodite	Foe: Woman (Goddess of Love)
Hypnus	Foe: Companions (God of Sleep)
Oceanus	Foe: Navigation or Demigod (Titan of the Sea)
Duel	Foe: Sword
Wrath of the Furies	Foe: Blessing
Cursed by a God	Foe: Blessing
Olympic Games	Test: Swift or Strong
Long Journey	Test: Navigation or Swift or Flying
Labyrinth	Test: Wit or Swift
Whirlpool	Test: Navigation or Flying
Shipwreck	Test: Navigation or Flying
Lost at Sea	Test: Navigation or Flying
Augean Stables	Test: Wit or Strength
Gold of Midas	Relic: Gold +4 (Discard after 3 uses)
Wine of Dionysus	Relic: Wine +4 (Discard after 3 uses)
Nectar of the Gods	Relic: Wine +4 (Discard after 3 uses)
Blade of Hephaestus	Relic: Sword +2
Lyre of Apollo	Relic: Music +2
Owl of Athena	Relic: Wit +2
Aegis Shield	Relic: Defeats all Foes (Return to Zeus in 5 Turns)
Arm-band of Zeus	Relic: Strength +2
Winged Sandals	Relic: Flying +4 (Gift of Hermes)
Helm of Invisibility	Relic: Defeats all Foes (Return to Hades in 5 Turns)
The Argos	Relic: Navigation +2 (Legendary Ship)
Lightning Javelins	Relic: Archer +2 (Discard after 3 uses)
Wings of Icarus	Relic: Flying +4
Cornucopia of Demeter	Relic: Sword +2 (Ambrosia feeds Army)
Hyppolita's golden girdle	Relic: Gold +4, Healing +2 (Gift of queen of the Amazons)

Pan's Flute Relic: Music +2

Hesperides garden Apples	Relic: Healing +2 (Discard after 3 uses)
Ancient Mariner	Companion: Navigation +2
Scholar	Companion: Wit +2
Pegasus	Companion: Flying +4

Hesperides garden Apples	Relic: Healing +2 (Discard after 3 uses)
Poseidon's Gift Horse	Companion: Swift +2
Temple Maiden	Companion: Woman +2, Healing +2
White Eagle of Zeus	Companion: Flying +2
Phoenician Mercenaries	Companion: Sword +2
Argonauts	Companion: Sword +2
Promethean Clay	Companion: Any one skill +2 (Pick at Draw)
Idmon (seer of Argos)	Companion: Wit +2
Helena	Companion: Woman +4
Andromeda	Companion: Woman +4
Persian War	Foe: Sword or Navigation
Amazon War	Foe: Sword or Archery
Trojan War	Foe: Sword or Wit
Peloponesian War	Foe: Sword or Navigation
Pandoras Box	Shuffle discards into deck
Visit Oracle at Delphi	Look at next 7 cards in Deck
Made King	Target Hero gains skill of Gold +4
Blessing of Kronos	Aid: Move Forward 1D6 Spaces or Blessing +4
Blessing of Poseidon	Aid: Navigation +2 or Blessing +4
Blessing of Atlas	Aid: Strength +2 or Blessing +4
Blessing of Hermes	Aid: Swift +2 or Blessing +4
Blessing of Nike	Aid: Sword +2 or Blessing +4
Blessing of Prometheus	Aid: Wit +2 or Blessing +4
Blessing of Hera	Aid: Healing +2 or Blessing +4
Blessing of Pan	Aid: Music +2 or Blessing +4
Blessing of Apollo	Aid: Music +2 or Blessing +4
Blessing of Ares	Aid: Sword +2 or Blessing +4
Blessing of Athena	Aid: Woman +2 or Blessing +4
Blessing of Artemis	Aid: Archer +2 or Blessing +4
Blessing of Asclepius	Aid: Healing +2 or Blessing +4
Blessing of Tyche	Aid: Move Forward 1D6 Spaces or Blessing +4
Visit Olympus	Move Forward 1D6 Spaces
Child of Zeus	Hero gains Demigod +4
Hermes, God of Thieves	Discard one Relic
Eris, Goddess of Strife	Discard one Companion
Inspired by the Muses	Aid: Move Forward 1D6 Spaces

Notes

This is a conversion of Agea.

The scenarios that use the Warp Quest engine will hold the details.

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.

- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.

1D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

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Grognards

Introduction

Board & card game for 2 players. Napoleonic warfare theme. Abstract skirmish level combat. Each figure represents a company or unit of men.

Victory

You rout the enemy if you destroy 6+ of his units.

The Map

Use two 8x8 chessboards side by side. The distance between players remains the same, but the flanks are extended.

Terrain

There are several types: Clear- No effect. Deep Water- Units cannot move into it or through it. Forest- Units can move or attack into it or out of it, but not through it.

Hill- Units cannot attack through it, except for Artillery attacks of 5-6. Units on a Hill may get +1 to the range of their attacks. Buildings- Attacks into a Building fail 50% of the time (flip a coin).

Units cannot move or attack through a building. Shallow Water or Marsh- Units cannot move through it. They must stop upon entering. Road- Units moving along a road get +1 to their Move.

The Men

Use chits or miniatures to represent units. There are 3 types of units: Cavalry, Infantry & Artillery. Each player starts with: 4 Cavalry 8 Infantry 4 Artillery

Setup

Distribute Terrain onto the board. Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 1 copy of each card in the Card list.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Orders Phase
2. Move Phase
3. Fire Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a unit to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack is automatically Killed and removed from the map.

Cavalry units can only use Cavalry Cards. Infantry units can only use Infantry Cards. Artillery units can only use Artillery Cards.

Your opponent may play certain Defense cards to negate your attack.

Card List Notation

M Movement
A Attack
R Artillery
I Infantry
C Cavalry
D Defense
U Any type of Unit
K as a Knight would move in Chess
Type Purpose of card
Use What type of unit can use the card

Card List

Card Name:	Range	Type	Use	Note
Socket Bayonets	1	A	I	
Sword Bayonets	1	A	I	
Grenadiers	2	A	I	
Fusillade	2	A	I	
Volley	3	A	I	
Three Deep Line	3	A	I	
Musketry	3	A	I	
Rifles	4	A	I	
Sharpshooters	4	A	I	
Echelon	1	M	I	
Advancing Line	1	M	I	
March	2	M	I	
Column	2	M	I	
Skirmishers	K	M	I	
Double Canister	1	A	R	
Canister	2	A	R	
Roundshot	3	A	R	
Mortar	K	A	R	
Cannonballs	4	A	R	
Spherical Case	5	A	R	
Shrapnel	6	A	R	
Limber	1	M	R	
Artillery Wagon	1	M	R	
Lances	1	A	C	
Sabers	1	A	C	
Overrun	1	A	C	
Pistols	2	A	C	
Carbines	3	A	C	
Trot	1	M	C	
Canter	2	M	C	
Gallop	3	M	C	
Outflank	K	M	C	
Charge	4	M	C	
Spur	5	M	C	
Open Order	-	D	I	Negate an Artillery attack
Square Formation	-	D	I	Negate a Cavalry attack
Rally	-	D	U	Negate any Attack
Wheel About	-	D	C	Negate any Attack
Screen	-	D	I	Negate any Attack

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Gunslingers

Introduction

Board, dice, & card game for 2+ players. Wild West Theme. Battle between gunslingers.

Abstract skirmish level combat. Each figure represents a single man (unit).

Victory

You win if you kill all enemy gunslingers.

The Map

Use an 8x8 chessboard.

Map Features

Use chits to indicate terrain features:
- Fence
- Building
- Tree
- Canyon
- Water
- Clear (Unmarked spaces)

Dice

Six sided dice (Shooters) are needed.

Gunslinger Deck

Use pawns, chits or miniatures to represent gunslingers on the map. The gunslinger deck contains one card representing each gunslinger.

Action Hands

Each gunslinger has his own hand of action cards. If you are controlling more than one gunslinger, you will have a hand for each one.

Gunslinger Deck Card List Notation

C Cowboy
O Outlaw
I Indian
L Lawman
S Soldier
P Pistol
R Rifle

Gunslinger Deck Card List

Name	Type	Gun	Guts	Legs	Smarts	Cool	Arms	Eyes	Hands
Sheriff	L	P	3	3	5	3	3	3	3
Deputy	L	P	2	4	3	2	3	3	2
Texas Ranger	L	R	3	4	6	3	3	4	3
Bounty Hunter	L	R	4	4	5	4	3	4	3
Preacher	L	P	2	2	3	3	2	2	1
Shootist	O	R	3	4	5	3	3	4	3
Pistoleer	O	P	3	4	5	4	3	4	4
Renegade	O	P	3	5	6	4	3	3	3
Gambler	O	P	2	4	6	4	2	3	4
Mexican Bandit	O	P	4	3	4	3	4	3	2
Mountain Man	O	R	4	3	6	4	4	3	2
Hired Gun	C	P	2	4	2	2	3	2	1
Miner	C	P	2	3	4	3	2	2	2
Saloon Girl	C	P	2	3	3	3	2	2	1
Homesteader	C	R	2	3	3	1	2	2	1
Drifter	C	R	2	4	4	3	2	4	2
Trapper	C	R	4	4	5	3	4	3	2
The Kid	C	P	2	5	4	2	2	2	2
Rangehand	C	R	2	4	3	2	3	3	2
Prospector	C	P	3	3	5	3	4	2	2

Name	Type	Gun	Guts	Legs	Smarts	Cool	Arms	Eyes	Hands
Apache Warrior	I	R	3	5	5	2	4	3	3
Blackfoot Scout	I	R	2	5	6	3	3	4	3
Yankee	S	R	3	4	5	2	3	3	2
Confederate	S	R	3	4	4	3	3	4	2

Gunslinger Attributes

- Each gunslinger has 7 numerical attributes:
- Guts: Number of hits he can take before dying.
- Smarts: Maximum action card hand size.
- Cool: Number of action cards he can draw in Draw Phase
- Legs: Max number of spaces he can move in one turn.
- Arms: Ability in HTH combat (Allows use of certain cards)
- Eyes: Weapon Accuracy (Allows use of certain cards)
- Hands: Max number of attacks the gunslinger can make per turn.

Setup

Set up the board with terrain feature chits. Determine how many gunslingers each player will control. Each player places his gunslingers on squares of his back two rows.

Each Gunslinger starts with a full hand of cards.

The Action Card Deck

Gunslingers share a common deck of action cards. The Deck has 2 copies of each Move card and 1 copy of all other cards.

Turn Sequence

gunslingers take turns. Each turn has 3 phases:
1. Draw Phase
2. Move Phase
3. Shoot Phase

Draw Phase

Draw a number of action cards equal to the gunslingers Cool attribute. Max hand size = Smarts Attribute. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move your gunslinger. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. A man can only use one move card per turn. Men may not stack.

Shoot Phase

Play (discard) an Attack card to have the gunslinger attack. The attack card has a number. This is the MAXIMUM range of the attack.

Next roll 1D6. This is the Attack Roll. If the Attack roll is equal to or less than the Shooter's Eyes Trait the Attack hits. (At Range = 1 Shooters eyes are +1; At Range = 4+ eyes are -1) Attacks do one wound (Hit of damage) to the target.

Use Chits or coins to record damage. A man reduced to 0 Hits (Guts) is killed and removed from the board. Each hit reduces the value of all attributes by one.

Your opponent may play Defense cards to negate your attack.

Card List Notation

M Movement
A Attack
D Defense
X Special
W Wound (Attack must hit first)
K as a Knight would move in Chess
Type Purpose of card

Card List

Card Name:	Range	Type	Notes:
Sprint	5	M	Only gunslingers with legs attribute 5+
Run	4	M	Only gunslingers with legs attribute 4+
Scurry	3	M	Only gunslingers with legs attribute 4+
Hurry	3	M	-
Break Away	3	M	-
Strut	2	M	-
Walk	2	M	-
Creep	1	M	-

Card Name:	Range	Type	Notes:
Sneak	1	M	-
Dodge	-	D	Negate attack if you moved last turn
Duck	-	D	Negate attack: Only gunslingers w legs attribute 4+
Sun in your Eyes	-	D	Negate attack if you are in a Clear Space
Cover	-	D	Negate attack if you are in a Building Space
Prone	-	D	Negate attack if you did not move last turn
Out of Sight	-	D	Negate attack if you are in a Non-clear Space
Behind Rocks	-	D	Negate attack if you are in a Canyon Space
Wild Shot	-	D	Negate attack if shooter moved this turn
Behind Tree	-	D	Negate attack if you are in a Tree Space
Surrender Terms	-	D	Negate attack by a Lawman
Low on Ammo	-	D	Negate attack if opponent attacked already this turn
Loss of Blood	-	D	Negate attack by wounded man
Metal Plate	-	D	Negate attack on an Outlaw
Bible	-	D	Negate attack on a Lawman
Ten Gallon Hat	-	D	Negate attack by a Rifle
Sombrero	-	D	Negate attack by a Pistol
Misfire	-	D	Negate attack of range 2+
Stampede	-	D	Negate attack if you are in a Fence Space
Planned Shot	6	A	Only gunslingers with a rifle & eyes attribute 4+
Careful Aim	5	A	Rifle only
Sharp shot	5	A	Only gunslingers with a rifle & eyes attribute 4+
Line up Target	4	A	Only gunslingers with a rifle & eyes attribute 4+
Long Barrel	4	A	Rifle only
Brace Rifle	4	A	Rifle only
Trick Shot	3	A	Only gunslingers with a rifle & eyes attribute 4+
Dead shot	3	A	Only gunslingers with pistols & eyes attribute 4+
Guns Blazing	3	A	-
Fanfiring	2	A	Pistol only
Six Shooter	2	A	Pistol only
Two-fisted Shooter	2	A	Pistol only
Easy Target	3	A	Rifle only
Out in the Open	3	A	Only vs target in a clear space
Short Range	2	A	-
Shoot from the Hip	2	A	-
Shot in the Back	3	A	Only vs surrounded Target
Ricochet	3	A	-
Ambush	3	A	Only if you are in a building
Quick Draw	2	A	Only gunslingers with hands attribute 4+
Cause Avalanche	3	A	Only vs Target in Canyon
Rifle butt	1	A	Rifle only
Bang	2	A	-
Bowie Knife	1	A	Cowboys only
Pistol Whipped	1	A	Pistols only
Derringer	1	A	Pistols only
Set Fire	1	A	Only vs gunslingers in buildings
Saber Cut	1	A	Soldiers only
Strangle	1	A	Only vs gunslingers with lower Arms attribute
Fisticuffs	1	A	Only gunslingers with Arms attribute 4+
Tomahawk	1	A	Indians only
Head Shot	-	W	Target Attack does +1 Damage
Limp	-	W	Target of Target Attack gets Legs -1
Reload	-	X	Draw 3 cards

Card Name:	Range	Type	Notes:
Cock	-	X	Draw 2 cards
Whiskey	-	X	Gunslinger regains 1 lost hit but is Eyes -1
Bite the Bullet	-	X	Gunslinger regains 1 lost hit but is Legs -1
Way Blocked	-	X	Negate a Move Card just played
Difficult Footing	-	X	Negate a Move Card just played
Pinned Down	-	X	Negate a Move Card just played
Mexican Standoff	-	X	All players discard their hands & draw 3 cards

Optional Rule – Horses

Gunslingers on Horses have a legs attribute = 6, and may play 2 Move cards per turn. Gunslingers on Horses have a eyes attribute modifier of -1. Discard any card from the gunslingers hand to mount/dismount.

If you are hit flip a coin. If tails your horse is shot out from under you.

Optional Rule – Shotguns

Treat Shotguns like Rifles except: Maximum range = 4 Treat range = 5 cards as range = 3 cards.

Optional Rule – Rifle & Pistol

Some gunslingers may carry both a rifle and a pistol. Only one can be used to attack in a turn. Discard any card from the gunslingers hand to switch weapons.

4 Way Showdown

4 players each with one gunslinger. Gunslingers start in the corner squares.

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He-man Skirmish

Introduction

Board & card game for 2 players. Choose your side: He-Man or Skeletor Takes place in the Masters of the Universe setting. Each figure represents one Fighter.

Disclaimer

'He-Man & Masters of the Universe' is a copyrighted/trademarked property. This is just a fan site.

Victory

Destroy your opponents Leader.

The Map

Use an 8x8 chessboard.

Fighters

Use action figures, chits, or miniatures to represent Fighters and vehicles.

Units Table Notation

L Leader
S Spellcaster
W Warrior
F Flying Warrior
V Vehicle
FV Flying Vehicle

He-man Unit Table

Name	Hits	Type	Description
He-Man	3	L	Most Powerful Man in the Universe
Man-At-Arms	2	W	Master of Weapons
Teela	2	S	Goddess of Magic
Orco	1	S	Court Magician
Ram-Man	1	W	Human Battering Ram
Fisto	1	W	Heroic Hand-to-Hand Warrior
Mekaneck	1	W	Human Periscope
Stratos	1	F	Heroic Winged Warrior
Moss Man	1	W	Master of Camouflage
Sy-Klone	1	F	Heroic Fist-Flinging Tornado
Man-E-Faces	1	W	Heroic human ... robot ... monster
Rio Blast	1	W	Heroic Transforming Gunslinger
Extendar	1	W	Warrior Machine
Roboto	1	W	Heroic Mechanical Warrior
Clamp Champ	1	W	Master of Capture
Zodac	1	W	Cosmic Enforcer
Battle Cat/Cringer	1	V	Heroic Fighting Tiger
Battle Ram	1	FV	Sky Sled with Missile Launcher
Blaster Hawk	1	FV	Flyer with Disk Launcher
Laser Bolt	1	V	Heroic Road Rocket with Lasers
Road Ripper	1	V	Heroic Warrior Carrier
Stridor	1	V	Armored War-Horse with Guns
Wind Raider	1	FV	Assault Lander with Grappling Hook
Zoar	1	FV	Heroic Flying Falcon

He-man Unit Special Ability Table

Unit	Special Ability Card Effect:
He-Man	Thunder Punch (Attack range = 1)
Man-At-Arms	Draw 3 cards. Keep Attacks & discard others
Teela	Magic Staff (Attack range = 1)
Ram-Man	Battering Ram (Move range = 3 and then Attack range =1)
Orco	Disappear (Defense)
Fisto	Flying Fists (Attack range = 1)
Mekaneck	Look at opponents hand
Stratos	Fly (Move range = 4)
Moss Man	Camouflage (Defend)
Sy-Klone	Tornado Punch (Attack range = 1)
Man-E-Faces	Confuse (Defense)
Rio Blast	Gunslinging (Attack range = 3)
Extendar	Extension (Attack range = 2)
Roboto	Metal Hull (Defense)
Clamp Champ	Capture (Range =2) Negate Move
Zodac	Laser Pistol (Attack range = 3)
Battle Cat/Cringer	Tiger Bite (Attack range = 1)
Battle Ram	Missile Launcher (Attack range = 4)
Blaster Hawk	Disk Launcher (Attack range = 3)
Laser Bolt	Lasers (Attack range = 3)
Road Ripper	Peel Out (Move range = 3)
Stridor	Guns (Attack range = 2)
Wind Raider	Grappling Hook (Attack range = 2)
Zoar	Swoop (Move range = 3)

Skeletor Unit Table

Name	Hits	Type	Description
Skeletor	3	LS	Evil Lord of Destruction
Evil-Lyn	2	S	Evil Warrior Goddess
Beast Man	2	W	Evil Henchman
Blade	1	W	Evil Master of Swords
Trap Jaw	1	W	Otherworldly criminal
Stinkor	1	W	Evil Master of Odors
Clawful	1	W	Warrior with the Grip of Evil
Mer-Man	1	W	Evil Ocean Warlord
Two Bad	1	W	Double-Headed Evil Strategist
Spikor	1	W	Untouchable Master of Evil Combat
Ninjor	1	W	Evil Ninja Warrior
Tri-Klops	1	W	Evil and Sees Everything
Faker	1	W	Evil Robotic He-Man Imposter
Webstor	1	W	Evil Master of Escape
Whiplash	1	W	Evil Tail-Thrashing Warrior
Jitsu	1	W	Evil Master of Martial Arts
Fright Fighter	1	VF	Evil Dragonfly Attack Vehicle
Screeech	1	VF	Evil Barbarian Bird
Land Shark	1	V	Jaws & 2 Large Cannons
Night Stalker	1	V	Evil Armored War-Horse
Panthor	1	V	Evil Savage Cat
Spydor	1	V	Evil Stalker with 6 legs & Guns

Notes: There are 2 Fright Fighters and 2 Spydors

He-man Unit Special Ability Table

Unit	Special Ability Card Effect:
Skeletor	Disappear in a Mist (Defense)
Evil-Lyn	Crystal Ball: Look at next 10 cards in any deck
Beast Man	Beast Strength (Attack range = 1)
Blade	Swords (Attack range = 1)
Trap Jaw	Bite (Attack range = 1)
Stinkor	Odors (Defense)
Clawful	Grip of Evil (Range =2) Negate Move
Mer-Man	Watery Escape (Defense)
Two Bad	Draw 3 cards. Keep Moves & discard others
Spikor	Untouchable (Defense)
Ninjor	Ninja Stars (Attack range = 2)
Tri-Klops	Look at opponents hand
Faker	Mistaken Identity (Defense)
Webstor	Escape (Defense)
Whiplash	Tail-Thrashing (Attack range = 1)
Jitsu	Martial Arts (Attack range = 1)
Fright Fighter	Rotating Cannons (Attack range = 3)
Land Shark	Large Cannons (Attack range = 4)
Night Stalker	Armored (Defense)
Panthor	Savage Bite (Attack range = 1)
Screeech	Swoop (Move range = 3)
Spydor	Guns (Attack range = 3)

Setup

Each player places one Fighter on each square of his back two rows. You may stack 8 vehicles with any 8 of your fighters. A Fighter may only stack with 1 vehicle.

A vehicle may only stack with 1 fighter. Fighters may not stack with other fighters. Vehicles may not stack with other vehicles.

A Fighter and his vehicle move together as a unit.

The Cards

Players each have their own deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Orders Phase
2. Move Phase
3. Battle Phase

Orders Phase

Draw 3 cards from your deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for flyers. The move card has a number.

This is the number of spaces the unit moves. Moves are diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

A non-flying Fighter without a vehicle can move a maximum of 2 spaces. A Fighter with a non-flying vehicle can move a maximum of 3 spaces. A flying Fighter without a vehicle can move a maximum of 4 spaces.

A Fighter with a flying vehicle can move a maximum of 5 spaces.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one point of damage. A unit with a vehicle that is hit takes no damage but must discard the vehicle.

A Fighter reduced to 0 hit points is removed from the map. Units cannot attack through other units.

Special Ability Cards

Every Fighter and Vehicle has a Special Ability that can be activated when Its owner plays (discards) a Special Ability card.

Card List Notation

M Movement

A Attack
D Defense
X Special
K As a Knight would move in chess
Type Purpose of card
Number of that type of card in the deck

He-man Card List

Card Name:	#	Range	Type	Notes
Special Ability	7	-	X	
Walk	6	1	M	
Trot	5	2	M	
Jog	5	3	M	
Run	3	4	M	
Sprint	2	5	M	
Reflecting Shield	2	-	D	
Battle Armor	2	-	D	
Power Sword	2	1	A	Can only be played on He-Man
Sword	2	1	A	
Battle Axe	2	1	A	
Mace	2	1	A	
Magic Spell	3	K	A	Spellcasters only
Blast Pistol	2	3	A	
Laser Rifle	2	4	A	
MegaLaser	1	5	A	
Cosmic Key	1	-	X	Discard to draw 3 cards

Skeletor Card List

Card Name:	#	Range	Type	Notes
Special Ability	7	-	X	
Creep	6	1	M	
Stalk	5	2	M	
Rush	5	3	M	
Hustle	3	4	M	
Charge	2	5	M	
Dragon Armor	2	-	D	
Havok Staff	2	1	A	Can only be played on Skeletor
Terror Claws	2	1	A	
Spiked Club	2	1	A	
Whip	2	2	A	
Ball & Chain	2	2	A	
Crossbow	2	3	A	
Magic Spell	3	K	A	Spellcasters only
Artileray	1	5	A	

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Hidalgo

Introduction

Scenario for Warp Quest. for the Warpquest Core Rules Warp Quest Core Rules. Based on the Movie Hidalgo.

Horse Race across the Arabian Desert. Each player (Pawn) represents a Rider & Horse.

Disclaimer

Hidalgo is a copyrighted Property. This is merely a Fan Site.

Attribute Table

1D6:	Attribute:	1D6:	Attribute:
1	Endurance +2	4	Will +2
2	Fighting +2	5	Speed +1
3	Survival +2	6	Agility +2

Speed

Add your Speed Bonus to your Movement Roll.

Horse Breed

Pick a Breed: Hot Blood Desert Horse (Arabian, Barb): Survival +2 Cold Blood Racing Horse (Thoroughbred): Speed +1 Warm Blood Mixed Breed (Anglo-Arab, Mustang): Endurance +2

Challenges

If you fail a Survival or Fighting challenge you lose 1D3 Endurance and miss your next turn. If you are

The Scenario

The map spaces represent distance and time. There is only one Module (card list). The track is 50 spaces long.

The first player to reach the end wins the race.

Rider Attributes

Each rider starts with: Endurance = 10 Horse (Pick Breed) 6 rolls on the Attribute Table:

ever reduced to zero Endurance you automatically lose.

Fighting

If you land on an opponents pawn there will be a fight. Both players roll 1D6 & add their Fighting Bonus. The lower total loses the Challenge.

Card List Notation

FC Fighting Challenge
SC Survival Challenge
WC Will Challenge
AC Agility Challenge

Card List

Name:	Challenge:
Bandits	FC x2
Nomads	FC
Arab Tribesmen	FC x2 DM+1
Bedouins	FC X2 DM+2
Berber Tribesmen	FC DM+1
Ambush	FC DM+2
Trap	FC
Scorpion	FC or AC
Poison Asp	FC & AC
Quicksand	AC DM+1
Heat	SC x2

Name:	Challenge:
Ocean of Fire	SC x2
Sharp Rocks	AC DM+2
Endless Dunes	WC & AC
Desert	SC & AC & WC
Injury	SC & AC DM+1
Shifting Sands	SC or AC
Madness	WC x2
Lost	SC & WC
Exhaustion	WC x2 DM+1
Sun Stroke	SC DM+2
Sand Storm	SC
Lameness	WC or AC
Chafing Tack	WC DM+1
Horsemanship	AC
Dehydration	SC DM+2
Sun Poisoning	SC DM+1
Mirage	WC
Sun Burn	SC DM+1
Gun	Aid: Fight +2
Spear	Aid: Fight +1 or Agility +1
Pistol	Aid: Fight +2
Revolver	Aid: Fight +3
Tulwar	Aid: Fight +2
Lasso	Aid: Agility +2
Camel Butter	Aid: Survival +2
Dates	Aid: Survival +2
Locust Swarm	Aid: Survival +1 (Food)
Water Conservation	Aid: Survival +3
Waterskin	Aid: Survival +2
Fitness	Aid: Survival +1 or Agility +1 or Will +1
Canteen	Aid: Survival +1
Willpower	Aid: Will +3
First Aid	Restore 3 lost Endurance
Checkpoint	Restore 4 lost Endurance
Oasis	Restore 3 lost Endurance
Well	Restore 2 lost Endurance
Rifle	Aid: Survival +1 or Fight +2
Courage	Aid: Survival +1 or Will +1
Hawk	Aid: Survival +1 or Fight +1
Knife	Aid: Survival +1 or Fight +1
Fellow Rider	Aid: Any +1
Equestrian Skill	Aid: Agility +2 or Fight +1

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her

group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board
- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks
- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units
- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence
- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase
- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn
- If you land on an opponent's pawn there will be a fight.

- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase
- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase
Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

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Holyquest

By C Gerard Luft

Introduction

This one player game was originally used as a solo adventure system for HOLYQUEST Fantasy RPG (which uses FUDGE). But it is simple enough for any- one to pick up and play as a solo card and dice game. You play a group of four adventurers fighting evil in dungeons and wilderness settings. This game was de- signed using four fudge dice for attack/ defense and skill resolutions. Below is a chart for using ordinary six sided dice:

Fudge Dice Conversion Table

1D6	1DF		1D6	1DF
1	-1		4	0
2	-1		5	+1
3	0		6	+1

Example: If you roll 4DF with 4D6 and get 1 (-1), 5(+1), 4 (0) and 6 (+1) your roll result would be +1 (-1+0+1+1=+1)

The Noble Adventurers

You begin the game with one of each Character Card:
- knight power 4
- scout power 2,
- detect traps skill
- minister power 1 (may only defend)
- healing skill
- prophet power 0
- guided missile skill
- hide skill

Power

Power is the number that character adds to his attack or defense rolls in combat.

Skills

One skill may be used each turn. To succeed at a skill roll 4DF. On a 0 or +1 and better, the skill is successful.

Detect Traps Skill

If successful, the Scout detects a trap card played, and the party avoids it

Healing Skill

If successful, the injured character being healed is releaved of one hit

Guided Missile Skill

If successful, one target receives 1 Hit

Hide Skill

If Successful, the entire party goes unnoticed by opponents. When the Knight and Scout go to attack, they become visable, and can be attacked. But the Minister and Prophet remains unnoticed until they use a skill during that combat turn.

The Turn
Draw Phase

The player draws 4 cards from the MONSTER DECK. All 4 cards are brought into play.

Dungeon/ Wilderness Phase

If a Dungeon or Wilderness card is drawn it is played onto the table, and remains their until anoth dungeon or wilderness card is drawn in the follow- ing turns. If more than one dungeon or wilderness is drawn in the same turn, only the first card is played. The other cards are discarded.

Trap Phase

If any traps are drawn, make a Detect Traps Skill Roll for the Scout for each trap present. If a trap is detected, it is discarded. If it is not, then each player takes one hit, and that card is then discarded. (See Damage below).

Monster Combat Round Phase

All monsters drawn that turn must be combated at the same time. The good guys go first.

Attack And Defense:

The attacker rolls 4DF and adds their POWER to the roll. The defender then rolls 4DF and adds his POWER to the roll. If the attacker's modified roll is greater than the defender's modified roll, then he scores a Hit (see DAMAGE below). If the defenders are not yet defeated, they may now attack, repeating the process above.

Damage:

When a creature takes a hit, the card is SIDED (tilted 90 degrees). Until healed that character has a -1 to its power. If that charcter takes another hit, the card is then rotated upside down. Until healed, it has -2 to its Power. If it then takes a third hit, it is defeated (defeated adventurers are removed from the game, and defeated monsters are discarded). The MONSTER COMBAT ROUND repeats itself until one side is defeated. Once combat is concluded the turn begins again. If the MOSTER DECK runs out of cards, reshuffle.

Monster Deck

Number in Deck
M Monster
T Trap
D Dungeon
W Wilderness

CARD NAME	#	TYPE	POWER	NOTES
GOBLINS	4	M	2	
DWARF	4	M	2	
SKELETON	4	M	2	
ELF	4	M	3	
ZOMBIE	4	M	3	
GHOUL	4	M	3	
WRAITH	4	M	4	
WEREWOLF	2	M	5	
OGRE	2	M	5	
TROLL	2	M	6	
WYVERN	2	M	6	
COCKATRICE	2	M	6	
GIANT	2	M	7	
CHIMERA	2	M	7	
BASILISK	2	M	7	
DRAGON	1	M	8	
TRAP	4	T	1	HIT
HIGH WALL	1	D	-1	EXCEPT FOR GIANTS AND FLYING CREATURES
LOW WALL	1	D	-1	ELF, GOBLIN AND DWARF
HUT	1	D	+1	WEREWOLF
MAUSOLEUM	1	D	+1	UNDEAD
QUAGMIRE	1	D	-1	ALL CREATURES
STAKE BARRIER	1	D	-2	ALL CREATURES
BRIARS	1	W	-1	EXCEPT ELF AND FLYING CREATURES
HEDGE ROW	1	W	-1	DWARF AND GOBLIN
HILL	1	W	+1	DWARF
FOREST	1	W	+1	ELF

Victory Deck

For each single combat you win, you may draw one card from the victory deck.

The Experience Points (ep) are collected as one party. They are required for certain skill prerequisites, but they are not used to purchase skills (example, if the group has 30 ep, they may attach to the appropriate group member skills with a prerequisite of 30 ep). Skill Cards and blessed arms and armor cards are attached to one character and remains with him (providing he makes the prerequisites) until he may be defeated in combat.

- number of cards in the deck Pr - Prerequisite #ep - This is the number of experience points the group must currently have to use this card K, S, M, P - This card is applied to this character: Knight, Scout, Minister, or Prophet respectfully Notes - What the card imbues to the character it is attached to

CARD NAME	#	Pr	Notes
2 Experience Points	40	-	-
Blessed Arms and Armor +1	2	K, S	+1 Power
Blessed Arms and Armor +2	2	K, S	+2 Power
Blessed Arms and Armor +3	2	K, S	+3 Power
Blessed Arms and Armor +4	2	K, S	+4 Power
Blessed Arms and Armor +5	1	K, S	+5 Power
Healing Draught	10	K, S	Removes 1 hit
Light Skill	1	10 ep	M Blinds 1 opponent: -4 Power
Sneak Attack Skill	1	20 ep	S Instantly kills 1 creature*
Advanced Healing Skill	1	20 ep	M Heals 2 hits
Call Down Fire Skill	1	20 ep	P Inflicts 1 hit on all opponents in battle
Deadly Hail Skill	1	40 ep	P Inflicts 2 hits to all opponents in battle
Word of Authority Skill	1	40 ep	M Causes 1 creature to surrender
Advanced Combat	1	20 ep	K Power: 5
Weapons Master	1	40 ep	K Power: 6
Raise Dead	1	60 ep	M Raises 1 Character from the Dead
Pronounce Death	1	60 ep	P If Successful, 1 opponent is instantly defeated

* can only be used on the 1st turn of combat

Winning

LONG GAME: When the group acquires 80 ep they win SHORT GAME - EP: Set a ep amount of a lower value

Short Game - Slay The Dragon:

When the Dragon is dead the game is won.

Campaign -

Play like an on going chess game: when you have to break, try to leave the cards in the position they were at, so you can return to it later. This is ideal if you use the THOTH PROGRAM, which has a save function.

Card Images are available at: this page

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Huscarl

Introduction

Board & card game for 2 players. Battle between two Norse Tribes. Abstract skirmish level combat.

Each figure represents a single man (unit).

Victory

You win if you kill the opposing Chieftain.

Tribe Table

#	Type	Hits
1	Chieftain	3
3	Huscarl	2
2	Berserker	2

#	Type	Hits
8	Warrior	1
2	Pathfinder	1

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 3 copies of each card in the Card list.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Fate Phase
2. Move Phase
3. Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent men. There are 5 types of men: Chieftains, Huscarls, Berserkers, Warriors, & Pathfinders.

Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

The Pathfinder can be moved up twice per turn.

Fire Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Berserkers may make 2 attacks per turn (using two different cards) Berserkers may not make Bow attacks.

Pathfinders may make 2 attacks per turn using Bows (two different bow cards) Pathfinders may not use Battle Axe cards. Attacks do one Hit of damage to the target. Battle Axes do 2 Hits damage.

Use Chits or coins to record damage. A man reduced to 0 Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Berserkers & Pathfinders cannot use Shield or Armor cards.

Card List Notation

M Movement
A Attack
D Defense
K as a Knight would move in Chess
Type Purpose of card

Card List

Card Name:	Range	Type	Notes:
Dagger	1	A	
Broad Sword	1	A	
Battle Axe	1	A	2 Damage
Spear	2	A	
Thrown Spear	3	A	
Thrown Axe	K	A	
Hunting Bow	4	A	
Crossbow	5	A	
Scout	K	M	
Sprint	5	M	
Charge	4	M	
Run	3	M	
Jog	2	M	
Walk	1	M	
Dodge	-	D	Negate attack of range 3-5
Parry	-	D	Negate attack of range 1-2
Shield	-	D	Negate attack
Armor	-	D	Negate attack

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In The Nam

Introduction

Scenario for WarpQuest: Vietnam War. for the Warpquest Core RulesWarpQuest Core Rules. Your platoon has been de-assed in the bush.

You must patrol the area and meet at a new pick-up point.

The Scenario

The map spaces represent abstract time and distance. There is only one Module. There is no "Artifact". The Scenario is a one way trip. When your Platoon (Pawn) reaches the End Space (Landing Zone) it is airlifted out.

The winner is the Platoon with the most confirmed Kill points.

Failure

If you ever have less than 20 men left in the platoon, the survivors are airlifted out and your game ends.

The Platoon

Each player has a platoon of 42 men. The platoon has 12 rolls on the skill table.

Skills Table

1D6	Skill:	Notes:
1	Jungle Warfare +1	Ability to set-up & detect Booby Traps & Ambushes
2	Fire Support +1	Ability to call in Artillery Strikes & Close Air Support
3	Firepower +1	Ability to achieve small arms fire superiority
4	Diplomacy +1	Ability to communicate with villagers
5	Leadership +1	Ability to avoid strife within the platoon
6	Medical +1	First Aid (Maximum of +2)

Foes

If you encounter a Foe, you have to make several challenge Test Rolls:

1. Make a test vs Jungle Warfare x2. If successful add one to your next roll. . .
2. Make a test vs Firepower x2. If successful, you kill the Foe. Discard it. If not. . .
3. Make a test vs Fire Support x2. If successful, you call in Artillery or Air support that kills the Foe. Discard it. If not. . .
4. Make a test vs Leadership x2. If successful, you are able to make an orderly retreat. Discard the Foe card.
5. Roll 1D6 to determine casualties:

Subtract your Medical Skill roll. Subtract 1D6 if you passed the Jungle Warfare Test. Add 1D6 if you failed the Firepower test.

Add 1D6 if you failed the Navigation test. Add 1D6 if you failed the Leadership test. Casualties are airlifted out on a medevac chopper.

If you passed your Firepower test get a confirmed kill point.

Booby Traps

If you fail a Jungle Warfare x2 test roll 1D6 to determine casualties: Subtract your Medical Skill.

Leadership & Diplomacy Tests

If you fail a Non-Foe Leadership test all future challenge rolls are at -1. If you fail a Non-Foe Diplomacy test go back 2D6 spaces.

Module Card List

Card Name:	Challenge:
Victor Charlie	(Foe)
Heavy Contact	(Foe) DM +1 (Worth 2 confirmed Kill Points)
Dinks in the Bush	(Foe)
Viet Cong	(Foe)

Card Name:	Challenge:
Hot Landing Zone	(Foe)
NVA Assault	(Foe) DM +1 (Worth 2 confirmed Kill Points)
Fire Zone	(Foe)
Ambushed	(Foe) DM +1
Village Warfare	(Foe) Replace Jungle Warfare with Diplomacy
Guerilla Warfare	(Foe)
Sniper	(Foe) DM +1
Charlie Owns the Night	(Foe)
Search & Destroy	(Foe) DM -1 for Fire Support Roll
Set up Ambush	(Foe) DM -1
Tunnel Complex	(Foe) DM +1 (Worth 2 confirmed Kill Points)
Bunker	(Foe)
Toe Popper	(Booby Trap) Max 1 Casualty
Punji Stakes	(Booby Trap)
Trench foot & Snakebites	(Booby Trap)
Friendly Fire	(Treat as Booby Trap)
HE Shell & Tripwire	(Booby Trap) Casualty roll +1D6
Tripwire Grenade	(Booby Trap)
Mortar Attack	(Treat as Booby Trap)
Child with Grenades	(Treat as Booby Trap)
Landmine	(Booby Trap)
Chinese Claymore	(Booby Trap) Casualty roll +1D6
Navigation Errors	Jungle Warfare x2. If failed go back 1D6 spaces
Protected by the People	Diplomacy x2
Pacification	Diplomacy x2
Winning Hearts & Minds	Diplomacy x2
Relocation	Diplomacy x2 (Counts as a Confirmed Kill)
Destroy VC Stockpile	Diplomacy x2 (Counts as a Confirmed Kill)
Interrogations	Diplomacy x2
Fragging	Leadership x2 (If failed take 1 casualty)
Torch Village	Leadership x2
Dead Marines	Leadership x2
Communist Propaganda	Leadership x2 DM -1
Short Timers	Leadership x2
Live Bait	Leadership x2
Drug Addiction	Leadership x2
Civilian Deaths	Leadership x2
1000 Yard Stare	Aid: Jungle Warfare +1
Avoid Trails	Aid: Jungle Warfare +1
Special Forces	Aid: Jungle Warfare +1
Point Squad	Aid: Jungle Warfare +1
Stay Alert	Aid: Jungle Warfare +1
Intelligence Report	Aid: Leadership +1
Chocolate Bars	Aid: Diplomacy +1
ARVN Interrogator	Aid: Diplomacy +1
Medic	Aid: Medical +1
Field Dressings	Aid: Medical +1
Fire Superiority	Aid: Firepower +1
Grenade Launchers	Aid: Firepower +1
M60 GP Machineguns	Aid: Firepower +1
M16 Rifles	Aid: Firepower +1
Defensive Perimeter	Aid: Firepower +1
Blast the Gooks	Aid: Firepower +1

Card Name:	Challenge:
Helicopter Gunship	Aid: Fire Support +1
Map Reading	Aid: Fire Support +1
Forward Observer	Aid: Fire Support +1
Artillery Barrage	Aid: Fire Support +1
Radio Contact	Aid: Fire Support +1
Napalm Strike	Aid: Fire Support +1

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Into The Valley Of Death

Introduction

Scenario for WarpQuest. for the Warpquest Core RulesWarpQuest Core Rules. Simulation of the Charge of the Light Brigade, the final phase of battle of Balaclava in 1854.

Conversion of the "Charge of the Light Brigade" game in the Solo section.

Troop Skill Table

1D6	Skill Type:
1	Speed +1
2	Ride +1
3	Morale +1

1D6	Skill Type:
4	Trooper +1
5	Fight +1
6	Tough +1

Dragoons get an additional Speed +1 Hussars get an additional Morale +1 Lancers get an additional Fight +1

Riding Skill

Add your Speed score to your Movement Roll.

Losses

Every time you fail a challenge you lose one man, unless the Card directions include the instruction

Your Men

The player controls a British cavalry group of 12 men known as a 'Troop'. All men are mounted on horses. All men are armed with a sword. One of the men is the Captain, the leader of the troop.

Another man is the Trumpeter. The other 10 men are referred to as riders. There are 3 types of Troops: Dragoons, Hussars, and Lancers.

Pick which type you want your troop to be. Your Troop has 6 random skills. Roll on the Troop Skill Table:

(safe) or otherwise instructed. Lost includes: Killed, routed, stopped, wounded, lost horse, run ahead, fall behind, etc.

Modules

There are two Modules: The First is the "Charge". The Second is the "Russian Gun Battery". There is no 'Artifact'.

When you reach the end space, you must turn around and make the return trip.

Module 1 "charge"

Card Name:	Notes:
Spur	Aid: Ride +1 or Fight +1
Horsemanship	Aid: Ride +1
Steady Pace	Aid: Ride +1
Discipline	Aid: Morale +1
Rally	Aid: Morale +1
Trumpeter	Aid: Morale +1
Captain	Aid: Morale +1
Stiff Upper Lip	Aid: Tough +1
Merely a Flesh Wound	Aid: Tough +1
Momentum	Aid: Tough +1
Leadership	Aid: Morale +1
Close Up Files	Aid: Ride +1
Blown Horse	Ride x2

Card Name:	Notes:
Flat & Level	Ride x2(safe). If successful Move forward 1D6
Flat & Even	Ride x2(safe). If successful Move forward 1D6
Trot	Ride x2(safe). If successful Move forward 1D6
Gallop	Ride x2(safe). If successful Move forward 1D6
Panicked Horses	Ride x2. If you fail go back 1D6 spaces, DM +1
Riderless Mount	Ride x2(safe). If successful gain 1 Trooper
Morale Test	Morale x2
Break Morale	Morale x2
Heavy Casualties	Morale x2
Gaps in the Line	Morale x2
Carnage	Morale x2
Officer Down	Morale x2
Stragglers	Morale x2. (safe) If successful gain one Trooper
Survivors	Morale x2. (safe) If successful gain one Trooper
Charge Falters	Morale x2. If you fail go back 1D6 spaces
Retreat	Morale x2. If you fail go back 1D6 spaces
Hesitate	Morale x2. If you fail go back 1D6 spaces
Hurried	Morale x2
Wounded Man	Ride x2. If you fail go back 1D6 spaces
Dead Horse	Ride x2. If you fail go back 1D6 spaces
Uneven Ground	Ride x2. If you fail go back 1D6 spaces
Corpse	Ride x2. If you fail go back 1D6 spaces, DM -1

Running the Gauntlet Ride x2. If you fail go back   1D6 spaces, DM -1

Smoke & Dust	Ride x2. If you fail go back 1D6 spaces, DM -1
Cannon Fire	Tough & Morale
Double Canister	Tough x2, DM +2
Canister	Tough x2, DM +2
Round Shot	Tough x2
Cannon Ball	Tough x2
Exploding Shell	Tough & Morale, DM -2
Shrapnel	Tough x2, DM -2
Musket Fire	Tough & Morale
Shot, Shell & Grape	Tough & Morale
Musket Volley	Tough x2, DM +1
Fusillade	Tough x2, DM +1
Musketry	Tough x2
Fire at Will	Tough x2
Salvo at Point Blank Range	Tough x2
Concentrated Crossfire	Tough x2
Unhorsed	Ride x2
Murderous Fire	Tough x2
Musket Balls	Tough x2
Rifle Shot	Tough x2
Wounded	Tough & Morale
Horse Shot from under him	Tough & Morale

Module 2 "russian Gun Battery"

Card Name:	Notes:
Officer with Saber	Fighting x2, DM +1
Cossacks	Fighting & Horsemanship, DM +2
Russian Cavalry	Fighting x2
Lancers	Fighting & Horsemanship
Greatcoats	Fighting x2
Brave Artilleryman	Fighting x2, DM -1
Cowering Gunner	Fighting x2, DM -2
Infantry	Fighting x2
Exhaustion	Tough x2
Fear	Morale x2
Russian Reserves	Fighting x2, DM -1
Surrender Offer	Morale x2
Complete Confusion	Morale x2
Take Prisoners	Morale x2
Melee	Fighting & Tough
Line of Bayonets	Fighting & Morale
Hopelessly Outnumbered	Fighting & Morale
Bravery	Aid: Morale +1
Charge	Aid: Fighting +1
Steadfast	Aid: Morale +1
Hold them Back	Aid: Morale +1
Scatter the Russians	Aid: Fighting +1
Sabres	Aid: Fighting +1
Pistols	Aid: Fighting +1
Lances	Aid: Fighting +1

Scoring

Get 2 points for every man that makes it back. Get 1 point for every Challenge successfully overcome.

History

Of the 673 men who went into action 113 were killed and 247 wounded.

Variant Rules

For a variant of this game click here: Charge Of The Light Brigade: Into The Valley Of DeathCharge of the Light Brigade

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.

- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

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Jail Break

Introduction

Scenario for WarpQuest. for the Warpquest Core RulesWarpQuest Core Rules. Each player takes the role of a prisoner in Dick J. Pitt Correctional Facility Medium Security Prison looking to escape through a tunnel the prisoner is digging from his cell to freedom and then driving to Mexico.

Variant Rules

There are two Modules. Both modules are 30 spaces long. Between the Modules, the player rolls for a Getaway Car. There is no Artifact, the goal is to get to Mexico (space 80) before getting caught or killed. The journey on the board is a one way trip.

Spaces on the board represent time not distance in the first module, distacne in the second. Each player starts with 6 skills. If you fail the challenge you return to space #1 unless the card says something different.

If you win the challenge, advance. The player with the most cards in the most challenge types wins. If you win a "fight" with an opponent, the opponent must go back six spaces.

Skill Table

1D6 Skill 1 Cunning 2 Smooth Talking 3 Steeling 4 Fighting 5 Shooting (if you have a gun) 6 Driving 7 Toughness 8 Agility 9 Charisma (to gain respect) 10 Stealth

Module 1: The Prison Card Name: Notes:
1. Prison Thugs, Ricky & Lee inthe Cafeteria Charisma x2 or Fighting x2
2. Collapsing Tunnel Agility x2
3. Brutal Guard Mike Procton Toughness x2
4. Race Riot Cunning x2
(if succesfull, you can dig your tunnel twice as fast, because the guards are calming down the Riot, advance 1d6 spaces)
5. Kitchen Duty Steeling x2
(if succesfull, you steel a spoon and dig with double speed, advance 1d6 spaces)
6. New Inmate Paulie With Cash Cunning x2 or Fighting x2
(if succesfull, you get the cash and by a knife, fighting +1)
6. The Aryan Gang Leader has a crush on you Fighting x2
7. Old Boxing Coach as Inmate Smooth talking x2
(if succesfull, you get boxing lessions, Fighting +1)
8. Cell Raid Cunning x2
(if unsuccesfull, you tunnel is found, goto space #1)

9. Change of Escape with the Laundry Truck Agility & Stealth
(if succesfull, goto space #31)
10. Sarah Molina, the Female Social Worker Smooth Talking x2
(if succesfull, you get a library priviledge, a good place to hide the removed earth, advance 1d6 spaces)
11. Fighting in the Shower Room Charisma x2
(if succesfull, you can keep yourself out of the fight, advance 1d6 spaces)
12. Cell Mate Martin gets a LSD flash back Fighting x2
13. Prison Pastor Rev. McGinnes Smooth Talking & Cunning
(if succesfull, you get a prayer book inside of which you can smuggle the digged earth out of your cell, advance 1d6 spaces)
14. Warden J.W.Douglass Wants to Have a Chat Charisma & Smooth Talking
15. Undercover Cop Cunning x2
16. Drug Lord Al Wants You to Pay Your Debts Smooth Talking x2
17. Fat Mike Says He Loves You Fighting x2
18. Fat Mike Sends JJ.Sleez to Beat You Up Fighting x2
19. Missunderstanding in the Gym with Jésus Charisma x2
20. Tyrone Doesn't Like You Fighting x2
21. Leonard Says He Knows What You Are Up To Cunning x2
22. Thin Leo Wants You to Beat Sleezy Allan Fighting x2
(if succesfull, Thin Leo arranges a gun to you as soon you get out)
23. Laundry Duty Stealth x2
(if succesfull, you smuggle out lots of earth from the tunnel)
24. Drug Lord Al Wants His Money Back Smooth Talking x2
25. Drug Lord Al Is Upset About the Money Smooth Talking x2
26. Fire in the Cell Block Agility & Toughness

Space #30

You got out! Now you have to find yourself a set of wheels. Roll on the Getaway Car Table: 1d6 Notes: 1 '76 Mustang Driving +1 2 '95 RedCorvette Driving +2, Stealth -2 3 '91 Lincoln Towncar 4 '89 Toyota Camry Driving -1 5 '94 Dodge Ram 4x4 6 '93 Ford 18-Wheeler Driving -1

Now you hit the road. It's 600 miles to Mexico, you have a full tank of gas, half a packet of cigarets, it's

dark and you are wearing sun glasses. It would be wise to drive straight to the boarder but you decide to stop to at every chance to get drunk on the way.

Module 2: The Road Card Name Notes:

1. You find a gun under the driver's seat No challenge,

now you have a gun.

2. Cute Hippie Hitch Hiker Girl Smooth Talking x2

(if succesfull, you have great time with the girl, advance 1d6, if unsucessfull, nothing happenes)

3. You Decide to Rob a Grocery Store Charisma x2

(if succesfull, advance 1d6)

4. You Rob a Store but the owner has a gun Shooting x2 or Agility x2

(if unsuccesfull, the Gas Station Owner shoots your brain out and you die)

5. Police Road Block Stealh & Cunning

6. Lone Highway Patrol Man Cunning x2 or Shooting x2

7. Road Side Café with Tough Truckers Fighting x2

8. '76 Mustand Parked in front of a McDonald's Stealing x2

(if succesfull, you can (you don't have to) take this car, if unsuccesfull, nothing happenes)

9. Roadside Café with a Bunch of Bikers Charisma x2 or Fighting x2

10. Harley Davidson parked in front of a bar Stealing x2

(if succesfull, you can (you don't have to) take this bike (Driving +1), if unsuccesfull, nothing happenes)

11. High Way Patrol Car Spots You Driving x2

12. Local Sheriff Spots You Driving By Driving x2

13. Drug Lord Al's Friends Find You in a Bar Fighting x2

14. Bear in the Air, A Cop Helicopter Driving x2

15. You Decide to Pay a Visit to an Old Lover Smooth Talking x2

(if succesfull, she hides you till the Police stops searching you, advance 1d6)

16. You Pay a Visit to a Local Arms Dealer Smooth Talking x2

(if succesfull, you get a gun)

17. Inmate Jésus' Brother Sells You a Gun No Challenge

you have a gun now.

18. You Decide to Rob a Small Town Bank Shooting x2

19. Cute Girl on the Side Walk Smooth Talking x2

(if succesfull, the girl hides you for a week. Advance 1d6)

20. Boozed Up College Students in a Bar Fighting x2

21. US Marshall Service Agents Chasing You Driving x2

22. A US Marshall Spots You in A Bar Agility x2

(if succesfull, you manage to escape though a window)

23. FBI Agents Spot You on Side Walk Agility x2

(if succesfull, you manage to escape over a fence)

24. Some Local Boys Want to Whoop Your Ass Fighting x2

25. Road Block Cunning & Stealth

26. Bar Fight Fighting x2

When you reach space #60, you are safe in Mexico. Now you have to keep a low profile and take it easy not to get caught. Of course you won't do it and you are caught within a week and returned to your cell in Dick J. Pitt Correctional Facility.

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Jugger

Preface

Warp Play = Warpspawn Roleplaying. Roleplaying universe. Work in progress.

Readers are encouraged to submit material.

Introduction

Fantasy Setting. Mighty Juggernaughts do battle.

Miniatures Rules

Click **??**here for the tactical rules.

Origins Of The Jugger Age

In the year 4835 A.F. two Orc tribes, the Gurak Blood Spitters and the Hurga Snaggle Tooths joined forces to lay siege to the Meddian city of Findel. Reinforcements for Findel were at least two weeks away. The city was defended by only a stone wall and a small garrison. The orcs had excellent engineers in both camps. The war chiefs decided to attack using a combination of mining, sapping, artillery, and siege towers. Within days the walls were breached in several places and plans were made for the final assault. Things looked hopeless for the Meddians. The orc chiefs then began to argue over who should get to keep the city when the siege was over. Both tribes were nomadic and they originally agreed to help each other capture a city. Orcs often use trial by combat to resolve disputes. Champions were selected but Saggor, an engineer suggested they use siege towers instead. This proposal was met with great enthusiasm. Two siege towers were dragged away from the walls and brought to face each other. Within minutes both were reduced to large piles of firewood. A tie being unacceptable, both sides agreed to a rematch. Two days latter each side revealed their new champions which were twice as large as the original siege towers. The Gurak construction was filled with battering rams.

The Hurgas model had a multitude of arms with spiked fists. The titans traded great shattering blows to the cheers of watching orcs and Meddians. Both hulks were smashed to pieces. The shamans made burnt offerings to the war gods and the chiefs agreed to yet another challenge. During the third day of construction an unexpected relief force from Bonheim arrived and drove the Orcs all the way back to Garu Gak. All over the continent everyone was talking about the battle between these so called juggernaughts. During the following months the surviving Guracks marched on Findel with seven 'juggers' and crushed it flat. The Hurga launched a similar attack against the elves.

These initial armies of juggers were defeated at great cost. By the end of the conflict known as the first jugger war all of the major races were building their own prototype war machines.

Excerpted from: "Modern Jugger Tactics" by Ulmon Ironshanks, Retired captain & dwarven loremaster.

Chronicles Of The Jugger Wars

The new orcish monstrosities have been churning up the forest. Many tree homes have been crushed under their giant wheels. It makes an elf look back fondly on the days when the orcs merely tried to burn the forest down. After all, its easy enough to summon a good size rainstorm. It took four mages but we were finaly able to bring down one of the hulks. Lorith hit the control chamber with a fireball and the whole thing exploded. I myself have only enough strength left to cast another spell or two today. Korvis was the most weakened so we teleported him to the city state of Ibion to warn them. The rest of us will try to delay the cohort for as long as possible before they find a shallow place to ford the river. Dorah grabbed my arm. "I hear another one coming." The ground started to shake. I could hear trees splintering. I readied my runestaff. Over the top of the treeline I could make out a set of great sails. Lorith was first able to speak. "I don't believe it!" Before us was an Ibion sailing ship set on wheels. Aboard was Korvis grinning like a mad elf. "Ho wizards! Do you think this will make a fine surprise for our orc friends?!" "That was quick" said Lorith. Korvis's demeanor darkened a little. "The archmage is unconscious" he said. I felt a catch in my breath.

The effort to get the Ibion vessel here as quickly as possible meant that the archmage had risked a huge teleportation - at considerable personal cost. "So Ibia is defenseless? whispered Dorah. No-one replied. With the archmage recovering, with the orcs becoming bolder and with their unprecedented use of machines we all knew that within weeks the Ibion Council would fall. Korvis was suddenly backlit by a powerful explosion. Another orc machine burned with sinister green flame . I felt a sickening certainty that one of our own had been seriously injured in this small victory. Lorith and Dorah began climbing the rope ladder into the vessel. Korvis was watching me as I new he would. Would I fail him again ,as he believed I had the first time we had attempted to enter the orc lands?

Juggernaughts

Juggers or Jugs are giant war machines constructed with medieval technology. They are built out

of wood and iron. Jugs require large crews to operate them. Historically, juggers are an evolution of the siege tower.

History Of Propulsion

The earliest juggers used men and horses to propel them. The various races of Lantasia quickly developed more sophisticated means of propulsion. The men of Meddia use wood burning engines. The Garu Gak orcs burn coal. The Shadudanese goblins use special mixtures of marsh gas produced by their alchemists as fuel. The Durngard dwarf engines use coal heated steam. The gnomes of Undell fuel their machines with alcohol. The desert men of Zuranti use a black oil they find under the sands. The elves of Eliwyn use a combination of sails and strong elemental magic. The Voorlock use the muscle power of chained demons to drive their fearsome constructs.

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Legend Of The Five Rings Skirmish

Introduction

Board & card game for 2 players. Based on the Legend of the Five Rings Games. Each figure represents a Hero or a company or unit of men.

Disclaimer

Legend of the Five Rings is a copyrighted property. This is merely a fan site.

Victory

You win if you kill your opponents Warlord.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units. Each player starts with 16 units: 4 Infantry 4 Cavalry 4 Archers 1 Warlord 1 Champion 1 Shugenja 1 Special Unit (Depends on Clan) Infantry, Cavalry, and Archers are bushi. Other units are Heroes.

Setup

Each player picks one Clan. Each player places one unit on each square of his back two rows. Units may not stack.

Hits

A unit reduced to 0 Hits is killed. Bushi have one hit each. Warlords and Champions have 3 Hits. Shugenja and Special units have 2 Hits.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
- Orders Phase
- Move Phase
- Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Cavalry and Heroes may use Fast type movement cards. Units cannot move through other units.

The move card has a number. This is the number of spaces the unit moves. Moves are diagonal or orthogonal.

"Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving up to 3 units forward the indicated number of spaces using a single move card. A unit can only make one move per turn.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack takes 1 hit of damage.

Units cannot attack through other units except for Archers and Spells. Your opponent may play certain Defense cards to negate your attack. A unit can only make one attack per turn.

Champions can make two attacks per turn (using two attack cards)

Power Cards

Each clan can use Power cards to different effects.

Card List Notation

M Movement
A Attack
D Defense
X Special Card
P Power Card (effect depents on unit & clan identity)
K as a Knight would move in Chess
N Negate target Move card
Type Purpose of card

Only cavalry and Heroes can use Cavalry cards Archers can only attack using Archer cards. Only Warlords, Champions and Archers can use Archer cards. Only Shugenja can use spells.

OMD1RC = Opponent must discard 1 random card from hand.

Card List

Card Name:	#	Range	Type	Notes:
March	7	1	M	Use by All
Double Time	6	2	M	Use by All
Charge	5	3	M	Use by All
Maneuver	4	K	M	Use by All
Canter	3	4	M	Use by Cavalry
Gallop	2	5	M	Use by Cavalry
Difficult Ground	1	-	N	
Superior Tactics	1	-	X	Discard to draw 3 cards
Katana	4	1	A	All except Archers & Shugenja
No Dachi	4	1	A	All except Archers & Shugenja
Yari	4	2	A	All except Archers & Shugenja
Naginata	4	2	A	All except Archers & Shugenja
Bows	4	3	A	Use by Archers
Arrows	4	4	A	Use by Archers
Armor	3	-	D	All except Archers & Shugenja
Hold Ground	3	-	D	All except Archers & Shugenja
Ying Power Card	4	-	P	
Yang Power Card	4	-	P	
Mists of Illusion	1	-	D	Spell; Target any friendly unit
Wind-Borne Speed	1	4	M	Spell; Target any friendly unit
Earthquake	1	4	A	Spell; Attack originates from caster
Fires of Purity	1	1	A	Spell; Attack originates from caster
Castle of Water	1	-	D	Spell; Target any friendly unit
Iajutsu Challenge	2	1	A	Hero vs Hero
Higher Ground	1	5	A	Use by Archers
Rally	1	-	D	Bushi Adjacent to friendly Hero
Fist of the Earth	1	3	A	Spell; Attack originates from caster
Brilliant Victory	1	-	X	Draw 3 cards if you just killed a Hero
Contentious Terrain	1	-	N	
Shield Wall	1	-	D	vs Archer attack
Dispersive Terrain	1	-	N	
Diversionary Tactics	1	-	X	Opponent discards 2 cards
Wheel of Fate	1	-	X	Spell: Draw 3 cards
Charge	1	1	A	Use by Cavalry & Infantry
Jade Arrow	1	3	A	Use by Hero
Strength of Purity	1	-	D	Use by Hero
Unexpected Allies	1	K	M	Plus draw 1 card
Another Time	1	-	D	Hero vs Hero
Reserve Movement	1	3	M	Use by Bushi
Traversable Terrain	1	4	M	Plus draw 1 card
Call Upon the Wind	1	-	X	Spell: Look at opponent's hand
Look into the Void	1	-	X	Spell: Look at next 7 cards in deck
Fiery Wrath	1	5	A	Spell: Originates from caster
Deadly Ground	1	-	D	Negate Defense card
Treacherous Terrain	1	-	N	OMD1RC
Blazing Arrows	1	3	A	Use by Archers
Shriken of Serpents	1	2	A	Spell: Originates from caster
The Fire from Within	1	3	A	Spell: Originates from caster
Biting Steel	1	1	A	Spell: Use by any Hero
Block Supply Lines	1	-	X	Opponent skips draw phase
The Arrow Knows the Way	1	4	A	Hero vs Hero
Disharmony	1	-	X	Spell: Negate target Spell

Card Name:	#	Range	Type	Notes:
Walking the Way	1	-	X	Spell: Search deck for card & keep it
Entrapping Terrain	1	-	N	OMD1RC
Accessible Terrain	1	3	M	Plus Draw 1 card
Encircled Terrain	1	K	M	OMD1RC
The Armor of Sun Tao	1	-	D	Use by Hero
Scout	1	-	X	Look at opponents hand. OMD1RC
The Fury of Osano Wo	1	3	A	Spell: Originates from caster
Final Breath	1	1	A	Use by Hero just killed
Strike with No Thought	1	1	A	Use by Hero only
Strike at the Roots	1	-	X	Spell: Opponent discards 3 cards
Careful Planning	1	-	X	Draw 3 cards
Occupied Terrain	1	-	N	Plus Draw 1 card
Arrows from the Woods	1	1	A	Use by Archers
Way of Deception	1	-	X	Switch location of 2 of your units
Meditation	1	-	X	Draw 2 cards

Clan Lists

Clan lists describe:
- Variations to the basic army unit type composition.
- How units of that clan can use Power cards.
- Special powers of Special units.

Crab Clan

Power cards can be used 2 ways:
- Ying: Berserk: Attack = 1
- Yang: Armor of the Crab: Defense

The special unit is the Task Master. The Task Master can discard a power card to: Move any adjacent friendly bushi 2 or 3 spaces or Whip: Attack = 2

Crane Clan

Power cards can be used 2 ways:
- Ying: Ijatsu Attack: Attack = 1 as a second attack made by one unit on the same or a different target.
- Yang: Sudden Strike: Defense plus you may immediately play an attack card by any unit.

The special unit is the Magistrate. The Magistrate can discard a power card for: Defense vs any attack made against self or a Crane unit within 3 spaces.

Dragon Clan

Power cards can be used 2 ways:
- Ying: Two Swords: Attack = 1 as a second attack made by one unit on the same or a different target.
- Yang: Dragon Magic: Defense

The special unit is the Tattooed Man. The Tattooed Man can discard a power card for: Move = 1 or Attack = 1.

Lion Clan

Power cards can be used 2 ways:
- Ying: Strength of Purity: Move =1 and then Attack = 1.
- Yang: Hand of Destiny: Negate a defense card or power card used by opponent.

The special unit is the Tactician. The Tactician can discard a power card to: Move 1-3 friendly units 1-2 spaces.

Naga Clan

Power cards can be used 2 ways:
- Ying: Weaving Movements: Defense vs Range = 1 Attacks
- Yang: Polearms: Attack = 2

The special unit is the Slayer. The Slayer can discard a power card for: Attack = 1 as a second attack made by self on the same or a different target. Naga have no Cavalry, they have 6 Archers & 6 Infantry.

All Naga can use the Canter Movement card.

Phoenix Clan

Power cards can be used 2 ways:
- Ying: Master Archers: Archer Attack = 3
- Yang: Elemental Magic: Attack = 2

The special unit is the Elemental Master. All Phoenix Heroes can cast spells.

Scorpion Clan

Power cards can be used 2 ways:
- Ying: Ninja Ways: Move = K
- Yang: Scorpion Strike: Attack = 1

The special unit is the Saboteur. The Saboteur can discard a power card to: Cause opponent to discard a random card.

Unicorn Clan

Power cards can be used 2 ways:
- Ying: Riders: Move = 4
- Yang: Charge: Move = 3 and then Attack = 1

The special unit is the Scout. The Scout can discard a power card to: Move = K or Defense of Self All Unicorn bushi are mounted and can use cavalry movement cards. All Unicorn Heroes can use up to 2 move cards per turn.

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Lighter Than Air Warfare

by Dale Poole

A modified version of Lloyd Krassner's ZEPPELIN BATTLES of the GREAT WAR, Adapted for Play-by-E-Mail

Introduction

Imagine if Orville and Wilbur Wright did not successfully fly their powered airplane in 1903, but instead ten years later. In such an alternate history there would be no effective combat airplanes. Commitments in military research and industrial production might have instead, focused on the Zeppelin as a weapon carrier. This game provides a tactical simulation of such Zeppelin warfare.

The Ships

Zeppelins as depicted in this game, have three statistics; Movement Points, Cargo Slots and an amount of Gas, all measured in arbitrary units.

Movement Points are outlined below. They determine the maximum distance a Zeppelin can travel in a turn.

Cargo Slots hold Weapons, Ammunition, Personnel and possibly other items as may be required by a given scenario.

Gas determines your Zeppelin's buoyancy - if you lose all of your Gas, you plummet to the ground!

Each Zeppelin in your fleet requires the expenditure of Resource Points, and must be further equipped with various items at a further cost in Resource Points.

Zeppelin Unit Types Table

Airship Class	Cargo Slots	Move Points	Hydrogen Gas	Cost in Resource Points
–	–	–	–	–
Scout	2	5	10	17
Escort	3	4	20	27
Destroyer	4	4	30	38
Frigate	5	3	40	48
Cruiser	6	3	50	59
Battleship	7	2	60	69

Weapons Cargo Table

Weapons	Cargo Slots	Range	Ammo	To hit on 1D6	Cost in Resource Points
–	–	–	–	–	–
Large Cannon	2	15	5	1-3	18
Small Cannon	1	10	10	1-4	14
Machine Gun	1	6	20	1-5	11
Flame Thrower	1	3	5	1-3	6
Small Arms*	0	4	Unlimited	1-3	7

*every Zeppelin can be equipped with one Small Arms, an no Cargo Slot cost

Other Cargo	Cargo Slots	Notes
–	–	–
Engine	1	Increase Base Speed +1
Ammo	1	10 Large or 20 Small Cannon Shots.
Patch Crew	1	Repair Punctures and put out fires.

	Cargo	-
Gas Tanks	1	10 Gas
Bombs	1	May be dropped on Zeps.
	-	Target destroyed on roll of 1-3 on 1D6.
Passengers	1	May function as 'Small Arms' weapon
Bulk Cargo	1	May apply to scenario victory conditions

Basic Turn Sequence

1. Determine Initiative
2. Submit Movement Orders
3. Map Update
4. Submit Combat Orders
5. Wind Randomization
6. Map Update
7. Resolve Combat and Damage
8. Make Repairs

Initiative

- initiative is determined by a simple die with the highest roll winning the initiative. All ties are re-rolled.
- initiative is determined for all players before movement occurs.
- the player with initiative chooses whether he will move first or last.
- if he chooses to move last, then initiative takes place in the reverse order of the rolls, with the lowest roller playing first, then the next lower and so on.
- if he choose to move first, then initiative takes place with the initiative winner moving first, then the next highest roll moving and so forth.
- on subsequent turns, a die roll is made as usual, however the winner of initiative in the previous turn determines if initiative will take place high to low or low to high.

Movement

- in each turn a Zeppelin can increase or decrease speed, changing facing (direction) gain or lose altitude
- Zeppelins have a maximum number of Movement Points, which determines how many hexes the Zeppelin can move.
- a Zeppelin can never move more than it's maximum Movement Points in "Orders" (see 'Winds' below)
- a Zeppelin may be ordered to move zero in which case it will remain in place
- 1 Movement Point is expended to change direction my one hex face; Zeppelins will always face a hex side
- 1 Movement Point is expended for each step of altitude gained or lost
- there are 10 steps of altitude, with '0' being ground level
- Zeppelins will also lose altitude when they start losing Gas
- after Combat Orders are received, all Zeppelins are subjected to a randomized Wind Effect

Winds Table

1D12	Wind Direction
1	NW
2	N
3	NE
4	SE
5	S
6	SW
7	W
8	E
9	Zep rotates to left 60 degrees. Do not roll Wind speed.
10	Zep rotates to right 60 degrees. Do not roll Wind speed.
11	Zep pushed up 1 Altitude step. Do not roll Wind speed.
12	Zep pushed down 1 Altitude step. Do not roll Wind speed.

1D6	Wind Speed		1D6	Wind Speed
1	0		4	1
2	0		5	2

1D6	Wind Speed
3	1

1D6	Wind Speed
6	2

COMBAT and DAMAGE
- each weapon on your Zeppelin may fire once per turn
- each weapon fires out of one set 90 degree Arc of Fire; Forward, Aft, Starboard, or Port
- small arms fire can take place in any Arc of Fire and may change from Turn to Turn
- targets must be at the same altitude or up to 2 altitude steps below
- all Combat is simultaneous as per Orders

Damage Table

Damage Result	Flamethrw	Small	Machine Gun	–
on 1D20	L.Cannon	Cannon	Small Arms	Notes
–	–	–	–	–
Cargo Hit	1	1	1	1 random cargo destroyed
Steering Hit	2	2	2	Zep cannot turn
Engine Hit	3	3	3	Base Speed -1
Cabin Hit	4	4	4	Spark- Zep catches on fire
Minor Puncture	5-7	5-14	5-20	-1 Gas per turn until patched
Major Puncture	8-12	15-19	-	-2 Gas per turn until patched
Crit Puncture	13-18	20	-	-3 Gas per turn until patched
Blowout	19-20	-	-	Zeppelin Destroyed

- if Ammo, Gas Tanks, or Bombs are hit, the Zep suffers Blowout.
- a Zeppelin hit by a flamethrower is considered to be 'in flames'and must roll on the flamethrower damage column once each subsequent turn until a patch crew puts the flames out.
- each turn a Zeppelin is at 50% or less Gas, it loses 1 altitude step
- each turn a Zeppelin is at 25% or less Gas, it loses 2 altitude steps

Repairs
- Patch Crews can repair Gas Leaks and Punctures
- a Patch Crew can do one of the following, each turn:
- * extinguish a fire
- * patch a Critical Puncture to a Major Puncture
- * patch a Major Puncture to a Minor Puncture
- * patch a Minor Puncture, preventing further Gas loss

Building Your Fleet
Here are some example Zeppelins:

Escort:	The Blitzkrieger:	L.Cannon - Forward
-		S.Cannon - Forward
-		Machine Gun - Aft
Total -		70 Resource Points

Battleship:	The Bismark:	Flamethrower- Forward
-		S.Cannon - Starboard
-		S.Cannon - Port
-		L.Cannon - Aft
-		Patch Crew
-		Engine
-		Bomb
Total -		139 Resource points

Cruiser:	The Victoria:	L.Cannon - Forward
-		Machine Gun - Forward
-		S.Cannon - Aft
-		L.Cannon Ammo

Cruiser:	The Victoria:	L.Cannon - Forward
-		2 Patch Crews
Total -		132 Resource points

Destroyer:	The Liverpool:	S.Cannon - Forward
-	S.Cannon - Forward
-	Machine Gun
-	S.Cannon Ammo

Destroyer:	The Liverpool:	S.Cannon - Forward
-	Engine
Total -	90 Resources Points

Play-by-e-mail Notes

Die Rolls

In order to smooth game play and keep the randomization afforded by Die Rolls, each player is required to submit a list of die rolls to the Referee, prior to the start of the game.

The Referee will provide the details of which Die Roll Server to use, as well as which and how many of each Die Roll is required. When the Die Rolls for each player are received, Initiative will be determined.

For those who are interested, the Die Roll Server will create the list with your Player Name on it and the list will be e-mailed to the Referee. This prevents a player from stacking their rolls.

At the end of each game the Referee can mail the list of rolls received and used so far, to any player who makes the request. This allows the Player the opportunity to double check the Referee's work.

At the end of the game, the complete list of Rolls submitted to each player, will be mailed to each player, showing the complete list and each roll used on their behalf.

Note that your opponent's rolls will *never* be revealed to you - Die Rolls are a matter strictly reserved between each individual Player and the Referee.

Map Updates

Turn Sequence 3 and 6 are 'Map Updates', provided to allow the player some opportunity to exercise his own brand of tactics. These Map Updates will be provided on the game website, as soon as Movement Orders are received (in the case of Turn Sequence 3), and Combat Orders are received (in the case of Turn Sequence 6). Please feel free to check the site as often as you like.

Adaptations

Lloyd Krassner's ZEPPELIN BATTLES of the GREAT WAR was originally conceived as a table top game, designed to be played on a physical map with figures or counters to represent your Zeppelins and other support props such as dice.

Some obvious modification were required to fit the game into the PBeM format.

Most notably are the introduction of the 'Map Update' Turn impulses and the elimination of random dice throws for things like Damage, Patch Crew Repairs, and Altitude Loss due to Gas Loss.

Initiative was significantly changed, to allow some tactical decision making on the part of the players. Initiative is usually regarding as the luck of the dice, something the player can't influence. Now there is a reason to hope to get the initiative and important decisions to make if you do. That decision may not always be to your benefit. Along with Wind Effects, the Initiative system simulates the inaccuracies of positioning and firing from a highly vulnerable platform.

Finally, a point system was introduced in an effort to achieve some sort of game balance while maintaining the players' ability to exercise their own decision making. This is my first attempt at a point system, and all point values were assigned in a highly arbitrary manner! I would be interested in hearing what changes you think would improve the game.

Please give Lloyd the honour he deserves for this game by visiting his website if you haven't already done so. Send him your comments and while you're there, check out some of the myriad other games Lloyd has created - he has a fabulous mind and as a game designer I know he craves feedback of almost any type on his work!

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Lost Continent Of Atlantis

Introduction

Module 1 represents Deep Sea travel by Submarine. Module 2 represents Exploration of the Lost Continent using Diving Suits. The Artifact is the Pearl Trident of Atlantis.

Module 1 Submarine Card List

Card Name:	Notes:
Undersea Pirates	Combat X 2
Undersea Eruption	Science X 2 or Agility X 2
Air Leak	Sailing & Mechanics
Submersible Floods	Sailing X 2 or Mechanics X 2
Stale Air	Science & Sailing
The Bends	Science X 2
Nitrogen Narcosis	Personality X 2
Dive too Deep	Science & Survival
Crushing Pressure	Science & Mechanics
Giant Squid	Combat X 2
Abyss	Sailing X 2: If Failed Miss 1 Turn
Giant Octopus	Combat X 2
Seaweed	Agility X 2 or Science X 2: If Failed Miss 1 Turn
Lost at Sea	Sailing & Survival or Science X 2: If Failed Miss 1 Turn
Great Storm	Sailing X 2: If Failed Miss 1 Turn
Benthic Vortex	Sailing & Agility
Sperm Whales	Combat X 2
Depth Charges	Agility X 2
Dolphin Pod	Linguistics & Personality: If successful move forward 1D6 spaces
Sea Mines	Agility X 2
Boarded by Warship	Personality X 2
Sonar	Aid: Agility +1 in this Module only
Torpedo	Aid: Combat +1 in this Module only
Ancient Texts	Linguistics X 2: If successful move forward 1D6 spaces
Equipment Failure	Survival X 2 or Mechanics X 2
Red Tide	Science X 2: If Failed Miss 1 Turn
Steering Jammed	Sailing X 2 or Mechanics X 2

Module 1 Sunken City Card List

Card Name:	Notes:
Diving Suit Torn	Survival X 2
Run out of Air	Survival X 2
Giant Clam	Strength X 2
Giant Crab	Combat & Strength
Killer Whale	Combat X 2
Dolphin Guide	Linguistics & Personality: If successful move forward 1D6 spaces

Card Name:	Notes:
Great White Shark	Combat X 2
Hammerhead Sharks	Combat X 2
Harpoon	Aid: Combat +1
Sirens Song	Strength X 2
Mermaids	Personality X 2
Coral Labyrinth	Survival X 2: If Failed Miss 1 Turn
Merfolk	Combat X 2 or Personality X 2
Moray Eels	Agility X 2
Manta Rays	Agility X 2
Barracuda	Agility & Combat
Giant Man-o-War	Combat X 2 or Agility X 2
Rune Stones	Linguistics X 2
Falling Pillars	Agility X 2 or Strength X 2
Lost Tools	Survival X 2 or Mechanics X 2
Mutiny	Personality X 2
Discovery	Linguistics X 2: If successful move forward 1D6 spaces
Recovery	Recover one random lost party member
Hydrothermal Vent	Science X 2

Sample Adventuring Party

Leader: Dr Nemus, Visionary scientist and utopian Skills: Personality, Science, Mechanical, Sailing, Linguistics

Companion: Crew of the Nautaloid Skills: Combat, Survival, Strength

Lesser Companion: Ensign Francesco Skills: Personality

Companion: Bancroft, the first Mate Skills: Agility, Combat

Companion: Phelps, English Sailor Skills: Sailing, Combat, Strength

Lesser Companion: Morris, Chief Engineer Skills: Mechanics

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Preface

Warp Play = Warpspawn Roleplaying. Roleplaying universe. Work in progress.

Readers are encouraged to submit material.

Introduction

Sciencefiction Setting. Moonbase gone Mad.

The Moonbase

Very large, complex, miles of underground tunnels and levels.

Characters

Characters belong to one of several enclaves.

Enclaves

Survivalists Militants Cannibals Robots Androids Cyborgs Mutants

Adventures

Conflict between enclaves. Finding Water, Food, Oxygen, Energy, Spare Parts, etc.

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Malta Convoy

Introduction

Solo dice game. WWII Simulation of the Allied relief convoy to the British Island Stronghold of Malta August 3rd, 1942. Also known as Operation Pedestal.

Materials

Paper, pencil, 1-2 six sided dice, nobody to play with.

Convoy Composition

Ship Type:	Number of Ships:	Notes:
Cargo Ships	3D6	Merchant Men
Oil Tankers	1D6	-
Aircraft Carriers	1D3	-
Cruisers	1D6 + 6	Warship
Destroyers	3D6 + 20	Warship

Record how many of each type of ship you have.

Length Of Journey

The game will last 20 + 1D6 Turns Make a column of that many boxes on a piece of paper. Number the boxes.

Friendly Waters

The convoy will not be attacked for the first 1D6 turns.

1D6	Contact:	Notes:
1	Dumb Luck	-1 to this roll next turn
2-3	No Contact	Turn Ends
4	Reconnaissance Plane	+2 to this roll next turn
5	Surprise Contact	Force Size -1
6	Contact	Force Size No Change
7	Sortie	Force Size +1
8	Attack Force	Force Size +2

Enemy Force

If contact is made roll to see what type:

1D6	Type:	Notes:
1	U-boats	Force Size -1
2-3	Italian Air force	Attack Rolls -1
4-5	German Air Force	Attack Rolls +1
6	Combined Air Force	Force Size +1

Force Size

Roll 1D6. The result of this roll is the Force Size of the enemy force. The Force size is a minimum of 1 with Modifications.

Covering Force Returns

When you are halfway through the trip roll 1D6 for each of your remaining Aircraft Carriers. On a roll of 4-6 they return to their bases with 3 +1D6 warships each.

Contact

Every turn make one contact roll.

Interception

Make 3 Interception Rolls. Make one additional roll for every Aircraft Carrier you have. Make one less roll if all of your cruisers are destroyed.

Make one less roll if all of your destroyers are destroyed. For every roll of 1 on 1D6 the size of the attacking enemy force is reduced by one.

Enemy Attacks

(Attack Rolls) Roll a number of times equal to the enemy force size:

1D6	Damage:
1-2	Miss
3-4	Ship Damaged
5-6	Ship Destroyed

1D6	Type:
1	Tanker
2	Cargo Ship
3-4	Aircraft Carrier

If there are no Aircraft carriers left treat the result as a Cargo Ship. If you already have a damaged ship of a certain type and you get another 'Ship damaged or destroyed' result for that type there is a 1-3 in 1D6 chance that the damaged ship is hit again and sunk.

Options

You may take an option at the very beginning of your turn. You cannot take another option if you are currently using one.

Decoy Option

Once during the trip you may send out a dummy convoy. Target rolls +2 for 1D6 turns. Get 1 less intercept roll.

Split Option

Once during the trip you may split up the fleet (Every ship for himself). Force Size -1 for 1D6 turns. Contact rolls are at +1.

Targets

(Target Rolls) If a ship is damaged or destroyed make a Target roll to see which type:

1D6	Type:
5	Cruiser
6	Destroyer

Evade Option

Once during the trip you may take an evasive route. Contact rolls at -2 for 1D6 turns. Game length increases by 1D3 turns.

Screen Option

Once during the trip you may set up a screen of warships to face the enemy routes of advance. Get two additional Intercept rolls for 1D6 turns. Attack rolls are at +1.

Scoring

Start with 100 points. Lose 2 points for every cargo ship lost. Lose 1 point for every cruiser lost.

Lose 3 points for every tanker lost. Lose 5 points for every aircraft carrier lost. Gain 1 point for every Interception.

Lose 10 points if all of your Tankers are destroyed. Lose 10 points if all of your Cargo ships are destroyed.

Support Page

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Martian Cloudships

Introduction

Board & card game for 2 players. Battle between a Band of Martian Cloudships and a British (Victorian) Expeditionary Force. Alternate Fantasy Universe circa late 1800's.

Abstract skirmish level aerial combat. Each figure represents a single Ship (unit). Note: Vessels achieve weightlessness by carrying Quantities of distilled Essence of Ether.

Victory

You win if you Destroy the opposing Flagship.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. Each Player has 3 types of Ships.

Victorian Fleet Table

#	Type	Hits	Notes
1	Frigate	3	Flagship
2	Monitor	2	-
5	Gunship	1	-

Number of that type of Ship you start the game with.
Hits Number of Hits that type of Ship has.

Martian Fleet Table

#	Type	Hits	Notes
1	Warbarge	3	Flagship
2	Galley	2	-
5	Cog	1	-

Number of that type of Ship you start the game with.
Hits Number of Hits that type of Ship has.

Setup

Each player places one Ship on each square of his back row. Ships may not stack.

The Cards

Each Player has their own unique deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Orders Phase
2. Maneuver Phase
3. Fire Phase

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

The Fleet Tables list what type of Move cards each unit can use. Moves can be diagonal or orthogonal. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Each attack does one point of damage.

Use Chits or coins to record damage. A ship reduced to 0 Hits is destroyed and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

Card List Notation

M Movement
A Attack
D Defense
X Special
K as a Knight would move in Chess
Type Purpose of card
Number of that card in the Deck.

Victorian Card List

Card Name:	#	Range	Type	Notes
Marines	1	1	A	Swords & Bayonets
Rifles & Pistols	1	2	A	
Gattling Gun	1	2	A	
Grapeshot	1	3	A	
Cannon Ball	1	4	A	Solid Shot
Ether Torpedo	1	6	A	
Bomb	1	1	A	Dropped from Above
Mortar	1	K	A	
Canister	1	2	A	
Shrapnel	1	5	A	Shells
Rockets	1	5	A	
Broadsides	1	4	A	
Turrets	1	-	D	Armored
Steel Hull	1	-	D	
Men of Iron	1	-	D	
Steam Powered	2	1	M	
Coal Burning	2	2	M	
Propellors	2	3	M	
Pick up Speed	2	4	M	
Stoke the Fires	2	5	M	
Full Steam Ahead	2	6	M	

Martian Card List

Card Name:	#	Range	Type	Notes
Ram	1	1	A	Piercing
Warriors	1	1	A	Spears & Whips
Needlers	1	2	A	Air Guns
Fire Belcher	1	3	A	Flame Thrower
Lightning Projector	1	K	A	Tessla Coils
Rock Lobber	1	5	A	Catapult
Death Gliders	1	6	A	With Incendiary Bombs
Web Caster	1	2	A	Weighted Sticky Nets
Heat Ray	1	4	A	Mirrors
Spear Chucker	1	4	A	Giant Ballistae
Gasser	1	2	A	Poison Gas
Acid Sprayer	1	3	A	
Hide in the Clouds	1	-	D	
Crystal Hull	1	-	D	
Swift Evasion	1	-	D	
Etheral Oars	2	1	M	
Unfurl	2	2	M	
Glide	2	3	M	
Sails	2	4	M	
Wind Borne	2	5	M	
Gale	2	6	M	

Inspirational Links

Landship Game Check this game out by Rabbidger-bil.

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Medieval Keep

Introduction

Multiplayer card game or Solo rules. "Historical" version of Borderkeep. Each player controls a small town in a medieval setting.

Every turn players build structures and hire defenders to protect their town. Some cards are used to send invaders and disasters to destroy your opponent's towns.

The Deck

The deck has 1 of each of the cards listed. These will have to be constructed before play is possible.

Defenders

Defenders are not represented by cards. Use paper and pencil to record what type and how many defenders you control.

Setup

Six sided dice (D6) are needed. Roll high on 1D6 to determine turn order. Players start with a hand of 7 cards.

Each player starts with 30 gold. Each player starts with 2 guards. Each players town starts with a castle with 4 walls, and an income = 3 gold.

Gold can be used to substitute for any other commodity on a one to one basis.

Object

Have the most defenders and structures at the end of the game. Each defender and structure is worth 1 victory point. The game ends when the last card is drawn from the deck.

In a multiplayer game, the game ends if all but one player's town is destroyed.

Turn Sequence

Players take turns. Each turn has 5 phases:
1. Draw Phase
2. Upkeep Phase
3. Production Phase
4. Build Phase
5. Attack Phase
6. Heal Phase

The Golden Rule

In all situations, Gold can be used to substitute for any other commodity on a one to one basis.

Draw Phase

Draw one card. Max hand size = 7. Discard excess cards.

Upkeep Phase

All defenders have an upkeep = 1 food or weapon. If the upkeep is not paid the defender deserts.

Revenue Phase

Collect revenue from all structures and defenders that produce revenue. Revenue comes in different forms: Gold, food, etc. Keep tract of each form of revenue.

Build Phase

Put structures and defenders into play by paying their cost. Defenders must be paid for in food and/or weapons. Structures must be paid for in half wood and half stone.

All players can recruit guards. Other types of defenders require the appropriate structure type for them to be available for recruitment.

Defender List

Card Name:	Cost	Init	AD	Hits	Notes
Guards	5	1	2	2	
Swordsmen	7	2	3	2	
Shieldmen	6	1	2	3	
Halberdiers	9	3	4	2	
Archers	8	6	1	1	Missile
Crossbowmen	9	5	3	1	Missile

Card Name:	Cost	Init	AD	Hits	Notes
Handgunners	8	4	3	1	Missile
Longbowmen	10	7	2	1	Missile
Light Horsemen	7	3	2	2	Mounted
Medium Cavalry	9	3	3	3	Mounted
Knights	11	3	4	4	Mounted

Attack Phase

Players cannot play attack cards until turn 3. Attack cards include Disasters & Invaders. Play one Attack card on the opponent to your left.

If you have more than one attack card, you may play the additional card on the next player, and so on. Resolve disasters according to the card text. Resolution of battles with invaders may take several segments.

The invader and all defenders attack once during the segment. Attack order is determined by each cards initiative. Initiative = 10 attacks before Init = 9, and so on.

All cards of the same initiative level attack simultaneously. An attacking card rolls a number of six sided dice equal to its Attack Dice (AD). Each roll of 1 causes the other side to lose 1 hit.

The attacker decides where hits are inflicted. Each card has a number of hits. If this hit total is reduced to 0 the unit is destroyed.

The Invader will keep attacking until destroyed. If the Invader destroys all the defenders, the Invader is discarded and the defender must discard 1D6 structures. If there are no structures left, then castle walls are destroyed.

If all a players castle walls are destroyed, the player is eliminated.

Heal Phase

All surviving defenders recover all lost hits. Walls may be rebuilt for 3 stone or wood each. Structure cards destroyed this turn may be put back in your hand for 2 gold each.

Guards

Each player starts the game with one.

Structure Card List

Card Name:	Cost	Notes
Farm	2	Revenue = 2 food
Brewery	8	Revenue = 5 food
Bakery	4	Revenue = 3 food
Butcher	6	Revenue = 4 food
Market Place	4	Convert 3 of any commodity into 1 gold
Church	8	Maximum hand size = +1
Guild Hall	10	Pay 7 gold to draw 1 card
Tavern	6	Revenue = 1 gold per 3 defenders (round up)
Inn	8	Revenue = 2 gold, Upkeep = 1 food
Barracks	6	Recruit Crossbowmen
Armorer	8	Revenue = 3 weapons; Recruit Knights
Shield Smith	6	Revenue = 2 weapons; Recruit Shieldmen
Fletcher	6	Revenue = 1 weapon; Recruit Archers
Bowyer	8	Revenue = 1 weapon; Recruit Yeomen
Blacksmith	4	Revenue = 1 weapon; Recruit Swordsmen
Defensive Wall	4	In addition to original 4 walls
Guard House	6	Recruit Halberdiers
Gun Maker	6	Revenue = 1 weapon; Recruit Handgunners
Moat	8	Attacker is - 1 AD
Catapult	8	Initiative = 10, Attack Dice = 2
Ballista	6	Initiative = 8, Attack Dice = 3
Bombard	10	Initiative = 12, Attack Dice = 4
Stables	8	Revenue = 1 gold, Recruit Medium Cavalry
Hunting Lodge	6	Revenue = 1 gold, Recruit Light Horsemen
Quarry	8	Revenue = 3 stone
Mason	6	Revenue = 2 stone
Woodmill	8	Revenue = 3 wood
Logging Camp	6	Revenue = 2 wood
Mine	8	Revenue = 2 gold

Invaders Card List

Card Name:	Init	AD	Hits
Mongols	6	5	4
Vikings	3	5	5
Moors	5	4	3
Saracens	5	3	3
Celts	4	3	4

Card Name:	Init	AD	Hits
Norse	3	4	5
Bandits	5	2	3
Barbarians	3	4	6
Warlord	5	5	5
Nomads	5	3	3

Disasters Card List

Card Name:	Notes:
Earthquake	Roll 1D6 for every structure. On a roll of 1 it is destroyed
Plague	Roll 1D6 for every defender. On a roll of 1 it is destroyed
Blizzard	Opponent produces no food next turn
Drought	Opponent produces no food next turn
Thieves	Any Opponent loses 2D6 gold from his treasury.
Assassin	Kill one of any opponent's defenders
Spies	Look at any opponent's hand; Draw 1 card from the deck
Prosperity	You gain 2D6 Gold.
Caravan	You gain 2D6 Gold.
War	You may attack any opponent with one or more of your defenders

Solo Rules

Do not draw extra cards. You are the target of all attack cards. Resolve attack cards the turn they are drawn.

You win if you get through the deck.

Noncard Version

Paper & pencil required. You have to write down what units you own. The game is over after 5 Invasions.

Instead of drawing cards roll on the following table:

Event Table

1D10	Event Notes

1-8 Construction Roll on the Structure table. You may build the indicated structure. 9 Disaster Roll on the Disaster Table. 10 Invasion Roll on the Invader Table.

Structure Table

ID	Name
01-03	Farm
04-06	Brewery
07-09	Bakery
10-12	Butcher
13-15	Market Place
16-18	Church
19-21	Guild Hall
22-24	Tavern
25-27	Inn
28-30	Bowyer
31-33	Gun Maker
34-36	Hunting Lodge
37-39	Roll again
40-42	Barracks
43-45	Armorer
46-48	Shield Smith

ID	Name
49-51	Fletcher
52-54	Blacksmith
55-57	Defensive Wall
58-60	Guard House
61-63	Moat
64-66	Catapult
67-69	Ballista
70-72	Bombard
73-75	Stables
76-78	Quarry
79-81	Mason
82-84	Woodmill
85-87	Logging Camp
88-90	Mine
91-00	Pick one

Invaders Table

1D10	Attacker	1D10	Attacker
1	Mongols	6	Saxons
2	Vikings	7	Bands of Outlaws
3	Moors	8	Huns
4	Saracens	9	Turks
5	Celts	10	Nomads

Disasters Table

1D10	Event	1D10	Event
1	Earthquake	6	Thieves
2	Plague	7	Assassin
3	Blizzard	8	Spies
4	Draught	9	Prosperity
5	Caravan	0	Reroll

??Go to Border Keep

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Mega Tank

Introduction

Solo Science Fiction Card game with two decks. You control the Mega Tank trying to wipe out the defenders more conventional forces.

Victory & Defeat

If the Mega Tank Deck has no cards left then the Tank is destroyed and you lose. If all of the Command Post cards have been destroyed you win. If you reach the Target Zone you win (Have 15+ cards in the Transit Pile).

Armor Points

The Mega Tank starts with 40 Armor Points (AP).

Taking Damage

If the Mega Tank is ever reduced to zero AP then every additional point of damage done causes the top card of the Mega Tank deck to be removed from the game.

Notation

MTD   Mega Tank Deck
DFD   Defense Force Deck
DF   Defense Force
MT   Mega Tank
AP   Armor Points

Dice

Six sided dice are needed.

Transit Pile

If you ever have 15 or more cards in the Transit pile, you have reached the Target Zone and you win.

Turn Sequence

Each turn has 6 phases:
1. Deploy Defenders Phase
2. Reload Phase
3. Attack Phase
4. Counter Attack Phase
5. Movement Phase
6. End Phase

Deploy Defenders Phase

Draw 1D6 Defender cards from the DFD and place them face up on the table. This is called the Deployment Roll. If the DFD is ever out of cards, shuffle the Defender Reserve Pile and draw from it.

If a command post is already out, draw and place an extra card. If a post is already out and you draw another discard it to the Defender Reserve pile.

Reload Phase

Draw 5 cards from the Megatank Deck. If there are no cards left in the deck shuffle the discard and draw from it.

Attack Phase

Discard Megatank cards from your hand to destroy deployed Defender cards of the appropriate type. Defender units roll saving throws in response: Roll 1D6: If this is equal to or less than the Units Save value it survives. (Saves are based on having protective armor and the ability to find shelter, evade attacks, and stay out of sight) Destroyed defender cards go to the Defender Casualty pile.

Counter Attack Phase

Remaining Deployed Defenders attack. Discard Armor cards and Anti-Missile System cards to negate attacks. Subtract the damage inflicted from the Mega Tank Armor Value.

Defender cards may remain in play unless the card description says to discard: Roll 1D6 for each such Unit: (This is called the Resupply Roll) On a roll of 1-3 the Unit stays in play and continues to fight. On a roll of 4-6+ the unit runs out of fuel or ammo and is forced to retreat: place it on the bottom of the DFD.

Movement Phase

Place one card from the Casualty pile into your Transit Pile. If there are no cards in the Casualty pile, use the top card of the DFD.

End Phase

Max hand size is 5 cards. Discard excess cards.

Radar Card Options

After you look at the next 10 cards in the DFD you may do one of the following:

1. Search the MTD for 1 card and put it in your hand. Shuffle the deck afterwards.
2. Draw 2 cards from the top of the MTD.
3. Cause any 2 of the DF cards you looked at to be placed on the bottom of the DFD.

Main Gun Card Options

Indirect Fire Option: You may discard a Main Gun card to cause 1D6-3 cards from the top of the DFD deck to be put in the Casualty pile. (If the result is zero or negative no defending cards are destroyed)

Missles Card Options

These can be used against non-Air Defenders as well but roll 1D6: on 1-3 the missles miss. On 4-6+ they hit.

Gun Battery Card Options

Rolling Barrage Option: Use to attack ALL Ground Defenders in play. Roll 1D6 for each: On a roll of 4 or better they are destroyed. Bombardment Option: Flip over the top card of the DFD. If it is a Ground unit it is destroyed.

Flak Attack Option: Use to attack ALL Air Defenders in play. Roll 1D6 for each: On a roll of 5 or better they are destroyed.

Antipersonnel System Card Options

When used this card targets ALL Infantry in play. Damage Control Systems Option: Repair 1 point of Damage.

Armor Card Options

Deflection Option: Reduce the Damage from any Non-Energy Attack by 1D6 Points. Internal Protection: When discarded from the deck as a result of damage past 40 AP, no further damage is done to the tank from that particular Attack. Merely a Scratch: When used to negate a Light attack, draw 1 card from the MTD.

Move Card Options

Crush Underneath Option: Destroy 1 Ground Unit on a roll of 3 or more on 1D6. Evasive Maneuver Option: Negate any 1 attack on a roll of 3 or more on 1D6. Veer Off Option: Defenders get +1 to their Resupply rolls this turn.

Steer Clear Option: Negate a Minefield. Remove a card from the Transit Pile. Acceleration Option: Add a card to the Transit Pile.

Anti-missle Systems Card Options

Targeting Analysis Option: Draw 3 cards from the MTD. Keep 2 and discard 1. Battle Computer Option: Modify any target roll by +1 or -1.

Energy Absorption Grid Card Options

Recharge Option: Put a card from your discard into your hand. Disrupt Communications: Next Turns Deployment roll is at -1. Inertia Screen: All Defender Attacks do one less damage this turn.

Megatank Deck Card List

Card:	Num#	Notes:
Main Gun	5	Kill Far Away Ground Unit or Command Post
Missiles	10	Kill Air Unit
Gun Battery	10	Kill Ground Unit or Command Post
Antipersonnel System	10	Kill Infantry Unit
Armor	5	Negate 1 Light Attack
Move	10	Cause 1 Defender card to be discarded to the reserve pile
Anti-Missile System	5	Negate 1 Missile Attack
Energy Absorption Grid	5	Negate 1 Energy Attack
Radar	5	Look at next 10 cards in Defense Force Deck

Num# = Number of that card in the deck.

Defence Force Deck Card List

Card:	Num#	Type	Dam	Save	Use	Notes
Power Infantry	10	G	1	2	-	L
Tac-Air Raider	6	A	4	2	-	M
Drone Cluster Bomber	4	A	8	-	R	M
Heavy Laser Tank	4	G	4	2	-	E

Card:	Num#	Type	Dam	Save	Use	Notes
Plasma Tank	2	G	5	1	-	E
Selfpropelled Rail Gun	2	G	3	1	-	
Howitzer Battery	4	G	5	1	-	F
Missile Launchers	2	G	7	-	R	FM
Light Attack Vehicle	4	G	2	1	-	L
Command Post	3	G	-	-	-	
Mine Field	2	-	1D6	-	R	X

Save If unit attacked it is not destroyed on a roll of this or less on 1D6.

G Ground Unit

A Air Unit

F Far Away

L Light Attack

M Missile

E Energy Attack

R Unit goes to reserve pile after attacking in Counter Attack Phase.

X Discard to Casualty pile after attacking

End Game Scoring

Add up: + Number of cards in the Transit Pile + Number of cards in the Casualty Pile + Number of AP you have remaining - Cards removed from the MTD as Damage

Links

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Metaland

Preface

Warp Play = Warpspawn Roleplaying. Roleplaying universe. Work in progress.

Readers are encouraged to submit material.

Introduction

Sciencefiction Aftermath Setting. Rock & Roll Superhero Bands.

Civilization

Some vestiges of government remain. Most power is in the hands of local crimelords. Atmosphere of Lawlessness.

Cities are crumbling.

Characters

Characters are members of a Rock & Roll Band. Each Character has special powers. The Band has special powers.

Individual songs produce special powers. Most powers are connected to the music played. Determine the name of the band.

Determine the look of the band.

Sample Powers

- Sonic Scream
- Good Vibrations
- Wake the Dead
- Shattering Discord
- Pyrotechnics Grand Finale
- Tornado Riff
- Paralyzing Chord
- Tone Deaf
- Slippery Scale
- Mesmerizing Melody
- Staccato Rap
- Blinding Lights
- Stage Fright
- Mosh Pit Madness
- Crowd Control
- Super Stage Dive
- Moonwalking
- Sonic Speed
- Healing Hymn
- Solo Flight
- Heavy Metal Thunder
- Kinetic Beat
- Flaming Axe
- Boomerang Drum Sticks
- Irresistible Dance Beat
- Psychedelic Visions
- Shapeshifters Mix
- Telepathic Ballad
- Alter Acoustics
- Hard Rock Hail
- Glitter Rock
- Stage Smoke
- Energizing Theme Song

Music

Get a tape with music from a favorite (or unknown) band. Every time you want to invoke a particular power you must play the Corresponding song (or part of a song).

Adventures

Thwarting the nefarious schemes of Local crime lords. Defending innocents from lowlife thugs.

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Methuselah

Introduction

Board & card game for 2 players. One side is Dracula and his minions. The other side is the Vampire Hunter and his assistants.

Action takes place inside Castle Dracula.

Victory

You win if you kill your opponent's Leader.

The Map & Pieces

Use an 8X8 chessboard. Use chits or miniatures to represent units

Vampires

#	Unit	Hits	Notes
1	Methuselah	3	Leader
2	Elder Vampire	2	
5	Lesser Vampire	1	

Vampire Hunters

#	Unit	Hits	Notes
1	Lead Hunter	3	Leader
2	Companion	2	
5	Assistant	1	

Setup

Each player places 1 figure on each square of his back row. Units may not stack.

The Cards

Each player has a unique deck.

Vampire Card List

Card Name:	#	Type	Range	User	Notes
Gaseous Form	1	D	-	V	
Earth Meld	1	D	-	V	
Stalk	2	M	2	-	
Approach Menacingly	2	M	1	-	

Turn Sequence

Players take turns. Each turn has 3 phases: Fate Phase Move Phase Fight Phase

Fate Phase

Draw 3 cards from your deck. If your deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your figures. The move card has a number. This is the number of spaces the figure moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a figure to move like a knight in chess. Leaders can make up to two moves per turn.

Fight Phase

Play (discard) an Attack card to have a figure attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards have a range like a knight in chess. The enemy figure that is the target of the attack takes one point of damage.

Use chits to keep track of damage. Killed figures are removed from the map. Your opponent may play a defense card to negate your attack.

Card List Notation

A Attack
M Move
D Defense
V Methuselah only
L Not Lesser Vampires
X Special Card
K as a Knight would move in Chess

Card Name:	#	Type	Range	User	Notes
Run	2	M	3	-	
Levitate	1	M	K	-	
Superhuman Speed	2	M	4	-	
Bat Form	1	M	6	V	
Wolf Form	1	M	5	L	
Suck Blood	2	A	1	-	
Superior Strength	1	A	1	L	
Claws	2	A	1	-	
Mesmerize	1	X	2	-	Target cannot act next turn
Possession	1	X	3	L	Move target 1-3 spaces.
Fear	1	X	3	-	Move target 3 away from Vampires.
Regeneration	1	X	-	-	Regain 1 Hit Point
Gift of Darkness	1	A	1	L	Target if killed becomes lesser Vamp
Heightened Senses	1	X	-	-	Draw 3 cards
Shadows	1	D	-	-	
Obfuscate	1	D	-	-	
Fortitude	1	D	-	L	
Telepathy	1	X	-	-	Look at Opponents Hand

Vampire Hunter Card List

Card Name:	#	Type	Range	Notes
Garlic	2	D	-	
Holy Water	2	A	2	
Cross	2	D	-	
True Faith	1	D	-	
Wooden Stake	3	A	1	
Fire	2	A	2	
Relic	1	A	1	Lead Hunter Only
Mirror	1	D	-	
Crossbow	1	A	3	
Sunlight	2	A	2	
Firearms	2	A	3	Works on Lesser Vampires only
Hunting	1	X	-	Draw 3 Cards
Cautious Approach	5	M	1	
Hurry	4	M	2	
Run	4	M	3	

Downloads

Map, figs and cards by Codexier. Download Page

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Monster Brawl

Introduction
Board & card game for 2 players. Two Rival Gangs of Giant Japanese Monsters Face-off. Each figure represents a single Monster.

Victory
Kill all opposing Monsters.

The Map
Use an 8x8 chessboard.

Units
Use action figures, toys, chits, or miniatures to represent Monsters.

Disclaimer
'Godzilla' is a licensed, copyrighted property. This is merely a fan site.

Monster Alliances
Each Monster has a point cost. (See the Monster Stat Table) You have 40 points to spend on Monsters. You do not have to get a certain number of Monsters.

Setup
Each player places his Monsters on the squares of his back two rows. Monsters may not stack.

The Cards
Players share a common deck.

Turn Sequence
Players take turns. Each turn has 3 phases: Fate Phase Move Phase Fight Phase

Fate Phase
Draw 3 cards from your deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase
Play (discard) a Move card to move one of your Monsters. The move card has a number. This is the number of spaces the Monster moves.

Moves are diagonal or orthogonal. Units may not stack.

Fight Phase
Play (discard) an Attack card to have a Monster attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack loses one Hit point. Any unit reduced to 0 Hits is killed and removed from the board.

Special Ability Cards
A player may play (discard) a Special Ability card to have a Target Monster he controls produce one of its effects as Listed on the Monster Special Ability Card Effect Table.

Card List Notation
M Movement
A Attack
D Defense
S Special
Type Purpose of card
Number of that type of card in the deck

Monster Brawl Card List

Card Name	#	Range	Type	Notes
Meander	2	1	M	
Plod	2	2	M	
Trod	2	3	M	
Hustle	2	4	M	
Fly	2	5	M	Only Flying Monsters

Card Name	#	Range	Type	Notes
Fly Fast	2	6	M	Only Flying Monsters
Stomp	2	1	A	Orthogonal Only
Bite	2	1	A	
Claws	2	1	A	
Tail Swipe	2	1	A	Diagonal Only
Special Ability 1	1	-	S	
Special Ability 2	1	-	S	
Special Ability 3	1	-	S	
Special Ability 4	1	-	S	
Special Ability 5	1	-	S	
Special Ability 6	1	-	S	
Tough	1	-	D	
Armor	1	-	D	
Regenerate	1	-	D	
Blocking Terrain	1	-	D	

Monster Stat Table

Monster	Hits	Flying	Cost	Monster	Hits	Flying	Cost
Godzilla	10	N	10	Kamacuras	4	N	4
Anguirus	4	N	4	Minya	2	N	2
Rodan	8	Y	9	Kumonga	4	N	4
Mothra	6	Y	7	Gabara	4	N	4
Baragon	2	N	2	Hedorah	6	Y	7
Varan	4	Y	5	Gigan	6	Y	7
Hydra	6	N	6	Megalon	6	Y	7
Magma	4	N	4	King Seesar	4	N	4
Octopus	4	N	4	Mechagodzilla	8	Y	9
Manda	4	N	4	Titanosaurus	4	N	4
Dagora	4	Y	5	Biollante	6	N	6
Ghidora	6	Y	7	Battra	6	Y	7
Gargantua	4	N	4	Space Godzilla	8	Y	9
Ebirah	6	N	6	Destroyer	6	Y	7
Gorosaurus	4	N	4	Mogera	6	Y	7

Monster Special Ability Card Effect Table

Monster:	SA	Effect
Godzilla	1-2	Internal Surge Of Energy (Attack Range = 1)
Godzilla	3-4	Radioactive Breath (Attack Range = 3)
Godzilla	5-6	Cast Off Defense (Defense)
Anguirus	1-6	Back Spikes (Attack Range = 1)
Rodan	1-2	Hurricanes (Attack Range = 4)
Rodan	3-4	Shock Waves (Attack Range = 2)
Rodan	5-6	Radioactive Breath Beam (Attack Range = 3)
Mothra	1-2	Bolts of Lightning (Attack Range = 5)
Mothra	3	Poisonous Yellow Dust (Attack Range = 1)
Mothra	4	Antennae Rays (Attack Range = 3)

Monster:	SA	Effect
Mothra	5-6	Absorb Energy (Defense)
Baragon	1-3	Radioactive Breath (Attack Range = 3)
Baragon	4-6	Dodge (Defense)
Varan	1-6	Fly High (Defense)
Hydra	1-6	Eight Heads (Attack Range = 2)
Magma	1-6	Giant Tusks (Attack Range = 1)
Octopus	1-3	Tentacles (Attack Range = 2)
Octopus	4-6	Poison (Attack Range = 1)
Manda	1-6	Constriction (Attack Range = 1)
Dagora	1-6	Stingers (Attack Range = 2)
Ghidora	1-3	Mouth Rays (Attack Range = 2)
Ghidora	4-6	Shock Waves (Attack Range = 3)
Gargantua	1-6	Punch (Attack Range = 1)
Ebirah	1-3	Enormous claws (Attack Range = 1)
Ebirah	4-6	Hard Shell (Defense)
Gorosaurus	1-6	Strong Kick (Attack Range = 1)
Kamacuras	1-6	Fast Claws (Attack Range = 1)
Minya	1-3	Hide (Defense)
Minya	4-6	Radioactive Breath (Attack Range = 2)
Kumonga	1-3	Webbing (Attack Range = 2)
Kumonga	4-6	Poison (Attack Range = 1)
Gabara	1-6	Electrocute (Attack Range = 1)
Hedorah	1-2	Corrosive Mist (Attack Range = 1)
Hedorah	3-4	Eye Ray (Attack Range = 4)
Hedorah	5-6	Spits Caustic Lubricant (Attack Range = 3)
Gigan	1-3	Forehead Rays (Attack Range = 3)
Gigan	4-6	Chain-Saw Mechanism (Attack Range = 1)
Megalon	1-3	Horn Rays (Attack Range = 3)
Megalon	4-6	Spews Explosive Balls From Mouth (Attack Range = 2)
King Seesar	1-6	Eye Rays (Attack Range = 3)
Mechagodzilla	1	Eye Beam Laser Cannons (Attack Range = 4)
Mechagodzilla	2	MegaBuster Mouth Ray (Attack Range = 2)
Mechagodzilla	3	Paralazyer Missiles (Attack Range = 5)
Mechagodzilla	4	Artificial Diamond armor plating (Defense)
Mechagodzilla	5	Plasma Grenade (AR = 3) or Maser cannons (AR = 6)
Mechagodzilla	6	Shock Anchor/G-Crusher Electrical Harpoons (Attack Range = 1)
Titanosaurus	1-6	Whirlwinds (Attack Range = 4)
Biollante	1-6	Spits Corrosive Sap from Mouth and Tendrils (Attack Range = 2)
Battra	1-6	Fires Rays from Horn and Eyes (Attack Range = 3)
Space Godzilla	1	Corona Beam (Attack Range = 4)
Space Godzilla	2	Telekinesis (Attack Range = 3)
Space Godzilla	3-4	Energy Field Deflector Shield (Defense)
Space Godzilla	5	Destructive Shock Waves (Attack Range = 2)
Space Godzilla	6	Cosmic Energy Crystal Channel (Attack Range = 5)
Destroyer	1-2	Micro-Oxygen Mouth Ray (Attack Range = 3)
Destroyer	3-4	Extending Jaw (Attack Range = 1)
Destroyer	5-6	Energy Blade Weapon (Attack Range = 2)
Mogera	1	Eye Beam Plasma Laser Cannons (Attack Range = 3)
Mogera	2	Fires Maser Cannon from Chest (Attack Range = 5)
Mogera	3	Fires Spiral Tornado Missiles from Hands (Attack Range = 4)
Mogera	4	Screw Crusher Nose Drill (Attack Range = 1)
Mogera	5-6	Tank Treads (Move Range = 4)

SA Special Ability Card Number

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Moria Skirmish

Introduction

Board & card game for 2 players. Battle between the Fellowship of the Ring and the Orcs of Moria. Abstract Skirmish level combat.

Each figure represents a single man (unit).

Victory

You win if you kill all the opposing figures.

Fellowship Unit Table

#	Name:	Hits	Notes:
1	Strider (Aragorn)	3F	Sword & Bow
1	Boromir	3F	Sword
1	Legolas	2F	Sword & Bow
1	Glimli	3F	Sword & Hammer
1	Frodo	1	Dagger & Ring

Number of that type of man you start the game with.
Hits Number of Hits that type of unit has.

Orc Unit Table

#	Type:	Hits	Notes:
1	Cave Troll	4	Hammer
1	Orc Chief	2F	Sword
4	Archers	1	Bows & Daggers

Number of that type of man you start the game with.
Hits Number of Hits that type of unit has.
F Fighter
Runners can be moved up twice per turn.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Fate Phase

The Map

Use an 8x8 chessboard. This represents an underground chamber in the ruins of Moria.

Terrain

Mark several spaces to be impassable pillars and walls.

The Men

Use chits or miniatures to represent men.

#	Name:	Hits	Notes:
1	Samwise	1	Dagger
1	Merry	1	Dagger
1	Pippin	1	Dagger
1	Gandalf the Grey	3F	Sword & Magic

F Fighter
Legolas can make up to 2 moves and 2 attacks per turn.

#	Type:	Hits	Notes:
6	Warriors	1	Swords
4	Runners	1	Swords

2. Move Phase
3. Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one man in any direction, you have the option of moving one or more men forward

the indicated number of spaces using a single move card.

Units cannot move through other units.

Fire Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Attacks do 1 point of Damage.

Card List

Use Chits or coins to record damage. A man reduced to 0 Hits is killed or incapacitated and removed from the board. Your opponent may play Defense cards to negate your attack.

Units cannot attack through other units.

Card List Notation

M Movement
A Attack
D Defense
K as a Knight would move in Chess
Type Purpose of card

Card Name:	#	Range	Type	Notes
Swords	3	1	A	Swords only
Blade	3	1	A	Swords & Daggers
Strike	6	1	A	Swords & Hammers
Hammers	4	1	A	Hammers only
Dagger	4	1	A	Daggers only
Smite	4	1	A	Fighters only
Parry	10	-	D	Fighters only
Hide	6	-	D	Hobbits only
Invisibility	2	-	D	Frodo & Gandalf only
Mithril Hauberk	2	-	D	Frodo & Legolas only
Magic Sword	2	1	A	Frodo & Strider only
Short Range	2	2	A	Bows only
Medium Range	2	3	A	Bows only
Arched Shot	2	K	A	Bows only
Long Range	2	4	A	Bows only
Blur	2	-	D	Gandalf only (spell)
Staff Strike	1	1	A	Gandalf only
Staff Block	1	-	D	Gandalf only
Flame Burst	2	2	A	Gandalf only (spell)
Walk	6	1	M	
Hurry	6	2	M	
Run	6	3	M	
Charge	5	4	M	
Sprint	4	5	M	
Zig-Zag	3	K	M	

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Mummys Tomb

Introduction

Module 1 represents Travel down the Nile River Valley. Module 2 represents Exploration of the Mummys Tomb. The Artifact is the Golden Treasure of the Pharaoh.

Module 1 Desert Card List

Card Name:	Notes:
Shifting Sands	Survival X 2 or Science X 2
Quicksand	Survival & Strength
Stubborn Camel	Personality & Strength
Sandstorm	Survival X 2
Nile Flood	Sailing X 2
Bedouin Guide	Aid: Survival +1
Oasis	Survival X 2: If successful move forward 1D6 spaces
Lost in the Desert	Survival X 2
Border Guards	Personality X 2: If lost miss one turn
Passport Check	Personality X 2: If lost miss one turn
Baksheesh	Personality X 2: If lost miss one turn
Assassins	Combat X 2
Caravan	Personality X 2: If successful move forward 1D6 spaces
Historical Text	Linguistics X 2: If successful move forward 1D6 spaces
Scorpion	Agility X 2
Bandits	Combat X 2
Dervishes	Combat X 2
Nomads	Combat X 2 or Personality X 2
Locust Swarm	Survival X 2
Poisoned Dates	Personality X 2 or Science X 2
Nile Paddleboat	Sailing X 2: If successful move forward 1D6 spaces

Found Recover one random lost party member

Module 2 Pyramid Card List

Card Name:	Notes:
Hieroglyph Riddle	Linguistics X 2
Run out of Air	Science X 2 or Mechanics X 2
Ceiling Collapse	Strength X 2 or Mechanics X 2
Cat Guardians	Combat & Agility
Serpent People	Combat X 2
Spike Trap	Agility X 2
Water Trap	Science X 2 or Mechanics X 2
False Passage	Science X 2 or Mechanics X 2: If lost miss one turn
Sliding Walls	Strength X 2 or Mechanics X 2: If lost miss one turn
Scarab Beetles	Agility X 2
Poison Asp	Agility & Survival

Card Name:	Notes:
Secret Passage	Science & Linguistics: If successful move forward 1D6 spaces
Mummified Servants	Combat X 3
Mummified Guards	Combat X 2
Mummified Royal Guards	Combat X 1
Mummified Priest	Combat & Science
Mummified Queen	Combat X 2
Mummified Pharaoh	Combat or Linguistics
Mummies Curse	Linguistics X 2
Stone Block Trap	Agility X 2 or Mechanics X 2
Poison Dart Trap	Agility X 2
Break Through a Wall	Strength & Mechanics: If successful move forward 1D6 spaces
Buried Alive	Strength X 2
Keystone	Science & Strength
Grave Robber	Combat X 2
Sealed Chamber	Science X 2
Torches go out	Science & Survival: If lost miss one turn
Traitorous Guide	Combat X 2
Holy Water	Aid: Combat +2 vs Mummies
Claustrophobia	Personality X 2
Wall Carvings	Linguistics X 2: If successful move forward 1D6 spaces

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Narnia Skirmish

Introduction

Board and Card Game Battle between Aslan and the Kingdom of Narnia against the White Witch and her minions. Abstract skirmish level combat Each figure represents 1 creature (1:1 scale)

Forces Of The Kingdom Of Narnia

UNIT	#	Dam	Hits	Range
Aslan	1	16	16	1
King of Narnia	1	15	15	1
Duke of the Northern Marches	1	13	13	1
Earl of Ettinsmoor	1	11	11	1
Archers	4	5	5	4
Infantry	8	4	4	1

Forces Of The White Witch

UNIT	#	Dam	Hits	Range
White Witch	1	13	13	1
Giant	1	12	12	2
Efreet	1	10	10	2
Dragon	1	11	11	4
Demon	1	9	9	2
Hag	1	8	8	1
Giant Frog	1	8	8	1
Spectre	1	7	7	1

UNIT	#	Dam	Hits	Range
Telmarine Soldier	1	6	6	1
Calormen Soldier	1	5	5	1
Wraith	1	5	5	1
Ogre	1	4	4	1
Dwarf	1	3	3	1
Elf	1	3	3	4
Wolf	1	4	4	1
Ghoul	1	3	3	1

Game Board

8x8 Game Board/ Chess Board

Set Up

Each player may position 1 unit on each of the squares of the two back rows

Cards

Players share a common deck. If the deck runs out, reshuffle.

Turn Sequence

Players Take Turns Draw Phase Move Phase Combat Phase

Victory

The Narnian forces win if they either defeat the White Witch or her entire army. The White Witch wins if she defeats Aslan or the Army of Narnia.

Forces

Miniatures or counters may be used to represent each unit.

Draw Phase

Each player draws three cards. Maximum hand is 5 cards. Discard excess.

Move Phase

Players may play their MOVE CARDS to move a unit that many squares. Units may move in an orthogonal or diagonal direction. The number of moves on a given card may be divided among several units as well.

Combat Phase

For each ATTACK CARD a player has they may attack with one unit. The unit inflicts on its target is damage rating. If this reduces the defending unit's Hits to 0 or less, that unit is defeated. If the defending unit plays a defense card, they may ignore the damage

inflicted by that assault. As long as Aslan is in play, MIRACLE CARDS may be played. As long as the White Witch is in play, SPELL CARDS may be played (MIRACLE and Spell Cards are the same cards; Aslan uses Miracles, and the Witch uses Magic).

Card List
A Attack
D Defense
M Move
Mi/S Miracle/ Spell

CARD	#	Type	Range	Damage or Effect
Attack	25	A	As per unit	As per unit
Armor	13	D	-	-
Move	5	M	1	-
Move	5	M	2	-
Move	5	M	3	-
Move	5	M	4	-
Move	5	M	5	-
Fire Ball	1	Mi/S 4	7	
Lightening	1	Mi/S 5-6	7	
Disintegrate	1	Mi/S 3	10	
Ice Storm	1	Mi/S 3-5	5	
Petrify	1	Mi/S 2	10	
Earthquake	1	Mi/S 4-6	5	
Charm	1	Mi/S 1	Converts 1 unit	
Dominate	1	Mi/S 3	Converts 1 unit	
Command	1	Mi/S 5	Converts 1 unit	
Teleport	1	Mi/S 5	Moves 1 unit to 5	
Gate	1	Mi/S 6	Moves 1 unit to 6	
Fly	1	Mi/S 4	Moves 1 unit 4	
Invisibility	1	Mi/S	D -	Any 1 unit
Illusion	1	Mi/S	D -	Any 1 unit
Sleep	1	Mi/S	D -	1 unit may not take any action for 3 turns
Heal	1	Mi/S 1-4	Heals 1 unit of all damage	
Resurrection	1	Mi/S -	Returns 1 defeated unit to play	

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Norse Odyssey

by Markus Salo

Introduction

A solo dice game of Viking Raids of the Ninth Century. Summer of 869...You and your 10 Kinsmen from Olafursdal, Norway build the most beautiful dragon ship ever constructed on the Heimdalsfjord and set sail to trade and loot the riches of Europe. It's early April and you have 32 weeks (turns) before you have to be back home when the winter comes.

The Ship: Basic Ship has Speed 1, Rigging Strength 5, Hull Strength 5, Navigation equipment 1, to get additional properties roll d6 five times on the Ship Property Table. You can also buy extra properties costing 10 golds each when in Olafursdal.

1d6	Result
1	+2 Speed on Oars (Rivers, Calm Seas)
2	+2 Speed on Sail (Sea)
3	+2 Hull Strength

1d6	Result
4	+2 Rigging Strength
5	+2 Navigation equipment
6	Pick any

The Vikings: Roll d6 on the Viking Skill Table, you have three properties, your Kinsmen two.

You, the Earl of Olafursdal

#	Name
1	Gudmundur Gudmundsson
2	Jonmundur Gudmundsson
3	Eirik Thorfinnsson
4	Leifur Thorfinnsson
5	Einar Thorfinnsson

#	Name
6	Knut Havardsson
7	Baldur Havardsson
8	Thorfinnur Eigilsson
9	Snorri Eigilsson
10	Gestur Eigilsson

Viking Skill Table:

1d10	Skill
1	Navigation +1
2	Sailing (Sailing Speed +1)
3	Rowing (Speed on Oars +1)
4	Boat Building (Repair 1 ship damage per turn)
5	Fighting +1
6	Pick Any 1-5
7	Negotiating +1
8	Trading +1
9	Charisma +1
10	Pick any 7-9

The Map

The Map consists of North Western Europe and following bodies of water and countries.

Seas:	Countries:	Seas:	Countries:
North Sea	Germany	English Channel	Ireland
North Atlantic	France	Helgoland	Spain
Bay of Biscay	England		Norway (Home)
Sea of Ireland	Scotland		

When sailing on the sea, roll on the specific sea table for sea events. When landed, roll on the river/land event table. To successfully pass the Challenge, roll 2d6 as the challenge roll.

Then roll 1d10 as the Skill Roll and ad the number of required skills to it. If the challenge roll is lower that Skill Roll plus number of required skills, you pass the challenge successfully.

North Sea Table: To cross the north sea takes three turns, so roll three times on events

1d10	Challenge	Skills	Notes:
1-2	Storm	Sailing	if unsuccessful, Rigging Strength -1
2	Storm	Sailing	if unsuccessful, Hull Strength -1
4	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
5	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
6-10	Great Sailing	-	-

North Atlantic Table: To cross the North Atlantic takes four turns, so roll two times on events.

1d10	Challenge	Skills	Notes:
1-2	Storm	Sailing	if unsuccessful, Rigging Strength -1
3-4	Storm	Sailing	if unsuccessful, Hull Strength -1
5	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
6	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
7	Pirates	see Pirates	
8-10	Great Sailing	-	-

English Channel Table: To cross the English Channel takes two turns, so roll two times on events.

1d10	Challenge	Skills	Notes:
1	Storm	Sailing	if unsuccessful, Rigging Strength -1
2-3	Rocks	Navigation	if unsuccessful, Hull Strength -1
4-5	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
6-7	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
8	Pirates	see Pirates	
9-10	Great Sailing	-	-

The Irish Sea Table: To cross the Irish Sea takes two turns, so roll two times on events.

1d10	Challenge	Skills	Notes:
1	Storm	Sailing	if unsuccessful, Rigging Strength -1
2-3	Rocks	Navigation	if unsuccessful, Hull Strength -1
4	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
5-6	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
7-8	Pirates	see Pirates	
9-10	Great Sailing	-	-

The Bay of Biscay Table: To cross the Bay of Biscay takes three turns, so roll three times on events.

1d10	Challenge	Skills	Notes:
1-2	Storm	Sailing	if unsuccessful, Rigging Strength -1
3-5	Storm	Sailing	if unsuccessful, Hull Strength -1
6	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
7-8	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
9	Pirates	see Pirates	
10	Great Sailing	-	-

The Helgoland Table: To cross Helgoland takes two turns, so roll two times on events.

1d10	Challenges	Skills	Notes:
1	Storm	Sailing	if unsuccessful, Rigging Strength -1
2-3	Sand Banks	Navigation	if unsuccessful, Hull Strength -1
4-5	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
6-7	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
8	Pirates	see Pirates	
9-10	Great Sailing	-	-

If Rigging Strength is 0, the Boat can not be sailed. If you can't repair the boat, you float on open seas until you and your crew die of thirst. If Hull Strength is 0, the boat sinks with all hands.

The Pirates

You face a Pirate Ship with 1d6 Sailing and 1d6 Rowing Speed, 1d6 of Hull Strength, 1d6 of Rigging Strength. First roll weather roll with 1d6. If weather roll is 1-2, there is no wind and the battle is fought rowing. If weather roll is 3-6, the battle is fought sailing.

You may evade the Pirates. Roll 1d10 and add your ship speed and the sailing skills (rowing skills if the weather is calm) and navigation skills of your crew.

The total sum is your evade value. Then roll 2d6 and add the Pirate Ship speed. If your evade value is higher, you evade the Pirates.

If it is lower or equal, the Pirates are able to board your ship.

You may also attack the Pirates and board their ship.

In a case of boarding battle, you roll 1d10 and add the Fighting Skills to the total. Then roll 2d6 for the Pirates and add 1d6 Pirate Fighting Skills. If your total is higher, you win and destroy the Pirates, if your total is lower or equal, the Pirates win, kill your crew and take your ship.

The Land/River Table. Roll once on every land turn.

1d10	Event	Skills	Notes
1	Rapids	Rowing	if unsuccessful, Hull Strength -1
2-3	Meeting Engagement	roll on Meeting Table	
4-5	Settlement	roll on Settlement Table	
6-10	Move further inland	takes one extra turn to return to sea	

The Meeting Table: d10

1	Warband		1	Warband
2	Traveling Knight		6	Army
3	Traders		7	Peasants
4	Monks		8	Vikings

1	Warband
5	Armed Monks

1	Warband
9-10	Reroll

A Warband is a group of armed men raiding and looting. It has Battle Strength 1d10. To win the battle, roll 1d10 + the Fighting Skills of Your Group. If your roll is higher, you win the battle, if equal or lower, you lose the battle and lose one random group member. If you win the battle, a random group member gets one Fighting Skill.

A Traveling Knight will join you and add one Fighting Skill to your Group if your roll of 1d10 + number of Negotiating and Charisma Skills is higher than 2d6. If not, he wishes you the best.

Traders will Trade with you. If your roll of 1d10 + number of your Trading Skills is higher than 2d6, you get 20 gold pieces of profit, otherwise you get screwed and lose 10 golds. If you get profit, a random group member get one Trading Skill.

Monks will try to convert you. If your roll of 1d10 + number of your Charisma Skills is lower than 2d6 a random group member joins the monks.

Armed Monks will attack you. They have Battle Strength 2d6.To win the battle, roll 1d10 + the Fighting Skills of Your Group. If your roll is higher, you win the battle, if equal or lower, you lose the battle and lose one random group member. If you win the battle, two random group members get one Fighting Skill.

Army: The local king has collected an Army to deal with the Viking threat. The Army has a Battle Strength of 3d6. To evade the army, roll 1d10 + the Fighting Skills of your Group. If your roll is higher, you evade the army, if equal or lower, you have to fight and and lose three random group members. If you evade the army, two random group members get one Fighting Skill.

Peasants will Trade with you. If your roll of 1d10 + number of your Trading Skills is higher than 2d6, you get 10 gold pieces for profit, otherwise you get screwed and lose 5 golds.

Vikings: You meet 1d6 fellow Norsemen. They will join your Group if your roll of 1d10 +number of Negotiating and Charisma Skills is higher than 2d6. Then create 1d6 new Vikings. If not, they wish you the best.

The Settlement When You come to a settlement, you can evade it, attack and loot it or trade with it. If you evade, nothing happens. If you trade with it, you roll 1d10 and add the Trading Skills of your group. If the result is higher than 2d6, you get the gold, if equal or lower, you get screwed and lose half of the amount. If you attack the settlement, determine first the number of defenders.

hen multiple the number by the battle strength of the unit. That's the defender value. Your attacking value is the number of your men + Fighting Skills + 1d10. If your attacking value is higher than the defender value, you conquer the settlement and collect the loot, if equal or lower, you lose 1d6 random group members.

If you win the battle, all you and five of your men get one Fighting Skill.

The Settlement Table

1d6	Defenders	Loot	Trade
1	Manor House	1d10 Peasants, 20 golds	10 golds
2	Monastery	2d10 Armed Monks, 40 golds	-
3	Church	1d10 Armed Monks, 30 golds	-
4	Town	1d10 Peasants, 1 Knight, 30 golds	20 golds
5	Castle	2d10 Soldiers, 1d6 Knights, 100 golds	-
6	Village	2d10 Peasants, 20 golds	5 golds

Defender Table

Type	Battle Strength
Peasant	1
Armed Monks	3
Soldiers	4
Knights	5

Victory

Keep book of the turns. If you don't get to Norway before turn 32 is over, you perish in the cold Northern European Winter. If you get to Norway, you can continue the next spring. With multiple players, the richest player is the winner on turn 32.

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Operation Blitzkrieg

Introduction

Board & card game for 2 players. World War II theme. Abstract platoon level combat. Each figure represents a company or unit of men.

Victory

You rout the enemy if you destroy 9+ of his units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units. There are 3 types of units: Cavalry, Infantry & Artillery. Each player starts with: 4 Tanks 8 Infantry 4 Artillery

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 2 copies of each card in the Card list.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Orders Phase
2. Move Phase
3. Fire Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack is automatically destroyed and removed from the map.

Your opponent may play certain Defense cards to negate your attack.

Card List Notation

M Movement
A Attack
D Defense
R Artillery
I Infantry
T Tanks
G Ground: Applies to Artillery, Infantry, and Tanks
U Any type of Unit
K as a Knight would move in Chess
Type Purpose of card
Target = What units are targeted by the attack
User What type of unit can use the card

Card List

Card Name:	Range	Type	User	Target	Notes:
Assault	1	A	G	G	
Fire Team	2	A	I	IR	
Sniper	3	A	I	IR	
Mortars	3	A	I	IR	
Grenades	1	A	I	G	
Bazooka	2	A	I	T	

Card Name:	Range	Type	User	Target	Notes:
Fighting Advance	1	M	IT	-	
March	2	M	I	-	
Column	2	M	IR	-	
Trucks	3	M	IR	-	
Mechanized Infantry	4	M	I	-	
Infiltration	K	M	I	-	
AT Gun	1	A	R	T	
Field Guns	2	A	R	IR	
Rockets	3	A	R	G	
Barrage	4	A	R	IR	
Howitzers	5	A	R	IR	
Bombardment	6	A	R	IR	
Man Handled	1	M	R	-	
Self Propelled	2	M	R	-	
Flame Thrower	1	A	IT	G	
Overrun	1	A	T	IR	
Tank Killer	2	A	T	T	
Machine Guns	2	A	IT	IR	
AP Rounds	2	A	RT	T	
HE Rounds	3	A	RT	IR	
Treads	2	M	T	-	
Tracks	3	M	T	-	
Clear Ground	4	M	T	-	
Road	5	M	T	-	
Blitzkrieg	6	M	T	-	
Outflank	K	M	T	-	
Armor	-	D	T	-	Negate Attack
Entrenched	-	D	I	-	Negate Attack
Fortifications	-	D	IR	-	Negate Attack
Dug In	-	D	G	-	Negate Attack
Pill Box	-	-	-	-	Negate Infantry Move
Breakdown	-	-	-	-	Negate Tank Move
Minefield	-	-	-	-	Negate Move

Air War Rules Variant

Replace 2-4 Infantry units with Air Units. Add the following cards to the Deck:

Card Name:	Range	Type	User	Target	Notes:
Bombing Run	1	A	Air	G	
Dive Bomber	1	A	Air	G	
Incendiary Bombs	1	A	Air	G	
Strafe	2	A	Air	G	
Ground Support	2	A	Air	G	
AA Guns	1	A	R	Air	
Flak	2	A	R	Air	
Fighters	2	A	Air	Air	
Fighter Ace	3	A	Air	Air	
Ground Fire	1	A	IT	Air	
Circle	1	M	Air	-	
Climb	2	M	Air	-	

Card Name:	Range	Type	User	Target	Notes:
Cruise	3	M	Air	-	
Patrol	K	M	Air	-	
Dive	4	M	Air	-	
Flying	5	M	Air	-	
Mission	6	M	Air	-	
Fuel Tanks	7	M	Air	-	
Paratroopers	7	M	I	-	
Camouflage	-	D	G	-	Negate Attack
High Altitude	-	D	Air	-	Negate Attack
Bad Weather	-	-	-	-	Negate Air Unit Move
Reconnaissance	-	-	-	-	Look at Opponents Hand

Notes: The Paratroopers card can only be used by infantry in your back two rows and they must move orthogonally or diagonally forward. Air units can also use Machine Gun and Rocket cards.

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Orcland 12 Ac

By Stave, (Dave Stattler)

Introduction

Post-apocalyptic fantasy. Players are part of an Orc warband seeking to loot and pillage.

Background:

The once-mighty Empire of the humans lays in ruins. 12 years ago, the Orc warlord Gakhar Flamebringer slew the Emperor and razed the Imperial capital. However, he was himself killed in that very battle. Afterwards, the Orc warbands under his command split apart and ran amok, fighting with each other and raiding the remaining cities of the Empire. Now all that remains of the Empire are a few City- states, choked with refugees and unable to get along, and a few scattered farming and fishing villages that have held out against pillaging Orcs. Various Barbarian groups once relegated to the lands beyond the Empire have now crossed its borders and made their own homes within. Everywhere the land is infested with the Orkish warbands, ranging in size from a few individuals to mighty armies, roaming and pillaging at will. You remember the Flamebringer, for you fought alongside him. You are an Orc, and though the Great Slaughter may have ended with the Flamebringer's death, your saga continues. The world lies bare before you. The Golden Age of Man is over, and the Age of Chaos has begun. What will you make of it?

Player Races-

Orcs: big, muscular killing machines. Goblins: smaller, faster, and sneakier.

ORCS: Warlord, Warriors, Shamans, Tracker/Hunter, Artillerist (mans siege engines), Chuck (rock or spear-thrower), Charioteer (Orc cavalry ride in boar-drawn chariots).

GOBLINS: Dabbler/Hedge Wizard, Assassin, Archer/Slinger, Fighter, Engineer/Inventor, Scout/Spy.

Npc Races-
Humans:

Imperial Humans mostly live in the few remaining City-states, which are overcrowded with refugees. Some live in small villages, where they hunt, farm, and fish. They resist Orcs fiercely. Humans are not as strong as Orcs or as quick as Goblins, but they fight with resolve and determination, as well as clever tactics.

Some Human Cities have been taken over by warlords or evil wizards, necromancers, or cults. Others are ruled by local nobles or town councils. A few have been turned into permanent bases for powerful Orc warbands, instead of being looted. Human adventurers, mercenaries, and freebooters can often be found roaming the wilderness, and will usually attack small warbands if they think they can get away with it. Barbarian humans tend to live in remote villages, or often as wandering nomads. They are usually fierce warriors. Some are willing to deal with Orcs, though most will hate you as much as the Imperials do.

Elves-

Live in deepest parts of forests and jungles. Few in number. Survivors are suspicious and xenophobic.

Humans caught in their territory will be turned away, Orcs will be killed.

Dwarves-

Sworn enemies of Orcs. Live in mountain holds and fortresses. Will defend their homes to the death, but will rarely be found abroad.

Trolls-

Big, powerful, stupid. Will eat humans whenever possible. May sign on as mercenary for Orc Warband if the grub is good.

Others:

Undead (Plentiful in war-ravaged world) Lizardmen/Dragonmen Giants/Ogres Demons The Orkish invasion has left much of the Empire as unpopulated wilderness, meaning that there are lots of dangerous beasties and monsters wandering about as well.

Adventures:

Raiding/Extorting human settlements, fighting other warbands, gathering new Orcs to your warband, hunting for food/loot, exploring ruins, enslaving a city or village, re-uniting warbands under your banner.

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Palace Of The Silver Princess

A Warp Quest Module

Introduction

This Warp Quest Adventure is adapted from the D&D Basic Adventure Module Palace of the Silver Princess. Dungeons and Dragons and Palace of the Silver Princess are copyright (C) Wizards of the Coast and are included here under the Fair Use copyright laws.

A PDF of Adventure Module is available free from WotC.

The adventures and special combat resolution rules are modified from the D20 System Reference Document under the Open Gaming License.

Dice And Miniatures

You will need a twenty sided die (d20) and a six sided die (d6). You can use Fantasy miniatures or counters to keep track of your characters progress on the board. If the players of this module wish to expand it into a more traditional miniature game, they can assign characters and medium sized miniatures a 6" movement and large creatures a 12" movement, and play out combat on a small battlefield.

Decks

There are two module decks that are listed below. The player draws one card from the deck corresponding to the module they are on and then react to the challenge given.

Board

The standard Warp Quest map with two modules is used.

Adventurers

Each Player chooses 1 character to play. The winner is the player who manages to get his character to the end of module 2 first. If more than one character lands on the same space they may or may not choose to battle.

Level Race Class	AC	HP	Att	Dmg	Save	Spells and Abilities
1st Level Human Paladin	19	2	+3	2	+4	Cure Wounds 1
1st Level Dwarf Fighter	20	3	+3	2	+3	-
1st Level Aasimar Cleric	16	2	+2	1	+3	Command 13 (x2); Cure Wounds 1 (x2)
1st Level Human Wizard	17	1	-2	1	+2	Magic Missile 1; Sleep 13
1st Level Elf Bard	14	1	3	1	+2	Charm 16

Spells

(each spell is usable once per adventure; ergo, Command (x2) means two Command spells available)

- Cure Wounds 1- Heals 1HP
- Command 13, Fear 16, Sleep 13, Charm 16, Fear 16- Target must roll 1d20 + Save (+2 for monsters). If the modified roll is less than the number stated, that character or monster is defeated.
- Magic Missile 1- Automatically deals 1 Dmg to Target.

Special Abilities

Hide 13- Character or monster must roll 1d20 and add their Save score (+2 for monsters) to the roll. If the modified roll is less than 13, then the character successfully hiding automatically wins initiative and gets Att+2 and Dmg+2 for the duration of that round of combat. Extra Attack- This is the number of additional attacks the character or monster receives each combat round.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first party with the Objective to reach the start space wins the game.Draw Phase
- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29

draw a card from the Module 2 deck.

Challenges

Monsters

1. Roll for 1d20 for initiative. Highest number goes first. Reroll ties.
2. Roll 1d20 to hit for character or monster and add its Att score to the roll (Roll for extra attacks as well, if applicable).
3. If the Modified Roll is greater than the target's AC, then the attack hit. The target subtracts the attackers Dmg score from its HP.
- For Characters- If HP is lowered to 0 or less, than the character is defeated and that player is out of the game. If the Dmg is "Poison Gas", "Venom" or "Paralysis", then the player must roll 1d20 + the character's Save. If the modified roll is less than the number given, than the character is defeated and the player is out of the game.

- For Monsters- If the Monster's HP is reduced to 0 or less, than the monster is defeated and the player ends his turn.
- After completing the Attack round for the character who won initiative, then #2 and 3 above is repeated for the character who lost initiative.

Traps

If a trap card is drawn, then the player must roll for 1d20 and add that character's Save score to the roll. If the modified roll is less than the number stated, than that character receives the penalty/ damage of that trap.

Treasure

If a magic item is drawn, than the player may attach that item to their character, providing it meets the criteria listed.

Module 1: Entrance Level

Card	AC	HP	Att	Dmg	Special
Double Portcullis	-	-	-	-	Go Back 1d6 spaces
Purple Moss	11	1	+3	Poison Gas 13	-
Kobold	13	1	+3	1	-
Cobra	13	1	+3	Venom 13	-
Carrion Crawler	13	1	+3	Paralysis 13	-
Candella the Thief	13	1	+3	1	Hide 13; Henchman
Duchess the Thief	13	1	+3	1	Hide 13; Henchman
Bear Cub	13	1	+3	1	Extra Attack (x2)
Stone Trap	-	-	-	3	Save 13
Sword +1	-	-	-	-	Att +1 to Fighter, Paladin or Thief
Travis the Crazed	13	1	+3	1	-
Mass of Corpses	-	-	-	-	Go back 1d6 spaces
Dagger +2	-	-	-	-	Att +1 to Thief or Wizard
Marmoset Monkey	15	2	+5	1	Extra Attack (x3)
Orc	14	1	+3	1	-
Bandit	14	1	+3	1	Hide 13
Evil Acolyte	18	1	+3	1	-

Module 2: Upper Level

Card	AC	HP	Att	Dmg	Special
Living Statue	16	2	+4	1	Extra Attack
Hobgoblin	15	2	+4	2	-
Enchanted Great Cat	16	3	+4	1	Extra Attack (x2)
Ubue	13	3	+4	1	Extra Attack (x2)
Jupiter Blood Sucker	15	4	+4	2	-
Decapus	15	4	+4	1	Extra Attack (x8)
Poltergeist Trap	-	-	-	1	Save 16
Catharandamus	18	3	+4	2	Fear Spell Save 16 or go back 1d6 spaces

Card	AC	HP	Att	Dmg	Special
The Evil Cleric	-	-	-	-	-
Xyzorn the Evil Dwarf	18	3	+4	1	-
Boron the Evil Dwarf	18	3	+4	1	-
Werebear	18	4	+5	2	Extra Attack (x2)
Giant Marble Snake	-	-	-	-	Charm Save 16 or go back 1d6 spaces
Goblin	13	1	+3	1	-
Berserkers	13	1	+3	1	-
Bandit	14	1	+3	1	Hide 13
Sword +2	-	-	-	-	Att +2 to Fighter, Paladin or Thief
Sword +1	-	-	-	-	Att +1 to Fighter, Paladin or Thief

Optional Rule: Leveling

Characters completing the adventure may raise to the next Level:

Level Race Class	AC	HP	Att	Dmg	Save	Spells and Abilities
1st Level Human Paladin	19	3	+4	2	+4	Cure Wounds 1, Courage
1st Level Dwarf Fighter	20	4	+4	2	+3	-
1st Level Aasimar Cleric	16	3	+3	2	+4	Command (x2); Cure Wounds 1 (x2)
1st Level Human Wizard	17	2	-1	1	+2	Magic Missile 1(x2); Sleep 13
1st Level Elf Bard	17	2	4	2	+2	Inspire Courage; Sleep 13

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Panzer

Introduction

Board & card game for 2 players. Tank Warfare in WWII. Each figure represents one Tank (Vehicle, Gun).

Updates!!!!!!!!!!!!!!!!!!!

Updated rules, cards, maps, counters by Petre Tutunea... Click Here BGG Link Or Click Here Rapid Share I recommend jZip to get into .rar files

Victory

Per Scenario. Basic Conditions: Destroy 50% of Enemy Force.

Cardset Available

DTP Wizard Janne Thörne's Website Much thanks should be given to Janne. I tinker with this game more than any other: Constant upgrades & revisions. If the the cards are not updated, blame me, not him.

The Map

Use a Hex map. Each space = 500 meters.

Terrain (optional)

Terrain Types:	MPTE	DB	Notes:
Road	1	-	Bridges
Clear Off Road	2	-	Fields, Light Woods
Difficult Off Road	3	-1	Hedge Rows
Urban	2	-2	Town
Fortified Lines	2	-3	Tank Traps
Mine Field	2	-	-
Impassable	-	-	River; Cannot be moved through

MPTE Move Points to Enter.
DB Defense Bonus: Attack Modifier to hit unit in this terrain.

When entering a Minefield roll 1D6: On 3+ the unit is destroyed.

The Tanks

Use chits or miniatures to represent Tanks. The facing of the unit must be apparent.

Unit List Notation

Speed = Maximum level Move card the Tank can use.
Pen Penetration: Maximum level Attack card the Tank can use.
S Sloped Armor
Number of that unit in your force.
T Truck Transport
LB Long Barreled
L Light Tank
M Medium Tank
H Heavy Tank

German Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
Panzerkampfwagen I	4L	1	1	Training Tank
PzKpfw II	5L	1	1	20-mm gun
PzKpfw 38(t)	4L	1	2	Captured Czech Light Tank
PzKpfw III	4M	2	3	50-mm gun
PzKpfw IV	3M	4	5	75-mm gun
PzKpfw V	4H	5S	6	Panther (LB 75-mm gun)

Unit Name	Speed	Armor	Pen	Notes
PzKpfw VI	2H	6	7	Tiger (88-mm gun)
PzKpfw VII	1H	7	10	King Tiger II (LB 88-mm gun)
Marder III	4	1	4	Tank Killer
Marder II	5	1	3	Tank Killer
7.5cm PAK 40	T	1	4	Anti-Tank Gun
8.8cm Flak 18	T	1	7	Anti-Tank Gun

Note: the PzKpfw I is only armed with Machine guns and cannot damage other tanks.

British Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
Cruiser IV	5M	2	2	40-mm Gun
Crusader III	4M	3	3	Cruiser tank (57-mm Gun)
Cromwell	6M	4	4	75-mm Gun
Valentine	2L	2	3	Infantry Tank (57-mm Gun)
Matilda	2M	4	2	Infantry Tank (40-mm Gun)
Churchill	2M	4	3	Infantry Tank (57-mm Gun)
Sherman Firefly	5M	3	5	76-mm Gun

French Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
Hotchkiss H-39	3	1	2	
Renault R-35	2	1	2	
Somua S-35	4	2	3	
Char B1-bis	2	3	4	

Russian Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
BT-7	7L	1	2	Light Tank (45-mm Gun)
T-28	3M	2	4	Medium Tank (Short 76-mm Gun)
T-60	5L	2	1	Light Tank (20-mm Gun)
T-70	6L	2	2	Light Tank (45-mm Gun)
T-34/76	6M	5S	5	Medium Tank
T-34/85	5M	5S	6	Medium Tank
KV-1	3H	6	5	Heavy Tank
IS-2	4H	7	14	Heavy Tank (122-mm Gun)
SU-152	4	6	20	Tank Killer (152-mm Gun)

American Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
M-4 Sherman	5M	3	4	Medium Tank (75-mm Gun)
M-4 Sherman	5M	3	5	Medium Tank (76-mm Gun)
M-3 Lee	4L	2	2	Grant; Light Tank
M-24 Chaffee	6L	2S	4	Light Tank (75-mm Gun)
M-18 Hellcat	8	1S	5	Tank Killer (with Turret) 76-mm Gun
M-26 Pershing	5	5S	6	Heavy Tank (90-mm Gun)

Setup

As per Scenario.

Stacking

Multiple units may occupy the same Hex. Friendly Units in the same hex are stacked together. Units stacked together may have different facings.

Enemy units may be in the same space (Range = 0). Units get +2 to Attack Rolls at Range =0.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 4 phases:
1. Orders Phase
2. Free Move Phase
3. Opportunity Move Phase
4. Shoot Phase

Orders Phase

Draw 3 cards from your deck. If your deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Free Move Phase

You may move (or just change the facing) of up to 3 of your Light or Medium tanks. They may move up to their maximum range. You may change the facing of a tank at the end of its move.

Artillery pieces can be transported by truck: A Gun cannot attack the turn it moves or the turn after it moves by truck.

Opportunity Move Phase

Play (discard) a Move card to move one of your Tanks. The move card has a number. This is the max number of spaces the Tank moves.

Moves can be diagonal or orthogonal. You may change the facing of the tank at the end of the move. Special Cards are played during your or your opponent's move phase.

Shoot Phase

Any Player may discard an Attack card to have a Tank attack. (Your opponent may make his attacks first) The attack card has a number. This is the maximum range of the attack.

Attacks can be diagonal or orthogonal. Roll 1D6. This is the Attack Roll. Subtract the Distance to the Target Subtract the Armor Factor of the Target (Full from Front & 1/2 from side or rear) Add the Penetration Factor of the attacking unit.

Attack Modifier cards can be played (by both players) to further modify the Attack Roll. If the final value is 1 or more the attack destroys the target. Your opponent may play a defense card to negate your attack.

Heavy ATG's & Tank Killers with no turrets can only attack out of the direction they are facing. If you attacked a unit but did not kill it, you may play a Damage card on it. Penetration Rule: A tank with a penetration Factor less than the Armor factor of the tank it is attacking cannot kill it with a Frontal shot (This does not apply to at Point Blank Range)

Card List Notation

A Attack
M Move
Z Attack Modifier
D Damage
X Special
TCNLM = Tank can no longer Move

Card List

Card Name:	#	Type	Range	Notes:
Slow	4	M	1	
Treads	4	M	2	
Advance	3	M	3	
Cruise	3	M	4	
Good Suspension	1	M	4	Russians only
Diesel Engine	1	M	3	Russians only
Flank	2	M	5	
High-Speed	2	M	6	
Point Blank	4	A	1	
AT Teams	2	A	1	Bazookas & Panzerfausts
Infantry Support	2	A	0	Grenades & Satchel Charges
Close	4	A	2	
Short	3	A	3	
Fast Turret Traverse	2	A	3	Americans (& Shermans) only
Spin in Place	2	A	3	Not Americans or Shermans
Medium	3	A	4	

Card Name:	#	Type	Range	Notes:
Long	2	A	5	Units with Penetration 5+ only
Extreme	2	A	6	Units with Penetration 5+ only
Superior Optics	1	A	6	Germans only
Superior Training	1	A	6	Germans only
Deflection	3	Z	-	Attack Roll -2 (only with Sloped Armor)
Dug-In	1	Z	-	Attack Roll -2
Smoke & Dust	1	Z	-	Attack Roll -2
Thick Glacis	1	Z	-	Attack Roll -2 (Only vs frontal Attack)
Speed	1	Z	-	Attack Roll -2 (Only unit of Speed = 5+)
Skirt Armor	1	Z	-	Attack Roll -2
Superior Steel	1	Z	-	Attack Roll -2 (Germans & Russians only)
Momentum	2	X	-	Unit may move twice this turn
Confusion	2	X	-	Opponent must discard 2 Random cards
Fog of War	2	X	-	Opponent must discard 2 Random cards
Pinned Down	2	X	-	Target Tank cannot move this turn
Complex Engines	1	X	-	German TCNLM
Transmission Breaks	1	X	-	Russian TCNLM
Treads Damaged	1	D	-	TCNLM
Crew Abandons Tank	1	D	-	Tank Destroyed
Gasoline Engine	1	D	-	American or German Tank Destroyed
Commander Killed	1	D	-	Tank can move or attack each turn not both
Turret Jammed	1	D	-	Tank can only attack straight ahead
Mechanical Breakdown	1	X	-	TCNLM
Armor Piercing Round	1	Z	-	Attack Roll +2
Shot Trap	1	Z	-	Attack Roll +2
Out of Gas	1	X	-	TCNLM (Not Russians)
Stuck in the Mud	1	X	-	Heavy TCNLM
Blitzkrieg	2	X	-	Draw 2 Cards
Radio	2	X	-	Draw 2 Cards (Not Russians)
Reliable	2	X	-	Negate a TCNLM (American only)

Scenario 1: Blitzkrieg France 1940

German Units: 4 PzKpfw II 3 PzKpfw 38(t) 2 PzKpfw III 1 PzKpfw IV French Units: 2 Hotchkiss H-39 2 Renault R-35 2 Somua S-35 1 Char B1-bis

Scenario 2: Barbarossa 1941

German Units: 6 PzKpfw II 4 PzKpfw III 3 PzKpfw IV Russian Units:

1 T-28

4 T-34/76

1 T-60

1 Bt-7

1 Kv-1

Scenario 3: Desert Warfare 1941

German (Afrika Korps) Units: 4 8.8cm Flak 18 (secretely located) 4 PzKpfw II 4 PzKpfw III 2 PzKpfw IV

British Units: 6 Crusader III 6 Valentine 6 Matilda

Scenario 4: Normandy Breakout 1944

German Units: 5 PzKpfw IV 2 PzKpfw V 1 PzKpfw VI American Units: 10 M-4 Sherman 2 M-18 Hellcat

Links

Panzer Design Page Wiki The Armor Site Lone Sentry

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Pearl Harbor

Introduction

Solo Card Game. December 7, 1941. The player takes the role of the Japanese Imperial Navy First Air Fleet.

Objective

Destroy as many US targets as possible.

End Of Game

The game ends at the end of the turn in which there are no cards left in the deck.

The Deck

There is one of each card in the card list.

The Cards

There are 4 types of cards: Strategy Cards Target Cards Weapon Cards Defense Cards

Turn Sequence

Each turn has 5 phases:
1. Scout Phase
2. Reserve Phase
3. Attack Phase
4. Target Phase
5. Regroup Phase

Scout Phase

Draw 6 cards.

Reserve Phase

Draw an additional 0, 1, 2, 3, or 4 cards.

Attack Phase

Discard 0, 1, or 2 cards and draw replacements. Defense cards cannot be discarded.

Target Phase

From your hand, make as many 3-card-combos as you can. A combo must have one Weapon card, one Strategy card, and one Target card. Place the Target cards into your Success Pile.

Place the Weapon and Strategy cards into your discard.

Regroup Phase

Discard all cards remaining in your hand.

Card List Notation

T Target
S Strategy
W Weapon
D Defense

Card List

Type	Name
S	Japanese Imperial Navy First Air Fleet
S	Vice Admiral Chuichi Nagamo
S	A Day that Will Live in Infamy
D	The Carriers are Missing
S	Empire of Japan
S	Massed Surprise Attack
D	Franklin D Roosevelt
D	Admiral Husband E Kimmel
T	US Navy Pacific Fleet
S	Pre-Emptive Strike
S	Admiral Isoroku Yamamoto
T	Oahu Island
W	Val Dive Bombers
W	Kate Level Bombers

Type	Name
T	Battleship USS California
T	Battleship USS Maryland
T	Battleship USS Nevada
T	Battleship USS Oklahoma
T	Battleship USS Pennsylvania
T	Battleship USS Tennessee
T	Battleship USS West Virginia
W	Armor Piercing Bombs
W	Shallow Water Torpedoes
T	Pearl Harbor
T	Heavy Cruisers
T	Destroyers
T	Submarines
T	US B-17 Bombers

Type	Name
W	Kate Torpedo Bombers
W	Zero Fighters
W	Nakajima B5N2 97s
W	Aichi D3A1 99s
W	Midget Submarines
W	Fleet Submarines
W	Aircraft Carrier Akagi
W	Aircraft Carrier Hiryu
W	Aircraft Carrier Kaga
W	Aircraft Carrier Shokaku
W	Aircraft Carrier Soryu
W	Aircraft Carrier Zuikaku
W	Fighter Escort
S	US Lack of Communication
S	First Wave
S	Second Wave
S	Sitting Ducks
S	Intense Pilot Training
S	Daylight Raid
S	Complete Surprise
T	Battleship USS Arizona

Type	Name
D	Army Mobile Radar
T	Battleship Row
S	Tora Tora Tora
S	Attack Run
T	Army Airfields
T	Ewa Airfield
T	Grounded Planes
W	Strike Planes
D	Ship AA Guns
D	Shore AA Guns
D	AA Gun Barrage
T	Support Ships
S	Heavy Bombing
S	Sunk or Capsized
S	Major Damage
T	Fuel Reserves
T	Ammunition Reserves
T	Repair Shops
T	Dry Docks
D	Fearful of Counterattack

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Periplus

Introduction

Board & card game for 2 players. Battle between two Fleets of Greek Warships. Abstract skirmish level combat.

Each figure represents a single Ship (unit).

Victory

You win if you Destroy the opposing Quinquereme.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. There are 4 types of Ships: Biremes, Triremes, Quadriremes & Quinqueremes

Ship Table

#	Type	Hits
2	Bireme	2
3	Trireme	3
2	Quadrireme	4
1	Quinquereme	5

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Setup

Each player places one Ship on each square of his back rows. Ships may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Maneuver Phase Fire Phase

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a Ship to move like a knight in chess. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Each attack inflicts one point of damage.

Use Chits or coins to record damage. A ship reduced to 0 Hits is destroyed and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

In order to ram, a ship must move first in the same turn. A Shear Oars does no damage but the target ship can no longer ram or move.

Card List Notation

M Movement
S Shooting Attack
R Ramming Attack
B Boarding Attack
D Defense
X Special
K as a Knight would move in Chess
Type Purpose of card
Number of that card in the Deck.

Card List

Card Name:	#	Range	Type	Notes:
Row	5	1	M	

Card Name:	#	Range	Type	Notes:
Row Row	5	2	M	
Row Row Row	5	3	M	
Ramming Speed	5	4	M	
Periplus	5	K	M	Outflank
Prongs	2	1	R	
Reinforced Ram	2	1	R	
Ram	2	1	R	Special Damage
Shear Oars	2	1	R	
Hoplites	2	1	B	
Harpax	1	1	B	Catapult Launched Grapnel
Corvus	1	1	B	Swing Bridge
Marines	2	1	B	
Full Deck	2	1	B	
Archers	1	3	S	
Javelins	1	2	S	
Slings	1	2	S	
Greek Fire	1	2	S	
Ballistae	1	4	S	
Catapult	1	5	S	
Trebuchet	1	6	S	
Tower Archers	1	K	S	
Parablemata	2	-	D	Negate Shooting Attack
Reinforced Hull	2	-	D	Negate Ram Attack
Disengage	2	-	D	Negate Boarding Attack

Cardset Available

Cards, Counters & Board! Thanks Alessandro! Click Here

Terrain

Add Islands or an irregular shaped board to make things a little more compicated.

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Phasers

Introduction

Board & card game for 2 players. Battle between two Star Trek Fleets. Abstract skirmish level combat.

Each figure represents a single Ship (unit).

Victory

You win if you Destroy the opposing Dreadnaught.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. There are 4 types of Ships: Scouts, Destroyers, Cruisers, Dreadnaughts.

Ship Table

#	Type	Hits
2	Scout	1
3	Destroyer	2
2	Cruiser	3
1	Dreadnaught	4

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Setup

Each player places one Ship on each square of his back rows. Ships may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Maneuver Phase Fire Phase

Card List

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a Ship to move like a knight in chess. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Scout ships can be moved twice per turn.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. The enemy Ship that is the target of the attack takes damage equal to the Damage value of the card.

Use Chits or coins to record damage. A ship reduced to 0 Hits is destroyed and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

Shield cards reduce the amount of damage done by the attack. Shield cards automatically negate Transporter Mines & Boarding Parties. Cruisers & Dreadnaughts can attack twice per turn.

Card List Notation

M Movement
A Attack
D Defense
X Special
K as a Knight would move in Chess
Type Purpose of card
Dam Damage (inflicted or prevented)
Number of that card in the Deck.

Card Name:	#	Range	Dam	Type	Notes
Defensive Phasers	3	1-2	1	A	
Phasers	3	3	1	A	
Offensive Phasers	3	4	1	A	
Transporter Mines	2	1	2	A	
Special Attack	3	1	4	A	
Drone Missiles	2	5	3	A	
Boarding Party	2	1	5	A	
Security	2	-	-	D	Negate Boarding Party
Wild Weasel	2	-	-	D	Negate Drone Attack
Shields	3	-	1	D	
Directed Shields	3	-	2	D	
Full Power Shields	3	-	3	D	
Special Defense	3	-	-	D	Negate Attack
Warp 1	3	1	-	M	
Warp 2	3	2	-	M	
Warp 3	2	3	-	M	
Warp 4	2	4	-	M	
Warp 5	2	5	-	M	
Warp 6	2	6	-	M	
Warp 7	2	7	-	M	
Worm Hole	2	K	-	M	
Sensors	4	-	-	X	Look at opponents hand
Tactics	3	-	-	X	Discard to draw 3 cards

Special Defense Card

Defensive card that negates any one Attack. For the Romulans this represents their Cloaking Device. For the Klingons this represents the increased Speed & Agility of their Ships.

For the Federation this represents their advanced Shields & Sensors.

Special Attack Card

Attack card that causes 4 damage at a range of 1 space. For the Romulans this represents their Plasma Torpedoes. For the Klingons this represents their Disruptor Banks.

For the Federation this represents their Photon Torpedoes.

Card Set By Zak

I'm working on a complete thoth module with board & counters.

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Pirate Island

Introduction

Module for Artifact. Click Artifact Core Ruleshere for the Core Rules. Each player controls a Pirate expedition (Ship, Captain, and Crew).

Skill List Table

1D6	Skill:	1D6	Skill:
1	Crew +2	4	Discipline +1
2	Cannons +1	5	Sailing +1
3	Navigation +1	6	Swashbuckling +1

Difficulty Modifier

New Rule. Abbreviated DM. This is a property of individual Challenge cards.

The DM is added to the Challenge roll.

Encounters

If player pawns meet at sea the Skill test will be Cannons. If player pawns meet on the Island the Skill

Pirate Expedition

The Expedition has 10 Crew points and 6 skills. Roll on the Skill List Table to see what skills you get:

test will be Swashbuckling. If a player loses a Challenge he loses one Crew point unless the Challenge card says different.

Introduction

Module 1 represents the trip by sea to and from Pirate Island. Module 2 represents Pirate Island itself. The 'Artifact' is a buried treasure.

Module 1 Sailing The Seven Seas Card List

Card Name:	Notes:
Spanish Galleon	Cannons & Sailing
Portugese Man-o-War	Cannons x2
French Frigate	Cannons x2
English Clipper	Cannons x2: DM +1
Flying Dutchman	Cannons x2
Barbary Coast Corsairs	Cannons & Swashbuckling
Ivory Coast Pirates	Cannons & Swashbuckling
Scurvy	Loose one crew
Mutiny	Discipline x2: DM +1
Murder	Discipline x2
Mayhem	Discipline & Swashbuckling
Mermaid	Discipline x2
Jamaican Rum	Discipline x2
Albatross	Navigation x2: If successful move forward 1D6 spaces
Blown off Course	Navigation & Sailing: If Failed Miss 1 Turn
Uncharted Waters	Navigation x2: If Failed Miss 1 Turn
Sargasso Sea	Navigation x2: If Failed Miss 1 Turn
Doldrums	Navigation x2: If Failed Miss 1 Turn
Hurricane	Sailing x2: DM +1
Typhoon	Sailing x2
Tropical Storm	Sailing x2
Sharp Rocks	Sailing x2

Card Name:	Notes:
Run aground	Sailing x2
Whirlpool	Sailing x2
Foul Water	Miss one Turn
Boarding Action	Swashbuckling x2
Broadsides	Aid: Cannons +1
Grapeshot	Aid: Cannons +1
Chainshot	Aid: Cannons +1
Cannon Balls	Aid: Cannons +1
Swivel Guns	Aid: Cannons +1
Weather Storm	Aid: Sailing +1
Sea Dogs	Aid: Sailing +1
Salty Sailors	Aid: Sailing +1
Dolphins	Aid: Sailing +1
Crows Nest	Aid: Sailing +1
Compass	Aid: Navigation +1
Spyglass	Aid: Navigation +1
Sextant	Aid: Navigation +1. This Module only.
Charts	Aid: Navigation +1. This Module only.
Skull & Crossbones	Aid: Discipline +1
40 Lashes	Aid: Discipline +1
Walk the Plank	Aid: Discipline +1
Thrown in the Brig	Aid: Discipline +1
Stowaway	Gain one crew

Module 2 Pirate Island Card List

Card Name:	Notes:
Island Girls	Discipline x2: If Failed Miss 1 Turn.
Tropical Paradise	Discipline x2: If Failed Miss 1 Turn.
Mutiny	Discipline x2: DM +1
Murder	Discipline x2
Traitors	Discipline & Swashbuckling
Mayhem	Discipline & Swashbuckling
Cutthroat	Discipline & Swashbuckling
Skeletons on the Beach	Discipline x2: DM -1
Volcanic Eruption	Discipline x2
X marks the Spot	Navigation x2: If successful move forward 1D6 spaces.
Dig in Wrong Spot	Navigation x2: If Failed Miss 1 Turn
Cave Network	Navigation x2: If Failed Miss 1 Turn
Walking in Circles	Navigation x2: If Failed Miss 1 Turn
Castaways	Gain one crew
Captives	Gain one crew
Hostile Beach Natives	Swashbuckling & Cannons
Swiss Family Robinson	Swashbuckling & Cannons: DM +1
Buccaneers	Swashbuckling x2
Poisonous Snake	Swashbuckling x2
Inland Natives	Swashbuckling x2
Cannibal Stew	Swashbuckling x2
Escape Head Hunters	Swashbuckling x2
Pygmy Ambush	Swashbuckling x2

Card Name:	Notes:
Matchlock Pistols	Aid: Swashbuckling +1
Cutlass	Aid: Swashbuckling +1
Peg Leg & Eye Patch	Aid: Discipline +1
Treasure Map	Aid: Navigation +1 This Module only.

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Card Name:	Notes:
Matchlock Pistols	Aid: Swashbuckling +1
Cutlass	Aid: Swashbuckling +1

Pomerium

A Solo Game Of Warfare And Intrigue In The Roman Empire

inspired by Lloyd Krassner's **??**MARCH ON ROME by Steven Cranmer scranmer@cfa.harvard.edu)

Premise

The time frame is somewhere between 50 and 150 AD. An emperor of long standing has just died. You happen to know with certainty that you are his intended successor, but he died before announcing this to the Senate. Your job: defeat the other powerful contenders to the throne and claim your rightful place as Imperator!

This paper-and-pencil game is a one-player variant on Lloyd Krassner's **??**March on Rome There are some aspects of the game that were inspired by several other of Krassner's WarpGames as well. The scope of the player's choices in the game is somewhat limited, possibly making this more of a simulation than a strategy game. However, it was my intent to construct something that can be played as a simple pastime rather than with a great deal of advanced forethought. Some suggestions for extensions are listed at the end of this document, and the reader is encouraged to make whatever changes seem appropriate.
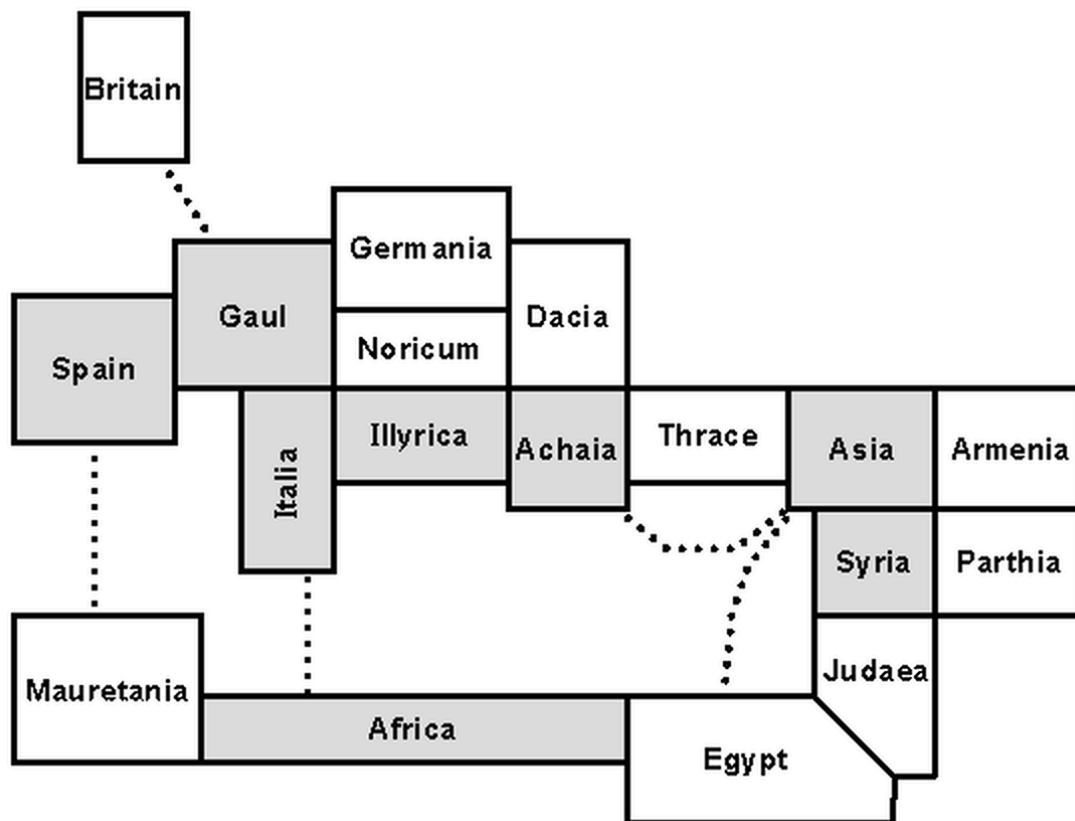
Map

There are 8 "core" provinces (gray) and 10 "frontier" provinces (white). At the start of the game, the Roman Empire consists only of the core provinces, and all others are considered "lost." Imperial provinces are either controlled by generals or by procurators. A province is considered adjacent to another only if they touch on all or part of a side, or are connected by a sea route (dotted lines on map). Provinces touching corners only are not adjacent.

#	Province
1	Spain (core)
2	Gaul (core)
3	Italy (core)
4	Illyrica (core)
5	Achaia (core)
6	Asia (core)
7	Syria (core)
8	Africa (core)
9	Britannia
10	Germania

#	Province
11	Noricum
12	Dacia
13	Thrace
14	Armenia
15	Parthia
16	Judaea
17	Egypt
18	Mauretania
19	(roll again)
20	(roll again)

Set-up

The player is denoted as a 'PC' (Player Character), and the main opponents are denoted as 'NPC' (Non-Player Charater) generals. The PC starts in a random core province (roll 1d8) with 2 + 1d6 legions.

There are 1 to 4 opposing NPC generals, all starting in other core provinces, determined randomly. The number of NPC generals and their legions are determined by rolling 1d12. Once the number of generals is determined, roll individually for each to obtain their legions and their starting core province. (If an occupied province is selected, roll again.)

1d12	no. of NPCs	legions per general
1-3	1	3 + 2d6
4-8	2	2 + 1d8
9-11	3	1 + 1d6
12	4	1 + 1d4

The legions belonging to PC and NPC generals do not go on the map; only markers of ownership go on the map. Legions are considered "instantly movable," because 1 turn equals 1 year, so they are accounted for as numbers, off the map.

All unoccupied core provinces are considered to be "senatorial provinces," and are governed by unambitious procurators. For each of these provinces, roll 1d6 to see if they have a legion garrisoned there or not:

1d6	no. of legions
1-4	0
5-6	1

Put white markers on senatorial provinces, and put markers for their legions on the map (to avoid off-board record-keeping for the procurators).

At the start of the game, all frontier provinces are not part of the Empire, and their military strengths are unknown.

Turn Sequence

#	Turn
I.	PC ACTIVITY
II.	NPC ACTIVITY
III.	RECRUITMENT PHASE
IV.	EVENT PHASE

I. Pc Activity

The PC can choose one of three options:
- Do nothing and wait,
- Attack a province adjacent to any province controlled bythe PC (whether it is part of the Empire or not), or
- Approach a province adjacent to any province controlled by the PC with an offer of alliance. If alliance negotiations break down, a battle occurs.

Ii. Npc Activity

NPC generals have the same options as players, but their actions are determined randomly. The NPCs act in random order, re-determined every turn, by having each roll 1d20 and acting in ascending order of their rolls. Their actions are determined by rolling 1d6:

1d6	action
1	nothing
2-3	try for an alliance
4-6	attack

If an NPC is supposed to try for an alliance or attack a neighbor, first choose a random "home base" for the NPC out of that general's provinces (use whatever die spans the appropriate number). Then choose a random neighbor by rolling 1d6 and counting neighbors clockwise from due north.

Examples: Starting in Africa, a 3 is rolled. The chosen neighbor is Mauretania. Starting in Gaul, a 2 is rolled. The chosen neighbor is Germania.

Battles

When a battle occurs, each side must first roll 1d6 for initiative. (The higher roll has the initiative, rolling again at ties.) The side without initiative first determines how many legions to devote to the battle (see below). The side with initiative then gets to decide how many legions to devote. For PCs, it is obvious that having the initiative allows a more intelligent choice. For NPCs and barbarians, having the initiative means that one adds 2 legions to the randomly determined value, if they are available.

If one side in the battle is a barbarian nation, their total number of armies (equivalent to Roman legions)

available this turn, all of which will be devoted to the battle, is 2 + 1d6. If left unconquered at the end of the turn, the remaining barbarian armies will disperse and they will raise 2 + 1d6 fresh armies next turn, if attacked again. If a barbarian nation is involved with more than one battle in a turn, they only roll 2 + 1d6 one time per turn.

The PC decides freely how many legions, out of the total number owned, to devote to any one battle. NPC generals decide by rolling 1d6 on the following table. Every party's total legion ownership is "public knowledge," so the NPC's decision depends on whether his or her opponent is stronger, weaker, or equal in total legions:

1d6	opponent stronger	opponent equal	opponent weaker
1	40%	30%	20%
2	50%	40%	30%
3-4	70%	50%	40%
5	85%	75%	70%
6	100%	100%	90%

The NPC thus devotes this percentage of the total number of legions owned to the battle, rounding up.

The battle is resolved by fighting 1d6 "segments," similar to Culture & Conquest: Dice Game. Civilization Building; Published In The Academic Gaming Review!Culture and Conquest. In each segment, each side rolls 3d6 (the side with initiative goes first). Each time a 1 comes up, the opponent loses X legions, where X is determined by the total number of legions on boths sides of the battle:

total	X
2-13	1
14-26	2
27-39	3
40-52	4

and so on. If a battle ends in an equal number of legions on both sides, keep adding segments until the tie is broken. The winner is the side with more

legions at the end, and the winner takes the province at stake. If a general has lost his or her last province, the remaining legions disappear.

Alliances

Alliances are effectively "mergers" between the two sides. Once an offer is made, two things must be determined: (1) the response to the offer, and (2) which side will be dominant when the merger is completed. (The side not dominant effectively disappears from the game.)

Dominance is decided between PC generals and NPC generals by which side has more total legions. This same criterion applies when two NPC generals decide to ally. However, when any general allies with either a procurator or a barbarian nation, the general will always be dominant.

PCs can of course turn down any offer where they will not end up dominant. NPC general responses are determined by rolling 1d6 on the following table:

1d6	NPC will be dominant	NPC won't be dominant
1-2	YES	YES
3-6	YES	NO

Procurator and barbarian responses are determined by rolling 1d6 on the following table:

1d6	Procurator	Barbarian
1	YES	YES
2-5	YES	NO
6	NO	NO

Any response of "NO" leads to a battle between the two sides. A response of "YES" leads to the dominant party obtaining all legions owned by the other party. (A barbarian nation has 2 + 1d6 legions to provide in an alliance.)

Iii. Recruitment Phase

Each PC and NPC general gains 1 legion per province controlled.

Iv. Event Phase

1d6 events occur throughout the known world each turn. For each event, roll 1d20 on the following table. Events are resolved immediately.

1d20	Event	1d20	Event
1	Assassination	8-12	Prosperity
2-3	New general arises	13-16	Local rebellion

1d20	Event
4-7	Epidemic

1d20	Event
17-20	Barbarian invasion

Assassination: A random general is killed. Both the PC and NPCs are liable (not procurators). If the PC general is chosen, the game is over.

New general arises:This only occurs if the total number of generals (PC + NPC) is 2 or less, and there exists at least 1 lost or senatorial province. If a new general can indeed arise, set up the new NPC like at the start of the game, with 2 + 1d6 legions. First roll 1d8 if there are core provinces open (keep rolling if provinces occupied by generals are chosen). If the new NPC arises in a senatorial province, and that procurator has a legion, then it can be added to the new general's total. If all core provinces are occupied by generals, roll 1d20 for all provinces.

Epidemic: Roll 1d20 for a random province. The general or procurator in control loses 1 legion, but does not lose control of the province if the total number of legions goes to zero. Lost provinces are not affected.

Prosperity: Same as epidemic, but it is a gain of 1 legion for the general or procurator in control.

Local rebellion: Same as epidemic (with a loss of 1 legion), but if the owner's total goes to zero, consider the province lost and no longer part of the Empire.

Barbarian invasion: Roll 1d8 on the table below to determine which invader invades. Follow the "invasion route" in the table. The first province that is a part of the Empire is the one that is hit by 2 + 1d6 legions of barbarians. If the barbarians win, the province is lost and all remaining Roman legions (that were devoted to the battle) are killed. If the barbarians lose, all remaining barbarian legions are killed.

1d8	Invader	Route
1	Picts	Brit - Gaul
2	Celts	Germ - Gaul - Italy
3	Huns	Dacia - Noric - Gaul - Italy - Illy - Achaia - Thrace</td>
4	Vandals	Dacia - Noric - Gaul - Spain - Mauret
5	Ostrogoths	Dacia - Achaia - Asia
6	Visigoths	Thrace - Achaia - Illy - Italy - Gaul - Spain
7	Armenians	Armen - Asia - Thrace - Achaia
8	Parthians	Parthia - Syria - Asia - Thrace

Victory Conditions

At the end of any turn, if the PC general controls at least 3 provinces and there are no other surviving NPC generals, the PC wins. If the PC (or any NPC) loses all owned provinces or is assassinated, he or she is out of the game.

Possible Extensions

- In battles, include the possibility for either side tosurrender, or to have the attacker give up for any other reason.
- Include character traits and abilities, such as militaryskill, charisma, political ambition, and superstition.These can add flavor and affect the outcomes of battlesand alliance negotiations, and possibly give generals thechance to avoid assassination.
- Create random tables for generals' ages, ancestries (patrician,plebs, freed slave, etc.) and names (praenomina, nomina, cognomina).
- Allow generals to devote resources to non-military areas, butwithout introducing the added complexity of money (or "tribute"),which would probably be too time-consuming to keep track of forthe NPCs.Generals could curry favor with the populace or make improvementsin cities (like the Wonders of Culture and Conquest?).
- Add more political backstabbing (see March on Rome).

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Protecting The Skies

Introduction
Solo Dice Game. Simulation of an Air War between USA and an imaginary Middle Eastern Nation.

Materials
Paper, pencil, 1-2 six sided dice & 1 ten sider, nobody to play with.

Goal
The player plays the commander of Anti-Aircraft troops of an imaginary Middle Eastern Nation. The goal is to bring down ten American war planes to create anti-war sentiment in the USA and halt the American assault.

Map
Draw a map of your nation with ten provinces and the capital city. Number the provinces with numbers from 1 to 10, 1 being the capital city. Place the 12 possible American bombing targets to provinces according to 1d10 rolls.

American Bombing Targets

#	Name	#	Name
1	International Airport	7	Military Base
2	TV Station	8	Ammo Factory
3	Power Station	9	Military Base
4	Power Station	10	Main Military HQ
5	Military Airport	11	Military Airport
6	Oil Distillery	12	Presidential Residence

Aa Troops And Weapons

#	Description
1d6	Long Range Missile Systems
	Against High Flying Bombers (B-52)
2d6	Short Range Missiles
	Against Low Flying Assault Planes (F15, Tornado(RAF), A10)
3d6	Units with Stinger Missiles
	Against Low Flying Assault Planes (F15, Tornado (RAF), A10)
3d6	Units with AA-guns
	Against Low Flying Assault Planes (F15, Tornado (RAF), A10)

PHASE 1: Deployment

Deploy your troops and units into provinces. The Units cannot be transferred from Province to Province after the American Assault has begun. Units can be deployed either as active or hidden. An active unit can fire against attacking troops but has a greater risk of being detected and attacked. A hidden unit cannot attack but the risk of being discovered is smaller. Once a hidden unit has changed to active status, it cannot be hidden again.

PHASE 2: American Assault

Roll Target Province Roll with 1d10. That's the Province the Americans are attacking. Then Roll d6 to determine, whether the Americans are attacking the AA units or the Targets in the province. On 1-3 on d6, the Americans are attacking the AA units, on 4-6 on d6, another target in the province. If there is no targets in the province, Americans have bad intelligence and they attack targets with no value. During the first five turns, the Americans attack only with 1d6-1 B-52's, aftern that the Americans attack with 1d6-1 B-52's, 1d6-1 F-15's, 1d6-1 Tornados (RAF) and 1d6-1 A10's.

PHASE 3: Intercept

Against B-52's you can fire 1d6 Long Range Missiles if you have such unit active in a province. A Long Range Missile destroys a B-52 with 6 on d6.

Against Low Flying Bombers you can fire 1d6 Short Range Missiles, 1d6 Stingers and 1g6 AA-guns are at

range. A Short Range Missile hits a Low Flying Bomber with 5-6 on d6. A stinger and a gun hits with 6 on d6.

All unintercepted planes attack the targets. B-52 will kill an active AA unit with 5-6 on d6 and destroy other target with 4-6 on d6. A low flying bomber will kill an active AA unit with 4-6 on d6 and destroy another target with 5-6 on d6. A hidden AA- unit is killed with 6 on d6. The AA units will be attacked in order: 1. Long Range Missile Unit, 2. Short Range Missile unit, 3. AA-gun, 4. Stinger Unit.

PHASE 4: Regroup.

You count your losses. You can activate hidden AA-units.

Victory

You win if you destroy 10 American planes. Then the public opinion in the USA forces the President to stop bombings. You lose if the Americans destroy all the Targets or all your AA units.

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Quest For The Grail

Introduction

Scenario for WarpQuest. for the Warpquest Core Rules WarpQuest Core Rules. Each player is a Knight of the Round table.

The Scenario

- The map spaces represent distance and time.
- There is only one Module.
- The track is 30 spaces long.
- The "Artifact" is the Holy Grail.
- The Grail must be obtained and returned.

Knight Attributes

Each Knight has 10 Skills and 10 Quest Points. Roll on the Knightly Attribute Table to see what Skills you get. Each skill corresponds to one type of Challenge Roll.

Knightly Attribute Table

1D10	Skills:	Challenges:
1	Chivalry +2	Lady
2	Valor +2	Monster
3	Ranger +2	Animal & Survival
4	Sorcery +2	Magic
5	Seamanship +2	Sea

1D10	Skills:	Challenges:
6	Wisdom +2	Wit
7	War +2	Men
8	Strength +2	Knight
9	Quest Point +1	-
10	Pick one	

Challenges

If you fail a challenge you lose 1 Quest Point. If you are ever reduced to 0 Quest Points you automatically loose.

Fighting

If you lose a fight with another players Knight you lose a Quest Point and must turn over the Grail if you have it.

Card List

Name	Challenge:
Mordred	(Battle) Knight, DM +1
Morgan le Fey	Magic or Lady, DM +1
Dragon	(Battle) Monster, DM +1
Fire Breathing Wyrm	(Battle) Monster, DM +1
Black Knight	(Battle) Knight
Ogre	(Battle) Monster
Questing Beast	Monster or Animal. If you fail go back 1D6 spaces
Bandits	(Battle) Men
Saxon Raiders	(Battle) Men
Wild Pict Warriors	(Battle) Men
Brigands	(Battle) Men
Pirates	(Battle) Sea or Men
Mad Knight	Knight
Jester	Wits
Jousting Tournament	(Battle) Knight. If you fail go back 1D6 spaces
Melee Tournament	(Battle) Knight. If you fail go back 1D6 spaces
Knight Errant	(Battle) Knight
Wolf	(Battle) Animal
Bear	(Battle) Animal

Name	Challenge:
Lion	(Battle) Animal
Boar	(Battle) Animal
Green Knight	Knight or Magic
Flooded River	Sea or Wits. If you fail go back 1D6 spaces
Shipwreck	Sea
Black Plague	Survival
Waylaid by Beggars	Wits. If you fail go back 1D6 spaces
Waylaid by Children	Wits. If you fail go back 1D6 spaces
Bridge Troll	(Battle) Monster
Serpent	(Battle) Sea or Monster
Wood Nymph	Magic or Lady
Romantic Love	Lady. If you fail go back 1D6 spaces
Giant	(Battle) Monster, DM +1
Tricked by Dwarf	Wits. If you fail go back 1D6 spaces
Waylaid by Peasants	Wits. If you fail go back 1D6 spaces
Waylaid by Pilgrims	Wits. If you fail go back 1D6 spaces
Frigor & Waste	Survival
Take Vow	Wits. If you fail Strength -1
Take Oath	Wits. If you fail Wit -1
Evil Hag	(Battle) Magic or Monster or Lady
Rescue Princess	(Battle) Men or Monster
Incubus	(Battle) Magic or Monster or Lady
Visit land of Faerie	Magic, DM +1
Griffin	(Battle) Monster
Queen Maab	Magic or Lady, DM +1
Sword	Aid: Battle +2
Lance	Aid: Knight +2
Shield	Aid: Battle +2
Armor	Aid: Battle +2
Steed	Aid: Non-sea Battle +2
Squire	Aid: Battle +2
Men-at-Arms	Aid: War +4
Magic Philtre	Aid: Chivalry +4
Your Lady's Token	Aid: Chivalry +4
Virtue	Aid: Chivalry +4
Prayer	Aid: Magic +4
Courage	Aid: Valor +4
Bravery	Aid: Valor +4
Friendly Castle	Aid: War +4
Lady of the Lake	Aid: Magic +4
Helped by Arthur	Aid: Strength +4 or War +4
Helped by Merlyn	Aid: Magic +4
Helped by Lancelot	Aid: Strength +4 or War +4
Helped by Gwynevere	Aid: Chivalry +4
Helped by Gawaine	Aid: Battle +2
Helped by Galahad	Aid: Battle +2
Helped by Tristam	Aid: Battle +2
Helped by Priest	Aid: Wit +4
Helped by Hermit	Aid: Wit +4
Prophecy	Aid: Battle +4
Hospitality	Aid: Regain 1 lost Quest Point

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Quickie Figs

Introduction

Very simple Miniatures rules. Ranges, distances, and movement abstracted. No record keeping, charts, or tables.

Games resolved in under 10 minutes. Make up the rules as you go.

Anecdotal Preface

The idea for this game came after meeting a friend carrying a box of 14 "finely painted" (Happy now Ray?) miniatures. The Figs were a mix of Superhero and Sci-Fi (WH40K, Necromunda, etc). I immediately sorted them out into two sides of 7 each: A good and bad side.

We then determined by looking at the figs which could attack at long range, then at medium range, short range, and finally at point blank. This took about 5 minutes. We "roleplayed" out the results. This whole exercise was strangely satisfying...

We got to play with the figs, make armies, debate the relative strengths of the units, and explore how a confrontation might have played out, without actually playing out a game with cumbersome rules.

Figures

These rules are based on Sci-Fi figures, but other types will work just as well.

Randomizers

Six sided dice are useful.

Setup

Somebody brings a small number of figs, say 10 - 20+. Players divide the figs into 2 opposing forces, based on aesthetic reasons.

Turn Sequence

The game proceeds in turns in the following order: Extreme Range Turn Long Range Turn Medium Range Turn Short Range Turn Hand-to-Hand Combat Turns

Extreme Range Turn

Look at the figs. Determine which ones have weapons that can attack at extreme ranges. Missile Launchers, Auto-cannons, and other heavy weapons are good candidates.

For each Fig that can attack roll 1D6. On a roll of 1 an opposing Fig of the attacker choice is killed. All attacks are simultaneous.

Long Range Turn

Look at the figs. Determine which ones have weapons that can attack at long ranges. Rifles of all types and Heavy weapons are good candidates.

For each Fig that can attack roll 1D6. On a roll of 1 an opposing Fig of the attacker choice is killed. All attacks are simultaneous.

Medium Range Turn

Look at the figs. Determine which ones have weapons that can attack at medium ranges. Rifles and Pistols are good candidates.

For each Fig that can attack roll 1D6. On a roll of 1 an opposing Fig of the attacker choice is killed. All attacks are simultaneous.

Short Range Turn

Look at the figs. Determine which ones have weapons that can attack at short ranges. Pistols of all types and Thrown weapons are good candidates.

For each Fig that can attack roll 1D6. On a roll of 1 an opposing Fig of the attacker choice is killed. All attacks are simultaneous.

Hth Combat Turns

Look at the figs. Figs kill on a roll of 1 on 1D6. Figs with a HTH weapon (Sword, Bayonet) kill on a roll of 1-2 on 1D6.

Figs with HTH weapons in both hands (HTH Specialists) kill on a roll of 1-3 on 1D6. All attacks are simultaneous. The HTH turn is repeated until one side is completely killed off.

Optional Rules:

Armor

If a Fig is hit roll 1D6: Light armor negates the hit on a roll of 1. Medium armor negates the hit on a roll of 1-2. Heavy armor negates the hit on a roll of 1-3.

Magic & Psychic Powers

Some figs may be imbued with psionic attack ability. Treat this as the ability to make a regular attack roll during all turns.

Casualties

If an attack roll hits roll 1D6: 1-3 The attacking player picks the target. 4-6 The defending player picks the target.

Stay At Range

When a turn is over roll 1D6: 1-3 Combat continues at the same range. 4-6 Combat is at the next closer range.

Fantasy Conversion

Extreme range: Magic Long range: Long Bows, Crossbows Medium Range: Short Bows, Javelins, Slings Short Range: Thrown weapons

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Rabbit Run

Introduction

Scenario for WarpQuest. for the Warpquest Core Rules WarpQuest Core Rules. Based on the Novel Watership Down by Richard Adams.

Each player controls a Band of Rabbits who have left Their overcrowded home Warren and are traveling the Countryside, looking for a good spot to establish a new Warren.

Disclaimer

Watership Down is a copyrighted property. This is merely a fan site.

The Scenario

The map spaces represent distance. There is only one Module. There is no "Artifact".

The Scenario is a one way trip. The winner is the first Band (Pawn) to reach the End Space (The site of the New Warren).

Rabbit Attributes

Each players Band contains 10 Rabbits. Each Band has 10 random Atrributes (Skills). Each Band starts with a Hunger Point Total of -7.

Attributes Table

1D6	Attribute:	Manifestations:
1	Strength +1	Large Size, Tough, Sturdy, Ferocity, Aggression
2	Speed +1	Fast Runner, Sure Footed, Long Hind Legs
3	Cunning +1	Resourceful, Full of Tricks, Intelligent, Shrewd, Wily
4	Senses +1	Second Sight, Intuition, Seer, Danger Sense, Alert, Wary
5	Hiding +1	Concealment, Camouflage, Quiet Movements
6	Courage +1	Leadership, Story Teller, Persuasion, Camaraderie

Foes

If you encounter a Foe, you have to make several challenge Test Rolls:

1. Make a test vs Senses.
If successful add one to your next roll. . .

2. Make a test vs Hiding.
If successful, you evade the Foe. Discard it. If not. . .

3. Make a test vs Cunning.
If successful, you trick the Foe. Discard it. If not. . .

4. Make a test vs Speed.
If successful, you outrun the Foe. Discard it. If not. . .

5. Make a test vs Courage.
If successful add one to your next roll. . .

6. Make a test vs Strength.
If successful, you drive off the Foe. Discard it. If you fail, 1D3 Rabbits get killed. If you had to make a strength test your Strength Attribute is -1 for 1D6-1 turns.

Hunger

At the beginning of every turn increase your Hunger point total by one. If your Hunger total is ever 1 or more, you get a penalty of DM +2 on all Challenges. Instead of moving forward on your turn you may skip your move and rest and Forage instead to decrease your Hunger total by 1D6.

Module Card List

Card Name:	Challenge:
Wanderers	Courage x2. If successful gain 2 Rabbits and 2 Skills
Outskirters	Senses x2. If successful gain 2 Rabbits
Free the Hutch Rabbits	First Test: Senses & Courage
Second Test: Cunning & Speed	
If you pass both tests gain 3 Rabbits	
A Thousand Enemies	Foe
Stoat	Foe

Card Name:	Challenge:
Farm Cat	Foe (DM +1 to Senses test)
Dog off Leash	Foe (DM +1 to Strength test)
Brown Owl	Foe (DM +1 to Speed test)
White Owl	Foe (DM +1 to Speed test)
Hawk	Foe (DM +1 to Speed test)
Crow	Foe
Kestrel	Foe (DM -1 to Strength test)
Fox	Foe
Rats	Foe
Ferret	Foe
Weasel	Foe
Efrafa Wide Patrol	Foe (DM +1 to Strength test)
Marksman	Foe (Replace Strength test with Speed Test)
Gameskeeper	Foe (Replace Strength test with Speed Test)
Farmer	Foe (DM -1 to Hide test)
Stories of El-Ahrairah	Aid: Cunning +1
Insight	Aid: Cunning +1
Clever Plan	Aid: Cunning +1
Terror	Courage x2. If Failed miss next turn.
Exhaustion	Courage & Strength. If Failed miss next turn.
Bolt	Aid: Speed +1
Fast as a Hare	Aid: Speed +1
Lightning Dash	Aid: Speed +1
Dedicated Fighter	Aid: Strength +1
Spoiling for Action	Aid: Strength +1
Migration	Courage & Strength. If successful move ahead 1D6
Travel By Night	Courage & Strength. If successful move ahead 1D6
Hard Going	Courage & Strength. If failed move back 1D6
Encouragement	Aid: Courage +1
Undaunted	Aid: Courage +1
Show of Authority	Aid: Courage +1
Sniff, Listen, & Stare	Aid: Senses +1
Sentry Warning	Aid: Senses +1
Stamp Alarm	Aid: Senses +1
At Wits End	Courage & Cunning. If Failed miss next turn.
Perplexity	Cunning x2. If Failed miss next turn.
Cross River	Strength & Cunning. If successful move ahead 1D6
Lost	Cunning & Courage. If Failed go back 1D6
Scattered	Senses x2. If Failed go back 1D6
Sick at Heart	Courage x2. If Failed miss next turn.
Caught in Snare	Cunning x2. If Failed one Rabbit Killed
Myxomatosis	Senses & Courage. If Failed 1D6 Rabbits die
Road with Cars	Speed x2. If Failed one Rabbit Killed
Ditch	Aid: Hide +1
Shelter	Aid: Hide +1
Wind, Damp & Dew	Aid: Hide +1
The Black Rabbit of Elil	Courage x2. If Failed miss next turn.
Tractor	Courage x2. If Failed miss next turn.
State of Tharn	Courage x2. If Failed miss next turn.
Freeze in Panic	Courage x2. If Failed miss next turn.
Want to go Back	Courage x2. If Failed go back 1D6 spaces
Friendly Bird	Cunning x2. If successful move ahead 1D6
Thorn in the Paw	Speed Attribute -1 for 1D6 turns

Card Name:	Challenge:
Bullet Wound	Speed Attribute -1 for 1D6 turns
Rat Bite	Senses Attribute -1 for 1D6 turns
Bloody Wound	Hide Attribute -1 for 1D6 turns
Cowslips	Hunger Total -7
Grass	Hunger Total -7
Dandelions	Hunger Total -7
Clover	Hunger Total -7
Meadow	Hunger Total -7
Pasture	Hunger Total -7
Carrots	Senses x2. If successful Hunger Total -7
Garden Raid	Senses x2. If successful Hunger Total -7
Lettuce	Senses x2. If successful Hunger Total -7
Weariness	Strength x2. If Failed Miss next turn.
Fatigue	Strength x2. If Failed Miss next turn.
Experience	Gain one Random Attribute
Blessing of Frith	Aid: +1 to any Attribute

Game Designers Notes

I highly recommend reading the Novel.

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Real Time Carnage

Introduction

By Matthew McCullough and Ross Heintzkill. The game is called Real-Time Role-Playing Game (RTRPG). It is a system that can be used for any shoot-em-up game, like UT or BF or CS or what have you.

It is played on graph paper, and requires two six-sided dice.

Okay, so you start out by sketching whatever environment you like on the graph paper. What's really fun is playing it at a friend's house and then drawing the house and playing there. It doesn't have to be too detailed a drawing, but you should put in furniture and doors and poles and what have you.

Then each player picks their weapons. You arbitrarily pick a point count, and each player gets that many points to spend on weapons. Now, I have a system set up for counting points that's not perfect, but it'll do.

Each weapon has Damage, ToHit, Refire, Range, Clip and Use stats. More on this later.

The objective of the game is to blow the bajesus out of your enemies. You take turns moving and shooting. Each turn, you get two actions. Actions are usually either moving, shooting, aiming or reloading.

Each of these usually cost one action.

Move: Depending on the size of the arena chosen, usually you can move 5 squares. Running allows you to move twice that, but you get -2 penalty to firing a weapon.

Shoot: Depending on the weapon, a Shoot action fires a certain amount of shots at a target. If you hit a target, roll for damage. Note that if you have less bullets in your clip than you are allowed to fire per Shoot action, that sucks for you.

You can't Reload for free to get the rest of your money's worth.

Now, you generally roll 2d6 to fire a weapon, and it takes a 7 or greater to hit. Since there are all sorts of interesting things to do with an environment, most conditions won't be listed here. The rule of thumb is that a favorable condition is +1 ToHit and an unfavorable condition is -1 ToHit. Cover of varrying degrees prevents damage: if a person is completely behind a wall, no dice.

If a person is half behind a wall, the limbs of that half of the body can be hit. If a person is standing at a waist-high wall, their torso, arms and head can be hit. A damage roll indicating a leg hit is no good.

Aim: The Aim action gives you a +2 bonus to firing a weapon (1 shot, the recoil makes your aim go bad).

Reload: Once you run out of bullets, you gotta switch guns or reload. That's it. Each player is considered to have infinite ammo. Or you can play with limited amounts, it doesn't matter.

If you're using two weapons, you must reload both of them to continue to use both.

Damage: When you damage an enemy, roll a d6.

D6	Result		D6	Result
1	Left Leg		4	Right Arm
2	Right Leg		5	Torso
3	Left Arm		6	Head

A leg shot decreases your speed to half, rounded down. Both legs hit decreases your speed to 1 square per move action. One arm hit gives you a -4 penalty when using a weapon that requires both hands, and you can't use a one-handed weapon in that hand.

Both arms hit means you're powerless, and out of the game (with your life, at least). All limbs shot means it's too painful to move, and you're out of the game (with your life, at least, but crippled completely). If you get hit in the torso twice, you die.

If you get hit in the head once, you die.

Now, range is generally: Short (10 squares or less), Medium (20-11 squares), or Long (40-21 squares). When using a weapon at ranges greater than intended, it's a -2 penalty at one range increment too many, and a -4 penalty at two range increments too many. When using a weapon at ranges lesser than intended, if the weapon is Cumbersome, it's a -2 penalty at one

range increment too little and a -4 penalty at two range increments too little.

Weapons: Generally, the worst weapon in the game has no Damage or ToHit bonuses, Short range, a low clip, a normal refire rate, and no Use statistics.

The Damage bonuses/penalties are obvious. They change your roll for damage. Now, a damage penalty of -2 means you can't actually kill a person with the gun, but you can knock them out of the running by hitting all four limbs.

Note that roll totals above 6 still count as 6.

ToHit bonuses/penalties are also obvious. They change your roll when attempting to hit someone. So a roll of 6 with a +1 ToHit bonus gives you 7.

Refire is basically how many shots you can fire with a Shoot action. You roll ToHit (and damage for hits) that many times.

Range is the distance a weapon is best used at.

Clip is the amount of bullets that the gun can fire before you need to reload.

Use is a special category. There a certain Use effects. Refire Penalty: When using this weapon, there is a subsequent (and stacking) -2 penalty ToHit for each additional shot fired by the weapon. This means that the first shot fired has no penalty, the next shot has a -2 penalty and the third shot has a -4 penalty.

Cumbersome: See Shoot. This normally applies to rifles and such. Double: You can use two of these, one in each hand. This normally applies to pistols, and can be mix-and-matched (1 Uzi and 1 Pistol).

Slow Reload: This weapon takes longer to fire than just a slap-in-the-clip action. It takes two actions to reload this weapon.

Well I think that's it, but if you uncover all the gory rules you get a pretty simple shoot-em-up game. I've enclosed the stats for a few modern weapons. Realize that I didn't go to the trouble to label various types of each weapons (M-16, Desert Eagle).

The differences in those weapons are slight.

Name	Damage	ToHit	Refire	Clip	Range	Use	Cost
Pistol	0	0	1,	10	S	Double	320
Uzi	0	-1	5,	20	S	Double & Refire Penalty	640
Rifle	+1	+1	1,	10	L	Cumbersome	470
Machine Gun	+1	0	5,	20	M	Cumbersome & Refire Penalty	1500
Sniper Rifle	+2	+1	1,	1	L	Cumbersome & Slow Reload	510
Shotgun	0	+2	1,	5	M	Cumbersome	295
Sawed-Off Shotgun	-1	+3	1,	5	S	Double	330

Here is the "calculator" I used to come up with the prices.

Start at 100. Add or subtract (accordingly) 100 for damage bonuses/penalties. Add or subtract 50 for to hit bonuses/penalties.

Multiply this by the refire. Multiply this by 1.2 for short range, 1.4 for medium range and 1.6 for long range. Add 10 for each bullet in the clip minus the refire (for the Machine Gun, you'd add 150).

Subtract 25 for Refire Penalty, Cumbersome of Slow Reload. Multiply by 1.5 for Double. Round the number to the nearest tenth.

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Revised Traveler Traders

A solo card and dice game of trading in the imperium. NOTE: This is a revision of a game initially designed by C. Gerard Luft. This game uses names, ideas and concepts of the Traveller game systems.

This is a fan homage to the decades of enjoyment we've all garnered from Traveller's various incarnations. No violation of or threat to any copyrighted material is intended.

INTRODUCTION: YOU are the Officers (collectively, "The Crew") of the good ship FREE TRADER BEOWULF. Your Goal is to ship enough cargo from world-to-world to amass a profit of 73 Megacredits(73,000,000 Credits); to buy a SUBSIDIZED LINER and become a Merchant Prince. But, here in the 1350th year of the GALACTIC EMPIRE, this great utopian civilization of Humanity is far from civilized. Trading in the Spinward Marches Sector, even close to its ducal capital REGINA, can still be dangerous. You must find Patrons from whom you can buy low, and to whom you can sell high, all the while avoiding strong-arm robbery in the back alleys of seedy spaceports, corrupt officials who use their badges of authority to mask itchy trigger fingers, and outright space pirates.

COMPONENTS NEEDED: The three decks of cards - TRADER, ENCOUNTER, STARSHIP; some six-sided dice (D6); scratch paper, pen/pencil, calculator (for those of us who REALLY hated learning those multiplication tables back in fourth grade)

TRADER CARD DECK	-	ENCOUNTER CARD DECK	-	-
CARD NAME	POWER	CARD NAME	# IN DECK	POWER
Captain	3	Patron	4	n/a
1st Officer	2	Street Thug	4	1
2nd Officer	1	Bounty Hunter	4	2
3rd Officer	0	Vagyr	4	2
Free Trader Beowulf	2	Imperial Soldier	2	3
-		Mercenary	2	3
-		Imperial Marine	1	4
-		Zodani Invader	1	4

Starship Deck

CARD NAME	# IN DECK	POWER
System Customs Cutter	4	0
Bounty Hunter Scoutship	4	0
Free Trader (Pirates)	4	1
Subsidized Merchant (Pirates)	4	2
Imperial Navy Patrol Cruiser	1	3
Vagyr Space Pirate Cruiser	1	3
Zodani Invaders Cruiser	1	3
Mercenary Cruiser	1	4

Set-up

Spread the TRADER CARD DECK out, face-up in front of you. Put the other two decks face-down in easy reach. BEOWULF starts on the planet REGINA, The Crew must fight past hostile encounters to purchase the first cargo, ship it to the next planet in the sector past space pirates, sell it off buy another, ship it to the next planet to sell, etc. The game ends victoriously when you've acquired 73 MegaCredits(MC). The game ends in defeat if the Crew are all killed in a spaceport encounter or the ship is destroyed in a space battle.

Turns

have Seven Phases in this Order: (1)FINDING A PATRON; (2)PLANETFALL ENCOUNTER; (3)BUY MERCHANDISE; (4)SPACEFLIGHT ENCOUNTER; (5)FINDING A PATRON; (6)PLANETFALL ENCOUNTER; (7)SELL MERCHANDISE. The combined Phases of FINDING A PATRON then a PLANETFALL ENCOUNTER then BUY/SELL MERCHANDISE are presumed to take a week. SPACEFLIGHT ENCOUNTER Phase is whatever indeterminate time it takes to make one hyperspace jump and fight past enemy starships to your next plan-

etfall.

(1)FINDING A PATRON: You must first find merchandise to buy. You buy from a Patron. Draw cards from the ENCOUNTER DECK, laying them in order drawn face-up in front of you, until you draw a PATRON CARD.

(2)PLANETFALL ENCOUNTER: If the very first card you draw is a PATRON CARD, then you skip this Phase. Otherwise, you must encounter all cards you drew before the PATRON (Space Ports can be a dangerous place). Each villain in turn will assault one of The Crew. If there happens to be more than one of the same type ENCOUNTER CARD laid out, those villains will gang-up on the targeted TRADER CARD; the player has the option to put an equal number of The Crew in that fight.

a) First ENCOUNTER CARD targets the next highest ranking member of The Crew who has not just previously been attacked in this PLANETFALL ENCOUNTER: CAPTAIN, 1ST OFFICER, 2ND OFFICER, 3RD OFFICER.

b) Roll 4D6 and add POWER of that ENCOUNTER CARD (or CARDS if there is more than one of the same ENCOUNTER CARD). That member of The Crew defends himself: roll 4D6 and add POWER of that TRADER CARD (or CARDS if the attack was by more than one of the same type of ENCOUNTER CARD and the player elects to have that many more of The Crew helping defend the targeted one). If the 4D6+POWER of the ENCOUNTER CARD is higher than the 4D6+POWER of the TRADER CARD, that member of The Crew is badly wounded and becomes inactive(Fusion Pulse Guns do a LOT of damage!). Turn that TRADER CARD face-down.

c) If the 3RD OFFICER, a talented physician, is present and active, he can immediately first-aid to stabilize the wounded, inactive officer, who will be Recuperating for one week. If THIRD OFFICER absent or inactive, then the wounded member of the CREW is so badly hurt they must remain on that planet, in intensive care at advanced lifesupport facility, until BEOWULF returns at which time that member is fully active and can freely rejoin The Crew. Set that TRADER CARD aside.

i) Cost of advanced lifesupport is .1 Megacredits, payable in advance.

ii) If The Crew can't or won't pay for this, that member of The Crew succumbs to his wounds and is permanently removed from the game.

iii) If both CAPTAIN and FIRST OFFICER are rendered inactive and there is no 3RD OFFICER present to render first-aid, then there's nobody who can authorize or pay for advanced lifesupport, continue to seek Patrons, or fly the ship. The Crew disbands, and the game is over.

d) After each attack on a TRADER CARD, The Crew can retaliate against whoever attacked them. If the officer attacked is still active - was not wounded by the attacking ENCOUNTER - roll 4D6+POWER of that TRADER CARD and 4D6+POWER of that ENCOUNTER CARD. If sum of the former is higher than the latter,

the Villain is dispatched, ENCOUNTER CARD goes to discard.

i) An inactive officer may not retaliate.

ii) The next highest ranking officer active may do so at the player's option.

iii) If all The Crew is inactive at the same time the game is over.

e) PLANETFALL ENCOUNTER is repeated, as long as there are active TRADER CARDS until all the ENCOUNTER CARDS that were drawn before The Patron have been defeated. When the ENCOUNTER DECK is used up, shuffle and re-use the discards.

(3) BUY MERCHANDISE: The Crew now buys what the Patron has to sell. Roll 2D6 on the MERCHANDISE TABLE to find type and base price of Merchandise available, and 4D6 on the MARKET PRICE TABLE for final price of that Merchandise.

a) POWER of highest rank Officer active is subtracted from MARKET PRICE TABLE roll.

b) If price of merchandise exceeds amount of Credits you have, or you hope to get a better deal, The Crew must seek another Patron by repeating Turns (1) & (2).

c) On the very first BUY MERCHANDISE TURN only, presume The Crew already had pooled their existing assets to come up with exactly enough Credits to buy what is offered by that first Patron.

i) If there is an inactive Officer, who did not receive advanced first aid from the 3RD OFFICER, on this first turn, there will then be insufficient funds for an advanced lifesupport facility, and that Officer(s) is removed from the game.

ii) Note that FREE TRADER BEOWULF can be flown by either CAPTAIN or FIRST OFFICER, and the game may continue with just that one Officer.

d) REPLACEMENTS: On any BUY MERCHANDISE TURN, except the very first on REGINA, if The Crew has sufficient funds after buying the Merchandise, they may hire a Replacement for anyone who was left in advanced lifesupport on another planet, or anyone removed from the game.

i) There are always down-on-their-luck spacers at every port. The Replacement(s) is considered to have been found just after buying Merchandise, during the week that the first three Phases occur.

ii) Cost is:
• THIRD OFFICER = .15 MC
• SECOND OFFICER = .2 MC
• FIRST OFFICER = .25 MC
• CAPTAIN = .3 MC

iii) Experience and Quality of Replacements may vary. Roll D6. On 1-2 that Officer has 1 less POWER, on 3-5 the same, on 6 one more than noted on the TRADER CARD DECK list.

iv) The highest ranking Officer active, if of higher rank than the Replacement being recruited, may add the difference, between his POWER and the listed POWER for the rank being sought, to the D6 roll.

v) If Replacement was for an Officer left in advanced lifesupport on another planet, when FREE TRADER BEOWULF calls there again the player may choose either the original or replacement of that rank to remain

aboard. The other is considered paid off and leaves the ship with no hard feelings. (Maybe that's where Replacements come from for other Free Traders?)

e) RECUPERATING: Inactive Officers who received first-aid from the THIRD OFFICER are considered Active at the end of the next SPACEFLIGHT ENCOUNTER COMBAT Phase.

i) If both CAPTAIN and FIRST OFFICER are in this situation, take-off is delayed an additional week. Cost of the layover is .1 MC

ii) One, but not both, are considered Active at the end of this week, and can participate in the next SPACEFLIGHT ENCOUNTER COMBAT Phase. Roll D6: 1-3 CAPTAIN, 4-6 FIRST OFFICER. Other considered Active at end of next SPACEFLIGHT ENCOUNTER COMBAT Phase.

iii) If this is the first turn, and/or there isn't .1MC remaining after the BUY MERCHANDISE Phase, The Crew can't afford to go on, disbands, and the game is over.

MERCHANDISE	TABLE	-		MARKET PRICE	TABLE	-
2D6	MERCHANDISE	BASE PRICE		PLANET**	4D6	MULTI
2	Luxury Items	2.8 MC		-	4	2
3	Machinery	1.0 MC		Forboldn	5	3
4	Clothing	.55 MC		Knorbes	6	4
5	Robotics	.11 MC		Whango	7	5
6	Miscellaneous	.07 MC		Uake	8	6
7	Foods	.07 MC		Efate	9	7
8	Weapons	.4 MC		Alell	10	8
9	Rare Metals	.75 MC		Regina	11	9
10	Synthetics	2.0 MC		Helfey	12-16	10
11	Gravitics	3.5 MC		-	17	11
12	Medicine	8.5 MC		-	18	12
-	-	-		-	19	13
	-	-		-	20	14
-	-	-		-	21	15
	-	-		-	22	16
-	-	-		-	23	17
	-	-		-	24	18

** The indicated Merchandise may not be sold on the indicated Planet, enough is already produced on there. If that happens to be the next port-of-call, skip it and instead conduct two SPACEFLIGHT ENCOUNTER COMBAT Phases.

(4) SPACEFLIGHT ENCOUNTER COMBAT: The Beowulf has a HYPERSPACE JUMP FACTOR of 1, its path from planet-to-planet through this Sector is: REGINA -> HELFRY -> FORBOLDN -> KNORBES -> WHANGO -> UAKE -> EFATE ->ALELL -> WHANGO -> KNORBES -> FORBOLDN -> HELFRY -> REGINA

a) The Hyperspace Jump takes no appreciable sidreal time, ships cannot be detected or attacked, cannot communicate or scan, while making the Jump.

b) The tricky part is exiting the Hyperspace Jump into the next system in which you want to make planetfall. Villains lurk behind asteroids and gas clouds, or come as "customs inspectors" in every solar system. Luckily, space is vast so you'll encounter them one-at-a-time. Shuffle STARSHIP DECK for each Encounter.

c) Draw the top card from the STARSHIP DECK and battle it.

d) FREE TRADER BEOWULF is augmented with the latest armament and fire control The Crew could afford, and fires first IF the keen-eyed FIRST OFFICER is Active.

i) Roll 4D6 + BEOWULF's POWER of 2. Roll 4d6 +

STARSHIP DECK CARD's POWER. If the total for BEOWULF is higher, one Hit is inflicted on the opponent.

ii)Repeat. If total for BEOWULF is lower, one Hit is inflicted on it.

iii) If FIRST OFFICER not present or Active, reverse previous two steps and let the Opponent fire first.

iv) Continue the battle in space until one or another has taken Three Hits.

e) DAMAGE: Hits reduce POWER for the remainder of that conflict unless/until Repaired.

i) On the first Hit taken by a ship, indicate by rotating the Card 90 degrees. That ship is at -1 POWER unless/until Repaired.

ii)Second Hit received, indicate by rotating it the Card 180 degrees. That ship is at -2 POWER unless/until Repaired.

iii)On the third Hit that ship is immediately destroyed with all hands. If BEOWULF then the game is over. If opponent from the STARSHIP DECK, The Crew may now make planetfall and go on to next Phase.

f) REPAIRS: Opponents from the STARSHIP DECK repair 1 Hit if they do not receive any Hits for three consecutive shots from BEOWULF. If the 2ND OFFICER, a top class engineer,is active and present, BEOWULF repairs 1 Hit if it does not receive any Hits for two consecutive shots from that Opponent.

i) If SECOND OFFICER not active or present, BE-

OWULF cannot be repaired unless and until it defeats the Opponent.

ii) If BEOWULF survives the SPACEFLIGHT EN-COUNTER it may be repaired during the week spent selling/buying on this Planet, at a cost of .1 MC per Hit. If there are insufficient funds, or the player chooses not, to do so, the ship may continue in play at reduced POWER rating, and may be repaired anytime later at any port-of-call after a SPACEFLIGHT ENCOUNTER at that cost of .1 MC per Hit.

(5) FINDING A PATRON: This Phase is the same as the previous FINDING A PATRON phase.

(6) PLANETFALL ENCOUNTER: This Phase is the same as the previous PLANETFALL ENCOUNTER Phase.

(7) SELL MERCHANDISE: This Phase is the same as BUY MERCHANDISE except that there is no need to roll 2D6 on the MERCHANDISE TABLE, and the POWER of the highest ranking Active Officer present is added to the MARKET PRICE TABLE 4D6 roll. After the 4D6 roll, if you think the price is too low, the Patron's offer may be rejected, and repeat Phases (5) & (6). If you reject an offer and seek a new Patron more than once in this Phase, must also pay layover cost of .1 MC for each additional time you do this. If sales price of the Merchandise plus any accumulated Credits from previous sales is as high as 73 MC, The Crew has enough money to purchase a SUBSIDIZED LINER and you win the game. If you have not acquired enough Credits: keep track of the Credits you do have; start a new turn at (1) FINDING A PATRON; pay any desired or necessary costs for advanced lifesupport, replacement crew members, repairs, or layover; the game continues.

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Robotech Skirmish

Introduction

Board & card game for 2 players. Battle between Zentradi and the Robotech Defense Force. Takes place in the Robotech Universe.

Each figure represents a single Battle Pod, Armor Suit, Veritech Fighter or Destroid.

Disclaimer

Robotech is a copyrighted, licensed product. This is merely a fan site.

Robotech Unit Table

Name	Move	Hits
Veritech Fighter	6	3
Super Veritech	6	4
Excaliber	3	4
Gladiator	3	3

Name	Move	Hits
MAC II	2	5
Raidar X	3	3
Spartan	2	2

Zentradi Unit Table

Name	Move	Hits
Tactical Battle Pod	4	1
Light Artillery Pod	3	1
Heavy Artillery Pod	2	1

Name	Move	Hits
Officers Battle Pod	5	2
Female Power Armor	6	3

Setup

Each player starts with 16 Hits worth of Units. Designate one unit to be your Commander. Each player places one unit on each square of his back two rows.

Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 6 cards.

Discard excess cards.

Victory

Destroy 10+ of the Hits of the opposing side or the opposing Commander.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units.

Units Table Notation

Move The types of Move Cards the unit can use.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except if they are using Space Move cards. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) a Special Ability card to have a unit attack. The Special Ability card has a number. Cross Index this number to the Special Ability Table for each type of unit.

The SA Table will list the type and range of attack

that unit can make using that type of SA card. Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one Hit of Damage.

Units reduced to zero hits are destroyed and removed from the map. Units cannot attack through other units. Units may play defense cards to negate attacks.

Card List Notation

- **M** Movement
- **X** Special Ability
- **D** Defense
- **Type** Purpose of card
- **#** Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes
Ground Slow	5	1	M	
Ground Medium	5	2	M	
Ground Fast	5	3	M	
Space Slow	4	4	M	
Space Medium	3	5	M	
Space Fast	3	6	M	
Missile Intercept	1	-	D	Versus Missiles only
Blocking Terrain	1	-	D	
Evasion	1	-	D	
Heroic Evasion	2	-	D	Commander only
Special Ability #1	5	-	X	
Special Ability #2	5	-	X	
Special Ability #3	5	-	X	
Special Ability #4	5	-	X	
Special Ability #5	5	-	X	
Critical Hit	1	-	X	Attack does 1 Extra Hit of Damage
Reflex Missile	1	-	X	Negate Defense card used vs Missile
Tactics	2	-	X	Draw 2 cards

Special Ability Tables

All abilities are Attacks of the indicated range unless otherwise stated. If two or more abilities for the same number are indicated you may use one or the other.

Veritech Fighter

#	Ability	Range
1	Jet Mode High Powered Lasers	2
1	Guardian Mode Laser Head Mounts	1
2	Heavy Missiles	5-6

#	Ability	Range
3	GU-11 55mm Gun Pod	1-2
4	HTH	1
5	Dodge	Defense

High Powered Lasers can only be used if unit used a Space Move card this turn.

Super Veritech

#	Ability	Range
1	Jet Mode High Powered Lasers	2
1	Guardian Mode Laser Head Mounts	1
2	Heavy Missiles	5-6
2	Boosters	Move = 4
3	GU-11 55mm Gun Pod	1-2

#	Ability	Range
4	HTH	1
4	Wrist Missiles	4-5
5	Dodge	Defense
5	Missile Launching Pod	4-5

High Powered Lasers can only be used if unit used a Space Move card this turn.

Excaliber

#	Ability	Range		#	Ability	Range
1	Forearm Particle Beams	4-5		4	Flame Thrower	1
2	Missile Pods	5-6		4	Missile Pods	3-4
2	M-89 Machine Guns	1		5	HTH	1
3	Gun Cluster	1-2		5	Grenade Launcher	K

K As a knight moves in chess

Gladiator

#	Ability	Range		#	Ability	Range
1	Missile Pods	3-4		3	Top Laser Turret	1
1	HTH	1		4	Gun Cluster	1-2
2	Battle Mace	1		5	Flame Thrower	1

Mac Ii

#	Ability	Range		#	Ability	Range
1	Quad Autocannons	5		4	Tri-Laser Cannons	4
2	Quad Autocannons	6		5	HTH	1
3	Tri-Laser Cannons	3				

Raidar X

#	Ability	Range		#	Ability	Range
1	Double Barrel Laser Cannons	2		4	Double Barrel Laser Cannons	4
2	Double Barrel Laser Cannons	3		5	HTH	1
3	Double Barrel Laser Cannons	3				

Spartan

#	Ability	Range		#	Ability	Range
1	Missile Launchers	4		4	Missile Launchers	6
2	Missile Launchers	5		5	Stomp	1
3	Missile Launchers	5				

Tactical Battle Pod

#	Ability	Range		#	Ability	Range
1	Dual Mounted Particle Beam Cannons	1-2		4	Dodge	Defense
2	Top Mounted Laser Guns	1-2		5	Kick	1
3	Autocannons	1				

Light Artillery Battle Pod

#	Ability	Range		#	Ability	Range
1	Dual Mounted Particle Beam Cannons	1-2		4	Light Missile Launchers	3
2	Autocannons	1		5	Light Missile Launchers	4

#	Ability	Range		#	Ability	Range
3	HTH	1				

Heavy Artillery Battle Pod

#	Ability	Range		#	Ability	Range
1	Dual Mounted Particle Beam Cannons	1-2		4	Missile Launchers	4
2	Autocannons	1		5	Missile Launchers	5
3	HTH	1				

Officers Battle Pod

#	Ability	Range		#	Ability	Range
1	Dual Mounted Particle Beam Cannons	1-2		4	Impact Cannon	1-2
2	Autocannons	1		5	HTH	1
3	Arm Mounted Particle Beam Cannons	1-2				

Female Power Armor

#	Ability	Range		#	Ability	Range
1	Inertia Vector Control System	Defense		4	Missile Launchers	3-4
2	Dual Chest Autocannons	1-2		5	HTH	1
3	Triple Barreled Pulse Lasers	1				

Links

http://www.robotech.com Robotech.com

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Rolling Thunder

Introduction

Solo Dice Game. Simulation of an American Rolling Thunder Bombing Mission during the Vietnam War circa 1966.

Materials

Paper, pencil, 1-2 six sided dice, nobody to play with.

Rolling Thunder Strke Force Composition

#	Descr
16	F-105 Bombers (Thuds)
8	F-105 Wild Weasels
10	F-4 Phantoms (Fighters)
2	EB-66 EW Aircraft (Jamming)

Fuel Limit

After 12 turns the planes begin to run low on fuel and start turning back. All remaining Bombing targets (Turns 13-24) are considered to be on the way back.

1D6	Result:
1-2	Target missed or Minor Damage (No Objective points)
3	Moderate Damage (-2 Objective points)
4	Major Damage (-1 Objective points)
5-6	Target Destroyed (Gain Full Objective points)

If 2 or more bombers get 'Damaged' results the target is destroyed.

Contact

On every turn you are not bombing roll 1D6. On a roll of 1 on 1D6 the strike force encounters hostile forces. Roll 1D6 again: On a roll of 1-3 on 1D6 a SAM site is encountered. On a roll of 4-6 on 1D6 a flight of Mig-21's are encountered.

Sam Site

1D6 Missiles are launched at the Strike Force. For each Missile make a Jamming Roll of 1D6: On a roll of 4-6 the missile is jammed and misses. Get a -1 for each EB-66 EW Aircraft destroyed.

For each missile not jammed roll 1D6 to see which kind of plane it attacks:

1D6	Result:
1-4	Wild Weasel
5-6	Thud

The Planes have returned and the mission is over on turn 25.

Acquiring Targets

The first target will be in range on turn 1D6. After a target has been bombed, the next target will appear in another 1D6 turns.

Target Types

Roll to see what the target is:

1D6	Type:	Objective Points:
1-3	Ho Chi Minh Trail	2
4-5	Strongpoint	3
6	Staging Area	4

Bombing Runs

Each bomber can make only one bombing run per game. When reaching a target decide how many of your Thuds will drop their loads. For each plane that bombs roll:

An attacked plane may try to evade. Wild Weasels evade on a roll of 1-4 on 1D6. Thuds evade on a roll of 1-3 on 1D6.

Planes that do not evade are destroyed. After this barrage the Weasels will destroy the SAM site with Shrike Missiles on a roll of 1-5 on 1D6. If the Weasel attack misses repeat the process.

Mig-21 Flight

1D6 Migs will make a single pass. 1D6 of the Phantoms will get to make Intercept Rolls. To Intercept roll 1D6: On each roll of 5-6 on 1D6 one Mig is shot down. Next the surviving Migs get to attack. For each roll 1D6: On a roll of 4-6 on 1D6 one American plane is destroyed.

Roll 1D6 to see which type:

1D6	Result:
1-3	Thud
4-5	Phantom
6	Weasel (or EB-66 EW if no Weasels remain)

An attacked plane may try to evade. Phantoms evade on a roll of 1-4 on 1D6. Wild Weasels evade on a roll of 1-3 on 1D6.

Thuds evade on a roll of 1-2 on 1D6. Finally 1D6 of the Phantoms will get to make Pursuit Rolls. To Pursue roll 1D6: On each roll of 5-6 on 1D6 one Mig is shot down. You can't intercept or pursue with more phantoms than you have.

Scoring

Keep a running tally of points while you play. Start with 10 Objective points. Each Target bombed adds its listed Objective points.

Each SAM site destroyed is worth 2 Objective points. Each Mig shot down is worth 1 Objective point. Every American plane lost is -2 points.

Graphics

Graphic at the top of the page done by: Mike Marinos (mikemarinos@yahoo.com)

THOTH MODULE by Zak The new Thoth module for Rolling Thunder is now available (while not yet in the CardSets page).

The desktop has been completely redesigned by Mike Marinos and is really worth a look. Please note that you need the latest Thoth release (1.5.0) to use the "buttons" on the desktop - key "1" rolls a D6 while key "2" determine the target type. The rules are also available in PDF format with the usual "F2" key.

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
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
by Michael Murgatroyd
(mike-angie.scartho@virgin.net)

Below are counters for the basic army lists given with the amended rules. Print off, stick on card, cut out and away you go!

The counters will fit on 3 cm hex grids quite com-fortably. I use a software program for the hex maps called Graph Paper Printer which was originally free to download but I believe now charges a small fee. In any case, check it out on your search engines.

Counter Key

GREEK ARMY

	Att7 Def7	Att7 Def7	Att7 Def7	Att7 Def7	Att7 Def7	Att7 Def7	Att7 Def7	Att7 Def7
Name	Hoplite 1	Hoplite 2	Hoplite 3	Hoplite 4	Hoplite 5	Hoplite 6	Hoplite 7	Hoplite 8
	Mov2 Mor6	Mov2 Mor6	Mov2 Mor6	Mov2 Mor6	Mov2 Mor6	Mov2 Mor6	Mov2 Mor6	Mov2 Mor6
	Att4 Def4	Att4 Def4	Att3 Def4 (3)	Att3 Def4 (3)	Att4 Def4	Att4 Def4	Att3 Def3	Att8 Def7
Name	Peltast 1	Peltast 2	Javelin 1	Javelin 2	Med Cav 1	Med Cav 2	LC Spear 1	General
	Mov3 Mor6	Mov3 Mor6	Mov3 Mor3	Mov3 Mor3	Mov6 Mor6	Mov6 Mor6	Mov6 Mor3	Mov4 Mor10

PERSIAN ARMY

	Att6 Def6 (6)	Att6 Def6 (6)	Att6 Def6 (6)	Att6 Def6 (6)	Att6 Def6 (6)	Att7 Def7 (6)	Att4 Def4	Att4 Def4
Name	Spear/Bow 1	Spear/Bow 2	Spear/Bow 3	Spear/Bow 4	Spear/Bow 5	Immortals 1	MI Spear 1	MI Spear 2
	Mov2 Mor6	Mov2 Mor6	Mov2 Mor6	Mov2 Mor6	Mov2 Mor6	Mov2 Mor9	Mov3 Mor6	Mov3 Mor6
	Att3 Def3	Att2 Def3 (5)	Att3 Def4 (3)	Att3 Def4 (3)	Att4 Def4	Att4 Def4	Att3 Def3	Att8 Def7
Name	LC Spear 2	LC Bow 1	Javelin 1	Javelin 2	Med Cav 1	Med Cav 2	LC Spear 1	General
	Mov6 Mor3	Mov6 Mor3	Mov3 Mor3	Mov3 Mor3	Mov6 Mor6	Mov6 Mor6	Mov6 Mor3	Mov4 Mor10

MACEDONIAN ARMY

	Att6 Def6	Att6 Def6	Att6 Def6	Att6 Def6	Att6 Def6	Att6 Def6	Att7 Def7	Att7 Def7
Name	Phalangites 1	Phalangites 2	Phalangites 3	Phalangites 4	Phalangites 5	Phalangites 6	Hypaspists 1	Hypaspists 2
	Mov2 Mor9	Mov2 Mor9	Mov2 Mor9	Mov2 Mor9	Mov2 Mor9	Mov2 Mor9	Mov2 Mor9	Mov2 Mor9
	Att3 Def3	Att4 Def4	Att3 Def4 (3)	Att3 Def4 (3)	Att4 Def4	Att4 Def4	Att3 Def3	Att8 Def7
Name	LC Spear 2	Companions 1	Javelin 1	Javelin 2	Med Cav 1	Med Cav 2	LC Spear 1	General
	Mov6 Mor3	Mov5 Mor9	Mov3 Mor3	Mov3 Mor3	Mov6 Mor6	Mov6 Mor6	Mov6 Mor3	Mov4 Mor10

INDIAN ARMY

	Att7 Def4	Att7 Def4	Att7 Def4	Att7 Def4	Att3 Def3 (5)	Att3 Def3 (5)	Att3 Def3 (5)	Att3 Def3 (5)
Name	Elephant 1	Elephant 2	Elephant 3	Elephant 4	Chariot 1	Chariot 2	Chariot 3	Chariot 4
	Mov4 Mor3	Mov4 Mor3	Mov4 Mor3	Mov4 Mor3	Mov5 Mor6	Mov5 Mor6	Mov5 Mor6	Mov5 Mor6
	Att6 Def5 (6)	Att6 Def5 (6)	Att6 Def5 (6)	Att6 Def5 (6)	Att4 Def4	Att6 Def4 (3)	Att6 Def4 (3)	Att8 Def7
Name	MI Bow 1	MI Bow 2	MI Bow 3	MI Bow 4	Med Cav 1	MI Javelin 1	MI Javelin 2	General
	Mov2 Mor3	Mov2 Mor3	Mov2 Mor3	Mov2 Mor3	Mov6 Mor6	Mov2 Mor3	Mov2 Mor3	Mov4 Mor10

Att7 Def4	Att7 Def4	Att6 Def6	Att6 Def6	Att6 Def6	Att5 Def5	Att5 Def5	Att6 Def5
Elephant 1 Mov4 Mor3	Elephant 2 Mov4 Mor3	Spearmen 1 Mov2 Mor6	Spearmen 2 Mov2 Mor6	Spearmen 3 Mov2 Mor6	Spanish 1 Mov2 Mor6	Spanish 2 Mov2 Mor6	Gaul 1 Mov2 Mor6
Att6 Def5	Att3 Def3	Att3 Def4	Att3 Def4	Att4 Def4	Att3 Def3	Att3 Def3	Att8 Def7
Gaul 2 Mov3 Mor6	Sling 1 (4) Mov3 Mor3	Javelin 1 (3) Mov3 Mor3	Javelin 2 (3) Mov3 Mor3	Med Cav 1 Mov6 Mor6	LC Spear 1 Mov6 Mor3	LC Spear 2 Mov6 Mor3	General Mov4 Mor10

CARTHAGINIAN ARMY

Att6 Def6	Att6 Def6	Att6 Def6	Att6 Def6	Att6 Def6	Att6 Def6	Att3 Def4	Att3 Def3
Legionaries 1 Mov2 Mor9	Legionaries 2 Mov2 Mor9	Legionaries 3 Mov2 Mor9	Legionaries 4 Mov2 Mor9	Legionaries 5 Mov2 Mor9	Legionaries 6 Mov2 Mor9	Javelin 1 (3) Mov3 Mor3	Bow 1 (6) Mov3 Mor3
Att5 Def5	Att5 Def5	Att5 Def5	Att4 Def4	Att4 Def4	Att3 Def3	Att3 Def3	Att8 Def7
Auxiliaries 1 Mov2 Mor6	Auxiliaries 2 Mov2 Mor6	Auxiliaries 3 Mov2 Mor6	Med Cav 1 Mov6 Mor6	Med Cav 2 Mov6 Mor6	LC Spear 1 Mov6 Mor3	LC Spear 2 Mov6 Mor3	General Mov4 Mor10

ROMAN ARMY (Early Imperial)

Att6 Def6	Att6 Def6	Att6 Def6	Att6 Def6	Att6 Def6	Att6 Def6	Att3 Def4	Att3 Def3
Warband 1 Mov2 Mor6	Warband 2 Mov2 Mor6	Warband 3 Mov2 Mor6	Warband 4 Mov2 Mor6	Warband 5 Mov2 Mor6	Warband 6 Mov2 Mor6	Javelin 1 (3) Mov3 Mor3	Bow 1 (6) Mov3 Mor3
Att3 Def4	Att3 Def3	Att4 Def4	Att4 Def4	Att4 Def4	Att3 Def3	Att3 Def3	Att8 Def7
Javelin 2 (3) Mov3 Mor3	Bow 2 (6) Mov3 Mor3	Heavy Cav 1 Mov5 Mor6	Med Cav 1 Mov6 Mor6	Med Cav 2 Mov6 Mor6	LC Spear 1 Mov6 Mor3	LC Spear 2 Mov6 Mor3	General Mov4 Mor10

GALLIC ARMY

Att6 Def6	Att6 Def6	Att6 Def6	Att6 Def6	Att3 Def3	Att3 Def3	Att4 Def4	Att4 Def4
Warband 1 Mov2 Mor6	Warband 2 Mov2 Mor6	Warband 3 Mov2 Mor6	Warband 4 Mov2 Mor6	Bow 1 (6) Mov3 Mor3	Bow 2 (6) Mov3 Mor3	Heavy Cav 1 Mov5 Mor6	Heavy Cav 2 Mov5 Mor6
Att4 Def4	Att4 Def4	Att3 Def3	Att3 Def3	Att3 Def3	Att3 Def3	Att3 Def3	Att8 Def7
Heavy Cav 3 Mov5 Mor6	Heavy Cav 4 Mov5 Mor6	LC Bow 1 (5) Mov6 Mor3	LC Bow 2 (5) Mov6 Mor3	LC Bow 3 (5) Mov6 Mor3	LC Spear 1 Mov6 Mor3	LC Spear 2 Mov6 Mor3	General Mov4 Mor10

GERMAN/GOTH/HUN ALLIANCE

Rules Of War

Introduction

Generic Rules for Combat in any scale or era. No Cards are used, just hex maps, dice, and counters. The basic concept is to be able to have: Relatively quick battles with 20-30 units to a side.

A minimum of record keeping. Easy set up. A very simple rules-system, easily learned, and easily modified.

Equipment

- Hex Maps
- Counters (or Miniatures)
- Dice

Scenarios

The designer of a scenario must determine the following: Which Armies to use. How many units and what types. What map to use.

Setup- Initial Placement of Units Victory conditions

- The opponent picks which side he wants to play.

Unit Stats

Each unit has 6 stats:
1. Movement Rating (Movement Points)
2. Range Rating (In Hexes)
3. Attack Rating
4. Defense Rating
5. Morale Rating
6. Hits Rating (Number of Kills before the Unit is Destroyed)

Turn Sequence

Each Round has 4 phases.
- Initiative Phase
- Player A Movement Phase
- Player B Movement Phase
- Morale Phase

Initiative Phase

Determine turn order by rolling high on 1D10. Reroll ties. The Player with the high roll chooses whether he wants to be Player A or Player B. The Player with the low roll is left with the choice not taken.

A Player gets -2 to his roll if his Leader unit is destroyed.

Facing

All unit counters must have an arrow to indicate their direction of facing. Units can only move in the direction they face. After each hex moved a unit may change its facing 60 degrees.

A unit can only attack units it is facing in a 120 degree arc. Hand to Hand attacks against the back or rear of a unit are at Attack +2. The Defender gets defense -3.

Routing units immediately change their facing 180 degrees.

Stacking

Only one ground unit per hex, except for units that can carry other units. This may be altered depending on the scale of the map.

Movement Phase

MP Movement Points.

MPs are expended upon entering an adjacent hex. Units may move up to their movement allowance.
- A unit that is not damaged, pinned, etc, can always move at least 1 hex.
- A unit may spend a movement point to change its facing to any direction.
- A unit may (dis)mount a vehicle in the same hex if both pay 1 MP.

Attacking

All units may attack only once per turn. Any unit may attack at any time during either Movement Phase. Resolve attacks immediately.

If players want to attack at the same time, the attacks are simultaneous. Each unit has an attack range in hexes. When attacking roll 1D10. this is the Attack roll.

An Attack Hits if the roll is less than or equal to the Attack rating of the Attacker. Natural Rolls of 1 always hit, and rolls of 10 always hit. If an attack hits the Defender may attempt to save.

The Defender saves on a roll on 1D10 less than or equal to the Defense value of the Defender. If a unit receives a number of hits equal to its Hits Rating it is killed and is removed from play. Unless otherwise stated all attacks must be Line of Sight.

Combined Attacks Rule

Every unit after the first to attack the same target unit gets Attack Rating +1.

Overkill Rule

If an attack hits, subtract the roll result from the attack rating. This is the Overkill factor. The defender reduces his Defense rating by this factor.

For example: the attacking tank has an Attack rating = 9. It rolls a 5. The overkill factor is 9 - 5 = 4. The defending infantry has a Defense rating = 6. The Modified defense rating is 6 - 4 = 2.

Overrun (free Advance)

A unit that has destroyed an adjacent enemy unit may move into its hex.

Morale Phase

Units must make morale checks every time they are hit but not destroyed. Units must also check morale if an adjacent friendly unit routs. If they roll equal to or less than their Morale Rating on 1D10 they keep fighting.

On a higher roll they rout. They move away from enemy units at top speed. If they move off the board they are removed from play. Routing units may roll to rally every turn after they rout.

If they roll equal to or less than half (round up) of their Morale Rating on 1D10 they rally. Morale checks

Skirmish	1 Man
Tactical	10
Brigade	100
Operational	1,000; Countries
Strategic	10,000 Men; Continent
Small Naval	Coastal Region

Army Eras

For two armies to fight they must have the same Scale, Era, and Terrain Set. The Name of the Army basically determines what Nationality and Era it belongs to. Some possible Eras, or Time Periods, include: Ancients, Roman Empire, Medieval, Feudal Japan, Napoleonic, WWI, WWII, Modern, Future

are at -2 if the Leader unit is destroyed. Morale checks are at -1 if they are outnumbered 2 to 1.

Fire Support

These are attacks that are generated somewhere off map. This usually represents Artillery batteries or Air strikes. These can stike anywhere on the map.

They are limited in ammo and number of attacks per turn.

Spotting

Some lists include spotting ranges as a unit stat. This is the range in hexes a unit will spot enemy units. Once spotted, any unit can attack it.

Army List Stats

Every Army List includes the: Nationality or Era, Scale, Terrain Set

Army Scales

For two armies to fight they must have the same Scale, Era, and Terrain Set. Scales can be in terms of manpower, or distances. Some possible Scales include:

Skirmish	1 Man
Large Naval	Ocean
World War	Entire Globe
Interstellar Space	Single Solar System
Galactic Space	Light Years

Terrain Sets

For two armies to fight they must have the same Scale, Era, and Terrain Set. The Armies Scale basically determines what Terrain Set it will use. A Terrain Set will list what Terrain types are available and how they effect play.

A Terrain type will have one or more of the following attributes: Defense: A bonus or penalty applied to the Defense Rating of any unit occupying the space. MP: The number of Movement points required to enter the space.

Basic Ground Terrain Set

Terrain Type	MP	Defense	Notes
Open	1	-	Grass lands, plains
Forest	2	+1	Woods, Defense +2 vs Ranged Attacks
Water	-	-	Impassable
Shallow Water	2	-1	-
Mountainous	-	-	Impassable
Buildings	-	-	Impassable
Bridge	2	-1	-

Terrain Type	MP	Defense	Notes
Marsh	2	-1	-
Desert	2	-	-
Low Wall	2	+1	-
Fortress	3	+2	Walls, Defense +3 vs Ranged Attacks

Elevation Rule- Determine the elevation of all hexes. A higher elevation costs 1 additional MP to enter. At a higher elevation get +1 Defense if being attacked from below and get +1 to attack units below.

Units may not stack unless the Army List allows it.

Wwi Ground Terrain Set

Terrain Type	MP	Defense	Notes
No Mans Land	1	-	
Mine Field	1	-1	Units moving through receive an Attack of strength = 5.
Barbed Wire	2	-2	
Trenches	2	+3	
Roads	$\frac{1}{2}$	-	
Pill Box	2	+4	
Fortress	2	+6	3 Hits
Hill	1	+1	Attack +1; Costs 2 MP to go uphill
Forest	2	+1	
Buildings	2	+2	Also Ruins
Airfield	1	-	
Water	-	-	Impassable

Terrain Bonuses do not protect against gas. Indicate direction of wind.

Wwii Squad Ground Terrain Set

Terrain Type	MP	Save	Terrain Type	MP	Save
Clear	1	-	Rubble	3	6
Road	1/2	-	Trees	2	3
Tall Grass	1	2	Mud	2	-
Bocage	2	4	Barbed Wire	4	-
Building	3	5	Pill Box	3	7

Save If a unit in this terrain is hit it is not killed on a 1D10 roll under this value.

Basic Space Terrain Set

Terrain Type	MP	Defense	Notes
Void	1	-	Empty Space
Gasses	2	+1	Attack at -1
Radiation Belt	2	+2	Attack at -2
Asteroid	-	-	Impassable
Space Hulks	-	-	Impassable (Unless Destroyed: 2 Hits)
Dark Matter	2	-	-
Star Dust	2	-	-
Satellites	-	-	Impassable (Unless Destroyed: 1 Hit)

Army Lists

Some sample army or unit lists are provided below:

Historical Army Lists

Persian Wars Greek Army List

Unit Name	Move	Range	AH	AR	Defense	Morale	Notes
Spartan Warband	2	1	8	-	8	10	
Athenian Hoplites	2	1	7	-	7	8	
Ionian Peltasts	3	3	4	2	4	6	
Cretan Bowmen	3	6	3	2	3	5	
War Chariots	4	3	5	2	5	9	
Heavy Infantry	2	1	7	-	7	7	
Corinthian Phalanx	2	1	7	-	8	9	
Greek Archon	4	1	8	-	7	10	Army Leader

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade. All units have a Hits Rating = 1.
AH Attack Rating vs adjacent units. Hand to Hand.

AR Attack Rating vs units 2 or more hexes away. Ranged Attacks.

Persian Wars Persian Army List

Unit Name	Move	Range	AH	AR	Defense	Morale	Notes
Immortals	2	6	6	2	6	9	
Persian Archers	3	6	3	2	3	7	
Scythed Chariots	4	1	5	-	4	6	
Scythian Horse Archers	6	5	2	1	3	4	
Phrygian Javelineers	3	3	4	2	4	3	
Ethiopian Tribesmen	3	4	3	1	3	2	
Arabian Nomads	6	5	4	1	3	2	
Indian Heavy Chariots	4	3	4	2	4	4	
Egyptian Levies	2	1	4	-	5	4	
Mede Cavalry	6	5	5	1	6	6	
Assyrian Light Chariots	5	3	3	1	3	5	
Bactrian Spearmen	2	1	4	-	5	2	
King Xerxes	4	1	6	-	7	10	Army Leader

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade. All units have a Hits Rating = 1.
AH Attack Rating vs adjacent units. Hand to Hand.

AR Attack Rating vs units 2 or more hexes away. Ranged Attacks.

Punic Wars Roman Army List

Unit Name	Move	Range	AH	AR	Defense	Morale	Notes
Velites Skirmishers	3	3	3	2	3	3	
Hastatus Heavy Infantry	2	3	5	2	5	7	Pila
Princepes Heavy Infantry	2	3	6	2	6	8	Pila
Triarii Veteran Spearmen	2	1	6	-	7	9	
Centurion	2	1	7	-	7	9	ArmyLeader
Auxillary Light Infantry	3	3	3	2	3	2	
Aux. Heavy Infantry Cohort	2	3	5	2	5	6	Pila
Heavy Cavalry	5	1	4	-	4	4	

Use the Basic Ground Terrain Set. Scale: Tactical-Brigade. All units have a Hits Rating = 1. Units with Pila get 2 ranged attacks, on the same turn, the very first turn they enter into HTH during the battle. They can make no other Ranged attacks.

Punic Wars Carthigian Army List

Unit Name	Move	Range	AH	AR	Defense	Morale	Notes
War Elephants	4	1	7	-	4	5	
Balearic Slingers	3	4	2	1	2	3	
Spanish Heavy Infantry	2	3	5	2	5	7	Pila
Spanish Light Infantry	3	3	3	2	3	7	
Numidian Light Cavalry	6	3	3	2	3	4	
Spanish Cavalrymen	6	3	4	2	4	7	Pila
African Heavy Infantry	2	1	5	-	6	7	
Celt Heavy Cavalry	5	1	5	-	4	6	
Celt Warbands	2	1	6	-	5	7	
Hannibal	5	1	6	-	7	10	Army Leader

Use the Basic Ground Terrain Set. Scale: Tactical-Brigade. All units have a Hits Rating = 1. If an Elephant unit routs, it will attack friendly units blocking its escape route.

Units with Pila get 2 ranged attacks, on the same turn, the very first turn they enter into HTH during the battle. They can make no other Ranged attacks.

Barbarian Army List

Unit Name	Move	Range	Attack	Defense	Morale	Notes
Pathfinders	4	6	3	4	4	Short Bows
Naked Warriors	4	1	5	3	8	Always Charge
Swordsmen	3	1	5	4	7	
Spearmen	3	1	4	4	6	+1 Defense vs Shock Cavalry
Axe Throwers	3	3	4	4	6	
Hunter Archers	3	8	2	3	5	
Axemen	3	1	6	4	7	
Heavy Cavalry	5	1	5	4	6	
Berserkers	3	1	7	4	9	Always Charge
Chieftain	3	1	6	5	8	Army Leader

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade. All units have a Hits Rating = 1. A unit cannot make a ranged attack and move in the same turn.

Units may charge into combat: Move +1 (+2 if Cavalry), Attack +1, Defense -1. This List represents Vikings, Celts, Gauls, Visigoth tribes.

Medieval Army List

Unit Name	Move	Range	Attack	Defense	Morale	Notes
Peasant Rabble	2	1	2	2	3	
Halberdiers	3	1	6	4	6	Set Spears +1
Crossbowmen	3	14	3	3	5	
Longbowmen	3	12	4	2	5	
Shortbowmen	3	8	2	2	4	
Pikemen	2	1	5	4	6	Set spears +2
Swordsmen	3	1	5	5	6	
Footmen	3	1	4	4	5	
Shield Men	2	1	3	6	5	+1 Defense vs Ranged Attacks
Mntd Crossbows	7	14	2	3	5	
Horsemen	7	1	5	4	5	
Mounted Knights	6	1	6	6	7	
Knights on Foot	2	1	6	6	7	
Nobility	6	1	6	6	6	Army Leader

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade. All units have a Hits Rating = 1. A unit cannot make a ranged attack and move in the same turn.

Units may charge into combat: Move +1 (+2 if Cavalry), Attack +1, Defense -1. Units with Set Spears get +X Defense vs Shock Cavalry and they get to attack first in any HTH. Ranged units always get to make missile attacks before an enemy attacks in HTH.

Feudal Japan Army List

Unit Name	Move	Range	Attack	Defense	Morale	Notes
Ashigaru Spearmen	3	1	3	3	4	Set Spears +1
Ashigaru Gunners	3	12	2	1	3	
Bushi Spearmen	3	1	4	4	6	Set Spears +1
Bushi Musketeers	3	16	3	2	5	
Bushi Spear Cavalry	8	1	3	3	5	+1 Attack vs Routers
Buddhist Monks	4	1	5	5	7	
Ninja	4	1	5	3	5	
Samurai Swordsmen	3	1	6	5	8	
Samurai Naginata	3	1	5	6	8	Set Spears +1
Samurai Archers	3	12	4	3	7	
Samurai Heavy Cavalry	6	1	4	4	8	
Samurai Horse Archers	7	10	3	3	7	
Daiyamo	6	1	6	7	9	Army Leader

Use the Basic Ground Terrain Set. Scale: Tactical-Brigade. All units have a Hits Rating = 1. A unit cannot make a ranged attack and move in the same turn.

Units may charge into combat: Move +1 (+2 if Cavalry), Attack +1, Defense -1. Units with Set Spears get +X Defense vs Shock Cavalry and they get to attack first in any HTH. Ranged units always get to make missile attacks before an enemy attacks in HTH.

Napoleonic Era Army List

Unit Name	Move	Range	A1	A2-5	A6+	Morale	Defense
Guard Infantry	3	3	7	3	-	9	6
Elite Infantry	3	3	6	3	-	8	5
Line Infantry	3	3	5	2	-	7	4
Light Infantry	4	5	5	3	-	8	6
Militia	3	3	2	1	-	4	3
Heavy Cavalry	5	3	5	2	-	8	5
Dragoons	6	2	4	2	-	7	6
Shock Cavalry	5	1	6	-	-	8	4
Field Pieces	2	12	8	6	3	6	3
Howitzers	2	8	6	3	1	5	2
General & Staff	5	1	3	-	-	9	6

Use the Basic Ground Terrain Set. Scale: Company (1 Hex = 100 yards) A unit may only have one Formation marker at a time. A unit without a formation marker is considered to be in line in close order. A unit must make a morale check to change its formation or else it does nothing.

Units may instead of attacking put on or take off a Column Formation marker. A unit with a column marker is Attack -1, Defense -1, Move +1. Heavy Infantry (Line, Elite, Guard) may instead of attacking put on or take off a Square Formation Marker. Infantry in Squares are Move = 0, Attacks -1, Defense +5 vs Cavalry, and Defense -2 vs other troop types.

Units that are hit recieve a 'Disrupted Formation' counter. Disrupted Units get a -1 to all ratings except Range. A unit that recieves a second 'Disrupted Formation' counter is destroyed.

Militia and Light Infantry can never inflict a second Disrupted counter, instead, the unit that was hit must check morale. Artillery cannot move and attack in the same turn. Howitzers may make indirect attacks over the heads of friendly troops.

Non-artillery units may make bayonet/saber charges at adjacent enemy units. Charging units get Attack +2 and Defense -2.

A1 Attack Rating at Range = 1
A2-5 Attack Rating at Ranges = 2-5
A6+ Attack Rating at Ranges = 6+
Guard Infantry- Old Guard, Young Guard Elite Infantry- Musketeers, Grenadiers, Highlanders Line

Infantry- Fusiliers, Sappers, Gendarmes, Legere, Jagers Light Infantry-(Rifles) Skirmishers, Cacadores, Voltigeurs, Zouaves Militia- Landwehr, Blunderbussars, Partisans Heavy Cavalry- Cuirassiers, Carabiners, Chasseurs Dragoons- Also Hussars, Cossacks

Shock Cavalry- Lancers, Uhlans, Mamelukes Howitzers fire shells. Field pieces fire canister and round shot. Round Shot attacks every unit it passes through in a straight line.

World War I Unit List

Unit Name	Move	Range	Attack	Defense	Notes
Infantry	2	2	6	5	
Snipers	2	4	4	6	
Flame Throwers	2	1	6	2	Attack +5 vs Pillboxes
Cavalry	4	1	4	1	Cannot enter Barbed Wire
Machine Guns	1	2	7	5	
Mustard Gas	-	4	8	-	All units have a Def = 5 vs Gas
Tanks	2	4	6	8	
Mortars	1	6	2	5	
Light Artillery	1	12	2	4	
Medium Artillery	1	20	3	3	
Siege Guns	1	32	4	2	Attack +5 vs Fortresses
Headquaters	1	1	1	2	Army Leader
Airplane	40	1	2	5	Attack +5 vs other planes
Flak Guns	1	6	5	4	

Use the WWI Terrain Set. Scale: Tactical-Brigade. All units have a Hits Rating = 1. Only Infantry, Snipers, Flame Throwers, Airplanes, Cavalry, and Tanks can move and attack in the same turn. Siege guns attack every other turn.

Mustard gas is an attack chit carried by some infantry. It is discarded when used. Gas affects all units in a line of 4 hexes. Attacks must be in direction of the wind. Airplanes must land at a friendly airfield at the end of every other turn.

Only Flak guns and Airplanes may attack Airplanes. Airplanes ignore terrain when moving and when being attacked. All units have a Morale Rating = 7.

World War Ii Squad Unit List

Unit	R5	R4	R3	R2	R1	OA	MP
Sniper Rifle	-	2	3	3	2	-	6
Rifle	-	1	2	2	2	-	6
SMG	-	-	1	2	3	-	6
Officer	-	-	1	2	2	-	6

Unit	R5	R4	R3	R2	R1	OA	MP
Flamethrower	-	-	-	1	4	10	4
Machinegun	-	1	2	3	3	10	4
Mortar	2	2	2	1	1	10	4

Use the WWII Terrain Set. Scale: Tactical. All units have a Hits Rating = 1.

RX Attack value at range = X

OA Unit is out of ammo when an attack roll of this value is made.

All units have a Morale Rating = 7. A squad without a officer has Morale -2.

Science Fiction Army Lists

Space Fleet Unit List

Unit Name	Move	Range	Attack	Defense	Hits	Notes
Interceptor Fighter	7	5	2	6	1	Attack +5 vs Fighters
Assault Fighter	6	6	6	4	1	
Fighter Bomber	5	3	2	3	1	Attack +5 vs Ships
Heavy Fighter	5	6	5	5	1	
Light Fighter	8	4	4	6	1	
Escort Corvette	4	8	3	6	2	Attack +4 vs Fighters

Unit Name	Move	Range	Attack	Defense	Hits	Notes
Hunter Corvette	5	9	5	5	2	
Gunship Corvette	4	10	4	4	2	Attack +2 vs Ships
Destroyer Ship	4	12	5	4	3	Attack +2 vs Fighters
Cruiser Ship	3	14	6	5	4	
Battle Ship	2	16	7	6	5	+1 vs Ships

Use the Basic Space Terrain Set. Scale: Skirmish-Tactical. All units have a Morale Rating = 10. All Fighters have Defense +3 vs Ships All Ships have Attack +2 vs Corvettes All Corvettes have Attack +2 vs

Fighters Ships & Corvettes have -1 Move, Attack, and Defense per hit lost.

Use Damage counters to designate hits. Players pick one of their vessels to be their leader unit.

Star Wars Galactic Empire Fleet Unit List

Unit Name	Move	AD	Hull	Shields	Cargo	Notes
Star Galleon	2	0/1/1	1	2	-/3	Point Defense
Carrack Light Cruiser	5	1/1/2	1	2	-/-	Attack Rating = 5
Republic Dreadnaught	2	1/1/1	1	2	1/2	Bombardment
Imperial Escort Cruiser	3	1/1/1	1	2	6/-	Point Defense
Galleon	3	-	1	1	-/2	-
Super Star Destroyer	3	7/3/5	6	12	12/9	Bombardment
Lancer Frigate	3	2/2/2	1	3	-/-	Point Defense
Strike Cruiser	3	2/1/2	2	6	1/-	Bombardment
Assault Transport	4	2/0/1	1	3	-/1	Point Defense
Interdictor Cruiser	3	1/1/1	1	6	-/-	Attack Rating = 5
Victory Destroyer	3	2/0/2	2	2	2/2	Bombardment
Victory II Star Destroyer	3	2/2/2	2	6	2/-	Bombardment
Imperial Star Destroyer	3	2/1/2	3	3	6/3	Bombardment
Imperial II Star Destroyer	3	4/1/3	4	8	6/3	Bombardment
Death Star	1	8/8/8	12	18	24/18	Bombardment

Use the Basic Space Terrain Set. Scale: Skirmish-Tactical. All units have a Morale Rating = 10. All ships have a Defense Rating = 0.

Shields & Hull are the same as Hits. Shields are lost before Hull points. Cargo: The first value is the number of fighter squads carried. The second Cargo value is the number of troop regiments carried.

Surviving Troop regiments may count towards victory objectives. Ships with the Bombardment ability may count towards victory objectives. Ships with Point Defense have an Attack Rating = 6 vs Fighters Ships with Point Defense have an Attack Rating = 4 vs Ships Ships with Bombardment have an Attack Rating = 4 vs Fighters Ships with Bombardment have an Attack

Rating = 6 vs Ships All attacks have a Range = 1.

AD Attack Dice: The number of Attacks the unit can make per turn in 4 arcs:

Front/ Aft/ Sides (Port & Starboard) The Death Star can make 1 Special Attack every other turn at Range = 5. This attack automatically destroys any target it hits. As it move, any ship may hyper jump out of the battle. Enemy ships may attack first.

Interdictor Cruisers have Gravity Wells that prevent all ships on the map from hyper jumping. Use Damage counters (or change) to designate hits. Ships reduced to half hull points have half AD and Movement.

Players pick one of their vessels to be their leader unit.

Star Wars Galactic Empire Fighter Unit List

Unit Name	Move	AD	Defense	Notes
Tie Fighter Squad	7	1	6	Point Defense
Tie Interceptor Squad	8	2	7	Attack Rating = 5
Tie Defender Squad	7	3	6	Attack Rating = 5
Tie Bomber Squad	6	2	5	Bombardment
Slave-1 (Boba Fett's Ship)	6	2	7	Attack Rating = 7

All fighter Squads have only 1 hit, but notice, they do have a Defense Rating. All Attacks are into the forward Arc.

Star Wars Rebel Alliance Fleet Unit List

Unit Name	Move	AD	Hits	Shields	Cargo	Notes
Corellian Frigate	3	1/1/2	1	3	-/-	Attack Rating = 5
Dauntless Cruiser	3	2/2/4	3	8	4/2	Bombardment
Corellian Gunship	5	2/1/2	1	2	-/-	Point Defense
Liberator Cruiser	4	2/1/2	2	6	6/3	Bombardment
Bulwark Battlecruiser	3	8/2/5	5	11	10/4	Bombardment
Nebulon-B Frigate	3	2/1/1	1	3	2/-	Attack Rating = 5
Alliance Dreadnaught	3	1/1/1	1	2	1/2	Bombardment
Mon Calamari Cruiser	3	2/2/2	2	3	3/1	Bombardment
Bulk Cruiser	3	1/0/1	1	2	-/-	Bombardment
Bulk Transport	2	-	1	2	-/6	-
Medium Transport	3	0/0/1	1	1	-/2	Point Defense
Alliance Escort Carrier	3	1/0/1	1	2	6/-	Point Defense
Corellian Capitol Ship	3	2/1/2	2	6	-/1	Bombardment
Corellian Corvette	3	2/1/2	1	2	-/-	Point Defense
Assault Frigate	3	3/0/2	2	6	-/-	Bombardment
Millennium Falcon	6	1/1/1	1	1	-/-	Point Defense

Corellian Frigates have Gravity Wells that prevent all ships on the map from hyper jumping. The Millennium Falcon has a Defense Rating = 5.

Star Wars Rebel Alliance Fighter Unit List

Unit Name	Move	AD	Defense	Notes
A-Wing Squad	8	1	7	Point Defense
B-Wing Squad	6	3	5	Bombardment
X-Wing Squad	7	2	6	Attack Rating = 5
Y-Wing Squad	6	2	6	Attack Rating = 5

One of a Y-Wings Attack Dice may be fired into any arc. Squads with a Jedi pilot have Attack and Defense Ratings +2. Any Fighter Squad that hits the Death Star has 1 in 1D10 chance of Destroying it.

Jedi Squads have a 1-5 in 1D10 chance of destroying the Death Star.

Fantasy Army Lists

Middle Earth - War Of The Ring - Dark Powers - Army List

Unit Name:	Move	AM	AR	Defense	Morale	Notes
Sauron the Dark Lord*	0	7	-	9	10	Magic = 20
Saruman the White*	4	2	-	8	7	Istari, Maiar, Magic = 10
Witch King of Morgul*	4	9	-	8	10	High Nazgul
Nazgul Ring Wraiths*	4	8	-	8	10	Black Riders
Barrow-Wights	2	6	-	7	10	Undead
Mouth of Sauron*	4	4	-	6	8	
Orcs	2	3	2	2	4L	Goblins
Uruk-hai	2	5	3	4	6L	Hobgoblins
Half Orcs	2	4	3	3	5L	
Trolls	3	6	-	5	8L	Giants
Olog-hai	3	7	-	6	9L	Great Trolls

Unit Name:	Move	AM	AR	Defense	Morale	Notes
Balrog Demon	4	9	-	8	10	2 Hits
Shelob the Great	3	8	-	6	10	Spider
Great Spiders	3	6	-	4	9	
Cold-Drake	4	7	-	7	7	Dragons
Winged Fire-Drake	8F	8	5	8	9	2 Hits
Black Numenoreans	2	5	2	4	7L	Men
Umbar Corsairs	2	4	2	3	5L	Attack +1 at Sea
Easterlings of Rhun	2	4	3	3	4L	Men
Men of Harad	2	4	3	3	5L	Southrons
Balchoth Barbarians	2	5	3	3	6L	Men
Wargs	4	6	-	5	8L	Great Wolves
Wolf Riders	4	6	2	4	7L	Orcs & Wargs
Great Bats	8F	3	-	2	9L	
Vampires	8F	7	-	6	8	Undead
Gaurhoth Werewolves	4	6	-	6	9	Shapeshifters
Fell Beasts	8F	5	-	4	8	Carry Nazgul
Wainriders	4	4	2	3	6L	War Chariots
Flies of Mordor	6	3	-	6	10L	Swarms
Dunlendings	2	4	2	3	4L	Men
Haradrim Mumakils	3	7	2	8	8L	War Elephants
Hillmen	2	3	2	3	7L	
Smeagol Gollum	3	1	-	8	3	
Kraken	1	9	-	8	9	3 Hits, Water Only
Variags of Khand	2	4	3	4	5L	Men
Siege Towers	1	4	3	6	9L	
Catapults	1	1	3	2	5L	Breach = 2, Range = 3
Battering Rams	1	1	-	4	7L	Breach = 4
Ships	6	4	2	6	6L	Carry = 1

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade. All units have a Hits Rating = 1.

AM Attack Rating Melee. Used against adjacent opponents.

AR Attack Rating Ranged. Used against opponents 2 hexes away.

Units with an AR rating have a Range Rating = 2. Units with a * are 'Heroes'. Heroes may stack unlimited on other Units. Units with an L after their Morale rating are Legions.

Heroes cannot attack Legions. Legions cannot attack Heroes stacked on a Legion. Legions adjacent to or stacked with heroes get +1 on all their ratings.

On a roll of 1-5 on 1D10, Ships, Siege Towers, Catapults, and Rams are captured, not destroyed. The letter F after the move rating indicates the unit can fly. Each Ship can carry one non-ship Legion and any number of Heroes.

Sauron never moves from his Lair in Mordor. Units with Magic points can cast spells. Units with breach ability use this as an attack rating to destroy walls and Fortifications.

Units get no terrain bonus when attacked by Siege Towers.

Middle Earth - War Of The Ring - Forces Of Light - Army List

Unit Name:	Move	AM	AR	Defense	Morale	Notes
Gandalf the Grey*	6	5	–	9	10	Istari, Maiar, Magic = 8
Radagast the Brown*	5	4	–	9	9	Istari, Maiar, Magic = 6
Aragorn*	5	8	5	9	10	Strider
Legolas the Elf Lord*	4	6	6	8	10	
Gimli the Dwarf Lord*	4	7	–	8	10	
Frodo the Ring Bearer*	4	–	–	9	9	
Eomer*	4	7	–	9	10	

Unit Name:	Move	AM	AR	Defense	Morale	Notes
Faramir*	4	5	–	7	9	
Eowyn*	4	7	–	8	10	
King Theoden*	4	5	–	6	10	
Gwaihir the Windlord*	8F	6	–	9	10	Carry 1 Hero
Eagles	8F	6	–	4	8L	Carry = 1
Treebeard*	2	9	–	9	10	Treefolk
Ents	2	8	–	9	10L	Treefolk. Hits = 2
Huorns	1	7	–	8	10L	Treefolk
Grey Mountain Dwarves	2	6	–	6	10L	Khazad
Iron Hill Dwarves	2	6	–	6	10L	Khazad
Rivendell Grey Elves	4	6	5	5	9L	Sindar
Lothlorien High Elves	4	6	5	5	9L	Noldor
Mirkwood Silvan Elves	4	6	5	5	9L	Laiquendi
Teleri Sea Elves	4	4	4	4	8L	Attack +1 at sea
Half Elves	4	5	4	5	8L	
Shire Hobbits	2	2	2	4	7L	
Men of Gondor	2	5	3	4	8L	Dunedain
Men of Arnor	2	4	3	4	7L	Dunedain
Lakemen of Esgaroth	2	4	3	3	7L	Northmen
Horsemen of Rohan	4	5	2	4	8L	Rohirrim
Bardings of Dale	2	4	4	3	8L	Northmen
Beorning Bear Men	3	6	–	5	9L	Northmen
Rangers of the North	4	6	4	5	9L	Northmen
Woses of Druadan	3	5	3	5	6L	Pukel Men
Woodmen of Mirkwood	3	4	4	4	7L	Northmen
Dead Men of Dunharrow	2	8	–	7	10L	Undead
Ships	6	4	2	6	6L	Carry = 1

Middle Earth Magic

Magic Spell:	Effect
Haste	1D10 Target Adjacent units get Move Rating +1D10 this turn.
Barrier	Designate 1D10 connected hexes that enemy units may not enter this turn.
Aid	Any rating of any Target Unit +/- 1D5 this turn. Cast before roll is made.
Fear	1D5 Target Adjacent units must make a Morale Check at -2.

A Spellcaster can use one spell per turn. The Aid spell can be cast during the opponents turn. Each spell cast uses up one Magic Point.

Middle Earth Scenario Outline

Battle of Morannon, outside the Black Gates of Mordor.

Game Designers Notes

More Army Lists and Terrain Sets are on their way.

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Rules Of War For The Ancient Period

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Introduction

Generic Rules for Combat in any scale or era. No Cards are used, just hex maps, dice, and counters. The basic concept is to be able to have: Relatively quick battles with 20-30 units to a side.

A minimum of record keeping. Easy set up. A very simple rules-system, easily learned, and easily modified.

Equipment

- Hex Maps
- Counters (or Miniatures)
- Dice

Scenarios

The designer of a scenario must determine the following:

- Which Armies to use.
- How many units and what types.
- What map to use.
- Setup- Initial Placement of Units
- Victory conditions
- The opponent picks which side he wants to play.

Unit Stats

Each unit has 6 stats:
1. Movement Rating (Movement Points)
2. Range Rating (In Hexes)
3. Attack Rating
4. Defense Rating
5. Morale Rating
6. Hits Rating (Number of Kills before the Unit is Destroyed) NB All units in the Ancient period rules have a hits rating of 2

Turn Sequence

Each Round has 4 phases.
- Initiative Phase
- Player A Movement Phase
- Player B Movement Phase
- Morale Phase

Initiative Phase

Determine turn order by rolling high on 1D10. Reroll ties. The Player with the high roll chooses whether he wants to be Player A or Player B. The Player with the low roll is left with the choice not taken.

A Player gets -2 to his roll if his Leader unit is destroyed.

Facing

All unit counters must have an arrow to indicate their direction of facing. Units can only move in the direction they face. After each hex moved a unit may change its facing 60 degrees.

A unit can only attack units it is facing in a 120 degree arc. Hand to Hand attacks against the back or rear of a unit are at Attack +2. The Defender gets defense -3.

Routing units immediately change their facing 180 degrees.

Stacking

Only one ground unit per hex, except for units that can carry other units. This may be altered depending on the scale of the map.

Movement Phase

MP Movement Points.
MPs are expended upon entering an adjacent hex. Units may move up to their movement allowance. A unit that is not damaged, pinned, etc, can always move at least 1 hex.

A unit may spend a movement point to change its facing to any direction.

Attacking

All units may attack only once per turn. Any unit may attack at any time during either Movement Phase. Resolve attacks immediately.

If players want to attack at the same time, the attacks are simultaneous. Each unit has an attack range in hexes. When attacking roll 1D10. this is the Attack roll.

An Attack Hits if the roll is less than or equal to the Attack rating of the Attacker. Natural Rolls of 1 always hit, and rolls of 10 always hit. If an attack hits the Defender may attempt to save.

The Defender saves on a roll on 1D10 less than or equal to the Defense value of the Defender. If a unit receives a number of hits equal to its Hits Rating it is killed and is removed from play. Unless otherwise stated all attacks must be Line of Sight.

Combined Attacks Rule

Every unit after the first to attack the same target unit gets Attack Rating +1.

Overkill Rule

If an attack hits, subtract the roll result from the attack rating. This is the Overkill factor. The defender reduces his Defense rating by this factor.

For example: the attacking tank has an Attack rating = 9. It rolls a 5. The overkill factor is 9 - 5 = 4. The defending infantry has a Defense rating = 6. The Modified defense rating is 6 - 4 = 2.

Overrun (free Advance)

A unit that has destroyed an adjacent enemy unit may move into its hex.

Morale Phase

Units must make morale checks every time they are hit but not destroyed. Units must also check morale if an adjacent friendly unit routs. If they roll equal to or less than their Morale Rating on 1D10 they keep fighting.

On a higher roll they rout. They move away from enemy units at top speed. If they move off the board they are removed from play. Routing units may roll to rally every turn after they rout.

If they roll equal to or less than half (round up) of their Morale Rating on 1D10 they rally. Morale checks are at -2 if the Leader unit is destroyed. Morale checks are at -1 if they are outnumbered 2 to 1.

Army Scales

For two armies to fight they must have the same Scale, Era, and Terrain Set. Scales can be in terms of manpower, or distances. Some possible Scales include:

Type	Scale
Skirmish	1 Man
Tactical	10
Brigade	100

Type	Scale
Operational	1,000; Countries
Strategic	10,000 Men; Continent

Army Eras

For two armies to fight they must have the same Scale, Era, and Terrain Set.

Terrain Sets

For two armies to fight they must have the same Scale, Era, and Terrain Set. The Armies Scale basically determines what Terrain Set it will use. A Terrain Set will list what Terrain types are available and how they effect play.

A Terrain type will have one or more of the following attributes: Defense: A bonus or penalty applied to the Defense Rating of any unit occupying the space. MP: The number of Movement points required to enter the space.

Basic Ground Terrain Set

Terrain Type	MP	Defense	Notes
Open	1	-	Grass lands, plains
Forest	2	+1	Woods, Defense +2 vs Ranged Attacks
Water	-	-	Impassable
Shallow Water	2	-1	-
Mountainous	-	-	Impassable
Buildings	-	-	Impassable
Bridge	2	-1	-
Marsh	2	-1	-
Desert	2	-	-
Low Wall	2	+1	-
Fortress	3	+2	Walls, Defense +3 vs Ranged Attacks

Elevation Rule- Determine the elevation of all hexes. A higher elevation costs 1 additional MP to enter. At a higher elevation get +1 Defense if being attacked from below and get +1 to attack units below.

Units may not stack unless the Army List allows it.

Ancient Period Army Lists

The following lists are based on those given in the original rules but expanded by myself. Please feel free to modify them if you feel they need it.

Please note the composition of ancient armies varied tremendously with circumstances and many nations used a wide variety of local or mercenary troops as and when necessary. The following are typical ex-

amples only, using the core troop types of each army. Where troop types have a choice of weapons that choice is yours.

Greek Army

- 1 General
- 8 Units Hoplites
- 2 Units Peltasts
- 2 Units Psiloi
- 2 Units Medium Cavalry
- 1 Unit Light Cavalry

Persian Army

- 1 General
- 6 Units Spearmen/Bow (1 Unit may be Immortals)
- 2 Units Medium Infantry
- 2 Units Light Infantry
- 2 Units Medium Cavalry
- 3 Units Light Cavalry

Macedonian Army

- 1 General
- 6 Units Phalangites
- 2 Units Hypaspists
- 2 Units Light Infantry
- 1 Unit Heavy Cavalry/Companions
- 2 Units Medium Cavalry
- 2 Units Light Cavalry

Indian Army

- 1 General
- 4 Units Elephants
- 4 Units Chariots
- 4 Units Medium Infantry/Bow
- 2 Units Medium Infantry/Spear
- 1 Unit Medium Cavalry

Carthaginian Army

- 1 General
- 2 Units Elephants

- 3 Units Spearmen
- 4 Units Medium Infantry/Gauls/Spaniards
- 3 Units Light Infantry
- 1 Unit Heavy or Medium Cavalry
- 2 Units Light Cavalry

Roman Army

- 1 General
- 6 Units Legionaries
- 3 Units Auxiliaries
- 2 Units Light Infantry
- 2 Units Medium Cavalry
- 2 Units Light Cavalry

Gallic/germanic Army

- 1 General
- 6 Units Warband
- 4 Units Light Infantry
- 1 Unit Heavy Cavalry
- 2 Units Medium Cavalry
- 2 Units Light Cavalry

Celtic Army

- 1 General
- 4 Units Chariots
- 6 Units Warband
- 3 Units Light Infantry
- 2 Units Light Cavalry

Late German/goth/hun Army

- 1 General
- 4 Units Medium Infantry
- 2 Units Light Infantry
- 4 Units Heavy Cavalry
- 5 Units Light Cavalry

MV Move
RNG Range
H2H ATTACK-Hand to Hand
ATM ATTACK- Missile
DFS Defence
MRL Morale

Greek Army

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Hoplites-Standard	2	-	7	-	7	6	
Hoplites-Spartan or Theban	2	-	8	-	8	9	
Peltasts	3	-	4	-	4	6	
Psiloi-Javelin	3	3	3	2	4	3	
Psiloi-Bow	3	6	3	2	3	3	
Psiloi-Sling	3	4	3	2	3	3	
Heavy Cavalry	5	-	4	-	4	6	

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Light Cavalry-Bow	6	5	2	2	3	3	

Persian Army

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Spearmen/Bow-Standard	2	6	6	2	6	6	
Spearmen/Bow-Immortals	2	6	7	2	7	9	
Medium Infantry-Spear	3	-	4	-	4	6	
Light Infantry-Javelin	3	3	3	2	4	3	
Light Infantry-Bow	3	6	3	2	3	3	
Light Infantry-Sling	3	4	3	2	3	3	
Heavy Cavalry	5	-	4	-	4	6	
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Light Cavalry-Bow	6	5	2	2	3	3	
Chariots	5	3	3	2	3	6	
Elephants	4	-	7	-	4	3	
Mercenary Hoplites	2	-	7	-	7	6	
Mercenary Peltasts	3	-	4	-	4	6	

Carthaginian Army

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Spearmen-Standard	2	-	6	-	6	6	
Spearmen-Citizen	2	-	6	-	6	9	
Spanish Medium Infantry	2	-	5	-	5	6	
Gallic Medium Infantry	2	-	6	-	5	6	
Light Infantry-Javelin	3	3	3	2	4	3	
Light Infantry-Bow	3	6	3	2	3	3	
Light Infantry-Sling	3	4	3	2	3	3	
Heavy Cavalry	5	-	4	-	4	6	
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Elephants	4	-	7	-	4	3	

Roman Army (early Imperial)

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Legionaries	2	-	6	-	6	9	
Auxiliary Infantry	2	-	5	-	5	6	
Light Infantry-Javelin	3	3	3	2	4	3	
Light Infantry-Bow	3	6	3	2	3	3	Light Infantry-

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
Sling	3	4	3	2	3	3	
Heavy Cavalry	5	-	4	-	4	6	
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Elephants	4	-	7	-	4	3	
Artillery	2	12	3	2	3	6	

Macedonian Army

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Phalangites	2	-	6	-	6	9	
Hypaspists	2	-	7	-	7	9	
Light Infantry-Javelin	3	3	3	2	4	3	
Light Infantry-Bow	3	6	3	2	3	3	
Light Infantry-Sling	3	4	3	2	3	3	
Heavy Cavalry-Companions	5	-	4	-	4	9	
Heavy Cavalry	5	-	4	-	4	6	
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Kontos	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Light Cavalry-Bow	6	5	2	2	3	3	
Artillery	2	12	3	2	3	6	
Elephants	4	-	7	-	4	3	
Mercenary Hoplites	2	-	7	-	7	6	
Mercenary Peltasts	3	-	4	-	4	6	

Indian Army

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Medium Infantry-Javelin	2	3	6	2	4	3	
Medium Infantry-Bow	2	6	6	2	5	3	
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Light Cavalry-Bow	6	5	2	2	3	3	
Chariots	5	5	3	2	3	6	
Elephants	4	-	7	-	4	3	

Celtic/gallic/germanic Army

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Warband	2	-	6	-	6	6	
Light Infantry-Javelin	3	3	3	2	4	3	
Light Infantry-Bow	3	6	3	2	3	3	
Light Infantry-Sling	3	4	3	2	3	3	
Heavy Cavalry	5	-	4	-	4	6	

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Chariots	5	3	3	2	3	3	

Late German/goth/hun Army

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Medium Infantry-Spear/sword	2	-	6	-	6	6	
Light Infantry-Javelin	3	3	3	2	4	3	
Light Infantry-Bow	3	6	3	2	3	3	
Heavy Cavalry	5	-	4	-	4	6	
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Light Cavalry-Bow	5	3	3	2	3	3	

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Russo-german War

Introduction

Board & card game for 2 players. WWII East Front very abstract simulation Each figure (unit) represents an army or armored division. One player is the Germans, the other is the Russians (Soviets).

Victory

Destroy all opposing units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units. There are 2 types of units: Infantry and Armor The German player starts with: 3 Armor 5 Infantry The Russian player starts with: 4 Armor 12 Infantry

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 4 phases: Orders Phase Move Phase Fire Phase Recruit Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Card List

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving up to three units forward the indicated number of spaces using a single move card. A unit can move only once per turn.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack is automatically Killed and removed from the map. Your opponent may play certain Defense cards to negate your attack.

Recruit Phase

Players may play a Recruit card to gain back one lost unit. The unit starts in an empty space in that players back row.

Card List Notation

M Movement
A Attack
D Defense: Negate Attack card played by opponent
Q Negate Attack (of Range = 1) card played by opponent and destroy attacker
V Destroy Attacker (of Range = 1) chit. (does not negate attack)
N Negate Move card played by opponent
K Recruit
X Opponent must discard 2 cards
Z Draw 2 cards
Use Which player can use the card
G German Player only
R Russian Player only
T Tank units only
I Infantry units only
Number of this card in the deck

Card Name:	#	Use	Type	Range	Notes
Blitzkrieg	4	G	M	2	

Card Name:	#	Use	Type	Range	Notes
Mechanized Infantry	1	G	M	2	I
Russian Winter	1	R	N	-	
Columns	4	-	M	1	
Frontal Assault	1	-	A	1	
Prepared Defenses	2	-	Q	-	
Mass Surrender	1	G	A	1	
War Without Mercy	1	-	A	1	
Poorly Armed	2	G	Q	-	
Rail Lines	2	-	M	2	
Unorganized	1	G	N	-	
Counter Offensive	1	R	A	1	
Professionalism	2	G	D	-	
Elite Units	1	G	A	1	
Human Waves	1	R	A	1	
Air Superiority	1	G	A	3	
Frozen Mud	1	R	N	-	
Pocket of Resistance	1	R	A	1	
Manpower	1	R	K	-	
Luftwaffe	1	G	A	3	
Artillery	1	-	A	2	
Blizzard	1	R	D	-	
Allied Supplies	1	R	K	-	
Manufacturing	1	R	K	-	
Tough Resistance	1	R	D	-	
Freezing Cold	1	R	A	1	
Unsupplied	1	-	A	1	
Surrounded	1	-	A	1	
Atrocities	1	G	A	1	
Panzers	1	G	A	1	T
Armored Spearhead	1	-	M	2	T
Rockets	1	-	A	2	
Massed Armor	1	-	A	1	T
Street Fighting	1	R	V	1	I
Fortifications	1	R	D	1	
Leadership	1	-	Z	-	
Propaganda	1	-	X	-	
Hitler's Meddling	1	R	X	-	
Stalin's Resolve	1	R	Z	-	
War of Attrition	1	R	V	1	
Reserves	1	G	K	-	
General Manstein	1	G	Z	-	
General Guderian	1	G	Z	-	
Combined Arms Tactics	1	G	A	1	
Mobile Warfare	1	G	M	2	
General Konev	1	R	Z	-	
Marshal Zhukov	1	R	Z	-	
Steamroller Tactics	1	R	A	1	T
Scorched Earth	1	-	X	-	
Bleed Them Dry	1	R	V	1	

Moscow Option

Designate one space on the Russians second to last row to be Moscow. If Moscow is occupied for 2 consecutive turns by the Germans, the German player wins.

Summer/winter Offensives Options

Alternate every 6 turns to be Summer then Winter, starting with summer. In summer, cards referring to cold, freezing, winter and blizzards cannot be played. In winter the Luftwaffe and Air Superiority cards cannot be played.

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Russo-turkish War

Introduction

Board & card game for 2 players. Abstract simulation of the Russo-Turkish War of 1877. (Russia's fifth war against Turkey (The Ottoman Empire) in the 19th Century) One player is the Turks, the other is the Russians.

Victory

Destroy all opposing units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units. Each figure (unit) represents an army of 20,000 men. Each player starts with 12 units.

Each unit has 3 Hits.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains one of each listed card.

Turn Sequence

Players take turns. Each turn has 4 phases:
1. Orders Phase
2. Move Phase
3. Attack Phase
4. Recruit Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Card List

Move Phase

Get one free move (one unit one space). For additional moves: Play (discard) a Move card to move one of your units one space. Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving up to three units forward the indicated number of spaces using a single move card.

A unit can move only once per turn.

Attack Phase

Play (discard) an Attack card to have a unit attack an adjacent unit. Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack takes one point of damage.

A unit reduced to zero hits is destroyed and removed from the map. Your opponent may play Defense cards to negate your attack.

Recruit Phase

Players may play a Recruit card to gain back one lost unit. The unit starts in an empty space in that players back row.

Card List Notation

Use Which player can use the card
T Turkish Player only
R Russian Player only
Number of this card in the deck
M Move
A Attack
D Defense: Negate Attack card played by opponent
Q Negate Attack (of Range = 1) card played by opponent and destroy attacker
V Destroy Attacker (of Range = 1) card. (does not negate attack)
N Negate Move card played by opponent
K Recruit a replacement unit
P Unit recovers one lost hit
E Play after doing damage to do 1 extra point of damage
X Opponent must discard 2 cards
Z Draw 2 cards

Card Name:	Use	Type
Tsar Alexander II	T	N
Slavic Nationalism	R	K
Russian Plan	R	Z
Sultan Abdul Hamid II	T	Z
Battle Hardened Army	T	D
Heavily Fortified Province	T	D
Turkish Fortress	T	D
Cossacks & Uhlans	R	A
Hussars & Dragoons	R	A
Diversionary Offensive	R	X
Precarious Finances	T	X
Asia Minor Reinforcements	T	K
Protect the Flanks	-	D
Travel by Rail	R	M
Turkish Irregulars	T	K
Factional High Command	R	X
Well Managed Deployment	-	M
Reconnaissance	-	X
Seize the Passes	-	A
Balkan Mountains	T	D
Imperial Guard & Grenadiers	R	K
Romanians & Bulgarians	R	K
Cross the Danube	R	M
Gourko's Raid	R	A
Headlong Advance	-	M
Threaten LOC	-	N
Active Turkish Defense	T	D
Heavy Fire	-	E
Field, Horse & Mountain Guns	-	A
Entrenched Infantry	-	D
Forced March	-	M
Dug In	-	D
Bad Roads	-	N
Assemble the Forces	-	M
Large Redoubts	T	D
Catastrophic Losses	-	E
Strengthen Position	-	P
Light Opposition	-	A
Long Range Bombardment	-	A
Deep Narrow Trenches	T	D
Attack in Close Order	-	A
Shoulder to Shoulder	-	Q
Headlong Assault	-	A
Cut to Pieces	-	Q
Fire Superiority	-	A
Skirmish Screen	-	A
Bayonet Charge	-	A
Overrun	-	A
Counter Attack	-	A
Replacement Draft	R	K

Card Name:	Use	Type
Earthworks	-	D
Damaged Prestige	-	X
Strategic Position	-	D
Reserves Exploit Success	-	E
Attack in Open Formation	-	A
Pursue Routing Troops	-	E
Slaughter Attackers	-	Q
Disastrous Assault	-	Q
Set-Piece Attack	-	A
Harassing Fire	-	N
Hail of Fire	-	E
Ammunition Stockpile	-	E
Repeating Rifles	-	E
Attackers Disorganized	-	D
Attack Strongest Point	-	Q
Formal Siege	R	A
Siege Mortars	T	A
Surprise Attack	-	A
Press Home the Attack	-	E
Beaten Back	-	D
Second Line Entrenchments	R	Q
Exact a Heavy Toll	-	E
Ferocious Assault	-	A
Atrocities	-	E
Take no Prisoners	-	E
Minor Clash	-	D
Break Through	-	M
Occupation	-	M
Drive	-	M
Columns	-	M
Epic March	R	M
Appalling Weather	-	N
Winter Campaign	-	N
Rapid March	-	M
Snow Drifts	-	N
Hitch Ride with Cavalry	R	M
Natural Defenses	T	N
Parallel Routes	R	M
Menaced by Reserves	-	N
Little Progress	-	N
Encirclement	-	A
Terrific Fight	-	V
Heavy Opposition	-	V
Storm the Redoubts	-	A
Thirst for Glory	-	A
Take Captives	-	E
Rearguard Action	-	D
Ensuing Clash	-	A
March on Constantinople	R	M
Advancing Army	-	M

Card Name:	Use	Type
Mobilization	R	K
Summon Reinforcements	R	K
Great Power Intervention	T	D
First Reserve	T	K
Second Reserve	T	K
Conscription	T	K
Epic Defensive Battle	-	Q
Pasha Intrigue	R	X
Arrive by Sea	-	M
Uncoordinated Attacks	-	Q
Waves of Infantry	-	A
Fanatical Bravery	-	A
Fight to the Last Man	R	D
Determined Defense	-	D
Legendary Stubbornness	R	D
Desperate Attacks	-	A
Great Assault	-	A
Siege Guns	R	A
Krupp Guns	-	A

Card Name:	Use	Type
Bold Offensive	-	A
Inconclusive Battle	-	V
Telegraph	R	Z
Divide their Forces	-	M
Classic Pincer Movement	R	A
Night Assault	R	A
Well Planned Assault	R	A
Rifle Battalions	-	A
Feint Attacks	R	X
Draw off Reserves	R	X
Cholera	-	X
Typhoid	-	X
Officer Casualties	T	X
Military Reorganization	T	X
Collect Stragglers	-	P
Reinforce Garrisons	-	P
Siege of Plevna	R	A
Prepared for War	T	Z

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Score

Introduction

Scenario for WarpQuest. for the Warpquest Core Rules WarpQuest Core Rules. Each player takes the role of a teenager looking to "Score" on a Saturday night.

Variant Rules

There is only one Module. There is no Artifact. The journey on the board is a one way trip.

Spaces on the board represent time not distance. There are 6 types of challenges: Alcohol, Sex, Drugs, Music, Trouble, Fight Each player starts with 6 skills. If a card lists two types pick one.

If you fail the challenge discard the card (no one gets wounded or killed). If you win the Challenge, keep the card. The player with the most cards in the most challenge types wins.

If you win a "fight" with an opponent take any one of his cards.

Skill Table

1D6	Skill	Notes
1	Stupidity	+1 to Trouble Challenges
2	Smooth Talking	+1 to Sex Challenges
3	Tough Guy	+1 to Fight Challenges

1D6	Skill	Notes
4	Stoner	+1 to Drug Challenges
5	Tape Collection	+1 to Music Challenges
6	Tolerance	+1 to Alcohol Challenges

Score

Card Name	Notes
Six Pack of Beer	Alcohol
Vodka Bottle in each Hand	Alcohol
Beer Keg	Alcohol
Long Neck Flask	Alcohol
Wine Coolers	Alcohol
Wine in a paper Bag	Alcohol
Chugging	Alcohol
Game of Quarters	Alcohol
Bar Hopping	Alcohol
Pub Crawl	Alcohol
Beer & Chicken Wings	Alcohol
Mixed Drinks	Alcohol
Hard Liquor	Alcohol
Tequila Shots	Alcohol
Dance Club	Music
Live Band	Music
House Music	Music
Head Bangers Ball	Music
Mosh Pit	Music or Fight
Stage Diving	Music or Trouble
Techno Rave	Music
Hip Hop	Music
Grunge	Music
Dance Music	Music
Battle of the Bands	Music

Card Name	Notes
Rap Music	Music
Heavy Metal	Music
Hardcore	Music
Retro Disco	Music
Nitrous Oxide	Drugs
Mary Jane	Drugs or Sex
Smokin Dope	Drugs
Grass	Drugs
Pass the Joint	Drugs
Burn	Drugs
Dime Bag	Drugs
Psychadelic Haze	Drugs or Music
Water Bong	Drugs
Weed	Drugs
Light Up	Drugs
Cocaine	Drugs
Spanish Fly	Drugs or Sex
Spin the Bottle	Sex
Truth or Dare	Sex or Trouble
Hippy Chick	Sex
Condoms	Sex
Two Sisters	Sex
Beach Bunny	Sex
Party Girl	Sex or Drugs
Wham Bam Thank You Maam	Sex
Punk Rock Girl	Sex or Music
Sex on the Beach	Sex or Alcohol
Back Seat	Sex
Dinner & a Movie	Sex
College Dorm Orgy	Sex
Hot Tub	Sex
Skinny Dipping	Sex or Trouble
Roomates	Sex
Boy Toy	Sex
Gang Bang	Sex
Biker Chick	Sex or Fight
Ass Whooping	Fight
Fight in the Bowling Alley	Fight
Scuffle in the Parking Lot	Fight
You Lookin at Me?	Fight
Hicks	Fight
Punks	Fight
Lowlifes	Fight
Fight Club	Fight
Looking for Trouble	Fight or Trouble
Saturday Nights alright for Fighting	Fight
Mailbox Baseball	Trouble
Cops Break up Party	Trouble
Shoot Bottle Rockets at Houses	Trouble
Driving Drunk	Trouble or Alcohol
Street Racing	Trouble
Toilet Paper Cars	Trouble
Shoplifting	Trouble

Card Name	Notes
Loud Stereo Speakers	Trouble or Music
Broken Bottles	Trouble or Alcohol
Loud & Obnoxious	Trouble or Fight
Juvenile Delinquent	Trouble
Break Window	Trouble
Vandalism	Trouble
Graffiti	Trouble
Crash Party	Trouble or Fight
Trespassing	Trouble
Money	Aid: +4 to Drug, Alcohol, or Music Challenge
Cool Car	Aid: +4 to Sex Challenge
Good Looks	Aid: +4 to Sex Challenge
Stash	Aid: +4 to Drug Challenge
Gang	Aid: +4 to Fight Challenge
Bad Attitude	Aid: +4 to Fight or Trouble Challenge

Game Designers Notes

Aspirations of my younger days... My "Score" was
never that high :)

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Shared Universes

Introduction: Shared Universes is an addition to the universe of wargaming and roleplaying. Gamers are often very creative and talented people. Unfortunately there is often nowhere to go for the amateur writer or artist. Poems get buried away never to be seen again. The doodles never get turned into paintings. Ideas die, never having been fully explored. Most gamers have a few drawings and adventure ideas hidden in old folders. Shared Universes is an attempt to give this raw undeveloped talent a place to go, to grow, to be seen, and to communicate. In Shared Universes, like-minded artists band together, for inspiration and support, in organizational units called journey groups. Players may decide to work on group projects together called, appropriately, shared universes. Artifacts, such as drawings and stories, not only have their own intrinsic value but also contribute to a larger work of art, the shared universe. As players build up their portfolios and the groups archives grow, the players and the group will move onto continually more sophisticated and fulfilling projects.

Shared Universes is a gaming system that provides players with a framework in which to create their own art and literature. The rules give guidelines and starting points for the creative process. Players are not just playing a game, they are producing permanent records of their ideas in writing and in art. As players refine their skills the game becomes richer and more rewarding.

The Journey: All players are considered to be on a journey. A journey of imagination, self exploration, learning, creating, experience, ideas, growth, sharing, and mastery.

Journey Names: Every player should take a journey name. These names should be descriptive and fanciful. Some examples include: Earthborn, Starbright, Dreamdancer, Lost Angel, Birdman. The journey name is one of the players' many alter egos. Players should draw a picture of the physical incarnation of their journey name. A player, of course, may use different names for different journeys.

Journey Groups: Every artist and writer needs an audience. This is the primary function of the journey group. Groups may be composed of just several friends or they may be larger, community based, clubs or organizations. Journey groups are called J-groups for short.

Journey Group Names: Every journey group should give itself a name. Some sample names: The Ghost Writers; Anonymous Artists Political Action Group; Sidereal Messengers; Prometheans; The Underground; Undead Poets Society; The Fellowship; Futurians; Tech Hombres Gang; The Journeymen.

Journey Sessions: When a journey group meets it is called a session. Formal sessions may occur once a week, once a month, or whenever convenient. A session is broken down into two main parts: show and tell, and brainstorming. During show and tell, players take turns showing off and reading out loud whatever art and writing they have done since the previous session. During brainstorming players work on group projects and give feedback about each others personal projects.

Guardian of Knowledge: Abbreviated GK, this individual is the groups' leader, organizer, record keeper, and judge. The actual responsibilities of the GK may be spread among several people. This position has more responsibility than authority as most decisions of a group will be arrived at democratically.

The role of the GK includes the following tasks:
- Inspire players
- Maintain interest or call for a change of topic
- Mediate disputes; Keep the peace; Negotiate compromises
- Call Votes
- Award Story Teller Points
- Offer suggestions and advice
- Maintain the archives
- Provide focus and organization if and where it is needed.

Artifacts: Artifacts are another name for anything created for a journey universe. Drawings, songs, stories, and jewelry are all artifacts. Artifacts also include events such as performances and festivals.

Special Projects: A player or group may decide to do a special project. Special projects, in the most general sense, are collections of artifacts, usually with a unifying purpose or theme, displayed together. An example of a special project would be a series of books, each containing a collection of short stories and illustrations. A special project may incorporate work from many universes.

Universes: The concept of the 'Universe' is central to the Shared Universes game. A universe is simply a fictional background that players use as a framework for creating artifacts. Artifacts help to detail a universe and detailed universe gives inspiration for the creation of more artifacts. Imagination is the only limit to the number of possible universes. Universes may be of several types: shared, closed, personal, and parallel.

Shared Universe: Everyone in the journey group may use a shared universe. The GK may keep a file in which anyone who wishes may keep a copy of their work. All players should have full access to the GKs Shared universe files.

Closed Universe: In this universe only certain people may contribute under certain conditions. Players

should make a charter document detailing who has access to the universe.

Personal Universe: This includes very personal, private work of a single player.

Parallel Universe: This is material that supplements another universe but is kept separate for whatever reason. For example, if a player creates an artifact for a specific universe and the other players do not feel it belongs there, the GK may decide to put the artifact in a parallel universe file. The most common use for a parallel universe is as a place to keep rough draft material which will outnumber finished artifacts.

Archives: An archive is a collection of artifacts. Players will have their own personal archives and the GK will keep the journey groups archives. Artifacts of a single universe may be kept together in what is known as a single "library". To help keep the archives organized, individual artifacts should be recorded, cataloged, and labeled with the creators name, the date of creation, the artifacts title, the universe it was created for and any other important information.

Possession: They say possession is nine tenths of the law. No player is under any compulsion to give their work to another player. Avoid potential problems by making copies of your work. Players should avoid plagiarizing published authors. Always include references and credits where necessary.

Story Teller Points: Story teller points or STPs are an abstract measure of productivity, quality, and ideas generated by players. The GK awards STPs either during or after a Journey session. The GK's award may be influenced by players opinions. Players keep track of their STP totals from session to session. As players accumulate STPs they increase in level and

corresponding title. An artifact may be used to acquire points only once in a particular Journey group. If a player belongs to more than one group that player will have different STP totals and ranks in each.

Awarding Story Teller Points:
- 1 for attending a Journey session
- 1 for being a GK at a Journey session
- 1 for a quick Sketch
- 1+ for a Poem, story outline, or character concept
- 1+ per page of writing
- 1+ for a really good idea
- 1+ for creating a new Universe
- 5+ for a detailed Illustration
- 5+ for a Short Story or Essay
- 5+ for a game design or set of RPG rules
- 10+ for a detailed Painting
- 20+ for a Book or Novel
- 5+ for a Comic Strip
- 1+ for a Photograph
- 5+ for completing a special project
- 1-20+ for Craft items: Metalwork, Sculpture, Jewelry, Glass, Costumes, Clothing, etc
- 5+ for Acting, Orations, Speeches, Monologues
- 10+ for putting on a Play, Concert, or Festival
- 5+ for a Song or Instrumental piece
- 10+ for an Album or Video
- 1+ for attending Craft or Renaissance Fairs
- 1+ for selling an Artifact
- 10+ for having your work published or displayed in public
- 10+ for having your own Webpage
- 1+ for every 1,000 hits A single artifact or project may acquire points in several categories.

STP Rank & Title Table:

STPs	RANK	TITLE	STPs	RANK	TITLE
0	0	Initiate	800	8	Dreamspeaker
100	1	Novice	900	9	Shaman
200	2	Aspirant	1000	10	Oracle
300	3	Adept	2000	11	Prophet
400	4	Artisan	3000	12	Demi-God
500	5	Artist	4000	13	Lesser God
600	6	Seeker	5000	14	Greater God
700	7	Loremaster			

Journey Roleplaying & Storytelling Resolution: Many of the shared universes will, after some development, become ripe settings for roleplaying. In Shared Universes style roleplaying the distinction between players and game master is blurred. Players are collectively creating a story and have some control over all elements of the story. Players resolve events, actions, and plot lines by debating what result would be the most dramatic and appropriate to the story. If it improves the story, players may change events that occurred earlier.

SHARED UNIVERSES The following universes are available as starting points to any player and any group. These suggestions are by no means exhaustive.

Discover and explore new universes:

ANIME MAYHEM Japanese animation is sterotypically postapocalyptic, violent and intensely sexual. Common elements include big eyes and transformers. Players may enjoy taking turns drawing sequential scenes for an action sequence. Artifacts: Character sketches; Storylines; Technical diagrams; Haikus; Film festivals; and of course, merchandising.

FANTASY ARMIES Two player-generals draw 10 or more units that are in their armies. The GK draws a map of the battlefield. Other players determine the result of the confrontation. Artifacts: First hand written accounts of the battle by soldiers and commanders; maps depicting troop movements; General's bat-

tle plans; Historian's notes; and drawings of the battle in progress.

PERSONAL MYTHOLOGY This concept is best suited for a personal universe. Examine your own psychological landscape. Depict personal problems as battles between heros and monsters. Transform places in the real world into legendary lands. People become gods and titans. Goals become quests. Sorrow becomes the destruction of nations. Anger becomes earthquakes and tidal waves. Obstacles become mountains. Love is a golden age. Minutes become eras

of a thousand years. Artifacts of this soul searching include: Poetry; Fables; Pantheons; and fine art.

MYSTIC JOURNEYS Players create artifacts with mystical, occult, spiritual and religious themes. The goal is for players to create a personal religion for themselves. Through the meditative and reflective act of creating artifacts players discover what they really believe in. Artifacts: Rituals; Holy symbols; Scriptures on Universal truths, Mans relationship to the universe, the structure of the cosmos, Self actualization, and the nature of God.

ART HISTORY   Get Some books on an artist, such as Picasso. First try

duplicating some of their paintings, then try making some new paintings in the same style. This journey will be the most rewarding if the players have adequate supplies (paints, brushes, canvasses) on hand.

STELLAR LANDSCAPES Draw, or preferably, paint a landscape of one of the planets or moons in our solar system. Some are rocky, some are volcanic, some are icy, some have atmospheres, some do not. This journey will be most rewarding if you first do some research on the heavenly bodies you are depicting. From Triton you can see the rings of Saturn. If you run out of places in our solar system do landscapes of alien planets.

FLOORPLANS OF A SPACESHIP Make a detailed technical diagram. Types of ships might include: research vessels, space stations, colony ships, fighters, battleships, world ships. If everyone in the group does a few, you may have enough for a whole fleet. Tie this in with Space Fury. Artifacts: Captains logs; Ship recognition manuals; Histories of each ship class.

INN OF THE GOURMET GORGON The Inn is located in Findell, a fantasy realm filled with magical creatures of every description. The house specialty is Dragontail steak and Fireberry wine. Artifacts: Menus; Recipes; Actual edible meals; Bistro magic; and short stories.

LANTASIA A classic fantasy realm complete with elves, dwarves, orcs, wizards, knights, dragons, and mighty spells.

FANTASTIC ARCHITECTURE Using the laws of physics, magic, and aesthetics, players design buildings. Mix ancient with modern styles. Experiment with materials, cultures, and locations. Artifacts: Exterior and interior views; Floorplans.

FUTURE HISTORY Players speculate about what changes in science, medicine, technology, transportation, culture, government, art, sports, computers, agriculture, energy, entertainment, economics, work, and human evolution will occur in the next 25, 50, 75, 100, 200, 500, 1000 years. Artifacts: Essays; Histories; Timelines.

DREAM LOGS Players make records of their dreams. After doing this for awhile players might try lucid dreaming. Artifacts: Dream journals; Dream catchers

RAYGUNS & ROCKETSLEDS This universe is straight from 1930's science fiction comics. Be sure to include bubble helmets, jetpacks, and cliffhangers. Ar-

tifacts: Serial adventure comics. GIANT ASPARAGUS FROM PLANET X This universe is that of the 1950's B-movies. Common elements include: earth invasions, mutant monsters, and mad scientists. Artifacts: Movie posters; Short films in black and white.

KUNG FU FIGHTERS This universe is that of contemporary martial arts movies and arcade games. Common elements include gratuitous death and special moves. Artifacts: Character descriptions, high scores.

EXPLORERS Human exploration of the galaxy is still incomplete after hundreds of years of missions. The history logs are filled with thousands of incredible accounts of first contacts. This shared universe is particularly good for short stories. Artifacts: Survey crew logs.

PRIMEA An alternate universe of human and dinosaur evolution on planet Earth. Dinosaurs still exist and several races of hominids have built civilizations. The cities of Cro-Magnon, Homo Erectus and the Neanderthals live in a delicate balance of competition and coexistence. Artifacts: Maps; Descriptions of the relationships between the races of man; Dinosaur based technology.

CHILDRENS BOOKS Players create stories and illustrations for childrens books and fables. A lot of great art has been created since the mid 1800's for childrens books. Artifacts: Illustrated Fairy tales.

UNDERGROUND This is the universe of 1960's under-ground comix. Common themes are sex, drugs, rock n roll, changing morals, psychedelia, political protest, and dark humor. Players should experiment with the possibilities of the comix format.

CITY PLANNER Players design in detail a utopian city that they create using current technology. This should also include the cities government and legal system.

NATURALISTS Players make collections of natural phenomenon. This can turn into a very satisfying pastime and a nice change from wargames. Artifacts: Rock and crystal collections; Pressed leaves; Insects; Seashells; Bird watching; Camping trips; fishing trips.

BEATNIK SCENE Players dress in black, make some coffee, and read some homegrown poetry. As extra incentive give the hippest cat a prize, dig. Make sure to have some jazz in the background.

FILKING Players write songs and music for their favorite novels. This is a sign of a real fan.

SCIENCE FANTASY THEATER Costumed players enact scenes from their favorite works of fiction. Big STP's for this category, especially for long performances.

DRAGONBAIT Do a RPG in a cartoon style with gags, puns, mayhem, and punchlines. Artifacts: Character sketches, strips.

NOVA A science fiction universe where human empires fight using every weapon of war and every form of treachery at their disposal.

HISTORIAN Players do projects using their favorite historical period as subject matter. This may require some research. The possibilities for Historical Roleplaying are very rich.

MUTOG This universe details the years and centuries on planet earth after a nuclear holocaust. Menaces include radiation, mutants, and rebuilding civilization.

HORROR SHOW Save your scariest and strangest stuff for this universe. Stories may or may not be unconnected.

CONSPIRACIES In this universe there is some truth behind most conspiracy theories. Watch your back.

THE PUZZLING Players create mathematical, word, and visual puzzles to confound each other.

BROKEN LANDS The broken lands is a fantasy setting populated with savage barbarians, beautiful amazons, foul beasts, filthy cities, constant warfare, and exotic locations. Magic is ritualistic and diabolic. This is a good universe for artists who love drawing muscles, and writers who love describing fierce, grisly combats.

D-TRAVELERS D-Travelers is a universe in which dimension travelers have both high tech and magic at their disposal.

SUPERHEROS A universe where super heros and supervillans are behind every nook and cranny.

CYBERPUNK In the not so distant future

EROTICA Players Artifacts: Drawings, Letters, Photos, Sculpture, Experiences.

LOVE BONDS This is a closed universe shared by two lovers.

HISTORICAL WHAT IFs Players recreate history. What if the Roman Empire did not fall?

NEW SPORT Players design a new type of team sport. Artifacts: Rules; Playing equipment; Demonstration game.

ANATONOMY Players produce artifacts describing human, animal and monstrous figures.

SCAVENGER HUNT The GK creates an elaborate scavenger hunt, puzzle or mystery for the players to solve.

COSMIC BALANCE Demons, Titans, Gods, Deities, and Avatars are locked in an eternal struggle for control of the multiverse. Artifacts: Epics

ALL THE QUEENS MEN Set in the Victorian era, intrepid English scientists and their companions explore the hollow earth, the planets, and other fantastic places.

VEHICLES Players produce designs for fantastic vehicles. Artifacts: Blueprints

WESTERNS Players pay tribute to the legends of the old west.

COMPUTER ART Players produce artwork using computers.

THE SIMULATORS What do humans of the 5th millennium do for entertainment? They engage in highly elaborate holographic simulations. The simulation controllers easily mix historical and fantastic elements in the most bizarre combinations possible. Roleplayers will often find themselves in very awkward situations.

Game Designers Notes

This 'gaming system' was written before the advent of the Internet & the Web.

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Sharpe's Adventures

Introduction

Scenario for WarpQuest. for the Warpquest Core Rules WarpQuest Core Rules. Each player is a British Officer in Spain circa 1809.

Based on the Sharpe's Rifle Series of Books and Films by Bernard Cornwell.

Disclaimer

"Sharpe" is a copyrighted property. This is merely a fan site.

The Scenario

The map spaces represent time. The pawn represents the Officer and his men. There is no Artifact.

There is only one Module. The track is 30 spaces long. Upon reaching the end your officer is promoted! (One Promotion = one Campaign) Try to keep your officer alive long enough to be promoted.

Campaign

Each player starts out as a Sergeant. First Promotion is to Lieutenant. Second Promotion is to Captain.

Third Promotion is to Major. All wounds are healed in-between campaigns. After each promotion gain 2 rolls on the Attribute Table.

Officer Attributes

A Sergeant starts with 10 Endurance and 12 rolls on the Attribute Table.

Officer Attribute Table

1D6	Skill:	Notes:
1	Endurance +1	The Ability to withstand Wounds
2	Brawling +1	Hand to Hand Combat Armed & Unarmed
3	Shooting +1	Speed & Accuracy with Firearms
4	Tactics +1	Battlefield Strategy
5	Intelligence +1	Capacity for Intrigue
6	Leadership +1	Charisma, Honor, Oratory

Wounds

Every time an officer is wounded his Endurance is reduced by 1D6. An Officer reduced to zero or less Hits is killed.

Challenges

The Module is set up to show what skill rolls are required by the Challenge and What happens if you succeed or fail. If you go back or go ahead as a result of a card do not draw a new card from the Challenge Deck

Confrontations

If a player's pawn lands on an opposing officer, they will have a confrontation. Randomly select a Skill on the Skill Table (Reroll Endurance). Both players make a Skill roll. The lower roll moves back 1D6 spaces.

Card List Notation

C Challenge
A Aid
W Wounded (Lose 1D6 Endurance)
R Retreat (Go back 1D6 Spaces)
V Victory (Go ahead 1D6 Spaces)
B Brawling
S Shooting
T Tactics
I Intelligence
L Leadership
Diff Difficulty Modifier (Added to Challenge roll)
Suc Succeed
Heal Gain Back 1D6 lost Endurance

Challenge Deck Card List

Card Name:	Type	Diff	Fail	Suc	Skill
Patrol: Avoid Chasseurs	C	-	W	-	Tactics
Battle: Rally Troops	C	-1	R	V	Leadership
Camp: Defend Lady's Honor	C	-	R	-	Brawling or Leadership
Battle: Rescue Senior Officer	C	+1	-	V	Shooting + Brawling
Patrol: Two Charging Lancers	C	-	W	-	Shooting or Brawling
Camp: Duel with Pistols	C	-	W	-	Shooting
Battle: Defy Bad Orders	C	-1	R	-	Tactics or Leadership
Battle: Drive Off Cavalry	C	-	W	-	Shooting
Patrol: Lead Column	C	-2	R	-	Tactics
HQ: Intrigues	C	-	R	V	Intelligence
HQ: Ambitions	C	+2	-	V	Intelligence
Battle: Capture Eagle	C	+1	W	V	Brawling + Tactics
Patrol: Night Skirmish	C	-	W	-	Shooting
Camp: Flogging	C	-	W	-	Intelligence
HQ: Face Inquiry	C	-	R	-	Intelligence
HQ: Serious Accusations	C	+1	R	-	Intelligence
Camp: Train Green Troops	C	-	R	V	Leadership
Patrol: Befriend Spanish Rebels	C	-	-	V	Leadership
Patrol: Blow up Bridge	C	-	R	V	Tactics
Patrol: Treachery	C	+1	W	-	Brawling + Tactics
Battle: Hold Town	C	+3	R	V	Tactics + Shooting
Camp: Mutineers	C	+2	R	-	Leadership + Brawling
Camp: Rival Officers Plot	C	-	R	-	Intelligence
Heroics	A	-	-	-	Brawling +3
Stirring Speech	A	-	-	-	Leadership or Intelligence +2
Protect the Innocent	A	-	-	-	Leadership +3
Chosen Men	A	-	-	-	Shooting +3
For Honor	A	-	-	-	Leadership or Brawling +2
Wit & Wisdom	A	-	-	-	Intelligence +3
British Regulars	A	-	-	-	Brawling or Shooting +2
Spanish Partisans	A	-	-	-	Tactics or Brawling or Shooting +1
Friends in High Places	A	-	-	-	HQ (Headquarters) +3
Mend Wounds	A	-	-	-	Heal
Love of a Beautiful Woman	A	-	-	-	Heal
Experienced Soldier	A	-	-	-	Tactics +3
Courage	A	-	-	-	Battle +3
Ambush	A	-	-	-	Battle or Patrol +2
Covering Terrain	A	-	-	-	Patrol +3
Friend in Need	A	-	-	-	Camp +3

Rotation Card List

Card Name:	Type	Diff	Fail	Suc	Skill
Battle: Forlorn Hope	C	+1	W	V	Leadership + Brawling
Camp: Framed for Theft	C	+2	R	-	Intelligence
Patrol: Picket Duty	C	-	W	-	Tactics
Patrol: Blow Up Dam	C	+1	R	V	Tactics
Patrol: French on the Prowl	C	-	W	-	Tactics or Shooting
HQ: Admiration	C	-	-	V	Leadership or Intelligence

Card Name:	Type	Diff	Fail	Suc	Skill
HQ: Class Warfare	C	+1	R	-	Intelligence
Camp: Blaggard Sergeant	C	-1	R	-	Intelligence
Battle: Assault Fort	C	+2	W	-	Shooting
Battle: Deserter Army	C	+1	W	V	Tactics + Brawling
Patrol: Deliver Ransom	C	+2	R	-	Leadership + Intelligence
HQ: Disorderly Conduct Charge	C	-	R	-	Intelligence + Leadership
Camp: Bet of Honor	C	-	-	V	Shooting x2
Camp: Inspection	C	+1	R	-	Intelligence or Leadership
HQ: Accept Mission	C	-2	-	V	Leadership
Camp: Settle a Score	C	+1	W	-	Brawling + Intelligence
Patrol: Messenger Duty	C	-	R	-	Tactics
Patrol: Rescue Hostages	C	+2	W	V	Brawling + Tactics
Patrol: Escort Envoy	C	-	R	V	Tactics + Intelligence
Patrol: Fools Errand	C	+1	W	-	Tactics + Leadership
HQ: French Spy	C	+2	R	-	Intelligence
Camp: Quartermaster Duty	C	-	R	-	Intelligence
Patrol: Sword Fight	C	-	W	-	Brawling x2
Patrol: Scout the Frontier	C	-	-	V	Tactics x2
Battle: Rearguard Action	C	+1	W	V	Leadership
Patrol: Dangerous Business	C	-	W	-	Brawling + Tactics
Battle: Counter Attack	C	-	W	V	Leadership x2
Patrol: Reconnaissance	C	-	-	V	Tactics + Intelligence
Battle: French Column	C	+2	W	V	Leadership + Shooting
HQ: Court Marshal	C	+3	R	-	Intelligence + Leadership
Patrol: Murderous Scoundrel	C	+2	R	-	Brawling + Intelligence
Battle: French Infantry	C	+1	W	V	Tactics + Shooting
HQ: Wellington's Favor	C	-1	-	V	Leadership
Intelligence Officer	A	-	-	-	HQ (Headquarters) +3
95th Rifles	A	-	-	-	Shooting or Patrol+2
Rocket Troops	A	-	-	-	Battle +3
Sharpshooter	A	-	-	-	Shooting +3
Portuguese Cacadores	A	-	-	-	Patrol or Battle +2
Win the Day	A	-	-	-	Brawling or Battle +2
Truce	A	-	-	-	Patrol or Camp +2
Swear Vengeance	A	-	-	-	Leadership +3
Crack Company	A	-	-	-	Shooting or Battle +2
60th Rifles	A	-	-	-	Tactics or Shooting +2
Disguise	A	-	-	-	Patrol +3
Reinforcements	A	-	-	-	Tactics or Brawling +2

Rotation Cardlist

This is meant to keep the main cardlist fresh. If you get bored with the regular cards simply take some out and replace them with some rotation cards. You can change the ratio of Challenge cards to Aid cards to increase or decrease the difficulty.

Playing Without Cards

*By Salo:

At least in solo....

The mechanism is simple. Just make a list of all challenge cards with exel (or whatever spreadsheet you prefere) and randomize the list. Then print it out.

Now, when you face a chalenge, roll 1d10. If you get 7, you face the seventh challenge on the list. When you have dealt with the chalenge, mark it used. When you face another challenge, roll the 1d10 again. If you get a 10, then you face the 10th UNMARKED challenge on the list.

Just make sure, that there are 10 more challenges in the list than there are spaces on the game board.

The challenges that top the list happen more often than those at the bottom of the list. This property can be used without randomizing by the game designer.

Hope you get what I mean.

*By Tom:

Another way of doing this, though it would intro-

duce more instances of a thing/event goes something like this.

Make a table of all the cards in a deck, number them. Each card now as a unique number (cardnumber)

- Take the Number of Cards in the list, divide that number by 100.(totalcards/100)
- Each card is then given a Percentile Number

equal to (cardnumber)*(totalcards/100)

When you are asked to draw a card roll a percentile (2d10 the first die being 10's the second die being 1's or use the 2d6 method descibe in countermoves issue 2) and consult the card table

Say you have a deck of 7 card (totalcards/100)=14.28

Card	Percentile
1	14
2	28
3	42
4	57

Card	Percentile
5	71
6	85
7	99

#	#	#	#
you would get	card 1	on a percentile rool of	14 or less
	card 2	-	15 thru 28
	card 3	-	29 thru 42

* By Zak:

I use a simple trick to test some of the Lloyd productions before creating the real cards: i set for each card a number and then i put on a cup a number of numerical markers correspoing to the card # - i own a lot of boardgames so i have a full collection of numerical markers but in any case is very easy to create a generic set of such a counter.

With this mechanism you can have the random distribution of the deck (one instance of every card - or more if needed) and you don't need the printed card since you simply index the card list with the numbers in your "hand". Nothing special but it works.

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Skyie

Introduction

Fantasy with an arial bent.

Tactical Rules

Click **??**here for the tactical rules.

World Background

The details of the war of the wizards is forever lost in time. The results of that war still afflict us and forever will. Eons later the residues of their mighty magics are still at work. Whole continents shattered into tiny fragments float in or above a sea of burning blood. The only way the isolated survivors could travel, trade, or communicate was by flying.

Everything that could fly was forced into service by whomever found it first. Things that should never fly were made to by magic and ingenuity. The landscape is still in ruins but the skies are filled with the most marvelous beasts and wondrous contraptions as never existed before. Men still travel, trade, and make war, but now they do it in the air on the backs of their creatures and creations in this world we now call Skyie.

Sights Of Skyie

Some of the remaining solid earth rises from the boiling blood sea, however, most of the land fragments (or rocks) float in the air at a variety of elevations. These fragments are moving or stationary. Some tumble. Some rise and fall into the sea. Smaller ones can be pushed around. Most are land. Some have springs of pure water. Some have waterfalls that shower the fragments beneath. Some are balls of shimmering water or muddy swamp. Some are barren and others have giant trees. Some are giant veins of precious metals with mining towns forming scaffolding all around and underneath. The city-states have many fragments connected together by stone bridges. Far above these are the cloud cities of the Djinn and the Giants. Very isolated fragments are the roosts of hawkmen and hideouts of pirates. Great ships and swarms of flyers lay siege to Floating Castles that are held aloft by powerful spells. Tribal humanoids defend their tunneled-out rocks with great tenacity. There are rocks of solid Ice and others of burning sand. Small frags are the lairs of mythical monsters, hermits and even families. Great schools of flying fish are pursued by magical whales and the vessels of flying fishermen. Tremendous Storms, Magical Vortexes, and plumes of Fire may send fragments spinning out of their orbit.

The ruins of pre-cataclysm cities can be found exposed on the surface of many rocks. Artifacts of the ancient wizards still remain to be found. The faeries of the woods and waters have all sprouted wings and taken to the air. Insects have been magically bred into giant forms to serve as steeds. Demons and their horrible mounts rise from the depths burning sea in search of victims. Undead riders move from rock to rock killing the inhabitants and using the corpses to swell their ranks. Lawless barbarian raiders of all races take every chance to terrorize and pillage their neighbors. Skyie is a world of great beauty and even greater danger.

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Smart Gaming

by Themcganndoctor@aol.com

Smart Fundimental Rules - Simple Miniature Adventure Rules And Tactics

Introduction

These miniature rules may be used for fantasy or medieval miniature war gaming, but can easily be adapted to any genre. These rules were inspired from Little Armies by H. G. Wells and Kreigspiel.

Components

You will need plastic or metal miniatures (or counters) and, if you wish, some terrain (expensive, fancy terrain, or simple paper cutouts). You will also need a twenty sided die (d20).

Players

In addition to however many players are playing armies, one should follow the classic idea of having a Judge ("Time Keeper" or "Umpire"), to make rulings on combat resolutions. This is a simple game, and interpretation of rules will be an issue.

Scale

In the fundamental rules, one may use a 100:1, 10:1 OR 1:1 scale. All that matters is that the scale is constant for each and every unit.

The Rules

Set Up

Set up the table top as each player sees fit.

The Turn

1. THE MOVE

Each player rolls a d20. The highest number moves their miniatures first, then the next highest roll, and so on. FOOT SOLDIERS AND SMALL OR MEDIUM MONSTERS (goblins, skeletons, fairies, etc) move 6 inches in one turn. KNIGHTS AND LARGE MONSTERS move 12 inches.

The Judge will have to decide how terrain barriers, such as bushes and low walls affect movement rates. Obviously high walls and trees are complete barriers to one's path of movement.

2. PROJECTILES

Beginning with the first player (he who rolled the highest in the move phase), projectile combat is resolved (e.g., bows, crossbows, slings, etc.) The effective range for projectiles is 30 inches. For each inch past 30 inches, a +1 modifier is added to those units COMBAT ROLL.

The COMBAT ROLL IS RESOLVED BY THE PLAYER ROLLING A D20 FOR EACH UNIT FIRING. The base chance to hit an opponent is a roll of 11 or higher. Each +1 penalty for range is added to that base chance. So an archer aiming at a target 50 inches away must roll a 12 or higher in order to hit. If there is intervening terrain in the way of the target, one must roll a d20 if the combat roll is successful. If one rolls a 1-10, the arrow or bolt hits that obstacle instead. If one is firing into hand-to-hand combat, the same roll is made. On a roll of 1-10 one hits their own unit instead of the target.

The projectile phase continues with the Second Player, the Third, and so on till each player has a chance to fire their bows or crossbows.

3. HAND-TO-HAND

When two or more units approach 1 inch of each other they may engage in hand-to-hand combat. For the first turn of that combat the player with the longest weapon goes first, then the one with the second longest, and so on. Combat between units with equal sized weapons is simultaneous. If the units continue to fight each other in subsequent turns, then the order is reversed: the shortest weapon goes first.

The COMBAT ROLL IS RESOLVED BY ROLLING A D20. The chance to hit is a roll of 11 or higher. If one hits, then they score 1 point of damage. The armor that is worn by the unit is considered into this damage, by its ABSORPTION LEVEL. Each piece of armor may absorb one (1) point of damage for each level it has:

Leather Or Padding 1
Shield 2
Chain Mail 3
Plate 4

When there is no absorption level left for that unit, then the unit itself receives the next point of damage, and is defeated.

Dungeon Ideas

The Judge can arrange dungeon setting and labyrinths with wall terrain, to create a dungeon adventure for the players. Players may play a 1:1 scale,

working together to battle monsters that the Judge attacks them with.

Special Rules
Large Monsters

For Dragons and other large and powerful monsters, one may wish to give the monster an absorption level of 5, to represent its large size and tough hide. For dragons one may give it a special attack in the Projectiles phase with its dragon breath. Dragon breath may affect an area of 3 inches by 3 inches in front it, dealing out 5 points of damage to each unit in that area. In my NARNIA campaign, I give each unit a chance to make a FAITH role to avoid all damage from dragon breath or magic. If the unit rolls 11-20 on a d20 it avoids all damage from dragon breath or magic.

Coming Soon: Smart Basic Rules
- Skirmish rules
- unit experience
- tough monsters
- magic rules

Introduction

These rules are expansions to the SMART FUNDIMENTAL RULES. Unlike the FUNDIMENTAL RULES, these focus more on the Fantasy genre.

Experience

The experience rules provide a way to increase the effectiveness of veteran units. These rules can be used for any scale, whether it is 1:1 or 1:100, or more. When a unit defeats an enemy unit, it receives experience points (xp). As that unit accumulates more experience, its level rises. All units are considered to be 1st level when they enter a player's army. These rules are only for human units (infantry, archers and knights). The level of monsters should be always at a level decided by the Judge.

Unit Experience Levels

LEVEL	XP
1st level	0
2nd level	24
3rd level	54

The formula for xps needed to advance in level: levelxlevelx6

Unit Xps Awarded

LEVEL	XP
1st level	1
2nd level	4
3rd level	9

The Formula for xps awarded for defeat a unit: level squared (levelxlevel)

The Effects Of Experience
Combat (projectile And Hand-to-hand)

The target to hit is still the same (11-20 on 1d20). To hit a target, the unit rolls the 1d20 adds that attacking units Experience level to the roll, and subtracts the defending unit's experience level from the roll. If the modified score is 11-20, it is a hit. Other wise, no damage is inflicted.

Damage

The unit inflicts 1 damage point per level. A unit can absorbs (after armor has absorbed as much damage as it can) as many damage points in a battle as it has levels (e.g., a 3rd level knight, after his plate armor and shield have absorbed their maximum damage, can receive 3 damage points before being defeated).

Sample Monsters And Their Levels

Examples are from my NARNIA SMART CAMPAIGN:

First Level Monsters
- goblins
- giant bats
- skeletons
- sprite demons

Second Level Monsters

ghouls hobgobliNs magician (can cast two spells per battle) giant snAKE zombie

Third Level Monsters
- giant centepedes
- dwarf
- elf (can cast three spells per day)
- gnome

Very Simple Magic System

A creature, who can cast spells, has a range in inches equal to its level. If the battle is on a 1:1 scale, then its area of effect has a diameter equal to the spell caster's level. If the battle is not a skirmish (i.e., the scale is greater than 1:1, then the area of effect is 1 unit). The spell causes 1 point of damage per spell caster's level.

In my NARNIA CAMPAIGN, I give the good guys a FAITH roll to avoid all magic damage. The unit rolls 1d20: if the roll, with the unit's level added to it, is 11 or greater, they avoid all magic damage or effects. A fair Judge should also devise some sort of magic resistance roll for victim units.

Coming Soon: Smart Intermediate Rules

- More powerful sample creatures
- A larger experience list (so you don't have to do the calculations yourself
- The importance of terrain (and tips on really inexpensive terrain!)

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Solitaire Conquest

Introduction

Solitaire board and card game with a fantasy conquest theme

The Board

Draw a map of a continent with 12 connected regions. Name them if you like. Each region must be large enough to hold one stack of cards.

The Decks

There are two decks: The Foe deck and the Ally deck. The Foe deck has 44 cards.

Setup

11 of the 12 regions are dealt 4 cards each. These stacks of 4 cards are called 'Hordes'. Horde cards are face up.

Place a pawn in the empty space. The pawn represents your army.

Turn Sequence

Each turn has 4 Phases: Raise Army Phase Reinforcement Phase March Phase Conquest Phase

Raise Army Phase

Draw 3 cards from the Ally deck.

Reinforcement Phase

You may draw one card from the Ally deck. You may repeat this phase.

March Phase

You may move your pawn one or more regions. You must end your move adjacent to a region with a horde.

Conquest Phase

You may destroy one Horde in region that is adjacent to your pawn. Your army must have a higher Force total than the target Horde. Each card has a Force value.

A Horde gets +1 if it has two cards of the same type. A Horde gets +2 if it has three cards of the same type. A Horde gets +3 if it has four cards of the same type.

Discard the destroyed Horde. Discard all your Ally cards.

Winning

If you destroy all the Hordes you win. Defeating all the Hordes scores 10 points. Every card left in your Ally deck scores an additional point.

Losing

If you are unable to destroy all the Hordes you lose.

Card List Notation

G Giants
H Humanoids
U Undead
D Dragon
Number of that card in the deck

Horde Card List

Card Name	Force	Type	#
Hill Giant	1	G	2
Stone Giant	2	G	2
Ice Giant	3	G	2
Fire Giant	4	G	2
Cloud Giant	5	G	1
Storm Giant	6	G	1
Titan	7	G	1
Kobold Mob	1	H	2
Goblin Warparty	2	H	2
Orc Warband	3	H	2

Card Name	Force	Type	#
Skeletons	1	U	2
Zombies	2	U	2
Ghouls	3	U	2
Ghasts	4	U	2
Wights	5	U	1
Wraiths	6	U	1
Vampire	7	U	1
Fire Drake	1	D	2
Wyvern	2	D	2
White Dragon	3	D	2

Card Name	Force	Type	#
Hobgoblin Riders	4	H	2
Gnoll Raiders	5	H	1
Bugbear Ambushers	6	H	1
Ogre Tribe	7	H	1

Card Name	Force	Type	#
Green Dragon	4	D	2
Black Dragon	5	D	1
Blue Dragon	6	D	1
Red Dragon	7	D	1

Card List Notation

E Elves

D Dwarves
M Men
H Holy Men

Ally Card List

Card Name	Force	Type	#	Notes
Elf Scouts	1	E	2	
Elf Hunters	2	E	2	
Elf Warriors	3	E	2	
Elf Archers	4	E	2	+1 vs Humanoids
Elf Lancers	5	E	1	+1 vs Humanoids
Elf Lord	6	E	1	Other Elves get +1
Elf Mage	7	E	1	
Dwarf Clans	1	D	2	
Dwarf Crossbows	2	D	2	
Dwarf Warhammers	3	D	2	
Dwarf Siege Engines	4	D	2	
Dwarf Rune Master	5	D	1	Other Dwarves get +1
Dwarf Giant Slayer	6	D	1	+2 vs Giants
Dwarf Lord	7	D	1	+1 vs Giants
Spearmen	1	M	2	
Swordsmen	2	M	2	
Longbowmen	3	M	2	
Halberdiers	4	M	2	
Knights	5	M	1	+1 vs Dragons
Wizard	6	M	1	Other Men get +1
Hero	7	M	1	+2 vs Dragons
Monks	1	H	2	
Zealots	2	H	2	
Crusaders	3	H	2	
Clerics	4	H	2	
High Priest	5	H	1	Other Holy Men get +1
Paladin	6	H	1	+1 vs Undead
Saint	7	H	1	+2 vs Undead

FAQ's 1) Does the player's army have any force value? —Yes of course. An army of a Monk(Force = 1), a Hero(Force = 7) and Elf Warriors(Force = 3) would have a total force = 11 (13 vs a Horde with 1 or more Dragons) 2) Can you use all of the allies in your hand in a given battle? —You have to use all of them. 3) The first phase allows you to draw 3 allies, the next phase allows you to draw 1 and then another 1. If you can always draw 5 allies what is the purpose of having 2 phases? —You can draw as many as you like. The 2 phases was supposedly to avoid confusion (Oh well) 4) You lose if you don't defeat all the Hordes. That implies that you only go through the ally deck once. Correct?

—Absolutely correct.

5) There is a point bonus for conserving allies. Is there any standard to evaluate the quality of victory? That is, if you get only the bare 10 points it's a marginal victory, if you have 15 points it's a great victory, if you have 20 points it's a spectacular victory, etc. By the same token, is there any standard to evaluate the quality of defeat? That is, if you have only 1 region left unconquered it's a temporary defeat, if you have 3 left unconquered it's a campaign defeat, if you have 5 left unconquered it's a catastrophic defeat, etc. —Sounds good to me.

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Space Hole

Introduction

Solo Dice & Card game. The player must defend and build up his Space colony.

Space Junk

Six sided dice are needed. Tokens to indicate damage and power are needed. Pen & paper to record Megacredit totals are needed.

The Deck

The deck has 4 types of cards mixed in: Events, Invaders, Defenders, and Structures.

Base

You start with your base card in play. The Base has the following attributes: It can take 10 hits of Damage before being destroyed. It has a built in laser turret: It attacks with one die every battle turn.

It generates 5 power points every turn. A Base allows you to have two defenders.

Setup

You start with your base, zero Megacredits, and no cards.

End Of Game

The game ends at the end of the turn when the last card has been drawn from the deck. If your base is ever destroyed the game ends immediately and you lose with a score = 0.

Scoring

Your score is equal to your Megacredit total at the end of the game.

Turn Sequence

Each turn has 5 Phases:
1. Space Karma Phase
2. Event Phase
3. Build Phase
4. Power Phase
5. Income Phase

Space Karma Phase

Draw 1 card. If it is an Invasion or Event card it is resolved in Event Phase. Otherwise, keep it in your hand.

Max hand size is 5 cards. Discard excess cards.

Event Phase

An Invasion or Event card drawn last phase is resolved now. For Event cards just follow the instructions on the card. Discard the Event card after it is resolved.

For Invasion cards are resolved through Battle Rounds. In a Battle Round the Invader attacks, and your Defenders & Laser Turrets attack once each.

Roll 1D6 for every level of Force an Invader or Defender has. A roll of 1 will do one point of damage to the opposing side. Use counters placed on the cards to record damage.

Each damage counter so placed reduces the cards Force by one point. An Invader or Defender card reduced to 0 Force is destroyed. Destroyed cards are discarded.

When the invaders inflict damage a random defender card will be hit first. If there are no defender cards, Force domes will be attacked next. Force Domes can take 3 Hits before being destroyed.

If all force domes are destroyed, Laser Turrets (Force = 1) are next. If all Laser Turrets are destroyed, then the Base card will be attacked next. The Base card can take 5 hits and it has a built in Laser turret that can make a one die attack every round.

Build Phase

You may play one Structure card or one Defender card from your hand. The played card is placed face-up on the table in front of you. Note: You cannot have more Defender cards than your structure cards allow.

Excess are discarded.

You cannot play a structure if you can't provide it a power token this turn in power phase.

If you did not play a card you may remove all the damage tokens on one of your cards.

Power Phase

Your Base and Solar Array cards generate power points. Other Structure cards use up Power Points. Some structures also need the presence of other structures to be maintained.

For example: Each Colony requires one power point plus the food output of one Agrodome. Note: One

Agrodome could not support 2 Colonies. Place a Power Token on every structure that is able to meet all of its upkeep demands.

Income Phase

Some structures generate income. If such a structure has a power token on it then it is able to generate all of its income this turn. Otherwise it generates no income.

Record all income generated from all structures. At the end of this phase discard all Power tokens.

Structure Card List

Card Name:	#	$	P	D	Notes:
Base	1	0	0	2	Generates 5 power/turn
Solar Array	7	0	0	0	Generates 5 power/turn
Agrodome	6	1	1	0	Supports Colony
Colony	4	3	1	1	Requires 1 Agrodome
Mine	8	1	1	0	Supports Refinery
Refinery	4	2	1	0	Requires 2 Mines
Factory	1	3	1	0	Requires 2 Refineries
Starport	1	5	2	1	Requires 2 Colonies
Research Labs	2	1	1	0	
Stargate	1	7	3	1	Requires 1 Lab
Command Center	1	0	1	1	Hand Size +2
Laser Turret	4	0	1	0	Force = 1
Force Dome	2	0	1	0	3 Hits

Number of that card in the deck
$ Number of Megacredits generated each turn
P Amount of Power used up per turn

D Number of Additional Defender cards that may be in play.

Defender Card List

Card Name:	Force	Notes:
Space Rangers	2	Discard at end of turn to look at next 1D6 cards in deck
Astro Guard	2	
Space Marines	3	
Space Navy	4	
Battle Station	4	
Space Knights	3	
Star Fighters	3	
Space Hero	5	Can only take 1 Hit
Star Force	3	
Space Patrol	2	
Space Scouts	2	Discard at end of turn to look at next 1D6 cards in deck
Space Troopers	3	
Alien Artifact	5	Play & use only if you have a Lab

Invader Card List

Card Name:	Force		Card Name:	Force
Alien Predators	3		Space Pirates	3
Imperial Stormtroopers	4		The Warstar	6
Berserker Robots	6		Alien Parasites	4
Alien Invaders	3		Dalek Exterminators	5

Card Name:	Force
Corporate Mercenaries	3
Cyborg Collective	6
Little Green Men	4
Alien Brainsuckers	5
Mutant Space Zombies	3
Cylon Raiders	4

Card Name:	Force
Space Monster	5
Romulan Warbirds	4
Vampiric Space Beavers	3
Starmada	6
Time Warp Fugitives	3
World Eater	7

Event Cards List

Card Name:	Notes:
Solar Flare	Randomly distribute 2 points of damage to your defenders
Reinforcements	Take 1 defender from your discard & put it in your hand
Lost in Space	Discard 1 random Defender
Supernova	Discard your hand
Lab Explosion	Discard 1 Lab
Core Instabilities	Discard 1 Mine
Terraform	All Agrodomes income +2 for rest of game
Black Hole	Discard 1 random Defender
Emergency Repairs	Discard all Damage counters
Seismic Events	Generate no income this turn
Intergalactic War	Discard 1 random Defender
Sabotage	Discard one random structure*
Dilithium Crystals	Gain 10 Megacredits per Mine
Space Traders	Gain 3 Megacredits per Structure
Planet Bombs	Discard one random structure*
Meteor Swarm	Discard one random structure*
Space Virus	Discard 1 Defender or Colony
Discovery	Gain 50 Megacredits if you have a Lab
Merchant from Venus	Gain 20 Megacredits per Colony
Cosmic Con Artist	Lose half of your Megacredits
Interstellar Tax Men	Lose 2 Megacredits per Structure
Repairs	Take 1 structure from your discard & put it in your hand

* If Base is hit, it takes 1 Damage counter.

Babylon 5 Variant

By C. Gerard Luft Babylon 5 for spacehole. Uses the same rules as spacehole, only the names of some cards have changed. The player tries to operate b5 while defending against invaders.

B5 Structure Card List

Card Name:	#	$	P	D	Notes:
Hull	1	0	0	2	Generates 5 power/turn
Fusion reactor	7	0	0	0	Generates 5 power/turn
Garden	6	1	1	0	supports b5
Living quarters	4	3	1	1	requires 1 garden
Loading bay	8	1	1	0	supports refinery
Factory	1	3	1	0	requires 2 refineries
Landing bay	1	5	2	1	requires 2 living quarters
Research lab	2	1	1	0	

Card Name:	#	$	P	D	Notes:
Hyperspace jumpgate	1	7	3	1	requires 1 lab
Command and control	1	0	1	1	+2 hand size
Ppg turret	4	0	1	0	Force = 1
Hull armor	2	0	1	0	3 Hits

Defender List

Card Name:	Force	Notes:
Ranger Observers	2	Discard to look at 1d6 cards in deck
Security	2	
Marines	3	
Jeffrey Sinclair	4	Ranger Commander
Michael Garibaldi	4	Security Chief
Ranger Strike Team	3	
Star Fury Fighters	3	
Co Capt John Sheridan	5	can only take 1 hit
Susan Ivanova	2	xo lt cmd
Ranger Marcus Cole	2	discard to see 1d6 cards
White Star	3	
Alien Artifact	5	only if lab present

Invaders List

Card Name:	Force	Card Name:	Force
Centauri agents	3	Drazi sunhawk	3
Minbari colonial fleet	4	Vorlon cruiser	6
Minbari expeditionary fleet	6	Centauri colonial fleet	4
Minbari agents	3	Centauri battle fleet	5
Narn agents	3	Minbari battle fleet	5
Narn expeditionary fleet	6	Space pirates	4
Psi corp telepathic military	4	Night watch	3
Narn battle fleet	5	Centauri expeditionary fleet	6
Secret police	3	Rouge soul hunter	3
Narn colonial fleet	4	Shadow ship	7

Event List

same as in spacehole.

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Spelljammer Skirmish

Introduction

Board & card game for 2 players. Takes place in the Spell Jammer Universe. Pick your Fleet: Humans, Neogi, Elves, Beholders...

Abstract skirmish level Ship combat. Each figure represents a single Ship (unit).

Disclaimer

'Spell Jammer' is a copyrighted/trademarked property. This is just a fan site.

Victory

You win if you Destroy the opposing Flagship.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships.

Fleet Table Notation

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Scro Fleet Table

#	Type	Hits	Class
1	Battlewagon	3	Flagship
2	Mantis	2	
5	Scorpion	1	

Notes: Ship Effect Card: Catapults & Bombards (Attack range = 4) for Battlewagon Ship Effect Card: Grappling Rams (Attack range = 2) for Mantis Ship Effect Card: Ram Claws (Attack range = 1) for Scorpion Race Effect Card: Orc Marines (Attack range = 1) for all Ships. Fleet Effect Card: Metal Plates (Defense) for all Ships.

Mind Flayers Fleet Table

#	Type	Hits	Class
1	Dreadnaught	3	Flagship
2	Octopus	2	
5	Nautiloid	1	

Notes: Ship Effect Card: Mind Flayers!!! (Attack range = 1) for all Ships Race Effect Card: Illithid Magic (Attack range = K) for all Ships. Fleet Effect Card: Pool Helm (Move range = K) for all Ships

Neogi Fleet Table

#	Type	Hits	Class
1	Black Widow	3	Flagship
2	Deathspider	2	
5	Mindspider	1	

Notes: Ship Effect Card: Grappling Rams (Attack range = 2) for all Ships. Race Effect Card: Umber Hulks (Attack range = 1) for all Ships. Fleet Effect Card: Urchin Swarm (Attack range = K) for all Ships.

Beholder Fleet Table

#	Type	Hits	Class
1	Tyrant Ship	3	Flagship
2	Tyrant Ramship	2	
5	Tyrant Scout Ship	1	

Notes: Ship Effect Card: Beholder Circuit (Attack range = 4) for Flagship. Ship Effect Card: Ram (Attack range = 1) for Ramship. Ship Effect Card: Magic Missiles (Attack range = 2) for Scouts.

Race Effect Card: Magical Eye Beams (Attack range = 3) for all Ships. Fleet Effect Card: Orbus (Move range = K) for all Ships.

Elven Fleet Table

#	Type	Hits	Class
1	Armada	3	Flagship
2	Monarch	2	
4	Man-o-War	1	
1	Radiant Ship	1	

Notes: Ship Effect Card: Flitter Swarm (Attack range = K) for Armada & Monarch. Ship Effect Card: Maneuverable (Move range = K) for Man-o-War. Ship Effect Card: Blind (Attack range = 2) for Radiant Ship.

Race Effect Card: Elven Magic (Attack range = 5) for all Ships. Fleet Effect Card: Living Hull (Defense) for all Ships. Fleet Effect Card: Flitter Swarm (Attack range = K) for Armada & Monarch.

Wa Fleet Table

#	Type	Hits	Class
1	Tsunami	5	Flagship
7	Locust Swarms	1	

Notes: Ship Effect Card: Huge Size (Defense) for Tsunami. Ship Effect Card: Rudder of Propulsion (Move range = K) for Locusts. Race Effect Card: Samurai (Attack range = 1) for all Ships.

Fleet Effect Card: Ki Power (Move range = 3) for all Ships.

Shou Lung Fleet Table

#	Type	Hits	Class
1	Dragon Ship	3	Flagship
2	Flaming Dragons	2	
5	Junks	1	

Notes: Ship Effect Card: Fire Cannons (Attack range = 2) for all Ships Race Effect Card: Extra Warriors (Attack range = 1) for all Ships. Fleet Effect Card: Rockets (Attack range = 4) for all Ships.

Goblin Fleet Table

#	Type	Hits	Class
1	Triop	3	Flagship
2	Porcupine Ships	2	
5	Blades	1	

Notes: Ship Effect Card: Lateral Fins (Move range = 4) for Triop. Ship Effect Card: Ram Mines (Attack range = 1) for Porcupine Ship. Ship Effect Card: Kamikaze Ram (Attack range = 1) for Blade.

Race Effect Card: Lots of Ballistae (Attack range = 3) for all Ships. Fleet Effect Card: Expendable Goblin Horde (Defense) for all Ships.

Vodoni Fleet Table

#	Type	Hits	Class
1	Vodoni Diamond	3	Flagship
2	Hunter Killer	2	
5	Nightwolf	1	

Notes: Ship Effect Card: Spire Ram (Attack range = 1) for Diamond. Ship Effect Card: Attack Ship (Attack range = 1) for Hunter Killer. Ship Effect Card: Spy ship (Move range = K) for Nightwolf.

Race Effect Card: Were Wolves (Attack range = 1) for all Ships. Fleet Effect Card: Lycanthropes (Defense) for all Ships.

Dwarf Fleet Table

#	Type	Hits	Class
1	Citadel	6	Flagship
2	Stoneship	3	

Notes: Ship Effect Card: Blunt Ram (Attack range = 1) for all Ships. Fleet Effect Card: Stone Construction (Defense) for all Ships. Race Effect Card: Siege Engines (Attack range = 4) for all Ships.

Human Fleet Table

#	Type	Hits	Class
1	Cuttle Command	3	Flagship
2	Battle Dolphin	2	
5	Squid Ship	1	

Notes: Ship Effect Card: Mages (Attack range = 5) for all Ships. Fleet Effect Card: Dragonfly Squadron (Attack range = K) for all Ships. Race Effect Card: Sailors (Move range = 2) for all Ships.

Lizardman Fleet Table

#	Type	Hits	Class
1	Bloat Fly	3	Flagship
2	Turtleship	2	
5	Hammership	1	

Notes: Ship Effect Card: Ballistae (Attack range = 3) for Bloatfly. Ship Effect Card: Hard Shell (Defense) for Turtleship. Ship Effect Card: Hammerhead Ram (Attack Range = 1) for Hammership.

Fleet Effect Card: Wasp Squadron (Attack Range = K) for all Ships. Race Effect Card: Rugged Ships (Defense) for all Ships.

Giff Fleet Table

#	Type	Hits	Class
1	Clipper	3	Flagship
1	Clipper	3	
6	Great Bombard	1	

Notes: Ship Effect Card: Broadsides (Attack range = 4) for Clipper. Ship Effect Card: Big Gun (Attack range = 5) for Great Bombard. Fleet Effect Card: Helmseekers (Attack range = 6) for all Ships.

Race Effect Card: Hand Guns (Attack range = 2) for all Ships.

Drow Fleet Table

#	Type	Hits	Class
1	Jade Spider Command Ship	3	Flagship
1	Jade Spider Command Ship	3	
6	Jade Spider	1	

Notes: Ship Effect Card: Hard Shell (Defense) for all Ships. Fleet Effect Card: Grappling Ram (Attack range = 2) for all Ships. Race Effect Card: Adamantine Drill (Attack range = 1) for all Ships.

Aarakocra Fleet Table

#	Type	Hits	Class
1	Eagle Ship	2	Flagship
3	Eagle Ship	2	
4	Corbina	1	

Gnome Fleet Table

#	Type	Hits	Class
1	Deathglory	2	Flagship
1	Bolaship	2	
2	Whelk	2	

#	Type	Hits	Class
2	Yawl Wagon Train	1	
2	Sidewheeler	1	

Notes: Ship Effect Card: Water Cannons (Attack range = 3) for Deathglory. Ship Effect Card: Bola Whip (Attack range = 2) for Bolaship. Ship Effect Card: Giant Space Hamsters (Move range = 1) for Sidewheelers.

Ship Effect Card: Hard Shell (Defense) for Whelks. Ship Effect Card: Iron Golem (Attack range = 1) for Yawl. Fleet Effect Card: Contraptions (Attack range = 2) for all Ships.

Race Effect Card: Gnome Illusionists (Defense) for all Ships.

Thri-kreen Fleet Table

#	Type	Hits	Class
1	Leaf Ship	2	Flagship
3	Leaf Ship	2	
4	Thorn Ship Squad	1	

Notes: Ship Effect Card: Living Crystal Hulls (Defense) for Leaf Ships. Ship Effect Card: Suicide Run (Attack Range = 1) for Thorn Ships. Fleet Effect Card: Crystal Throne (Move range = 3) for all Ships.

Race Effect Card: Thri-kreen Warriors (Attack range = 1) for all Ships.

Setup

Each player places one Ship on each square of his back row. Ships may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Maneuver Phase Fire Phase

Spelljammer Card List

Notes: Ship Effect Card: Jettisons (Attack range = 2) for Eagle Ships. Ship Effect Card: Loop Maneuver (Defense) for Corbinas. Fleet Effect Card: Speed (Move range = 3) for all Ships.

Race Effect Card: Aerodynamics (Move range = K) for all Ships.

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal. "Knight" type Move cards produce an attack with a range like a knight in chess. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. You cannot attack through other ships.

Every attack does 1 point of damage. Use Chits or coins to record damage. A ship reduced to 0 Hits is destroyed and removed from the board.

Your opponent may play (discard) Defense cards to negate your attack.

Card List Notation

M Movement
A Attack
D Defense
X Special
K as a Knight would move in Chess
Type Purpose of card
Dam Damage (inflicted or prevented)
Number of that card in the Deck.

Card Name:	#	Range	Type	Notes
Race Effect	4	-	X	
Fleet Effect	4	-	X	
Ship Effect	4	-	X	
Blunt Ram	2	1	A	
Piercing Ram	2	1	A	
Warriors	2	1	A	
Archers	2	2	A	
Sleep	1	2	A	Spell
Charm	1	2	A	Spell
Greek Fire Projector	2	2	A	
Jettison	1	2	A	
Ballistae	5	3	A	
Cloudkill	1	3	A	Spell
Disintegrate	1	3	A	Spell
Petrification	1	3	A	Spell
Bombards	2	4	A	
Catapults	3	4	A	
Cone of Cold	1	4	A	Spell
Fire Ball	1	5	A	Spell
Lightning Bolt	1	6	A	Spell
Minor Helm	8	1	M	
Tread Phlogiston	7	2	M	
Rigging	6	3	M	
Spell Jamming	5	4	M	
Major Helm	4	5	M	
Gate	1	6	M	Spell
Evasion	2	-	D	
Saving Throw	2	-	D	
Shield	1	-	D	vs non-Spell Attack
Illusion	1	-	D	Spell
Invisibility	1	-	D	Spell
Magic Resistance	1	-	D	vs Spell
Cure Wounds	2	-	D	Spell
Dispell	1	-	D	vs Spell
Hold Spell	2	-	X	Negate Move Card
Scrye	1	-	X	Look at opponents hand
Divination	1	-	X	Look at next 7 cards in deck

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Spice Raid

Introduction

Board & card game for 2 players. Man to man combat on the surface of Arrakis. Takes place in the Dune Universe.

Pick your force: Atreides, Harkonnen, Fremen, Sardaukar Each figure represents one warrior.

Disclaimer

'Dune' is a copyrighted/trademarked property. This is just a fan site.

Victory

Kill your opponents Leader.

The Map

Use an 8X8 chessboard.

The Men

Use chits or miniatures to represent men.

Atreides Unit List

#	Unit Name	Hits	Notes
1	Captain of the Guard	3	Leader
2	Sword Master	2	
5	Atreides House Troops	1	

Harkonnen Unit List

#	Unit Name	Hits	Notes
1	House Assassin	3	Leader
2	Sleeper Troops	2	
5	Harkonnen House Troops	1	

Fremen Unit List

#	Unit Name	Hits	Notes
1	Naib	3	Leader
2	Fedaykin Death Commandos	2	
5	Sietch Fremen Warriors	1	

Sardaukar Unit List

#	Unit Name	Hits	Notes
1	Imperial Agent	3	Leader
2	Bashar	2	
5	Sardaukar Soldier Fanatics	1	

Setup

Each player places 1 man on each square of his back row. Men may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Fight Phase

Orders Phase

Draw 3 cards from your deck. If your deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fight Phase

Play (discard) an Attack card to have a Man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The enemy man that is the target of the attack takes one point of damage. Use chits to keep track of damage.

A man reduced to zero hits is killed. Your opponent may play a defense card to negate your attack. If you use a Shield defense against a Lasgun, both target & attacker are killed.

The Fremen player treats the Lasgun card as: Crysknife (Attack range = 1)

Card List Notation

A Attack
M Move
D Defense
X Special
Number of that card in the deck.

Card List

Card Name:	#	Type	Range	Notes
Slip-Tip	2	A	1	Poison Tipped Left Handed Knife
Kindjal	2	A	1	Double bladed Short Sword
Rapier	2	A	1	
Maula Pistol	2	A	2	Spring Loaded Poison Dart Gun
Stunner	2	A	3	Slow Pellet Projectile Weapon
Lasgun	2	A	4	Continuous Wave Laser Projector
Pyrocket	2	A	5	
Personal Shield	2	D	-	Holtzman Generator
Shield Fighting	2	D	-	
Behind Cover	2	D	-	Negate attack of Range = 2-5
Thrust & Parry	2	D	-	Negate attack of Range = 1
Advance	5	M	1	
Run	4	M	2	
Charge	4	M	3	
Feint & Counter	2	X	-	Opponent must discard 1 card
Tactics	2	X	-	Look at opponents Hand
Battle Language	2	X	-	Draw 2 Cards

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Star Command

Introduction

Board & card game for 2 players. Battle between Buzz Lightyear and Evil Emperor Zurg. Takes place in the Buzz Lightyear Universe.

Each figure represents a main character or group of lesser characters.

Disclaimer

'Buzz Lightyear' is a copyrighted/trademarked property. This is just a fan site.

Victory

Capture the opposing Leader.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Space Ranger Unit Table

Name	#	Hits	Move	Range	Notes
Buzz Lightyear	1	3	5	4	Captain Lightyear: Leader
Mira Nova	1	2	5	4	Tangean Princess
X-R	1	1	5	3	Robot: Experimental Ranger
Booster	1	2	5	2	Space Cadet
LGM	2	1	3	2	Little Green Men
Space Rangers	8	1	4	3	Delta Squadron
Space Cruiser	1	2	5	5	Andromeda Class
Alpha-2	1	2	5	4	Prototype Ship

Zurgariffic Unit Table

Name	#	Hits	Move	Range	Notes
Evil Emperor Zurg	1	3	4	4	Leader
Agent Z	1	2	5	4	Dark Warpmatter
Brain Pods	1	1	2	2	Lack-wit Lackeys
Hornet Robots	8	1	3	2	Robots
Cranial Dissector Bot	1	1	3	1	Robot
Slag Monster Mutant	1	2	2	1	
War Cruiser	1	2	5	5	
Planetary Defense Matrix	1	2	1	4	
Zurg Tower	1	3	0	5	

Space Ranger Unit Special Abilities

Name	Ability	Game Effect
Buzz Lightyear	Field Experience	Defense

Name	Ability	Game Effect
Mira Nova	Tangean Brain Squeeze	Attack = 1
X-R	Auxiliary Gear	Attack = 2
Booster	Bulk	Attack = 1
LGM	Uni-mind	Repair
Space Rangers	Hot Dogging	Move = 4
Space Cruisers	Laser Cannons	Attack = 6
Alpha-2	Stealth	Move = K

Zurgariffic Unit Special Abilities

Name	Ability	Game Effect
Evil Emperor Zurg	Ion Blaster	Attack = 3
Agent Z	Flame Thrower	Attack = 2
Brain Pods	Grey Matter	Repair
Hornet Robots	Expendable	Draw 1 card if destroyed
Cranial Dissector Bot	Dissection	Attack = 1
Slag Monster Mutant	Crater Vipers	Attack = 1
War Cruiser	Laser Cannons	Attack = 6
Planetary Defense Matrix	Space Mines	Attack = 1
Zurg Tower	Zurgatronic Megaray	Attack = 6-8

Unit Special Abilities

Discard a 'Special' card to activate a units special ability. The Repair ability puts a destroyed robot unit back into play next to the repairing unit. Repairs on your units are done at the end of your Battle Phase.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Orders Phase
2. Move Phase
3. Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for: The

Alpha-2 uses its stealth technology to move through other units Mira Nova may use her Ghosting Powers to move through other units. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one Hit point of damage. A unit reduced to zero hits is captured and is removed from the map.

Units cannot attack through other units. A player may discard a Defense card to negate an attack.

Card List Notation

M Movement
A Attack
D Defense
X Special
Type Purpose of card
Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes:
Move	5	1	M	Walk
Move	5	2	M	Run
Move	5	3	M	Hover
Move	4	4	M	Jet Pack
Move	3	5	M	Full Throttle
Blast Off	1	3	M	Rangers only
Rocket Cycle	1	4	M	Rangers only
Flying Platform	1	3	M	Zurg only
Laser	5	2	A	Pistol
Laser	5	3	A	Rifle
Laser	4	4	A	Bazooka
Laser	4	5	A	Cannon
Close Combat	3	1	A	Kick
Close Combat	3	1	A	Punch
Close Combat	2	-	D	Flip: vs Close Cbt: Attacker takes 1 Hit
Armor	1	-	D	Terrillium Carbonic Alloy
Armor	1	-	D	Laser Resistant Diavallic Alloy
Maneuver	1	-	D	Gemini Split: Rangers only
Maneuver	1	-	D	Emergency Liftoff
Maneuver	1	-	D	Dodge
Communicator	1	-	X	Draw 3 cards
Nefarious Scheme	1	-	X	Draw 3 cards: Zurg only
Crystolic Fusion Cell	1	-	X	Draw 2 cards
Energy Readings	1	-	X	Look at opponents Hand
Spy Drone	1	-	X	Look at opponents Hand: Zurg only
Special	6	-	X	Activate Unit Special Ability

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Star Trek

Solo card and dice gameBy C Gerard Luft

Introduction

Although my favorite Science Fiction RPG has, is and always will be TRAVELLER (my favorite genre is Classic Space Opera; though DOCTOR WHO is always number one with me, I never classify it as a specific genre), I always had a soft spot in my heart for Roddenberry's utopian Star Trek. A veteran of the FASA STAR TREK RPG, The adventures I loved the most were the basic explore, first contact, go where no man has gone before on a Constitution Class Star Ship. This game captures that feel. Although I loved the FASA game, I am trying to be progressive, so I have used a VERY SIMPLIFIED system based off the new Decipher Star Trek RPG.

You will need 2 six-sided dice and a card deck composed of the STAR TREK CARD LIST below. I have also included a STAR TREK: THE NEXT GENERATION CARD

List, Star Trek: The Motion Pictures Card List, Star Trek: The Adventures Of

CAPTAIN SULU! CARD LIST and the crew from the ENTERPRISE-B in a STAR TREK: GENERATIONS CARD LIST (give Capt. Harriman a chance; he's just green).

The Turn

Each turn represents traveling at warp speed, orbiting and scanning, and beaming down to explore an unknown planet. You begin the game with the ENTERPRISE, KIRK, SPOCK and MC COY cards on the table. All the rest are shuffled up into one deck. Draw one card from the deck each turn.

SHORE LEAVE!: If the card you draw is a crew person, add that character to your other cards (representing your Landing Party/ Bridge Officers). The turn is then over, so proceed to the next planet.

FIRST CONTACT: If you draw a First Contact card, roll 2d6. If it is equal to or less than the score for the highest COMMAND OFFICER PROFESSION score of your cards in play, you succeed in making first contact. If you fail, the newly discovered aliens become hostile. Proceed to INVADERS below in order to resolve the conflict.

INVADERS: If you draw a KLIGON SOLDIER OR CAPTAIN, or a ROMULAN SOLDIER OR COMMANDER, a fight ensues (complete with Phasers and round-house punches)! You must roll on a 2d6 equal to or less than the score of the highest SECURITY PROFESSION score or MEDICAL PROFESSION score of your cards in play, in order to avoid a casualty. If you fail, you must discard a card from your characters in play. Security goes first (it's that red shirt thing), then command, then science, and finally medical.

SPACE COMBAT: If you draw a KLINGON or ROMULAN starship card, the ship attacks the ENTERPRISE:

1.	The Klingon or Romulan ship goes first (it's a Star Fleet directive
	thing)
	ENEMY SHIP: roll 2d6 +6
	ENTERPRISE: roll 2d6 + highest OPERATIONS OFFICER PROFESSION + 1 for each
	addition character in play with OPERATIONS OFFICER PROFESSION.
	If the enemy's roll is greater than the Enterprise's roll, then the
	Enterprise is dead in space and the game is over.
2.	The ENTERPRISE goes next
	ENTERPRISE: roll 2d6 + highest COMMAND OFFICER PROFESSION +1 for each
	additional card in play with COMMAND OFFICER PROFESSION.
	ENEMY SHIP: roll 2d6 + 6
	If the ENTERPRISE'S roll is higher than the ENEMY SHIP'S roll, then the

ENEMY SHIP is defeated. If not, return to step 1 and continue the combat.

To Boldly Go Where No Man Has Gone Before:

If you draw a TO BOLDY GO WHERE NO MAN HAS GONE BEFORE card, roll 2d6. If the roll is equal to or less than the card in play with the highest SCIENCE OFFICER PROFESSION or OPERATIONS OFFICER PROFESSION, then you succeed in a great dis-

covery. If you roll greater then the score, then the ENTERPRISE is disabled, and the game is over.

Winning

If you make it through the deck, you win!

Star Trek Card List

Card List Abbreviations

CO command officer
SO science officer
MD medical
OO operations officer
SEC security
CN counselor

CN may be used for COMMAND OFFICER PROFESSION ROLL for FIRST CONTACT only

CARD	#	PROFESSION
Capt. James T. Kirk, Commanding Officer	1	CO 8
Cmdr. Spock, Executive Officer	1	CO 4 and SO
Lt. Cmdr. Leonard Mc Coy, MD, Chief Medical Officer	1	MD 8
Lt. Cmdr. Montgomery Scot, Chief Engineer	1	OO 8
Lt. Uhura, Operations Officer	1	OO 4
Lt. Sulu, Helmsman	1	CO 4
Ens. Pavel Chekov, Navigator	1	CO 2, SO1, and SEC 1
Lt. Bailey, Tactical Officer	1	CO 2 and SEC 2
Lt. Grant, Security Officer	1	SEC 3
USS. ENTERPRISE	1	
UFP FIRST CONTACT	8	
KLINGON D-7 CLASS BATTLE CRUISER	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLASS CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
TO BOLDY GO WHERE NO MAN HAS GONE BEFORE	8	

Star Trek: The Next Generation Card List

When playing a STAR TREK: THE NEXT GENRATION GAME, you begin with the ENTERPRISE, RIKER, DATA and WORF CARDS.

CARD	#	PROFESSION
Capt. Jean-Luc Picard, Commanding Officer	1	CO 8
Cmdr. William T. Riker, Executive Officer	1	CO 6
Lt. Cmdr. Data, Operations Officer	1	OO 10
Cmdr. Beverly Crusher, MD, Chief Medical Officer	1	MD 8
Lt. Cmdr. Geordie La Forge, Chief Engineer	1	OO 5 and CO 3
Lt Cmdr. Deanna Troi, Counselor	1	CN 6
Lt. Worf, Tactical Officer	1	SEC 4 and CO 3
Ens. Ro Laren, Con Officer	1	CO 2
USS ENTERPRISE	1	
KLINGON VOR'CHA CLASS BATTLE CRUISER	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN WARBIRD CLASS CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
FIRST CONTACT	8	
TO BODLY GO WHERE NO ONE HAS GONE BEFORE	8	

Star Trek: The Motion Pictures Card List:

CARD	#	PROFESSION
Capt. James T. Kirk, Commanding Officer	1	CO 9
Capt. Spock, Executive Officer	1	CO 7 and SO11
Cmdr. Leonard Mc Coy, MD, Chief Medical Officer	1	MED 9
Capt. Montgomery Scot, Chief Engineer	1	OO9
Cmdr. Pavel Chekov, Tactical Officer	1	CO 6, SO3, SEC 4
Cmdr. Uhura, Operations Officer	1	OO 6
Lt. Saavik, Helmsman	1	CO 4 and SO 3
FIRST CONTACT	8	
TO BODLY GO WHERE NO MAN HAS GONE BEFORE	8	
KLINGON K'TINGA CLASS BATTLE CRUISE	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
USS ENTERPRISE-A	1	

Star Trek: The Adventures Of Captain Sulu! Card List

CARD	#	PROFESSION
Capt. Sulu, Commanding Officer	1	CO 8
Cmdr. Henreid, Executive Officer	1	CO 6
Cmdr. Janice Rand, Operations Officer	1	OO 6
Lt. Cmdr. Dmitri Valtane, Science Officer	1	SO 5
Lt. Cmdr. Lojur, Con Officer	1	CO 5
Ens. Tuvok, Tactical Officer	1	CO 2, SEC 2, SO 2
FIRST CONTACT	8	
TO BODLY GO WHERE NO MAN HAS GONE BEFORE	8	
KLINGON K'TINGA CLASS BATTLE CRUISER	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
USS EXCELSIOR	1	

Star Trek Generations Card List (enterprise-b)

CARD	#	PROFESSION
Capt. John Harriman, Commanding Officer	1	CO 7
Cmdr. Voigt, Executive Officer	1	CO 6 and SO 6
Lt. Cmdr. Mark Tobiaston, Operations Officer	1	OO 6
Lt.J.G. Tuvok, Tactical Officer	1	CO 3, SEC 3, SO 2
Ens. Damara Sulu, Con Officer	1	CO 2
FIRST CONTACT	8	
TO BODLY GO WHERE NO MAN HAS GONE BEFORE	8	
KLINGON K'TINGA CLASS BATTLE CRUISE	2	

CARD	#	PROFESSION
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLOAKED CRUISER		2
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
USS ENTERPRISE-B	1	

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CARD	#	PROFESSION
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	

Star Wars Dogfight

Introduction

Board & card game for 2 players. Battle between Rebel & Imperial Space Fighters. Takes place in the Star Wars Universe.

Each figure represents one Space Fighter.

Disclaimer

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Victory

Destroy 5 enemy Fighters and the rest will flee.

The Map

Use an 8x8 chessboard.

The Fighters

Use chits or miniatures to represent Fighters.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Rebel Fighter Table

Name	#	Move	Range
A-Wing	2	6	3
B-Wing	2	4	4
X-Wing	2	5	4
Y-Wing	2	4	3

Empire Fighter Table

Name	#	Move	Range
TIE Fighter	6	5	3
TIE Interceptor	2	6	4

Setup

Each player places one Fighter on each square of his back two rows. Units may not stack.

Card List

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Vector Phase
2. Move Phase
3. Fire Phase

Vector Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your Fighters. Fighters cannot move through other units except for Knight type moves. The move card has a number.

This is the number of spaces the Fighter moves. The Fighter tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack is automatically killed and removed from the map. Units cannot attack through other units except for Knight type attacks.

Card List Notation

M Movement

A Attack

D Defense

K As a Knight moves in Chess

Type Purpose of card

Number of that type of card in the deck

Card Name:	#	Range	Type	Notes
Maneuver	5	1	M	
Loop	5	2	M	
Break away	5	3	M	
Pursuit	4	4	M	
Dive	3	5	M	
Afterburners	2	6	M	
Blasters	5	1	A	
Attack Run	5	2	A	
Targeters	5	3	A	
Fire-Linked	5	4	A	
Evasion	4	-	D	
Deflector Shields	2	-	D	Rebels Only
Ion Thrusters	2	K	M	Imperials Only
Laser Cannons	2	5	A	X-Wings Only
Agility	2	-	D	A-Wings Only
Ion Cannons	2	3	A	B-Wings Only
Laser Turret	2	K	A	Y-Wings Only
Tight Turns	4	-	D	TIE Fighters Only
Laser Cannons	2	5	A	Interceptors Only
Tactics	2	-	X	Draw 2 cards

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Starship Troopers

Introduction
Board & card game for 2 players. Battle between Human Troopers and the Arachnoid Threat. Each figure represents a Trooper or Insect(s).

Disclaimer
'Starship Troopers' is a copyrighted/trademarked property. This is just a fan site.

Victory
Kill the opposing Leader.

The Map
Use an 8x8 chessboard.

The Men
Use chits or miniatures to represent units.

Units Table Notation
Number of that type of unit each player has in setup.
Move The types of Move Cards the unit can use.
Range = The types of Attack Cards the unit can use.

Human Unit Table

Name	#	Hits	Move	Range	Notes
Troopers	7	2	4	5	
Commander	1	3	4	5	Leader

Arachnoid Unit Table

Name	#	Hits	Move	Range	Notes
Worker Swarm	8	1	2	1	
Warrior Bugs	7	2	3	2	
Queen	1	3	2	1	Leader

Setup
Each player places one unit on each square of his back two rows. Units may not stack.

The Cards
Players share a common deck.

Card List

Turn Sequence
Players take turns. Each turn has 3 phases:
1. Orders Phase
2. Move Phase
3. Battle Phase

Orders Phase
Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Move Phase
Play (discard) a Move card to move one of your units. Units can move through other units only if they are making an Aerial Move. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase
Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. An attack does 1 point of damage. If the target unit is reduced to zero hit points it is destroyed.

Troopers may attack through other units, Arachnoids may not. The defender may play a Defense card to negate an attack.

Card List Notation
M Movement
A Attack
User Who can use the card.
T Troopers only
S Arachnoids only
D Defense
Type Purpose of card
Number of that type of card in the deck

Card Name:	#	Range	Type	User	Notes
Walk	3	1	M	T	
Run	3	2	M	T	
Powered Jump	2	3	M	T	Aerial
Hover	2	K	M	T	Aerial
Jet Pack	2	4	M	T	Aerial
Burrow	4	1	M	S	
Crawl	5	2	M	S	
Winged Flight	3	3	M	S	Aerial
Mandibles	3	1	A	S	
Pincers	3	1	A	S	
Spine Projectiles	3	2	A	S	
Bio-Energy Discharges	3	3	A	S	
Carapace	1	-	D	S	
Segmentation	1	-	D	S	
Expendable	1	-	D	S	
Augmented Armor	1	-	D	T	
Power Armor	1	-	D	T	
Intelligence	1	-	D	T	
Hand-to-Hand Combat	2	1	A	T	
Magnetic Ballistics	2	2	A	T	
Force Beam	2	3	A	T	
Grenade Launcher	2	K	A	T	
Micro Missiles	2	4	A	T	
Tac Nuke	2	5	A	T	
Tactics	2	X	T	Draw 3 cards	
Hive Mind	2	X	S	Draw 3 cards	

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Stormtrooper

Introduction

Solo card game. WWI theme. You control a squad of 9 Stormtroopers attacking a section of the enemy line.

Gear

You will need tokens to keep track of your men. You will need tokens to keep track of enemy men. Six sided dice are needed.

There are 3 decks: Terrain, Enemies, and Stormtrooper decks.

Victory

Destroy all enemy unit cards in play.

Defeat

You lose if your squad is ever reduced to less than 3 men.

Map Setup

The Terrain deck contains 50 cards. Randomly lay out the Terrain cards face up to make a rectangle 10 cards long and 5 wide. This is the Board (or Map).

Each Terrain card is a space on the map. There is also an eleventh row, the starting row (German lines).

Setup: Enemy Deployment

The Enemy unit deck has 20 cards. Place the 3 machinegun unit cards on the 3 terrain cards that are of the 'Machinegun type'. The other 17 units are each placed randomly on the terrain cards of the 'Occupied type'.

Stormtrooper Setup

Your squad is represented by a single pawn. During setup you may place it in any space of the starting row. Draw 4 cards. This is your starting hand.

You get +1 to casualty rolls on your first turn.

Turn Sequence

Each turn has 4 phases:
1. Supply Phase
2. Advance Phase
3. Counterattack Phase
4. Assault Phase

Supply Phase

Draw 1 card from the Storm Trooper deck. Max hand size = 5 cards. Discard extra cards. If the deck runs out, shuffle the discard and draw from it.

Advance Phase

You may move your squad to any adjacent unoccupied space. Cards that allow extra moves must be used in this phase. You cannot move into a space occupied by an enemy unit.

Counterattack Phase

If you come within range of an enemy unit the enemy attacks. Snipers have a range of 3. All others have a range of 2. Roll 1D6 for each attacking enemy unit card.

Machine gun units get to roll twice. Units with officers or 8 or more men get to roll twice. Add to the roll the Defense rating of the terrain your squad is in.

On a modified roll of 3 or less one of your men is killled. You may discard a Defense card to negate the casualty. Next roll once on the counterattack table:

1D6	Result:	Notes:
1-3	Nothing	
4	Counterattack	Move one non-machinegun Defender forward 1 space.
5	Pinned	You cannot move next turn.
6	Reinforcements	*

* Take a random destroyed enemy unit card and place it on an edge space on the far end of the map.

Assault Phase

Discard an Attack card to attack an enemy unit at the indicated range. The Enemy unit loses (1D6 men - the Defense value of the Space). This is the casualty roll.

Indicate surviving men on card with tokens. Discard an enemy unit card with no men left. Morale cards do not cause casualties (but they do have a range).

Terrain Deck Notation

Ocp Is this terrain occupied by enemy unit cards at the beginning of the game.

Y Yes. N = No. M = Machinegun unit.
Number of that card in the deck.

Terrain Deck

Card:	#	Ocp	Notes:
No Mans Land	10	N	-
Wire Entanglements	8	N	*
Pill Box	1	M	Defense = 2 (Bunker)
Machinegun Nest	1	M	Defense = 1 (Bunker)
Machinegun Emplacement	1	M	Defense = 1
Concrete Bunker	1	Y	Defense = 2
Blockhouse	2	Y	Defense = 2 (Bunker)
Trenches	10	Y	Defense = 1
Dug outs	3	Y	Defense = 1 (Trench)
Ruined Farmhouse	1	Y	Defense = 1
Destroyed Tank	1	N	Defense = 1
Splintered Trees	1	N	Defense = 1
Communication Trench	5	N	Defense = 1**
Shell Holes	5	N	Defense = 1 (Trench)

*Requires a Wire cutter card to be played to enter.   **You may move again this turn.

Enemy Deck

Card:	Men	Notes:	Card:	Men	Notes:
Riflemen	8		Machinegun	5	3 in Deck
Sentry	1		Squad	8	
Sniper	1		Officer	1	
Lookout	1		Platoon	16	
Sniper & Observer	2		Sharpshooter	1	
Detachment	8		Officer and Men	9	
Guards	2		Grenadiers	4	
Garrison Troops	8		Soldiers	12	
Officer	& Aide	2	Mortar Team	4	

Officer units are immune to morale cards.

Storm Trooper Deck

Card:	#	Range	Notes:
Stick Bombs	4	1	Trenches get no defense mod. Casualty roll +1
Egg Grenades	4	2	Trenches get no defense mod. Casualty roll -1
Pistols	3	1	
Trench Knives	1	1	Casualty roll -1
Bayonets	1	1	Casualty roll -1
Entrenching Tool	1	1	Casualty roll -1
Light Machinegun	2	2	Casualty roll +1
Rifles	2	2	
Sniper	2	3	
Light Flame Thrower	2	1	Bunkers and Pillboxes get no defense bonus
Demolition Charge	2	1	Bunkers and Pillboxes get no defense bonus

Card:	#	Range	Notes:
Bangalore Torpedoes	2	-	Play to enter a Wire space
Wire Cutters	3	-	Play to enter a Wire space
Camouflage	1	D	Defense card
Use Cover	1	D	Defense card
Open Formation	1	D	Defense card
Demoralized	1	(3)	Move one enemy unit back 1 space (Morale)
Terror	2	(2)	Move one enemy unit back 1 space (Morale)
Panic	2	(1)	Move one enemy unit back 1 space (Morale)
Cause Surrender	1	1	
Rush	1	-	Move 1 extra space this turn
Infiltrate	1	-	Move 1 extra space this turn
Trench Raid	1	-	Move 1 extra space this turn
Consolidation Team	1	-	Get 1 reinforcement (1 man)
Move up Reserves	1	-	Get 1 reinforcement (1 man)
Supply Team	1	-	Discard to draw 2 cards
Shells & Gas	1	X	Make a casualty roll vs any enemy unit.

Variants

Larger map (more Terrain cards) Larger squads or multiple squads.

Sub-machine Guns (kugelspritz)

These became available in small numbers in 1917+. 2 cards of Range = 1 & Casualty roll +1

Two Player Variants

Each player gets a squad and they share the same map. Players race to capture an enemy HQ space.

Faq

Q> Can you count diagonally for movement purposes and firing? A> Yes.

Q> Is there any blocking of line of site? For example: If I move adjacent to the machine gun emplacement which is followed in a straight line by the sentry followed by the sniper, do they all get to attack me or can just the machine gun fire? A> LOS is not blocked, all may attack.

Q> What happens if you play Terror or Panic on an enemy unit in their own back row? A> Special Ruling: You must play a "Retreat" card on the most forward enemy elements possible. If the most forward is on the back row, it is removed from play.

Q> What happens when an enemy unit must retreat back onto another enemy unit? A> Both occupy the same space. When attacking a stack each attack damages only one (randomly determined) enemy unit.

Q> What happens when an enemy unit is respawned but the back row is already full? A> They stack. Both units may occupy the space. They do not hinder each other.

Q> Once a wire entanglement has been cut through is it passable for the rest of the game without another wire cutters or bangalore torpedoes? A> Yes, your men remember where the breach is.

Links

BGG Link

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Surviving The Gulag

by Marcus Salo

Introduction

Scenario for WarpQuest. for the Warpquest Core RulesWarpQuest Core Rules.

The year is 1947 and the player is an Estonian patriot and resistance fighter that has been caught by the russians and transported to Siberia to a brutal labor camp. The sentence is ten years of horrific conditions. The player has to survive the camp to return to the beloved Estonia.

In this variant there is only one module, the camp. The spaces represent time, not distance like in the original Artifact.

The Hero

Resistance Fighter, Kalle Loodus, 33 years of age, former corpral in the Estonian Army during the independence, fought in Finnish Army during the War of Continuation, after the war returned to the Soviets by Finnish communist traitors, escaped and fought as a "Forest Brother Guerilla Fighter" until caught and sent to labor camp in Siberia.

A man with nine lives, just like a cat.

Kalle Loodus has six skills, roll on the Skill List Table.

In this version there are no companions. Every time Kalle fails a challenge, he loses one life.

Skill List Table

1D10	Skill:	Value
1	Fighting	+1
2	Cunning	+1
3	Agility	+1
4	Survival	+1
5	Personality	+1

1D10	Skill:	Value
6	Toughness	+1
7	Spirit	+1
8	Stealth	+1
9-10	pick any skill	-

Card List

Name	Infos
-40F Temperature	Survival x 2
Strong Wind	Survival x 2
Ivan, Brutal Russian Guard	Toughness x 2
Russian Interrogators	Cunning x 2
Russian Prisoner Gang	Fighting x 2
Forced Labor	Toughness x 2
Food Storage Window Open	Stealth & Agility
	(if succesfull, eat your stomach full and advance 1d6 spaces forward)
Torture	Toughness & Spirit
Exhaustion	Spirit x 2
Desperation	Spirit x 2
Fellow Estonian Prisoner	No challenge, gain 1 Spirit
Armenian Prisoner that has two coats	Personality x 2
	(if succesfull, the Armenian sells you the other coat, gain 1 Survival)
Boris, Brutal Russian Guard	Toughness x 2
Diarrhea	Survival x 2
Hunger	Spirit x 2
New Prisoners	Personality x 2
	(if succesfull, you get news from home, gain 1 Spirit)
Storage Room Door Unlocked	Stealth & Agility

Name	Infos
	(If succesfull, you steal a new pair of pants, Survival +1)
Lithuanian Prisoner that works in the Kitchen	Personality x 2
	(if succesfull, eat your stomach full and advance 1d6 spaces)
Caught Stealing,	-
1 month in total isolation	Spirit x 2
Warm Summer Day	No Challenge, advance 1d6 spaces
Fever	Survival x 2
Vladimir, Brutal	-
Russian Guard	Toughness x 2
Work in a Coal Mine	Agility & Toughness
Deep Snow	Survival & Agility
Communist Propaganda Officer	Cunning x 2
	(if succesfull, you fool the communist
	and are released from labor for a week, advance 1d6)
Russian Doctor	Cunning x 2
	(if succesfull, you play sick and stay a
week in a hospital, advance 1d6)	
Exhaustion	Spirit x 2
Scurvy	Survival x 2
Desperation	Spirit x 2
Mad Guard Shooting	-
from the Guard Tower	Agility x 2
Russian Under Cover Informer	Cunning x 2
Kitchen Duty	Stealth x 2
	(if succesfull, eat your stomach full and advance 1d6 spaces)
Tuberculosis	Survival x 2
Finnish POW	No challenge
	(you have a nice long chat about the Russians. Gain 1 Spirt)

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The Depths Of The Earth

Introduction

Module 1 represents the tunnels in the Earth's crust. Module 2 represents a lost underground pre-historic realm. The Artifact is a clutch of Dinosaur eggs.

Module 1 Spelunking Card List

Card Name:	Notes:
Collapsing Stone Bridge	Agility & (Strength or Mechanics)
Cave In	(Agility & Strength) or (Science & Mechanics)
Deadly Gasses	Science & Survival
Scrawled Message	Linguistics: NPIFS move forward 1D6 spaces
Endless Caverns	Science or Survival
Rolling Boulder	Agility or Mechanics
Falling Stalagmite	Agility DM +2
Lava Flow	(Agility or Science) & Survival
Earthquake	Agility & (Survival or Science)
Tunnel Fireball	Science & (Agility or Survival)
Underground Sea	Sailing x2
Underground River	Sailing: If successful move extra 1D6 spaces
Volcanic Eruption	Agility & Survival
Hot Geyser	Science & Agility
Volcanic Ash	Science & Survival
Mud Slide	Strength & Survival

Primordial Ooze Science

Panic	Personality DM +2
Mutant Albinos	Combat or Personality
Map of the Underworld	Linguistics: NIPFS move forward 1D6 spaces

Found Recover one random lost (Killed) party mem-   ber

Climbing Gear	Aid: Survival +2 or Agility +2
Geology Texts	Aid: Science +3
Spelunking Equipment	Aid: Survival +2 or Agility +2
Digging Tools	Aid: Survival +3

NPIFS = No Penalty if Failed, If Successful...

Module 2 Lost World Card List

Card Name:	Notes:
Lost Explorer	Personality & Linguistics: NIPFS Gain one companion
Cro Magnon Men	Personality or Linguistics: If successful Gain one servant
Lizard Men Attack	Combat
Treachery	Personality or Combat

Card Name:	Notes:
Simian War Party	Combat DM +2
Pterodactyl Attack	Agility x2
Neanderthal Ambush	(Combat & Agility) or (Personality & Linguistics)
Raptor Pursuit	Agility DM +2 & Combat
Sea Monster	Sailing & Combat
Whirlpool	Sailing & Agility
Waterfall	Sailing & Strength
Treacherous Cliffs	Survival or Agility or Mechanics

Prehistoric Mounts Survival: If successful move   extra 1D6

Tracks	Survival: NIPFS move extra 1D6
Homo Erectus Tribe	Combat or (Personality & Linguistics)
Mad Man	(Combat & Strength) or Personality
River Rapids	Sailing & Survival
Tyrannosaurus Rex	Agility & Combat DM +4
Dinosaur Stampede	Agility x2
Giant Snake	Agility & Combat
Pit Trap	Agility x2 or Mechanics x2
Tar Pits	Strength x2
Wholly Mammoths	Agility x2
Giant Venus Fly Trap	Strength x2
Giant Spider Web	Combat & Strength
Net Trap	Agility & Strength
Mutiny	Personality & Combat
Climb Tree	Aid: Agility +3
Canoe	Aid: Sailing +2 or Move extra 1D6
Bow & Arrows	Aid: Combat +2 or Survival +2
Friendly Natives	Aid: Linguistics +2 or Survival +2

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The Isle Of Dread

Introduction

Scenario for WarpQuest. for the Warpquest Core Rules WarpQuest Core Rules. Based loosely on the old D&D Expert Rules system.

This is a conversion of Dungeon Module X1 "The Isle of Dread". Each player has an Adventuring Party in search of Adventure & Fortune. Each party is represented by a pawn on the track.

Disclaimer

D&D and the Isle of Dread are copyrighted properties. This is merely a fan site.

The Scenario

The map spaces represent distance and time. There are 3 Modules. Each Module track is 30 spaces long.

Adventurers Table

1D8	Type:	Stealth	Magic	Fighting	Hits
1	Fighter	+2	-	+4	18
2	Thief	+4	-	+2	12
3	Cleric	-	+4	+2	12
4	Magic User	-	+6	-	6
5	Elf	+2	+2	+2	12
6	Dwarf	-	-	+6	18
7	Halfling	+6	-	-	6
8	Pick one	-	-	-	-

Adventurer Notes

Thieves are +4 Stealth vs Traps. Clerics are +2 Magic & Fighting vs Undead and Demons. Use a card to represent each Character.

Challenges

Challenges will be of two types: Traps & Foes.

Foes

If you encounter a Foe, you have to make several challenge Test Rolls:
1. Make a test vs Stealth. If successful, you defeat the Foe. Discard it. If not. . .
2. Make a test vs Magic. If successful, you defeat the Foe. Discard it. If not. . .
3. Make a test vs Fighting. If successful, you defeat the Foe. Discard it. If not. . . 1D3 random party members are wounded for 1D6 Hits each.

There is no "Artifact"

Victory

The player with the most gold at the end of the game wins. The game ends when one party reaches the last space of the third module.

Adventuring Parties

Each Party has 6 adventurers. All Party members are 6th level. Roll on the Adventurers Table for each adventurer to see what class he is.

The party has skills in 3 attributes: Stealth, Magic, and Fighting. Add the bonuses from all adventurers to get a grand bonus for that attribute.

When making a challenge roll the Foe rolls 6D6 and adds its DM (Difficulty Modifier) if any. When making a challenge roll the Party rolls 2D6 and adds its Attribute bonus. If you defeat the foe get 1D6 Gold.

Traps

If you encounter a Trap, you have to make several challenge Test Rolls:
1. Make a test vs Stealth. If successful, you avoid the Trap. Discard it. If not. . .
2. Make a test vs Magic. If successful, you avoid the Trap. Discard it. If not. . . 1D3 random party members are wounded for 1D6 Hits each.

Wounds

Encounters that are "Poison" do an extra 1D6 Hits of damage. If a party member has zero or less hits left he is killed. Instead of rolling to see how many hits a wound does you may discard a retainer.

At the end of each module the party heals 1D6 Hits.

Fighting Other Parties

If your pawn lands on the same space as an opponent's party you will fight. Each player makes challenge rolls for stealth, magic and fighting. The side that wins the most challenges wins the encounter.

If you lose a fight with another players Pawn you get 1D3 randomly distributed Wounds and your opponent gets to take one "Aid: Item" card from you.

Item Cards

At the beginning of the game draw 6 cards from the Item table. Each Item must be attached to one character. Each character can only use one weapon during a Foe encounter.

Items are played face up partially under the attached Character card. Magic users can only use daggers and staves as weapons and cannot use armor. Thieves cannot use metal armor or shields.

Clerics cannot use edged weapons.

Spell Cards

At the beginning of each Module you may draw spell cards: Draw one for each elf and three for each MU. Attach the Spells to the characters. A Character can have a number of spells attached equal to its Magic bonus.

Cleric Cards

At the beginning of each Module you may draw cleric cards: Draw two for each cleric. Attach the cards to your clerics. A Cleric can have a number of cleric cards attached equal to its Magic bonus.

Thief Cards

At the beginning of each Module you may draw thief cards: Draw two for each thief and Halfling. Attach the cards to your thieves and halflings. A Character can have a number of thief cards attached equal to its Stealth bonus.

Item Deck

Dagger +1	Aid: Item: Fighting +1
Long Bow +1	Aid: Item: Fighting +1
Arrow of Slaying	Aid: 1 use Item: Fighting +2
Cloak of Invisibility	Aid: Item: Stealth +2
Longsword +1	Aid: Item: Fighting +1
Potion of Healing	Aid: 1 use Item: Heal 1D6 Lost Hits
Scroll of Protection	Aid: 1 use Item: Magic +2
Leather Armor +1	Aid: Item: Hits +1
Chain Mail +1	Aid: Item: Hits +2
Platemail +1	Aid: Item: Hits +3
Shield +1	Aid: Item: Hits +1
Potion of Diminution	Aid: 1 use Item: Stealth +3
Potion of Growth	Aid: 1 use Item: Fighting +3
Potion of Gaseous Form	Aid: 1 use Item: Stealth +3
Spell Scroll	Aid: Discard to draw 1 Spell card
Ring of Protection +1	Aid: Item: Hits +1
Ring of Fire Resistance	Aid: Item +4 vs Fire Encounters
Snake Staff	Aid: Item: Fighting +1 (+2 for Cleric)
Rope of Climbing	Aid: Item: Stealth +1
Gauntlets of Ogre Power	Aid: Item: Fighting +1
Bag of Holding	Aid: Item: +1 to Gold rolls
Staff of Healing	Aid: 3 use Item: Heal 1D6 Hits.

Spell Deck

Fireball Spell	Aid: Spell: Magic +3
Detect Trap	Aid: Spell: Negate Trap
Magic Missile	Aid: Spell: Magic +1

Fireball Spell	Aid: Spell: Magic +3
Charm	Aid: Spell: Magic +3
Sleep	Aid: Spell: Magic +3
Read Languages	Aid: Spell: Negate Trap
Hold Portal	Aid: Spell: Discard to negate (not Defeat) one Foe
Shield	Aid: Spell: Fighting +1
ESP	Aid: Spell: Stealth +3
Invisibility	Aid: Spell: Stealth +3
Mirror Image	Aid: Spell: Fighting +1
Phantasmal Force	Aid: Spell: Magic +2
Web	Aid: Spell: Magic +3
Fly	Aid: Spell: Stealth +3
Lightning Bolt	Aid: Spell: Magic +3
Haste	Aid: Spell: Fighting +3

Thief Deck

Climb Steep Surfaces	Aid: Action: Stealth +3
Backstab	Aid: Action: Fighting +3
Narrow Escape	Aid: Action: Discard to negate (not Defeat) one Foe
Scout	Aid: Action: Look at next 2 cards in Module deck
Hide in Shadows	Aid: Action: Stealth +2
Move Silently	Aid: Action: Stealth +1
Dexterity	Aid: Action: Stealth +2
Open Locks	Aid: Action: Stealth +2 (underground)
Spy	Aid: Action: Look at next 2 cards in Module deck
Hear Noise	Aid: Action: Stealth +2
Pick Pockets	Aid: Action: Stealth +4 vs Humans
Find/Remove Traps	Aid: Action: Negate Trap

Cleric Deck

Turn Undead	Aid: Action: Magic +3 vs Undead
Cure Light Wounds	Aid: Spell: Heal 1D6 Lost Hits
Cure Serious Wounds	Aid: Spell: Heal 2D6 Lost Hits
Neutralize Poison	Aid: Spell: Heal Hits caused by Poison
Blessing	Aid: Spell: Magic +1
Detect Evil	Aid: Spell: Stealth +2
Detect Magic	Aid: Spell: Stealth +2
Light	Aid: Spell: Magic +1
Wisdom	Aid: Action: Magic +1
Protection from Evil	Aid: Spell: Magic +2
Remove Fear	Aid: Spell: Fighting +2
Hold Person	Aid: Spell: Magic +2

Main Island

First Module Card List

Name	Challenge:
Land on White Sandy Beach	(Starting Space)
The Village of Tanara	No Challenge: Gain 1D6 Gold from Trade.
Native Guide	Aid: Retainer: Discard to negate (not Defeat) 1 Foe
Sailors	Aid: Retainers: Fighting +1
Native Warriors	Aid: Retainers: Fighting +1
Zombie Master	Foe: Magic DM +4. Undead
The Great Wall	Foe: DM +0
Bull Sharks (Bay)	Water Foe: DM +0
Sea Snakes (Coral Reef)	Water Foe: DM +0
Oyster Bed (Pearl Diving)	No Challenge: Gain 1D6 Gold
Crumbling Stone Cliff	Trap: DM +0
Tribe of Rock Baboons	Foe: DM +0
Giant Squid (Rocky Cave)	Water Foe: Stealth DM +2
Phanaton Settlement	Foe: Stealth DM +2 (Flying Monkeys)
Pirates Camp	Foe: Fighting DM +2
Hippogriff Nest	Foe: DM +0
Lizardmen (Dense Swamp)	Foe: DM +0
Rakasta Camp	Foe: DM +1 (Cat Men)
Aerie of the Gargoyles	Foe: DM +2
Aranea Lair	Foe: DM +2 (Intelligent Magic using Spiders)
Treant Forest	Foe: Fighting DM +3
Potion of Poison	Trap: Stealth DM +2 (Poison)
Rocs' Roost	Foe: DM +0
Bury Dying Native	No Challenge: Gain 1D6 Gold
Ogre's Lair	Foe: Fighting DM +2
Treasure Chest	No Challenge: Gain 2D6 Gold
Abode of the Green Dragon	Foe: Fighting DM +3
Wretched Troglodytes	Foe: DM +1
Sea Dragon	Water Foe: DM +3
Potion of Water Breathing	Aid: 1 use Item +4 vs Water Foe
Shipwreck	Gain 1 Adventurer if you have less than 6
Rescue Prisoner	Gain 1 Adventurer if you have less than 6

Central Plateau

Second Module Card List

Name	Challenge:
Rope Bridge	(Starting Space)
Gold Vein	No Challenge: Gain 1D6 Gold
Cave Bears	Foe: DM +1
Woolly Rhino	Foe: DM +0
Dimetrodon Terror	Foe: DM +0
Neanderthals	Foe: DM +0
Tremors (Earthquake)	Trap: DM +0
Deranged Ankylosaurus	Foe: DM +0
Sabre-tooth Tigers	Foe: DM +1
Plesiosaur Menace	Foe: DM +0
Pteranodan Terror	Foe: DM +0
Pterodactyls	Foe: DM +0
Stegosaurus	Foe: DM +1

Name	Challenge:
Triceratops	Foe: DM +2
Tyrannosaurus Rex	Foe: DM +4
Dire Wolves	Foe: DM +1
Mastodons	Foe: DM +0
Cliff Wall	Foe: DM +0
Village of Mantru	No Challenge: Heal 1D6 Hits

Taboo Island

Third Module Card List

Name	Challenge:
Temple Entrance	(Starting Space)
Spear +1	Aid: Item: Fighting +1
Guard Post	Foe: DM +0
Living Statues	Foe: DM +2
Main Chamber (Tribesmen)	Foe: DM +0
Room of Unmarried Girls	No Challenge: Miss next turn
Warriors with Poison Arrows	Foe: DM +0 (Poison)
Headhunter Chief	Foe: Fighting DM +1
Witchdoctor	Foe: Magic DM +2
Yellow Mold (Viewing Chamber)	Foe: Stealth DM +2
Trap Door (Priests Quarters)	Trap: DM +0
Blocked-Up Passage	No Challenge: Miss next turn
Weakened Floor	Trap: DM +0
Private Altar (Kopru Statuette)	Trap: Stealth DM +4
Water-Filled Chamber	No Challenge: Discard all Metal Armor
Chamber of the Great One	Water Foe: DM +0 (Mako Sharks)
Lair of Guardians	Foe: DM +0 (Poison) Spitting Cobras
Piranha Pool	Water Foe: DM +1
Bone Handled Mace	Aid: Item: Fighting +1 (+2 for Cleric)
Rat Lair	Foe: DM +0
Burning Oil	Fire Trap: DM +1
Boiling Well	Fire Trap: DM +1
5 Headed Hydra	Foe: DM +3
Geyser	Fire Trap: DM +0
Cloud of Steam	Fire Trap: DM +0
Kopru (Amphibian Men)	Foe: Magic DM +2 (Charm Spells)
Sword +2	Aid: Item: Fighting +2
Ring of Telekinesis	Aid: Item: Stealth +1 & Magic +1
Mineral Encrusted Throne	(Last Space)

Variant Rules: Character Levels

Each adventurer (Character) has a starting level of 3-7 (1D5 +2). Fighters & Dwarves get 3 Hits for each level. Elves, Thieves, and Clerics get 2 Hits for each level.

Magic Users get 1 Hit for each level. Each level gives a +1 bonus in one attribute.
- A Magic user must get his bonuses in Magic.
- A Dwarf must get his bonuses in Fighting. (A 3rd level Dwarf has Fighting +3, A 7th level MU has Magic +7)
- An Elf must distribute his bonuses as evenly as possible.
- A Fighter must pick +1 in Stealth for every +2 in Fighting.
- A Thief must pick +1 in Fighting for every +2 in Stealth.
- A Cleric must pick +1 in Fighting for every +2 in Magic.

Experience

For every module you finish, 2 random party members gain 1 level each.

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The Shadow Of A Dark God

Introduction

Scenario for Artifact. By Zak! The players will discover that the death of a friend is linked to a mysterious cult worshipping an immensely ancient deity. First module is the investigation on the death of a friend Second module is the search on the cult temple.

Character Generation

Artifact Core RulesArtifact Core Rules Needed to Play.

Module 1: Investigation On A Close Death

Card Name:	Notes:
Cultist ambush	Combat X2
Police interrogation	Personality X2 or Personality & Linguistics
Library search	Ling.and Science: If successful move forward 1D6 spaces
Antique dealer shop	Linguistics & Personality: If failed miss next turn
A strange death investigation	Personality and Science
An eye witness	Personality X2: If failed miss next turn
Red herring	Science and Linguistics: If failed miss next turn
Car chase!	Combat and Agility
Strange object in the Museum	Science X2
Newspaper article	Linguistics X2: If successful move forward 2 spaces
Chemical analysis of a find	Science X2: If failed miss next turn
Translation error	Ling. and Science: If failed move backward 2 spaces
Locked front door	Mechanics X2: If failed miss next turn
Group of Thugs	Combat X2
Professor Armitage	Prsnlty and Science: If successful move forward 1D6 spaces
Fire in your apartment!	Agility and Strength X2
On the suspect's house	Mechanics and Agility
Hidden safe	Mechanics X2 or Agility
Ancient occult text	Aid: Linguistics +1
One muder evidence	Aid: Personality +1
Ancient tome	Linguistics and Science: if successful gain...
	Powder of Ibn Gazi = Aid: Combat +2 against monsters.
Arcane manuscript	Linguistics X2: if successful gain...
	Dispell = Aid: Combat +1 against monsters.

Module2: The Dark God Temple

Card Name:	Notes:
Cultist	Combat X2
Minor Entity (monster)	Combat x2
Horrible Old One (monster)	Combat
Dark Young One (monster)	Combat
Pit trap	Mechanics X2 or Agility X2
Sliding hidden door	Mechanics and Strength: If failed miss next turn

Card Name:	Notes:
Hidden grave	Science and Agility
A diary	Ling. & Science: If successful move forward 1D6 spaces
Tunnel into the earth	Survival X2
Dead end	Survival and Science: If failed move backward 2 spaces
Oxygen-eating device	Survival and Agility
Horrible picture	Personality and Strength
Terrifying statue	Personality and Strength
Rat pack	Combat and Agility
Hunting Horror (monster)	Combat
Disturbing sound	Personality and Strength
Undead cultist	Combat X2
Ancient inscription	Linguistics X2: If successful move forward 1D6 spaces
First aid kit	Aid: Survival +1 (or remove all Wounds from a character)
Pistol	Aid: Combat +1
The Elder Sign	Aid: Combat +2 against monsters.

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.

- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

Dice	Action
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

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Transformers Skirmish

Introduction

Board & card game for 2 players. Takes place in the Transformers Universe. One player is the Autobots, the other is the Deceptacons.

Each figure represents one Transformer Robot.

Disclaimer

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Victory

Destroy all opposing Transformers.

The Map

Use an 8x8 chessboard.

The Mechs

Use chits or miniatures to represent Transformers.

Auto Bots Unit Table

Unit Name	#	Hits
Optimus Prime	1	4
Red Alert	1	3
Hot Shot	1	3
Autobots	5	2

Number of that type of unit each player has in setup.

Deceptacons Unit Table

Unit Name	#	Hits
Megatron	1	4
Star Scream	1	3
Demolisher	1	3
Deceptacons	5	2

Setup

Each player places one unit on each square of his back row. Units may not stack.

Minicons

You may designate four of your mechs as having attached Minicons. A Transformer may only have one Minicon attached. Transformers with Minicons have +1 Hits and can use certain action cards.

Ground & Air

There are 2 types of Transformers: ground and air. Designate 4 of your Transformers as being air types, and 4 as ground types. Air types convert into jets or helicopters.

Ground types convert into tanks or trucks. Different types can use different action cards.

The Cards

Players share a common Action deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Orders Phase
2. Move Phase
3. Fire Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Flying units. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes 1 point of damage. A unit reduced to zero hits is destroyed and is removed from the map.

Units cannot attack through other units. A player may discard a Defense card to completely negate an attack.

Card List Notation

M Movement
A Attack

D Defense
X Special
Type Purpose of card
Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes
Legs	8	1	M	
Tracks/Glide	7	2	M	
Wheels/Cruise	6	3	M	
Fly	5	4	M	Air types only
Supersonic	4	5	M	Air types only
Punch	2	1	A	
Kick	2	1	A	
Flip	2	1	A	
Hand Weapon	2	1	A	
Minicon Attack	2	2	A	Units with Minicons only
Lasers	2	2	A	
Energy Beams	2	2	A	
Plasma Bolts	2	2	A	
Autocannon	2	2	A	
Missiles	6	3	A	
Particle Accelerator	2	3	A	
Armor	2	-	D	
Shield	2	-	D	
Dodge	2	-	D	
Force Field	2	-	D	
Heavy Armor	4	-	D	Ground types only
Evasion	2	-	D	Air types only
Tactics	2	-	X	Draw 2 cards
Repairs	2	-	X	Remove one point of Damage

Cardset Available!!!

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Traveler 1800

Introduction

Character Generation system for Napoleonics based on The old Traveler chargen system of promotion and mustering out. This rule-set is specific for Naval Officer Characters.

Character Stats

Stat	Abbreviation
Strength	Str
Dexterity	Dex
Endurance	End

Stat	Abbreviation
Intelligence	Int
Education	Edu
Social Standing	Soc

Beginning Stats

Each player stars with 2D6 in each Stat and 2 rolls on the Boyhood Skill Table. All Players going on this Officers Track have a Minimum Soc = 8.

Dice

The favored Die is the good old Six Sider.

Starting Age

Roll 1D6 for starting Age:

#	Result
1-3	11 years old
4-6	12 years old

Sex

All Characters are Male.

Terms

Each Term of Service is 1 year long.

Rank Table

Rank	MAR	PRR	Command
Volunteer	11	-	
Midshipman	15	7+	
Lieutenant	19	12+	
Master & Commander	-	13+	Sloop
Post Captain	-	14+	6th Rate
Frigate Captain	-	13+	5-4th Rate

Rank	MAR	PRR	Command
Senior Captain	30	13+	3-2nd Rate
Flag Captain	-	14+	2-1st Rate
Rear Admiral	40	10+	
Vice Admiral	-	10+	
Admiral	-	10+	

MAR Minimum Age Requirement
PRR Promotion Roll Requirement

Term Sequence Of Events

- Age Phase
- Promotion Phase
- Post Phase
- Service Phase
- Action Phase
- Event Phase
- Seniority Phase

Age Phase

The Characters age increases by 1 year.

Promotion Phase

The Character rolls 2D6 to see if he is promoted. Consult the Rank table for Target Number. Add Seniority and Merit Bonuses.

Get +1 to the Roll for a Soc of 11 or greater. If the Character is promoted, he loses all accumulated Seniority and Merit Bonuses. If a Lieutenant has Merits +5 or more there is 33% change that when he is promoted, he will become a Post-Captain and not a Master & Commander.

Post Phase

The Character rolls on the Post Table for his Rank to see what kind of Ship he is assigned. If a Character was not promoted this turn, and his Post Roll is the same, there is a 50% chance he remains on the same ship.

Service Phase

The Character rolls on the Service Table to see what kind of duty he is to perform.

Action Phase

The Character rolls on the Action Table to see if he took part in any Naval Battles.

Event Phase

The Character rolls on the Event Table to see if his any special Events befell him.

Seniority Phase

The Character gets Seniority +1.

Skill Phase

The Character may roll to gain a new skill.
- If the Character was in Reserve this term, he rolls once on the Reserve Skill Table.
- If the Character was at Sea, he may roll once on the Skill table of his Rank.
- If the Character was in a Battle, he may roll once on the Fighting Skill Table.
- If a Volunteer was in Naval College, Roll once on the Naval College Skill Table.

Boyhood Skill Table

#	Descr	#	Descr
1	Physical Skill Table	4	Ship Handling +1 (Seamanship)
2	Mental Skill Table	5	Brawling +1
3	Reserve Skill Table	6	Language

Players start knowing Language (English) at Level = 3. The other main Languages to be learned are French & Spanish.

Volunteer Post Table

#	Descr
1-3	Naval College
4	Unrated Ship
5	Frigate
6	Ship of the Line

A Volunteer may attend a maximum of 3 years at Naval College.

Mental Skill Table

#	Descr	#	Descr
1-2	Edu +1	5	Language +1
3	Soc +1	6	Specialist Skill Table
4	Int +1		

Volunteer At Sea Skill Table

#	Descr
1-2	Physical Skill Table
3-5	Ship Handling +1
6	Fighting Skill Table

Naval College Skill Table

#	Descr
1-2	Soc +1
3	Navigation +1
4	Edu +1
5-6	Mental Skill Table

Specialist Skill Table

#	Descr	#	Descr
1	Cooking +1	4	Armorer +1 (Gunsmith)
2	Boatswain +1 (Mend Rigging)	5	Medicine +1 (Surgery)
3	Carpentry +1	6	Purser +1 (Bookkeeping)

Physical Skill Table

#	Descr
1-2	Str +1
3-4	Dex +1
5-6	End +1

Fighting Skill Table

#	Descr	#	Descr
1	Gunnery +1	4	HTH Skill Table
2	Boarding +1	5	Leadership +1
3	Small Arms Skill Table	6	Naval Tactics +1

Small Arms Skill Table

#	Descr
1-3	Pistols +1
4-5	Musketry +1
6	Hand Grenades +1

Hth Skill Table

#	Descr
1-2	Brawling +1 (Bare Hands, Clubs)
3-4	Fencing +1 (Cutlasses, Dirks, Knives)
5-6	Hand Weapons +1 (Axes, Bayonets, Pikes)

Reserve Skill Table

#	Descr	#	Descr
1-2	Carousing +1 (Drinking)	5	Physical Skill Table
3	Gambling +1	6	Mental Skill Table
4	Music +1 (Play Instrument)		

A Ship In Reserve may be there for a Refit. Characters in Reserve may be in port, on garrison or on leave, or may be forced to wait out their Term on a moored Hulk.

Midshipman Skill Table

#	Descr	#	Descr
1	Navigation +1	4	Fighting Skill Table
2	Gunnery +1	5	Leadership +1
3	Ship Handling +1	6	Specialist Skill Table

Lieutenant Skill Table

#	Descr	#	Descr
1	Navigation +1	4	Midshipman Skill Table
2	Naval Tactics +1	5	Leadership +1
3	Mental Skills Table	6	Soc +1

This Table is also used by Lieutenant Commanders

Captain Skill Table

#	Descr	#	Descr
1	Navigation +1	4	Lieutenant Skill Table
2	Naval Tactics +1	5	Leadership +1
3	Mental Skills Table	6	Soc +1

This Table is also used by Master & Commanders.

Admiral Skill Table

#	Descr	#	Descr
1	Naval Tactics +1	5	Leadership +1
2	Mental Skills Table	6	Soc +1

#	Descr		#	Descr
3-4	Captain Skill Table			

Volunteer Post Table

#	Descr
1-3	Unrated Ship
4-5	Frigate
6	Ship of the Line

Midshipman Post Table

#	Descr
1	Cutter or Schooner (Sub-Lieutenant) (4,6,8,10 Guns)
2	Gun Brig (Sub-Lieutenant) (12,14 Guns)
3	Sloop
4-5	Frigate
6	Ship of the Line

A Sub-Lieutenant (Acting Lieutenant) gets Merit +1 A Cutter has 1 Mast. Schooners (Fast) and Gun Brigs (Slow) have 2 Masts.

Lieutenant Post Table

#	Descr		#	Descr
1	Cutter or Schooner (Lieutenant as Commander)		4-5	Frigate
2	Gun Brig (Lieutenant as Commander)		6	Ship of the Line
3	Sloop			

A Lieutenant as Commander gets Merit +1

These are Sixth Rate Ships. These & Sloops were called Corvettes by the French.

Master & Commander Post Table

#	Descr
1-2	Quarterdeck Sloop
3-4	Flushed-decked Sloop
5-6	Brig Sloop

A Sloop of War had 14-18 Guns

Frigate Captain Post Table

#	Descr
1-5	Frigate Fifth Rate (32,36,38,40, 44 Guns)
6	Large Frigate Fourth Rate (50,54,56,60 Guns)

Post Captain Post Table

#	Descr
1-2	Old Style Frigate (28 Guns)
3-6	Small Frigate (20,22,24 Guns)

Senior Captain Post Table

#	Descr
1-5	Third Rate Ship of the Line (64,74,80 Guns)
6	Second Rate Ship of the Line (98 Guns)

Flag Captain Post Table

#	Descr
1	Second Rate Ship of the Line (98 Guns)
2-5	First Rate Ship of the Line (100,110,120 Guns)
6	Commodore (First Rate + Control of Squadron)

Ship Skill Modifiers

Ship Type	Ship Handling	Gunnery	Notes
Cutter	+2	-1	Also Schooner
Gun Brig	-	-	Cheap to Make
Sloop	+1	-	Built in Large Numbers
6th Rate	+1	-	Undergunned vs other Frigates
5th Rate	+2	+1	Most Glamorous Ships
4th Rate	+1	+1	Undergunned for the Line
3rd Rate	+1	+2	Backbone of the Line
2nd Rate	-1	+2	Top Heavy
1st Rate	-	+3	Expensive to Build & Man

Ship Handling effects Speed and Seaworthiness.

Event Table

#	Descr
1-5	No Event
6	Calamity

Calamity Table

#	Descr
1-2	Illness Table
3-4	Storm or Rocks: Shipwreck Table
5-6	Morale Table

Illness Table

#	Descr
1-2	Accident: Roll on the Wound Table
3-4	Sickness: Str -1 (Scurvy)
5-6	Disease: End -1 (Dysentary/Plague)

Mutiny Table

#	Descr
1-2	Killed
3-4	Escape or Set Adrift: Shipwreck Table (Merit -2)
5-6	Quell Mutiny

Add your Leadership Skill to the Roll. This Table assumes you are trying to stop the Mutiny

Wound Table

#	Descr
1-3	No Wound
4-5	Minor Wound
6	Major Wound

Major Wound Table

Morale Table

#	Descr
1-2	Scandal: Soc -3
3-4	Rivalry: Soc -2
5	Duel Table
6	Mutiny Table

Shipwreck Table

#	Descr
1-3	Drowned (or Dehydration or Sun-Stroke)
4-6	Rescued

Add your Navigation Skill to the Roll.

Duel Table

#	Descr
1-2	Killed
3-4	Wound Table
5-6	Victorious

Add your Pistol or Fencing Skill to the Roll.

Minor Wound Table

#	Descr
1-3	Flesh Wound
4	Limb: Dex -1
5	Gut: End -1
6	Chest: Str -1

#	Descr		#	Descr
1	Lost Eye: Dex -1		4	Peg Leg: Dex -1
2	Head Wound: Int -1		5	Lost Arm: Dex -1
3	Disfigured: Soc -1		6	Killed

Service Table

#	Descr
1	Reconnaissance Table
2	Communications Table
3	Reserve (Moored, Drydocked, Refit)
4-6	Wartime Service Table

Ships of First, Second, and Third Rate get +2 to rolls on this Table Brig Sloops also get +2 to rolls on this Table

Wartime Service Table

#	Descr		#	Descr
1	Escort Table		4	Blockade Table
2	Colonial Expedition Table		5	Patrol Table
3	Guard Table		6	Attack Table

Add your Naval Tactics Skill Level to this Roll

Escort Table

#	Descr
1-2	Lost Convoy (Merit -3 and Soc -2)
3-4	Convoy Diminished (Merit -2)
5-6	Convoy Safely Delivered (Merit +1)

Colonial Expedition Table

#	Descr
1-2	Detrimental Engagements (Merit -2)
3-4	Inconclusive Engagements
5-6	Successful Engagements (Merit +2 & Prizes Table)

Add your Navigation Skill Level to this Roll

Guard Table

#	Descr
1-2	Fail to Stop Invaders (Merit -2 and Soc -1)
3-4	Belay Enemy
5-6	Repulse Attackers (Merit +2)

Add your Ship Handling Skill Level to this Roll

Patrol Table

Reconnaissance Table

#	Descr
1-3	Poor Intelligence
4-6	Good Intelligence (Merit +1)

Add your Navigation Skill Level to this Roll

Communications Table

#	Descr
1-2	Lost (Merit -2)
3-4	Timely Advice
5-6	Swift Dispatch (Merit +1)

Add your Ship Handling Skill Level to this Roll

Blockade Table

#	Descr
1-2	Incomplete Cordon (Merit -2)
3-4	Partial Success
5-6	Seal off Coast (Merit +2)

Add your Ship Handling Skill Level to this Roll

#	Descr
1-2	Meet no Enemy
3-4	Capture a Few Prizes (Merit +1 & Prizes Table)
5-6	Take Enemy Convoy (Merit +2 & Prizes Table x2)

Add your Ship Handling Skill Level to this Roll Get +1 to roll on Action Table

Prizes Table

#	Descr
1-3	Merchants
4-5	Troop Ships
6	Treasure Ships

Attack Table

#	Descr
1-2	Attack Thwarted (Merit -3)
3-4	Damage Enemy Ships or Positions
5-6	Destroy Enemy Ships or Positions (Merit +3)

Action Table

#	Descr
1-3	No Action
4-5	Minor Action (Skirmish)
6	Major Action (Battle)

Next roll on Conduct in Action Table

Add your Naval Tactics Skill Level to this Roll Get +2 to roll on Action Table

Conduct In Action Table

(Roll 2D6)

#	Descr
2-5	Poor (Merit -1) -1 to roll on Action Result Table
6-8	Dutiful
9-12	Exceptional (Merit +1) +1 to roll on Action Result Table

Add all Fighting Skill Levels to Roll Next roll on Action Result Table and the Wound Table

Capture Table

#	Descr
1-2	Released (Merit -1) Roll for New Post
4-6	Rot in Foreign Prison for Another Year

Action Result Table

#	Descr
1-3	Defeat Table
4-6	Victorious Table

Aging Table

#	Descr
1-2	Str -1
3-4	End -1
5-6	Dex -1

Roll once for every 2 years starting at age 56.

Victorious Table

#	Descr
1-2	Prize (Captured Enemy Warship)
3-4	Glory: Soc +1
5-6	Strategic Victory: Merit +2

Roll Twice for a Major Action

Alternate Progression Track

For Characters of Social Standing less than 8. Instead of starting out as a Volunteer, you begin as a Seaman.

After minimum 4 years as a Seaman, and having Ship Handling Skill of 2+ and Promotion Roll of 7+ you progress to Able Seaman.

After minimum 4 years as Able Seaman and having a Navigation Skill of 2+ and Promotion Roll of 10+ you progress to Master

After minimum 4 years as Master and having a Soc of 8+ & Promotion Roll of 11+ you progress to Master & Commander.

Defeat Table

#	Descr
1-2	Capture Table
3	Sunk: Shipwreck Table
4-6	Limp Home (Merit -2 and Soc -1)

Seaman Skill Table

#	Descr		#	Descr
1-2	Ship Handling +1		5	Reserve Skill Table
3	Physical Skill Table		6	Gunnery +1
4	Fighting Skill Table			

Able Seaman Skill Table

#	Descr		#	Descr
1	Ship Handling +1		4	Fighting Skill Table
2	Specialist Skill Table		5	Navigation +1
3	Physical Skill Table		6	Gunnery +1

Master Skill Table

#	Descr
1-2	Navigation +1
3-4	Mental Skill Table
5	Soc +1
6	Leadership +1

Game Designers Notes

This can be played as a Solo game: Keep track of Prizes, Engagements fought, and Total Merits recieved as well as Rank. Be sure to name the Ships you are posted to. This Track is specific to the British Navy.

Still need to work on Admiral Postings, Pay and Prize Monies, Social Scale and other details for more advanced play.

Refference

Books and Films:
- Horatio Hornblower Series
- Master and Commander
- The Illustrated Companion to Nelson's Navy
- The World of Jack Aubrey
- Naval Warfare in the Age of Sail

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Traveler Traders

A solo card and dice game of trading in the imperium

By C Gerard Luft

Introduction

In this one player game you play the Captain and crew of the FREE TRADER BEOWULF. The Goal is to profit 73 Mega Credits (i.e., 73,000,000Credits), which is just enough to but a SUBSIDIZED LINER and become a Merchant Prince. But in the 1350th year of the GALACTIC EMPIRE, this great utopian civilization of Humanity is far from civilized. Trading in the Spinward Marches Sector, even close to its ducal capital REGINA, can still be dangerous.

Set Up

You will need to make three decks of cards: TRADER DECK (which you start with all five cards of), ENCOUNTER DECK, MERCHANDISE DECK, and STARSHIP DECK. You will also need some six sided dice (d6). You begin with all the cards from the TRADER DECK: FREE TRADER BEOWULF, CAPTAIN, FIRST OFFICER, SECOND OFFICER, and THIRD OFFICER.

Players begin with 1,000,000Cr at the start of the game to purchase their first cargo.

Trader Card List

CARD NAME	POWER
Captain	3
1st Officer	2
2nd Officer	1

CARD NAME	POWER
3rd Officer	0
Free Trader Beowulf	2

Buy And Sell! Round
Purchase Prospecting Turn

You must first find merchandise to buy, so you can sell it at the next planet for profit (The game begins on the PLANET REGINA). You obtain merchandise from a PATRON. Draw cards from the ENCOUNTER DECK until you draw a PATRON CARD.

First Combat Turn

All the cards you drew before reaching the PATRON you must battle (Space Ports can be a dangerous place). Your Captain and Crew may battle one card at a time, unless more than one of like cards are drawn. In that case they battle together. If the ENCOUNTER DECK runs out, reshuffle its Discard Pile.

" ENCOUNTERS ATTACK FIRST: The each opponent chooses a target. They select targets in the following pattern: CAPTAIN, 1ST OFFICER, 2ND OFFICER and 3RD

Officer.

" Each OPPONENT rolls 4d6 and adds its POWER to the roll. The CAPTAIN OR CREW who is targeted rolls 4d6 and adds their power to the total. If the ATTACKER'S score is greater than the DEFENDER'S score, then the defender is defeated (and dying; blasters (Fusion Pulse Guns) cause a lot of damage). If the 3RD OFFICER is present and active at that point of the battle, he can stabilize that officer's wounds, and prevent him from being defeated (dying; though he is inactive for 1 week, which is explained below).

" The surviving CAPTAIN and CREW may now be the attackers. Each Crew surviving and present targets one opponent (They may choose to attack the same opponent as well). The ATTACKERS roll 4d6 and add their POWER to the roll. The DEFENDERS roll 4d6 and add their POWER to the roll. If the ATTACKER'S modified rolls are greater that the DEFENDER'S modified rolls, that the target hit is defeated.

" If opponents remain, then the COMBAT TURN is repeated until all the opponents in that battle are defeated, or the CAPTAIN and CREW are defeated (at which time the game is over).

" DEFEATED CHARACTERS: OPPONENTS are discarded and defeated CAPTAIN or OFFICER is removed from the game. If both the CAPTAIN and 1ST OFFICER are removed, then the game is over.

" INACTIVE CHARACTERS: Characters who were defeated but saved by the 3rd Officer are inactive. The other Officers may still deal with the PATRON. If the CAPTAIN and his 1ST OFFICER are both inactive then there is no one to pilot the FREE TRADER. The surviving Officers are effectively grounded.

" HEALING: An Inactive Character becomes active again when they reach planet fall on the next planet. If the FREE TRADER is grounded, then the CAPTAIN and 1ST OFFICER are active again after the player draws 7 more ENCOUNTER CARDS (repeating the COMBAT TURN if necessary).

Encounter Card List

CARD NAME	# IN DECK	POWER	CARD NAME	# IN DECK	POWER
Patron	4	-	Imperial Army Soldier	2	3
Bounty Hunter	4	1	Mercenary	2	3
Space Pirate	4	2	Imperial Marine	1	4
Vagyr Space Pirate	4	2	Zodani Invader	1	4

Purchase Turn

After all the OPPONENTS are defeated, the surviving and present officers may conduct the deal with the PATRON. Draw a card from the MERCHANDISE DECK. This is the merchandise available. Using the two tables below, roll a 4d6. Subtract from the roll the POWER of the highest officer present. Multiply this by the BASE PRICE OF THE MERCHANDISE. This is the price the PATRON requires for the merchandise.

If you do not have enough Credits for the merchandise, or the price is too much to pay, then draw cards from the encounter deck to find a new PATRON and battle any OPPONENTS drawn.

Merchandise Card List

Merchandise Card Base Price

Merc	Price	Merc	Price
Tools	9,072,000Cr	Weapons	403,200Cr
Luxury Items	4,800,000Cr	Spare Parts	546,000Cr.
Vehicles	2,800,000Cr	Metal Part	1,092,000Cr
Machinery	907,200Cr	Electronics	2,016,000Cr
Clothing	546,000Cr	Synthetic Materials	2,856,000Cr
Robotics	108,000Cr	Gravitic Equipment	3,528,000Cr
Consumables	70,560Cr	Pharmaccuticals	8,440,000Cr
Synthetic Foods	70,560Cr	Protective Equipment	13,440,000Cr

Actual Price

4D6	PRICE	4D6	PRICE
4	20	17	110
5	30	18	120
6	40	19	130
7	50	20	140
8	60	21	150
9	70	22	160
10	80	23	170
11	90	24	180
12-16	100		

Space Turn

The Beowulf has a HYPERSPACE JUMP FACTOR of 1, so its path through the subsector is limited. Below is a text flow chart of the Hyperspace Jump course of your Ship.

regina -> helfry -> forboldn -> knorbes -> whango -> uake -> efate ->alell -> whango -> knorbes -> forboldn -> helfry -> regina

It is easy cruising at sublight maneuver speed out of a system you have been at a week, and making the Hyperspace Jump to your next destination. The tricky part is exiting Hyperspace into the next system's space. Bounty hunters, mercenaries and space pirates could be waiting for you (and they probably will). So when coming out of Hyperspace into the next system, you must draw one card from the STARSHIP DECK and battle it.

" You have a "souped up" Free Trader and a 1st Officer with a keen eye, so you get to attack first in space. Roll 4d6 and add the Beowulf's POWER to the roll. Then roll for the opponent's ship and add their POWER to the roll. If your modified roll is higher than their modified roll, you cause one hit to their ship.

" Now the step above is repeated with the opponent's ship as the attacker and the Beowulf as the defender.

" DAMAGE: On the first hit received the ship is sided (rotated 90 degrees) and receives a -1 to POWER.. On the second hit received the ship is inversed and receives -2 to its POWER. On the third hit received it is

dead in space and defeated. If the Beowulf is defeated, then the game is over.

" REPAIRS: OPPONENT ships repair 1 hit if they do not receive any damage for three consecutive turns. If the 2ND OFFICER is active and present, the Be-

owulf repairs 1 hit if it does not receive any damage for two consecutive turns (because your 2nd Officer is a top class engineer)! If the 2nd Officer is inactive or defeated, the Beowulf has no one to repair her.

Starship Deck

CARD NAME	# IN DECK	POWER
FIGHTER (IMPERIAL NAVY)	4	0
SCOUTSHIP (BOUNTY HUNTER)	4	0
FREE TRADER (SPACE PIRATES)	4	1
SUBSIDIZED MERCHANT (PIRATES)	4	2
PATROL CRUISER (IMPERIAL NAVY)	1	3
PATROL CRUISER (VAGYR SPACE PIRATES)	1	3
PATROL CRUISER (ZODANI INVADERS)	1	3
MERCENARY CRUISER	1	4

Sale Propecting Turn

The PURCHASE PROSPECT TURN is repeated, except now you are looking for a PATRON to buy the merchandise off of you.

Second Combat Turn

This is the same as the FIRST COMBAT TURN except you are now on another planet.

Sale Turn

This is the same as the PURCHASE TURN except when you roll the 4d6 to figure the actual price the PATRON will BUY this merchandise from you you ADD the POWER of the highest ranking officer present (the higher the more the profit).

All Succeeding Buy And Sell! Rounds

After selling your merchandise it is time to repeat the turns sequence starting on this next planet (HELFRY if this is your SECOND ROUND).

Winning

You win when you accumulate 73MCr. Then its time to get a big ship and build your Merchantile Principality.

For Free Traveller Thoth Files< Email Me At:

themcganndoctor@aol.com

Traveller Merchant Prince
An Expansion To Traveller Traders
Introduction

You've got a SUBSIDIZED LINER and you are now a MASTER TRADER. It's time to build your MERCHANTILE PRINCIPALITY

Card Decks

You have a SUBSIDIZED MERCHANT (with a POWER of 3 instead of 2) . And you will not need a MERCHANDISE DECK (people are coming to you now to cart around their cargo). And you will not need the ENCOUNTER DECK (no need to leave the comfort of your new Captain's Cabin between HYPERSPACE JUMPS).

Round Sequence
Hyperspace Jump Turn

Each Round you receive 873,000 Cr for middle passage and low passage accomodations and 200 tons of cargo transport to the next planet. Leaving the star system you are at at sublight speed and making the Jump to Hyperspace is uneventful. But when coming out of Hyperspace into the destination system's space, you must draw 1 card from the STARSHIP CARD DECK (no changes to this deck)

Space Combat Turn

This is done exactly as it is in TRAVELLER TRADERS.

This Simplified round is repeated for each Jump to a new system. If you want to expand beyond the course plotted above (which is limited to the Regine Subsector) you can adapt other maps of the SPINWARD MARCHES for your course. Because you still have a HYPERSPACE JUMP FACTOR of only 1, and because Subsidized Liners gain more profit with parsec to parsec transport, the coure you set should be between star systems one parsec from each other. Try it! It's a beautiful senic route around this corner of the Imperium.

Winning

You win when you have accumulated another 73 MCr (time to build a merchant fleet).

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Tron Skirmish

Introduction

Board & card games for 2 players based in the virtual world of Tron. This actually describes 6 games that use the same deck. The games include:

1. Tank Escape
2. Light Cesta
3. Tron Discs
4. Light Cycles
5. Solar Sailor Simulation
6. Mesa Battle

One player is Tron and his friends. The other player controls the minions of Sark and the MCP (Master Control Program).

Objective

Play each of the 6 games once. Tron must win at all 6 games to gain ultimate victory. The MCP only has

Card Color	Value	Number in Deck
Blue	1	5
Blue	2	4
Blue	3	3
Blue	4	2
Blue	5	1

Game 1 - Tank Escape
Setup

Clu's tank starts in one of the 4 center spaces. The MCP has 8 Recognizers, each of which start in the sides or corners. Each player starts with a full hand of cards.

Clu (Flynn's Search program) may go first or pass.

The Cards

Clu can use Blue cards to move the Tank. Clu uses the Red card to shoot. The MCP uses the Blue cards to move Recognizers orthogonally.

The MCP uses the Red cards to move Recognizers diagonally.

Turn Sequence

Players take turns. Each turn has 3 phases: Input Phase Move Phase Fire Phase

Input Phase

Draw 3 cards from your deck if you are the MCP. Draw 4 cards from your deck if you are Tron. If the deck runs out, shuffle the discard and draw from it.

to defeat Tron once to gain ultimate victory.

In each of the games, the Tron side is given certain built-in advantages.

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The Map & Pieces

Use an 8X8 chessboard for all games. Use chits or miniatures to represent units.

The Deck

All 4 games share the same common deck:

Card Color	Value	Number in Deck
Red	1	5
Red	2	4
Red	3	3
Red	4	2
Red	5	1

Max hand size = 5 cards for the MCP and 6 cards for Tron. Discard excess cards.

Move Phase

Play (discard) cards to move your figure(s). The card has a number. This is the number of spaces the figure moves.

Clu's Tank can use 1 or 2 blue cards per turn to move. The MCP uses the Blue cards to move Recognizers orthogonally. The MCP uses the Red cards to move Recognizers diagonally.

A single recognizer can use one red card & one blue card per turn. Figures cannot move into or through each other. If Clu cannot move his tank during his turn, he is trapped, and a Recognizer lands on top of the tank and smashes it.

Fire Phase

Clu may Play (discard) red cards to have a tank shoot. Each card has a number. This is the range of the attack.

The range must be exact for the shot to hit. Recognizers are destroyed after one shot each.

Game 2 - Light Cesta
Setup

Each player places 1 figure on any one square of his back 4 rows. The figures represent Tron and his opponent (a minion of the MCP). Also use a token or coin to represent the ball.

Each player starts with a full hand of cards. The MCP figure starts holding the ball. The MCP figure goes first.

The Cards

Blue cards are used to move figures. Red cards are used to move the ball.

Turn Sequence

Players take turns. Each turn has 4 phases: Input Phase Catch Phase Throw Phase Derezz Phase

Input Phase

Draw 3 cards from your deck if you are the MCP. Draw 4 cards from your deck if you are Tron. If the deck runs out, shuffle the discard and draw from it.

Max hand size = 5 cards for the MCP and 6 cards for Tron. Discard excess cards. If your opponent lost a section of platform last turn, you start the turn holding the ball.

Catch Phase

Play (discard) a Blue card to move your figure. The card has a number. This is the number of spaces the figure moves.

Moves can be diagonal or orthogonal. Tron can use up to two blue cards per turn, the MCP can use only one. A figure must stay on his side of the board.

If your figure lands on or moves through the ball, he catches it (in his Cesta). Unless you are already holding the ball, you must try to catch it.

Throw Phase

Play (discard) an Red card to have a figure throw the ball. (Bounce it off the ceiling plate) The card has a number. This is the range of the ball travels.

Throws can be diagonal or orthogonal. If the ball goes into the opposing figures space, he automatically catches it. The ball must be bounced into your opponents territory, never your own.

Note: You must be holding the ball, or have caught it in order to throw it.

Derezz Phase

If you did not deflect the ball this turn you lose 1 section (ring) of your platform. If you lose 3 sections of platform, you are derezzed (deresolution = destroyed).

Game 3 - Tron Discs
The Board

The board has 5 platforms. A platform is 2 by 2 square box. There is 1 center platform.

The other 4 platforms are positioned to form a cross (not an X). They are flush to the wall and seperated from the center by 1 space distance.

Setup

The Tron figure starts in the center platform. Each of his 4 opponents (MCP minions) start on the other platforms. Each player starts with a full hand of cards.

The MCP figure goes first.

The Cards

Cards of value 1 are used to move figures. Cards of value 2-5 are used to throw (deflect) discs.

Turn Sequence

Players take turns. Each turn has 3 phases: Input Phase Move Phase Throw Phase

Input Phase

Draw 3 cards from your deck if you are the MCP. Draw 4 cards from your deck if you are Tron. If the deck runs out, shuffle the discard and draw from it.

Max hand size = 5 cards for the MCP and 6 cards for Tron. Discard excess cards.

Move Phase

Play (discard) a card with value = 1 to move your figure to an adjacent space on his platform. Moves can be diagonal or orthogonal. An MCP minion can move once per turn.

Tron can move also move after each attack.

Throw Phase

Play (discard) a card to have a figure throw (or deflect) a disc. The card has a number. This is the range of the disc travels.

Throws can be diagonal or orthogonal. An MCP minion can attack once per turn. Tron can attack any number of times per turn.

The defending player can negate an attack by discarding a card with a value equal to that of the card used to attack. MCP minions are derezzed (destroyed) if hit once. Tron must be hit 3 times to be destroyed.

Game 4 - Light Cycles
Setup

Each player places 3 figures on any squares of his back row. Figures may not stack. The figures represent Tron, Ram, and Flynn on Light cycles and Three MCP (Gold Team) minions on Light cycles.

Each player starts with a full hand of cards. The MCP player goes first. Use Tokens to represent light trails.

The Cards

All cards are used to move figures.

Turn Sequence

Players take turns. Each turn has 2 phases: Input Phase Move Phase

Input Phase

Draw 3 cards from your deck if you are the MCP. Draw 4 cards from your deck if you are Tron. If the deck runs out, shuffle the discard and draw from it.

Max hand size = 5 cards for the MCP and 6 cards for Tron. Discard excess cards.

Move Phase

Play (discard) a card to move your figure. The card has a number. This is the exact number of spaces the figure moves.

Moves must be orthogonal. A figure can use up to two cards per turn. Tron can use three cards per turn.

Each Figure must move a minimum of once per turn or automatically be destroyed. Figures cannot move into or through other figures or light trails.

LIGHT TRAILS (Jet Walls) Every time a figure moves, put a Light Token on the space it just moved out of. By doing so, a cycle leaves a trail of light. A light trail can be a max of six spaces long.

Remove light trail tokens in excess of six for every figure as they are made. Immediately Remove all light trails of a destroyed Cycle.

Game 5 - Solar Sailor Simulation
Setup

The MCP has 8 grid bugs, placed on the MCP's back row. The Solar Sailor starts on any square in the Tron players back row. Each player starts with a full hand of cards.

The Solar Sailor may go first or pass.

Turn Sequence

Players take turns. Each turn has 3 phases: Input Phase Move Phase Attack Phase

Input Phase

Draw 3 cards from your deck if you are the MCP. Draw 4 cards from your deck if you are Tron. If the deck runs out, shuffle the discard and draw from it.

Max hand size = 5 cards for the MCP and 6 cards for Tron. Discard excess cards.

Move Phase

Play (discard) a card to move your figures(s). The Sailor only uses Blue cards to move. Sailor moves must be orthogonal or diagonal.

Bugs use Blue cards to move orthogonally and red cards to move diagonally. The card has a number. This is the number of spaces the figure moves.

A Bug can use 1 card per turn to move. The Sailor can use up to 2 Blue cards per turn to move. Grid Bugs may move into or through other figures, they may stack.

If a Bug lands on top of the Sailor, the Sailor takes one point of damage. If the Sailor takes 4 points of damage, it is destroyed.

Fire Phase

The sailor player may play (discard) a red card to shoot. The card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Bugs cannot shoot. The Sailor can shoot up to twice per turn (and at different targets).

The range must be exact for the shot to hit. Bugs are destroyed after one shot each. The Sailor must be hit three times to be destroyed.

Game 6 - Mesa Battle
Setup

Use a 7 x 7 Board Tron has 2 units: Tron (on Foot) and Flynn (in the Command Carrier with Yori) The MCP player has two figures: The MCP (Immobile in the center square) and Commander Sark. Sark starts adjacent to the MCP. Tron & Flynn start adjacent in one corner. Each player starts with a full hand of cards.

Turn Sequence

Players take turns. Each turn has 3 phases: Input Phase Move Phase Disc Phase

Input Phase

Draw 2 cards from your deck if you are the MCP. Draw 3 cards from your deck if you are Tron. If the deck runs out, shuffle the discard and draw from it.

Max hand size = 4 cards for the MCP and 5 cards for Tron. Discard excess cards.

Move Phase

Play (discard) blue cards to move your figure(s). The card has a number. This is the number of spaces the figure moves.

The MCP cannot move. If Flynn moves exactly into the MCP, the MCP is automatically reduced to 1 Hit. When this happens the Flynn figure is out of the game.

If 'Gaint' Sark moves exactly onto a figure, it is destroyed.

Disc Phase

Play (discard) red cards to have Tron or Sark attack with their Discs. Each card has a number. This is the range of the attack.

The range must be exact for the shot to hit. After taking one hit, Sark is transformed into Giant Sark. Giant Sark cannot attack with discs and cannot be destroyed by discs.

Tron is destroyed after 3 hits with discs. Flynn in the carrier cannot attack or be attacked by discs. The MCP has 8 hits (deflector shields) and can be attacked by discs.

Tron wins if the MCP is destroyed (which destroys Giant Sark too).

Links

The Tron Page Tron Tribute

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Voyage Of Sinbad

Introduction

Scenario for WarpQuest. for the Warpquest Core Rules WarpQuest Core Rules. Each player is an Arabian Swashbuckler Captain in search of Adventure & Fortune.

The Scenario

- The map spaces represent distance and time.
- There is only one Module.
- The track is 30 spaces long.
- The "Artifact" is a Magic Potion that will restore Prince Kassim to his human Form.
- The Potion must be obtained and returned.

Captain Attributes

Each Captain has 7 Skills and a crew of 7 Men. Roll on the Captains Skill Table to see what Skills you get. Each skill corresponds to one type of Challenge Roll.

Captains Skill Table

1D6	Skills (Challenge):
1	Sailing +1
2-4	Fighting +1
5	Crew +1
6	Wits +1

Challenges

If you fail a Wit or Fighting challenge you lose 1 Crewmember. If you are ever reduced to zero Crew you automatically loose. If you fail a sailing challenge go back 1D6 spaces.

Fighting

If you lose a fight with another players Pawn you lose a Crewmember and must turn over the Potion if you have it.

Card List

Name	Challenge:
Pirates	Fighting
Spears	Aid: Fighting +1
Queen Zenobia	Wits
Giant Bee	Fighting
Centaur	Fighting
Cyclops	Fighting
Dragon Guardian	Fighting. DM +1
Giant Crossbow	Aid: Fighting +1
Magician Melanthius	Aid: Wits +1
Animated Figurehead	Fighting
Ghouls	Fighting
Crush Under Pillar	Aid: Fighting +3
Griffon Ally	Aid: Fighting +2
Saber Tooth Tiger	Fighting
Troglodyte Ally	Aid: Fighting +2
Homonicus Spy	Wits

Name	Challenge:
Giant Octopus	Fighting
Six-Armed Statue of Kali	Fighting. DM +1
Push Off Ledge	Aid: Fighting +3
Minoton	Fighting
Sword Fighting Skeletons	Fighting
Roc	Wits
Serpent Woman	Fighting
Giant Walrus	Fighting
Raging Seas	Sailing
Lost at Sea	Sailing
Ice Bergs	Sailing
Underground River	Sailing
Navigational Charts	Aid: Sailing +1
Secret Passage	Wits
Maze	Wits
Transformation Spell	Wits

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War Over The Reich

Introduction

Scenario for WarpQuest: WWII. for the Warpquest Core RulesWarpQuest Core Rules. Each player controls a Flight of 300 British (Halifax, Wellington, Mosquito, and Lancaster) Bombers on a Night Raid to bomb targets in Nazi Germany.

Introduction

Module 1 represents the flight to the Target Zone. Module 2 represents the combat over the Target Zone.

Stats List Table

1D6	Stat:	Notes:
1	Bombers +50	Base = 300
2	Electronic Warfare +2	Radar, Radio, Countermeasures
3	Navigation Intelligence +2	Electronics, Planning, Experience
4	Fighter Defense +2	Fighter Escort, Bomber MGs, Tactics
5	Bombing +2	Accuracy & Tonnage
6	Fuel Surplus +1	Base = 6

Fuel Surplus

Every time you fail a Navigation test reduce your Fuel Surplus by one point. You may voluntarily use up a Fuel Surplus point to 'Search for Targets': Instead of Moving forwards in Movement Phase, move your pawn (Bomber Group) backwards. If your Fuel Surplus = 0 you must immediately turn back and head for home.

If your Fuel = 0 and you fail a Navigation test you lose 1D6 Bombers. (They run out of fuel)

Altitude

There are three Altitudes: Low, Medium, and High. Start the game at Medium altitude. Instead of moving forward during Movement phase, use up a Fuel Surplus point and change your Altitude to any other height.

- If you are at low altitude Navigation and Bombing tests are DM -1.
- If you are at low altitude Flak and EW tests are DM +1.
- If you are at high altitude Navigation and Bombing tests are DM +1.
- If you are at high altitude Flak and EW tests are DM -1.

Flak & Fighters

- If you fail a Flak or Fighter test lose 1D10 Bombers.

The 'Artifact' is the halfway point of the Mission when the Bombers must turn back.

Bomber Flight Stats

A Bomber Flight (Group) has 300 Bombers and 6 Stats. The Flight also has a Fuel Surplus = 6 Roll on the Stat List Table to see what stats you get:

- If you pass a Flak or Fighter test you lose no Bombers.
- If you pass a fighter test you shoot down 1D6 enemy Fighters.
- Add your Fighter Defense Stat to 'Fighter test' Skill rolls.

Bombing Targets

When you bomb a target, 50 of your bombers will drop their bombs. Add your Bombing Stat to 'Bombing test' Skill rolls. If you pass the test, the target is destroyed: keep the target card in your possession.

If you fail the test, the target card remains in play in that space. The next Bomber group to land on the space may try to bomb the target. A Bomber drops all of its bombs at once. Those bombers cannot attack again.

Electronic Warfare

Add your Electronic Warfare Stat to 'EW test' Skill rolls.

- If you pass an EW test nothing happens.
- If you fail an EW test, draw another card.
- If it is a Flak or Fighter card, the card attacks with a DM +1.
- If the drawn card is not a Flak or Fighter, discard it: nothing happens.

Visual Sighting
- If you pass an Visual Sighting test nothing happens.
- If you fail a VS test, draw another card.
- If it is a Flak or Fighter card, the card attacks with a DM +1.
- If the drawn card is not a Flak or Fighter, discard it: nothing happens.

Scoring
Get 10 Victory Points (VP) for every target you 'destroy'. (The Decoy Target earns no VP, but you must bomb it.) Get 1 VP for every enemy fighter you destroy. Lose 1 VP for every bomber you lost.

Lose 5 VP if you run out of Surplus Fuel.

Hit 'em Hard Rule
When you go to make a Bombing test roll you may decide to attack with more than 50 Bombers. You may choose 100, 150, or any multiple of 50. All Bombers you declare to attack must attack. If the first 50 fail their attack, roll again for the next 50, and so on.

Same Space
If your pawn lands on an opponents pawn, nothing happens, there is no conflict, and do not draw a card.

Card Types
T Target
N Navigation
F Flak
I Fighter
E Electronic Warfare
V Visual Sighting
A Aid
Number of that card in the Deck.

Module 1 Perilous Flight Card List

Card Name:	#	Type	Test Modifiers:
Darkness	3	N	Navigation DM+1
Cloud Cover	3	N	Navigation DM+2
Storm	3	N	Navigation x2
Headwind	3	N	Navigation
8.8cm Flak 18	4	F	Altitude
10.5cm Flak 39	3	F	Altitude DM+1
12.8cm Flak 40	2	F	Altitude DM+2
Flak Battery	2	F	Altitude x2
Radar Station	1	E	Electronic Warfare
Radar Fence	1	E	Electronic Warfare
Radar Operator	1	E	Electronic Warfare
Freya Radar Tower	1	E	Electronic Warfare DM+2
Wurzburg Radar Dishes	1	E	Electronic Warfare DM+2
Kammhuber Line	1	E	Electronic Warfare DM+1
Radar Set	1	E	Electronic Warfare DM+1
Long Range Radar	1	E	Electronic Warfare
Radar Beacon	1	E	Electronic Warfare
Himmelbett Box	1	E	Electronic Warfare x2
Lichtenstein SN-2 Radar	1	E	Electronic Warfare x2
Flensburg Homing Device	1	E	Electronic Warfare x2 DM+1
Naxos-Z Homing Device	1	E	Electronic Warfare x2 DM+2
Visual Contact	1	V	Visual Sighting DM+2
Ground Observers	1	V	Visual Sighting x2
Me 109 Squad	1	I	Fighter Defense DM+1
Me 110 Squad	1	I	Fighter Defense
Messerschmitt Fighters	1	I	Fighter Defense x2
Foke-Wulf 190 Squad	1	I	Fighter Defense DM+2
Night Defense Fighters	1	I	Fighter Defense
Luftwaffe	1	I	Fighter Defense x2
JU 88 Night Fighters	1	I	Fighter Defense

Card Name:	#	Type	Test Modifiers:
Heinkel He 219s	1	I	Fighter Defense
Wild Boar Squad	1	I	Fighter Defense DM +1
Tame Boar Squad	1	I	Fighter Defense
Schrage Musik	1	I	Fighter Defense DM +1
German Fighter Ace	1	I	Fighter Defense DM +2
Drop Tanks	1	A	Fuel Surplus +2
Efficient Fuel Management	1	A	Fuel Surplus +1
Window Countermeasure	1	A	Electronic Warfare +1
Aluminum Foil Strips	1	A	Electronic Warfare +1
Operation Corona	1	A	Electronic Warfare +2
Perfectos Device	1	A	Electronic Warfare +3
Serrate Tracking Unit	1	A	Electronic Warfare +2
Jam Radio Traffic	1	A	Electronic Warfare +3
Airborne Cigar	1	A	Electronic Warfare +2
Noise Transmitters	1	A	Electronic Warfare +2
GEE Relay Stations	1	A	Navigation +2
OBOE Electronic Guidance	1	A	Navigation +2 or Bombing +2
Airborne Radar	1	A	Navigation +3
Mission Briefing	1	A	Navigation +2
Landmarks	1	A	Navigation +1
Firestorm	1	A	Bombing +3
Target on Fire	1	A	Bombing +3
Blockbuster Bombs	1	A	Bombing +2
Pathfinder Force	1	A	Bombing +2
Red Spot Flares	1	A	Bombing +2
Master Bomber	1	A	Bombing +1
Blind-Bombing Radar	1	A	Bombing +1

Module 2 Target Zone Card List

Card Name:	#	Type	Test Modifiers:
Ball Bearing Factory	1	T	Bombing x2 DM+1
Airplane Factory	1	T	Bombing x2
Rail yard	1	T	Bombing
V2 Launch Site	1	T	Bombing DM+2
Air Field	1	T	Bombing
Synthetic Petroleum Plant	1	T	Bombing x2
Refinery	1	T	Bombing x2
City	1	T	Bombing
Shipyard	1	T	Bombing
Industrial Complex	1	T	Bombing
Decoy Target	1	T	Bombing
Hydro-Electric Dam	1	T	Bombing DM+1
Darkness	3	N	Navigation DM+1
Cloud Cover	3	N	Navigation DM+2
Storm	3	N	Navigation x2
Headwind	3	N	Navigation
8.8cm Flak 18	4	F	Altitude
10.5cm Flak 39	3	F	Altitude DM +1
12.8cm Flak 40	2	F	Altitude DM +2

Card Name:	#	Type	Test Modifiers:
Flak Battery	2	F	Altitude x2
Radar Station	1	E	Electronic Warfare
Radar Fence	1	E	Electronic Warfare
Radar Operator	1	E	Electronic Warfare
Freya Radar Tower	1	E	Electronic Warfare DM+2
Wurzburg Radar Dishes	1	E	Electronic Warfare DM+2
Radar Set	1	E	Electronic Warfare DM+1
Long Range Radar	1	E	Electronic Warfare DM+1
Radar Beacon	1	E	Electronic Warfare
Himmelbett Box	1	E	Electronic Warfare x2
Lichtenstein SN-2 Radar	1	E	Electronic Warfare x2
Flensburg Homing Device	1	E	Electronic Warfare x2 DM+1
Naxos-Z Homing Device	1	E	Electronic Warfare x2 DM+2
Visual Contact	1	V	Visual Sighting DM+2
Shilouette	1	V	Visual Sighting DM+1
Ground Observers	1	V	Visual Sighting x2
Search Lights	1	V	Visual Sighting
Me 109 Squad	1	I	Fighter Defense DM+1
Me 110 Squad	1	I	Fighter Defense
Messerschmitt Fighters	1	I	Fighter Defense x2
Foke-Wulf 190 Squad	1	I	Fighter Defense DM+2
Night Defense Fighters	1	I	Fighter Defense
Luftwaffe	1	I	Fighter Defense x2
JU 88 Night Fighters	1	I	Fighter Defense
Heinkel He 219s	1	I	Fighter Defense
Wild Boar Squad	1	I	Fighter Defense DM +1
Tame Boar Squad	1	I	Fighter Defense
Schrage Musik	1	I	Fighter Defense DM +1
German Fighter Ace	1	I	Fighter Defense DM +2
Drop Tanks	1	A	Fuel Surplus +2
Efficient Fuel Management	1	A	Fuel Surplus +1
Window Countermeasure	1	A	Electronic Warfare +1
Aluminum Foil Strips	1	A	Electronic Warfare +1
Operation Corona	1	A	Electronic Warfare +2
Perfectos Device	1	A	Electronic Warfare +3
Serrate Tracking Unit	1	A	Electronic Warfare +2
Jam Radio Traffic	1	A	Electronic Warfare +3
Airborne Cigar	1	A	Electronic Warfare +2
Noise Transmitters	1	A	Electronic Warfare +2
GEE Relay Stations	1	A	Navigation +2
OBOE Electronic Guidance	1	A	Navigation +2 or Bombing +2
Airborne Radar	1	A	Navigation +3
Mission Briefing	1	A	Navigation +2
Landmarks	1	A	Navigation +1
Firestorm	1	A	Bombing +3
Target on Fire	1	A	Bombing +3
Blockbuster Bombs	1	A	Bombing +2
Pathfinder Force	1	A	Bombing +2
Red Spot Flares	1	A	Bombing +2
Master Bomber	1	A	Bombing +1
Blind-Bombing Radar	1	A	Bombing +1

American Daylight Raids

This is a variant of the above Card lists. The Americans preferred to use their B-17 Flying Fortresses & B24 Liberators in daylight raids with Fighter Escorts. Add the Following cards to Modules 1 & 2

American Daylight Raids Addenendum Card List

Card Name:	#	Type	Test Modifiers:
P-38F Lightnings	1	A	Fighter Defense +2
P-47C Thunderbolts	1	A	Fighter Defense +3
P-51B Mustangs	1	A	Fighter Defense +3
Fighter Escort	2	A	Fighter Defense +2
Bomber Boxes	1	A	Fighter Defense +1
MG Crossfire	1	A	Fighter Defense +1
Norden Bombsight	1	A	Bombing +2
Me 262 Jet Fighters	1	I	Fighter Defense, DM +2
Combat Fighters	1	I	Fighter Defense
WDr-21 Rockets	1	I	Fighter Escort
Pulk-Zerstorer Bombs	1	I	Fighter Defense
Head on Pass Tactics	1	I	Fighter Defense
Jagdgruppen	1	I	Fighter Defense
Smokescreens	1	N	Navigation

Notes: Remove all Night cards. Remove all Electronic Warfare cards. Navigation and Bombing tests are DM -1.

Flak tests are DM +1.

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Warpquest Core Rules

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give

directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.
- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

Playing Without Cards

*By Salo:

At least in solo....

The mechanism is simple. Just make a list of all challenge cards with exel (or whatever spreadsheat you prefere) and randomize the list. Then print it out.

Now, when you face a chalenge, roll 1d10. If you get 7, you face the seventh challenge on the list. When you have dealt with the chalenge, mark it used. When you face another challenge, roll the 1d10 again. If you get a 10, then you face the 10th UNMARKED challenge on the list.

Just make sure, that there are 10 more challenges in the list than there are spaces on the game board.

The challenges that top the list happen more often than those at the bottom of the list. This property can be used without randomizing by the game designer.

Hope you get what I mean.

*By Tom:

Another way of doing this, though it would introduce more instances of a thing/event goes something like this.

Make a table of all the cards in a deck, number them.

- Each card now as a unique number (cardnumber)
- Take the Number of Cards in the list, divide that number by 100. (totalcards/100)
- Each card is then given a Percentile Number equal to (cardnumber)*(totalcards/100)

When you are asked to draw a card roll a percentile (2d10 the first die being 10's the second die being 1's or use the 2d6 method descibe in countermoves issue 2) and consult the card table

Say you have a deck of 7 card (totalcards/100)=14.28

Card Percentile 1 14 2 28 3 42 4 57 5 71 6 85 7 99

- you would get card 1 on a percentile rool of 14 or less
- you would get card 2 on a percentile rool of 15 thru 28
- you would get card 3 on a percentile rool of 29 thru 42

* By Zak:

I use a simple trick to test some of the Lloyd productions before creating the real cards: i set for each card a number and then i put on a cup a number of numerical markers correspoing to the card # - i own a lot of boardgames so i have a full collection of numerical markers but in any case is very easy to create a generic set of such a counter.

With this mechanism you can have the random distribution of the deck (one instance of every card - or more if needed) and you don't need the printed card since you simply index the card list with the numbers in your "hand". Nothing special but it works.

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Warpspawn Conversions

Meka Tac Conversion for Fast Game System (FGS)
- Movement

Meka movement capabilities are directly usable as Movement Points in FGS, with Large Meka being able to move 3MP and very fast ones having 8MP.

Mekas are in HTH only if the relative counter is adiacent.

- Combat

Range conversion

Same Sector (+2 to Hit): 1-4 range One Sector (+1 to Hit): 5-9 range Two Sector: 10-20 range Three Sector: 21-30 range

Examples: - a Large Flamethrowers (range 3) can fire only in the same sector (with a +2 hit) - a Medium Missle Launchers (range 18) can fire up to two sectors of distance

Bomb: effects all Mekas in the same sector

Drop Troop Conversion for Fast Game System (FGS)
- Movement

Basic Movement is 4MP: Double Speed is 8MP Movement bouns malus must be considered as +/- MP. Example: the Reflex Augmentation Suit System gives +1MP. Jet Pack: 12MP.

Units are in HTH only if the relative counter is adiacent.

- Combat

Range conversion

Same Sector: 1-5 range One Sector: 6-12 range Two Sector: 13-24 range Three Sector: 25-40 range Four Sector: 41+ range

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Way Of The Warrior

by Gottardo Zancani
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The Way of the Warrior (WotW) is a solo system to simulate small tactical war operations. Is not aimed at a specific period: the base version of the rules is set on WWII but is quite easy to introduce new periods/themes.

Campaign Setup

Select one of the available nationalities for your units if this is the first mission: German, US, Russian, Italian and Finland are available for the WWII. Select one theatre of the operations in the (Theatre of Operations) Table where your nationality is present and use the other nationality specified in the in the table for the enemy forces.

Game Sequence

The basic flow of the game is the following:
- Mission briefing: determine the objectives of the mission
- Equipment: choose your team
- Mission:
- * Event determination
- * Encounter phase
- * Advance to next zone
- Post-mission debriefing: experience gain MISSION BRIEFING Description: each mission has a final objective that must be reached; the approach to the objective is made of a serie of steps that must be followed. With the exception of the last step of the mission (the real objective) you will roll for every step to determine the enemy forces (if any) present: the last step of the mission has always a fixed enemy force.

Target approach: create 3+1D3 mission steps by rolling 2D6 in the (Steps Table). Each row will list a serie of steps that must be crossed over: write each step in the (Mission Track).

Objective: roll 2D6 in the (Objective Table) to determine the mission objective. Write the objective steps in the (Mission Track). In the (Objective Table) you will also find the Enemy Forces for the last step: write the Enemy Forces for your current mission in the (Mission Track) in the last step row.

Equipment

Description: select your men or re-equip your existing team members.

If this is the first mission then (Team Table) realtive to your nationality will specify how many CP you have at your disposal. You mush select at lease 3 men in the (Team Table) using these CP (unused CP can be save for later use); the max team size is given in the (Team Table). Every man is described in terms of Quality, CP cost and weapon. Every soldier has also 4 grenades.

If you've already played a mission then you have 2CP available (1CP if you've aborted the last mission) to select some reinforcements, plus any saved CP; the max team size is still the one given in the (Team Table). You can freely change weapon for Veteran/Private while Green must use their starting weapon. You can give to a new member a Medical expertise (used to treat the wounded soldiers) by adding 1/2CP (depending on the nationality) to the base cost.

Range

The Encounter phase you will be acting in one of the three possible ranges: Short, Medium, Long. You can change the range during the Movement sub-phase: the range level can be incremented/decremented of one level. Every weapon provide a Fire Factor depending on the range: the (Weapon List) table specify the Short/Medium/Long range FF.

Cover

Every step in the (Event Table) include a column when you will find the cover (if any) offered by the relative terrain; there are two cover types, light and heavy: depending on the cover any force (your team or the enemy) will receive a bonus in the fire phase, found in the (Fire Table) modifiers list. The last step of the mission, the objective, is always described in the (Objective Table): if the terrain of the objective is not present in the (Event Table) (like the Radio Station) you will find in the (Objective Table) the relative cover (if any) or a standard terrain to be used to lookup the cover.

Formation

Your team is normally on Column formation (road): when facing the enemy you can choose between Line formation or Open Order formation. Line formation make possible the creation of a Fire Group. Open Order formation gives your men a positive modifier when fired at.

You can change formation during the movement sub-phase.

Mission

Mark in the Mission Track the current position of your Squad: step #1. The mission is over when the final step is free of enemies or if you abort it: if you abort a mission you won't get any experience points Until you've reached and achieved the mission objective follow the sequence

1. Check the weather effects when applicable
2. If you're on the last step if the Mission Track then keep track of the final enemy forces and goto 5
3. Roll 2D6 in the Event table corresponding to the terrain of the current position in the Mission Track.
4. If no encounter is selected then go to 11, otherwise determine the enemy patrol composition in the (Patrol Table) and/or keep track of the enemy forces indicated in the Event Table.
5. Surprise Check: test morale for all men involved (including the enemy forces); Green that fail are pinned, others that fail suffer a +1 modifier for the fire on the next fire phase and cannot move.
6. Movement phase: your group can change formation or change range (only if ALL men can move); alternatively single soldiers can remove the Pinned status.
7. Fire Phase: all elegible soldiers can fire. If on Line formation you can create a Fire Group
8. Enemy Action phase.
9. Route phase: check morale (also for the enemy forces) if the group suffered a Kill result in this turn. Enemy units that fails will leave the field; any soldier of your team that fails is Pinned. A team member with Medical experience can treat a Wounded soldier in this phase.
10. If the enemy forces have been defeated goto 11, otherwise return to 6 and start a new turn.
11. Advance your position in the Mission Track and go back to 1.

Weather Effect

Some missions and/or theatre of operation will indicate if a special weather condition is applicable. In this case you must roll a dice in the (Weather Effect) table and apply the results.

Morale Test

To test the morale roll 1D6:
- Green have a morale of 3
- Private have a morale of 4
- Veteran have a morale of 5

If the roll is <= to the soldier's morale the test is successful.

Fire Phase

In this phase your team can attack the enemy forces. Single soldiers can fire individually: if the team is in Line formation up to 3 men can create a Fire Group (please note that some weapons cannot be used on a Fire Group). For a Fire Group add up the Fire Factors of all involved soldiers, otherwise use the FF of the soldier firing and then select a target. Roll a D6 and cross reference in the (Fire Table) the dice roll with the FF, considering all the modifiers that apply to the case. The final result is one of the following:
- NONE: no effect
- P: the target is Pinned. In the next Fire Phase this soldier won't be able to fire (will only recover the Pinned status).
- W: one man is wounded; a wounded soldier that suffers a second wound result is Killed.
- K: the target is killed.

Instead of firing a standard grenade you can deploy Smoke (remove one Grenade). Smoke will give some cover for the next 2 turns.

Enemy Action

If an enemy soldier is pinned remove this status. An enemy Patrol not in cover (light or heavy) will advance toward your team with a result of 1-2 on a D6 roll. If the enemy soldier has a Grenade it will use it as soon as possible.

If the enemy soldier has a Pistol roll 1D6: on a 1-4 result he'll use the weapon for an individual fire, with a result 5-6 he will join a fire group.

Enemy soldiers always form a Fire Group if possible. Select a random target in your Team and roll a D6. Apply the modifers (if any) and determine the result in the Fire Table. In case of a Pinned result the soldier won't be able to fire in the next phase even if removes the Pinned status in the movement phase): mark this restriction in the Team roster.

Medical Treatment

A solidier with Medical experience can try to first aid a wounded team member; on a result of 1-4 on a D6 the treatment is succesful: the selected character is still wounded (i.e. is Killed if newly wounded) but doesn't suffer the +2 roll modifer in the fire phase. Only one first aid attempt can be done on a single character. If the treatment is unsuccesful mark the wound as not curable (no more treatment attempts are possible).

Post-mission Debriefing

If you've aborted the mission skip this phase. Add 1 experience point (XP) to your team experience. Keep track of unused XP. The XP can be used to improve your team:
- 1XP: promote a Green to Private
- 2XP: promote a Private to Veteran
- 2XP: add -1 on the fire roll for a Veteran (max -1 for each soldier)

Optional Rule #1: Airborne Mission

At the beginning of the Mission Briefing roll 1d6: on a result of 1 the mission is airborne and you need

to add the Drop Steps of the (Airborne Mission) Table at the start of the Mission Track. For every row in the (Airborn Mission) add a number of steps in the (Mission Track) equal to the number marked in the # column. All the Drop steps have a special event column to be followed instead of using the standard (Event Table).

Optional Rule #2: Beachhead

At the beginning of the Mission Briefing roll 1d6: on a result of 1 the mission starts on a Beach Head and you need to add the BeachHead Steps of the (Beach-Head Mission) Table at the start of the Mission Track. For every row in the (BeachHead Mission) add a number of steps in the (Mission Track) equal to the number marked in the # column. All the BeachHead steps have a special event column to be followed instead of using the standard (Event Table).

Optional Rule #3: Engineers

During the Equipment phase you can spend 2 additional CP to make one of your team members an Engineer (only one Engineer for each team). When using this optional rule any soldier using a Flame-thrower must be considered an Engineer (so you have to pay 2 additional CP to select it); an Engineer not using Flame-thrower can additionally be equipped with a Explosive Charge (10/-/-): the Explosive Charge cannot be used on a Fire Group and can only be deployed once.

If your team include an Engineer at the end of the Mission Briefing phase you can remove one step in the (Mission track) (except the last one of course): this represents the extra support in scouting and intelligence that the Engineer can provide.

Theatre Of Operation Table

Theatre	Nationality 1	Nationality 2	Notes
Russia 1943	German	Russian	-
Winter 1942 - Russia	German	Russian	Roll 1D6 at the start of each mission:
	-	-	1-2: clear weather
	-	-	3-5: snow
	-	-	6: blizzard
France 1944	German	US	
Sicily	1943	US	Italian
Finland 1940	Russian	Finland	Roll 1D6 at the start of each mission:
	-	-	1-5: clear weather
	-	-	6: snow

Airborne Mission

Drop Steps*	#	Event
High Altitude	1	9: Wind - Add 1 additional Regrouping Step
	-	10: Strong Wind - Add 1 additional Regrouping Step and repeat this step
Low Altitude	1D3	5: Wind - Add 1 additional Regrouping Step
	-	9-10: Enemy Fire - Roll 1D3 Fire attacks on the Fire Table on the
	-	column 6, ignoring the Pinned results
Landing	1	8-9: Enemy Fire - Roll 1D3 Fire attacks on the Fire Table on the column
	-	6, ignoring the Pinned results
	-	12: Wound - one random soldier is Wounded
Regrouping	1**	5: patrol - Rifle*(P) SMG(P)
	-	9: patrol - SMG*(P) SMG(G) (Short Range)
	-	Only 1d6-2 random men can fight the enemy forces

*Add all above steps in the Mission Track
**Keep track of how many Regrouping steps you need (depending on the Wind Event) on the left column if the Mission Track.

Beachhead Mission

BeachHead Steps*	#	Event
Landing Craft (LC)	1	2: LC hit - Roll 1 fire attack on the Fire Table on the column 6,
	-	ignoring the Pinned results
	-	3: Sand Bank - add 2 additional Shallow Water steps
	-	4: Sand Bank - add 1 additional Shallow Water step
	-	11: LC hit - Roll 1 fire attack on the Fire Table on the
	-	column 4, ignoring the Pinned results
	-	12: LC sunken - Roll 1 fire attack on the Fire Table on
	-	the column 3, ignoring the Pinned results and add 2 additional
	-	Shallow Water steps
Shallow Water	1	2: Safe corridor - skip next step
	-	10: Near miss - the team stops and wait. Repeat the step
	-	11: Enemy Fire - Roll 1D2 Fire attacks on the Fire Table on the
	-	column 3. Repeat the step if you get a Pinned result.
	-	12: Enemy Fire - Roll 1D2 Fire attacks on the Fire Table on the
	-	columncolumn 4. Repeat the step if you get a Pinned result.
Enemy Beach	D3+1	2: Safe corridor - skip next step
	-	3-5: Shell Hole - provide Light Cover in the next step
	-	8-9: Enemy position - Rifle*(P)
	-	10: Enemy position - Rifle*(P) SMG(P)
	-	11: Minefield
	-	12: Enemy position - HMG(P) entrenched (Light Cover)
Regrouping	1	4: patrol - Rifle*(P) SMG(P)
	-	10: patrol - SMG*(P) SMG(G) (Short Range)

Team Table: German

Max team members: 5

Starting CP: 8

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle
Private	2	SMG

Quality	CP	Weapon
Private	2	Flame-thrower
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/2/1	
SMG	4/1/-	
LMG	3/2/2	2attacks/turn
Flame-thrower	8/1/-	No fire group
Grenade	6/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 1 CP to the cost to give Medical experience to a new team member.

Team Table: Italian

Max team members: 5
Starting CP: 7

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle

Quality	CP	Weapon
Private	2	SMG
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/1/1	
SMG	3/1/-	
LMG	3/2/2	2 attacks/turn
Grenade	6/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 1 CP to the cost to give Medical experience to a new team member.

Team Table: Finland

Max team members: 5
Starting CP: 9

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle
Private	2	SMG

Quality	CP	Weapon
Private	2	Flame-thrower
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/2/1	
SMG	3/1/-	
LMG	3/2/2 2 attacks/turn	
Flame-thrower	8/1/-	No fire group
Grenade	6/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 1 CP to the cost to give Medical experience to a new team member.

Team Table: American

Max team members: 5
Starting CP: 8

Quality	CP	Weapon
Veteran	5	Rifle
Veteran	5	SMG
Private	3	Rifle
Private	3	SMG

Quality	CP	Weapon
Private	3	Flame-thrower
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	3/2/2	
SMG	4/2/-	
LMG	3/2/2	2 attacks/turn
Flame-thrower	8/1/-	No fire group
Grenade	6/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 1 CP to the cost to give Medical experience to a new team member.

Team Table: Russian

Max team members: 7
Starting CP: 9

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle
Private	2	SMG

Quality	CP	Weapon
Private	2	Flame-thrower
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/1/1	
SMG	3/1/-	
LMG	3/2/2	2 attacks/turn
Flame-thrower	8/1/-	No fire group
Grenade	5/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 2 CP to the cost to give Medical experience to a new team member. National trait: russians can create a Fire Group with 5 soldiers.

Objective Table: Europe

2D6*	Objective	Steps	Enemy Forces	Range
11	Eliminate Command post	Road	LMG(P) Rifle*(V)	Medium
-	Small Building	SMG*(V) Pistol(P)	-	
-	Square	-	-	
-	Small Building	-	-	
12-13	Control bridge	Road	Rifle*(P) SMG(V)	Medium
-	Bridge	SMG(G)	-	
14-16	Capture commander	Road	Pistol (P) SMG*(V)	Medium
-	Small Building	SMG(P)	-	
21-23	Control road	Road	SMG*(P) Rifle*(P)	Medium
-	Crossing	-	-	
-	Road	-	-	

2D6*	Objective	Steps	Enemy Forces	Range
24-26	Control Building	Road	SMG*(V) Rifle(G)	Medium
-	Small Building	Rifle(G)	-	
-	Building	-	-	
31-33	Control Hill 621	Wheat Field	LMG (P) SMG*(P)	Medium
-	Slope	-	-	
-	Slope	-	-	
-	Hill	-	-	
34-36	Eliminate road block	Road	Rifle*(P) Rifle(P)	Medium
-	Block (Light Cover)	SMG(P)	-	
41-43	Eliminate HMG	Slope	HMG(P) Rifle*(P)	Long
-	Wood wall (Light cover)	-	-	
44-46	Eliminate Sniper	RoadPrecision Rifle	(V) with	Long
-	Tower (Building)	-1 to dice roll.	-	
51-53	Eliminate bunker	Hill	Rifle*(P) Rifle(G)	Medium
-	Bunker	Flamethrower(P)	-	
54-56	Elminate entrenchment	Orchard	Rifle*(P) Rifle(P)	Long
-	Entrenchment (Light cover)	Mortar(P)	-	
61-63	Eliminate Radio Station	Road	Pistol(P) Rifle(G)	Medium
-	Small Building	Rifle(G)	-	
-	Radio Station (Building)	-	-	
64-66	Free Prisoners	Wheat Field	LMG(P) SMG(P) SMG(G)	Medium
-	Small building	-	-	
-	Prison (Small Building)	-	-	

*Roll 2 dices and read as tens and units (e.g. 5 and   3 = 53)

Weather Effect Table

Wheater	Effects
Clear	No effects
Snow	Combat: 1 column shift to left
	Roll 2D6
	2: the weather is going better - the weather condition is now Clear (no more weather rolls for the rest of the mission).
	11-12: the weather is worsening - the weather condition is now Blizzard
Blizzard	Combat: 2 column shift to left.
	+3 modifier to the Patrol roll
	For every Wounded Team member roll 2D6: on a result of 2 or 3 the man is killed.
	Roll 2D6
	2: one random team member suffer a frostbite Wound
	10-11: the weather is going better - the weather condition is now Snow
	12: The team is lost on the blizzard - move back one step in the Mission track

Steps Table: Europe

2D6*	Steps
11-13	Road
	River
14-16	Road
	Cliff
	Hill top
21-23	Road
	Bridge Control post
24-26	Wood
	Wood
31-33	Road
	Hill
	Slope
34-36	Road
	Crossing
	Road

2D6*	Steps
41-43	Road
	<roll 1D3 times in the Village Table>
44-46	<roll 2+1D3 times in the Town Table>
51-53	Road
	Wheat Field
	Farm
	Wheat Field
54-56	Orchard
	Hedge
	Orchard
61-63	Wheat field
	Farm
64-66	Road
	Wood

*Roll 2 dices and read as tens and units (e.g. 5 and   3 = 53)

Village Table

1D6	Steps
1	Village Street
	Square
2	Village Street
	Church (Building)
3	Square

1D6	Steps
	Town Hall (Building)
4	Village Street
	Shop (Small Building)
5-6	Shop (Small Building)
	House (Small Building)

Town Table

1D6	Steps
1	Town Street
	Small Building
2	Town Street
	Factory (Building)
3	Square

1D6	Steps
	Town Hall (Building)
4	Town Street
	Shop (Small Building)
5-6	Shop (Building)
	House (Building)

Event Table: Europe

Terrain	Cover	Event (2D6)
Bridge Control Post	L	7-8: Patrol
	-	9: Patrol (-1)
Building	H	3: Sniper - Precision Rifle (P) (Long Range)
	-	4: Bobby trap (1 minefield attack)
	-	5: Patrol
	-	11: Enemy HQ - Pistol(V) SMG*(P) SMG(P) Rifle (P). +1XP at the end of the
	-	mission for the information gathered.
Bunker	H	-
Cliff	-	4: Patrol (+1)
Crossing	-	2: minefield (2 attacks)

Terrain	Cover	Event (2D6)
	-	5: Patrol
Farm	L	5: Patrol
	-	11: Hostile civilan - Rifle(G)
Hedge	-	4: Patrol
Hill	-	2: LMG emplacement (G)
	-	3: LMG emplacement (P) (Long Range)
	-	11-12: Patrol
Hill Top	-	4: Patrol
	-	5: Patrol (+1)

Orchard L 4: Patrol   River 4: Patrol

	-	5: Patrol (+1)
	-	10: strong current: repeat step and suffer a -1 modifier if attacked
Road	-	2: minefield (2 attacks)
	-	3: HMG emplacement (P) (Long Range)
	-	4: Barbed wire: repeat step and suffer a -1 modifier if attacked or change
	-	path and add two extra road steps.
	-	5: Patrol
	-	11: Patrol (-1)
	-	12: Shortcut - Skip the next step.
Slope	-	4-5: Patrol
Small Building	-	L 2: Sniper - Precision Rifle (P) (Long Range)
	-	4: Patrol
	-	10: Patrol (-1)
Square	-	3: Patrol (-1)
	-	4: Patrol
Town Street	-	2: Bad intelligence - move one step back in the Mission Track
	-	4-5: Patrol
	-	11: Local Informer - move one step forward in the Mission Track
	-	12: Patrol (+1)
Village Street	-	4: Patrol
	-	11: Local Informer - move one step forward in the Mission Track
Wheat Field	-	2: LMG (G)
	-	4: Mortar(P) (Long Range)
	-	12: Shortcut - Skip the next step.
Wood	L	2: Bad intelligence - move one step back in the Mission Track
	-	3: ambush - SMG(V) SMG(P) (Short Range)
	-	5: Ravine - Provide heavy cover. Repeat the step.
	-	9: Clearing - No more cover. Repeat the step.
	-	10: Patrol

Enemy forces are listed as Weapon(Quality).An asterisk near the Weapon means that the enemy has a Grenade. Patrol: roll a dice in the Patrol Table to determine the composition of the group. A optional number between parenthesis represent a dice roll modifier in the Patrol Table. Unless specified the range is set to Medium.

(Fire Table)

DR/FF	<=0	1	2	3	4	5	6	7	8	9	10+
<=0	W	W	K	K	K	K	K	K	2K	2K	2K
1	P	W	W	W	K	K	K	K	K	K	2K
2	-	P	P	W	W	W	K	K	K	K	K

DR/FF	<=0	1	2	3	4	5	6	7	8	9	10+
3	-	-	P	P	W	W	W	W	2W	K	K
4	-	-	-	P	P	W	W	W	W	W	2W
5	-	-	-	-	P	P	P	W	W	W	W
6+	-	-	-	-	-	P	P	P	P	2P	2P

K one man is killed

W one man is wounded

P one man is pinned (and cannot attack in the next phase)

Modifiers:

#	Descr
+1	Firer is a Green
+1	Fire Group contains at least one Green, unless a Veteran is also present
+1	If firer or member of a Fire Group failed the Surprise Check
+1	target is on light cover
+2	target is no heavy cover
+1	firer is moving (changing formation)
-1	target is moving (changing range or removing the Pinned marker)
+1	smoke at Short/Medium Range (not applicable
to	flame -thrower and mortar)
+2	smoke at Long Range Range (not applicable to flame-thrower and mortar)
+1	Open Order
-X	Personal experience modifier
+2	firer is pinned
+2	target is pinned
+2	firer or member of a Fire Group is wounded
-1	Target has a flame-thrower
-1	Pistol used in single fire
? col.	Weather effects

Patrol Table

2D6*	Patrol	Weapons
2	A small group of veterans	Rifle*(V) SMG(V) SMG(p)
3	A small group lead by a NCO	Rifle*(V) SMG(P) SMG(G)
4	Two engineers at work FlameThrower(P) SMG(P)	
5	A couple of soldiers	Rifle*(V) SMG(P)
6	A couple of soldiers	Rifle*(P) SMG(G)
7	A couple of soldiers	Rifle*(P) Rifle(P)
8	A couple of soldiers	Rifle(P) SMG*(P)
9	A couple of soldiers	Rifle(P) Rifle(G)
10	A couple of soldiers	SMG*(P) SMG(G)
11	A couple of recruits	Rifle*(G) SMG(G)
12	An officer with two recruits	Pistol(P) Rifle*(G) Rifle(G)
13+	None	-

Enemy forces are listed as Weapon(Quality). An asterisk near the Weapon means that the enemy has a Grenade. Replace the FlameThrower with a SMG* if this weapon is not present in the Team table of the enemy forces. *Wheater can influence this roll.

Way Of The Warrior

Name	Quality	State	Weapon	FF	Grenades	Notes
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-

Mission Track

Id	Terrain	Enemy	Forces	Notes
–	–	–	–	–
–	–	–	–	–
–	–	–	–	–
–	–	–	–	–
–	–	–	–	–
–	–	–	–	–

Id	Terrain	Enemy	Forces	Notes
–	–	–	–	–
–	–	–	–	–
–	–	–	–	–
–	–	–	–	–
–	–	–	–	–
–	–	–	–	–

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Where Eagles Dared

Introduction

Scenario for WarpQuest. WWII theme based on the movie "Where Eagles Dare" for the Warpquest Core RulesWarpQuest Core Rules.

Where Eagles Dare

Movie 1968. . . . Commandos, posing as German soldiers, parachute into the Bavarian Alps to rescue a supposed allied general from a Nazi hideaway fortress that can only be reached by cable car. Epic war pic where Richard Burton and Clint Eastwood manage to unmask most of the German spy network in England, slip Jerry the wrong plans for the second front, kill the leading members of the Abwehr in Southern Bavaria, and destroy half of the local Wehrmacht.

Disclaimer

Where Eagles Dare is a copyrighted property. This is merely a fan site.

The Team

Each player starts in control of a Commando team of 7 Agents:
- 1 Major (+1 to Intrigue, +1 to Escape, +1 to Fight)
- 1 American Ranger Lieutenant (+1 to Escape, +1 to Fight)
- 2 Commandos
- 3 Traitors

Other Team Members will be gained during play. When a Man is lost, Commandos are killed first, then Traitors, then the others, last being the Major.

Moving Onto An Opponents Party

If your Pawn lands on an opponents, Both players make an Intrigue Skill Check, The loser must roll on the Failure table.

Setup

Each player is dealt 7 cards from the Aid Deck.

Challenge Cards

Challenge Card:	Skill Test:	Notes:
Enemy	Fight or Escape	If you fail roll on the Failure Table
Search	Escape	If you fail roll on the Failure Table
Traitor	Intrigue	If you fail roll on the Failure Table
Travel	None	Move forward 1D6 spaces
Barrier	None	Miss next Turn (in a Solo game Go Back 1D6)
Progress	Intrigue	If you succeed draw 2 cards from the Aid Deck
Rescue	Fight	If you succeed gain back a Captured Man

Failure Table

1D6	Result:
1-2	Miss next Turn (or in a Solo game Go Back 1D6 Spaces)
3-4	One Man is Captured
5-6	One Man is Killed

If you failed a "Traitor" Challenge and the result is a Man captured or killed, the Man must not be one of the Traitors. On the way back, Traitor challenges become Fight skill checks, and if you succeed, 1 Traitor is killed. If you use Disguise Aid cards for an Escape attempt, you cannot also use other Escape cards.

The Map

Use a track 30 spaces long. The first 15 spaces are Module I- Alpine Wilderness The second 15 Spaces are Module II- Castle of the Eagles (Schloss Adler) The start space is the Parachute Drop Zone. The end space represents the Interrogation sequence in the Main Dining Hall.

A Team must stop upon reaching this space and face 3 separate Challenges: Enemy Unit (Fighting), Traitor (Intrigue), and Search (Escape) For every failed skill test, roll on the Failure Table. The Team must then head back to the Start space, which is now a German Airfield where they will be extracted by a disguised plane.

Aid Card Deck

Card Name:	Notes:
Disguise	Escape +3 (Disguise)
Shoot Your Way Out	Fight +3
German Uniforms	Escape +3 (Disguise)
Fluent German	Escape +2 (Disguise) or Intrigue +1
Silencer	Fight +2 or Escape +1
Subterfuge	Intrigue +3
Winter Camouflage	Escape +3 (Module I only)
SMG	Fight +3
Need to Know Basis	Intrigue +2 or Escape +1
Hail of Gunfire	Fight +3
Suspicion	Intrigue +2 or Escape +1
Triple Agent	Intrigue +3
Sixth Sense	Intrigue +2 or Escape +1
Hide Bodies	Escape +3
Booby-Trap	Escape +3
Trickery	Intrigue +2 or Escape +1
Spray Bullets	Fight +3
Dynamite	Escape +3
Small Arms Tactics	Fight +3
Papers in Order	Escape +3 (Disguise)
Back Door	Escape +3
Espionage	Intrigue +3
Shoot Guard	Fight +3
Cover Story	Escape +1 (Disguise) or Intrigue +2
Slit Throat	Fight +3
Mass Confusion	Escape +2 or Fight +1
Climbing Pick	Fight +2 or Escape +1
Explosive Charge	Escape +3
Pistol	Fight +3
Timed Explosives	Fight +2 or Escape +1
Unarmed Combat	Fight +3
Scale Cliff Face	Travel or Escape +1
Mountaineering Skill	Travel or Escape +1
Climbing Rope	Travel or Escape +1
Knife Thrust	Fight +2 or Escape +1
Double Cross	Intrigue +3
Pick up Weapons	Fight +3
Distraction	Escape +2 or Fight +1
Stick Bombs	Fight +3
Cover of Darkness	Escape +2 or Fight +1
Locked Door	Escape +3
Toss Grenade	Fight +3
Blow Bridge	Escape +3 (Module I only)
Hide	Escape +2 or Fight +1
Bomb Detonations	Escape +2 or Fight +1
Outsmart Them	Any Skill Check +1
Perfectly Timed	Any Skill Check +1
Jump into River	Escape +3 (Module I only)

Module 1: Alpine Wilderness

Card Name:	Challenge Type:
Secrecy	Travel
Behind Enemy Lines	Search
Airfield	Progress
Portable Radio	Progress
Sabotage	Traitor (If you fail discard 2 Aid Cards)
Alpine Village	Progress
Murder	Traitor
In a Hurry	Travel
Secret Meeting Place	Progress
Double Agent	Traitor
Code Book	Progress
Binoculars	Travel
Survival Gear	Travel
Infiltrate	Travel
Woods Due West	Travel
Wire Fences	Barrier
Army Barracks	Barrier
Dobermans	Search
Helicopter	Travel
Chased by Troop Trucks	Enemy
Guard Tower	Search
Tree Line	Travel
Brew House	Progress
Female Operative	Gain 1 Team Member (Escape +1)
Found Dead	Traitor
Ride Cable Car	Travel
Frauline	Travel
Inspection	Search
German Troops	Enemy
Sirens	Search
Soldiers	Enemy
Security Sweep	Search
MI6 Penetrated	Traitor
Germans Know	Search
Patrols	Enemy
Steal Motorcycle	Travel
German Staff Car	Travel or Rescue
Desperate Fight	Enemy
Release Prisoners	Rescue
Meet Contact	Progress
Safe House	Progress
Secret Rendezvous	Progress
Radio Communications	Progress
Jury Rig Bus	Travel
Road Block	Search
Vehicular Pursuit	Enemy
Armored Car	Enemy
Infantry Squad	Enemy
Bridge	Travel or Progress

Module 2: Castle Of The Eagles

Card Name:	Challenge Type:
SS German HQ	Progress
Stealth	Travel
General Carnaby	Gain 1 Team Member
Radio Man	Enemy
Castle Walls	Barrier
Map of Castle	Travel
Safe Room	Progress
Written Instructions	Travel
Cross	Traitor
Gestapo	Search
Cable Car Room	Progress
Sound Alarm	Search
Kill Captors	Rescue
Traitors Revealed	Enemy (Discard your Traitor Cards)
Scale Walls	Travel
Schnell! Schnell!	Enemy
Radio Room	Progress
Secret Passage	Travel
Stormtroopers	Enemy
Klaxons	Search
German Officer	Enemy
Castle Guards	Enemy
Broadsword to Danny Boy	Progress

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Wing Commander Fighters

Introduction

Board & card game for 2 players. Takes place in the Wing Commander Universe. Abstract skirmish level Fighter combat.

Each figure represents a single Fighter.

Disclaimer

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Victory

You win if you destroy the opposing Wing Commander.

Terran Confederation Fighter Table

Type	Hits	Move	Attacks	Turns
Hornet Light Fighter	2	4	1	2
Arrow Light Fighter	2	5	1	1
Rapier Medium Fighter	3	4	1	1
Hellcat Medium Fighter	3	3	1	2
Scimitar Medium Fighter	3	3	2	1
Raptor Heavy Fighter	4	3	2	1
Thunderbolt Heavy Fighter	5	2	2	1

Kilrathi Fighter Table

Type	Hits	Move	Attacks	Turns
Salthi Light Fighter	2	5	1	1
Darket Light Fighter	2	4	1	2
Dralthi Medium Fighter	3	4	1	1
Krant Medium Fighter	3	3	2	1
Strakha Medium Fighter	3	3	1	2
Gratha Heavy Fighter	4	3	2	1
Jalthi Heavy Fighter	5	2	2	1

Setup

Each player starts with 2 Heavy, 3 Medium and 3 Light Fighters. Designate one fighter to be your Wing Commander. Each player places one fighter on each square of his back row.

Fighters may not stack.

The Cards

Players share a common deck.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Fighters.

Table Notation

Attacks = Maximum number of attacks fighter can make per turn.

Move   Maximum range move card fighter can use.

Turns = Max number of Move cards fighter can use per turn.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Maneuver Phase
3. Fire Phase
4. End Phase

Orders Phase

Draw 5 cards. If the deck runs out, shuffle the discard and draw from it. Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your fighters. The move card has a number. This is the number of spaces the fighter moves.

Moves can be diagonal or orthogonal. Instead of moving just one fighter in any direction, you have the option of moving one or more fighters forward the indicated number of spaces using a single move card. You cannot move through enemy fighters.

Fire Phase

Play (discard) an Attack card to have a fighter attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. You cannot attack through other fighters. Every attack does 1 point of damage.

Use Chits or coins to record damage. A fighter reduced to zero Hits is destroyed and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

End Phase

Max hand size = 5 cards. Discard excess cards.

Card List Notation

M Movement
A Attack
D Defense
X Special
K as a Knight would move in Chess
Type Purpose of card
Number of that card in the Deck.

Card List

Card Name:	#	Range	Type	Notes
Laser Cannons	4	3	A	
Neutron Gun	2	1	A	2 Points of Damage
Mass Driver Cannon	4	2	A	
Dumb-Fire Missile	4	4	A	
Heat Seeking Missile	3	5	A	
Image Recognition Missile	2	6	A	
Porcupine Mine	2	1	A	
Friend or Foe Missile	2	K	A	
100 kps	4	1	M	
200 kps	3	2	M	
300 kps	3	3	M	
400 kps	3	4	M	Or 3 and over 1
500 kps	3	5	M	Or 3 and over 2
Kickstop	2	K	M	
Burnout	1	-	M	Ships Max Move +1
Fishhook	1	-	M	Ships Max Move -1
Corkscrew Roll	1	-	M	Move 4 and over 1
Tight Loop	1	-	M	Jump adjacent Fighter
Tail	2	-	X	Negate a Defense Maneuver Card
Hard Brake	2	-	D	Maneuver
Evasion	2	-	D	Maneuver
Shake	2	-	D	Maneuver: Light Ftr only
Armor	2	-	D	Med and Hvy Ftr only
Shields	2	-	D	Hvy Ftr only
Tactics	2	-	X	Draw 2 Cards
Critical Hit	2	-	X	Hit does 1 extra point of Damage
Pilot Special	8	-	X	See Pilot Profiles

Pilots

Assign each of your Fighters a Pilot from the Pilot Tables

Terran Pilots

Pilot Special Cards

Discard a Pilot Special card to use a pilots special ability.

Moniker	Ability
Spirit, Unstoppable Force	Attack: range = 1
Hunter, Loose Cannon	Move = 4
Bossman, Leader by Example	Defense (Maneuver)
Iceman, Ace of Aces	Attack: range = 3

Moniker	Ability
Angel, By the Book	Attack: range = 4
Maniac, New Kid	Move = K
Paladin, Professional Ace	Defense (Maneuver)
White Knight, Old Reliable	Attack: range = 2

Kilrathi Pilots

Moniker	Ability
Starkiller, Keen Competitor	Move = 3
Fang, Cold as Vacuum	Attack: range = 3
Deathstroke, Extreme Prejudice	Attack: range = 5
Redclaw, Danger and Disdain	Attack: range = 4

Moniker	Ability
Gutterclaw, Without Mercy	Move = 1
Sharptooth, Fast and Furious	Move = 2
Furball, Lucky	Defense (Maneuver)
Novacat, Noble Warrior	Attack: range = 2

Links

http://www.wcnews.com/articles/art41.shtml

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Wizard Skirmish

Introduction

Board & card game for 2 players. Battle between two rival Wizards. Each figure represents a Wizard or a Summoned Creature.

Victory

Reduce the opposing Wizard to zero Hit Points.

The Map

Use an 8x8 chessboard.

Unit Table

Name:	Move	Hits	Dam	Notes
Wizard	1-2	12	1	Casts Spells; Not a Creature
Skeletons	1-2	1	1	
Zombies	1	2	1	Regenerate
Dwarves	1	2	1	
Kobolds	1	1	1	
Wolf	1-3	2	1	
Troll	1-2	3	1	Regenerate
Giant	1-4	3	2	
Iron Golem	1-2	4	2	
Dragon	1-5	4	2	Fly
Hydra	1	3	2	Regenerate
Vampire	1-4	2	2	Regenerate, Fly
Balrog	1-3	5	2	

Setup

Each Player starts with one Wizard unit. Players place their Wizards in opposite corners. Units may not stack.

The Cards

Players share a common Spell deck. The deck has 1 copy of each spell in the Spell List.

Casting Spells

There is no limit to the number of Spells you can cast per Turn or Phase. You can only summon creatures on your own Turn. You can only attack on your own Turn.

Turn Sequence

Players take turns. Each turn has 5 phases: Power Phase Move Phase Summon Phase Battle Phase Spell Attack Phase

The Men

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Power Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 7 cards.

Discard excess cards.

Move Phase

Every unit you control may move once on your turn. A unit may move up to a number of spaces equal to its move rating. Unit move ratings are listed in the Unit Table.

Units cannot move through other units except for Flyers. Moves are diagonal or orthogonal. Instead of a normal move, you may cast a Move Spell on any unit you control.

Summon Phase

Cast (discard) a Summon card to summon the creature indicated on the card. The summoned unit appears in a space orthogonally adjacent to your Wizard.

Units with the regenerate ability regain one lost Hit Point in this phase.

Battle Phase

Units you control may automatically make one 'free' attack against an Enemy unit that is orthogonally adjacent. The attack does damage equal to the units damage rating. Unit damage and hit point ratings are listed in the Unit Table.

If the target unit is reduced to zero hit points it is destroyed. Your opponent may play a Defense Spell to negate an Attack.

Spell Attack Phase

Play (discard) a Spell Attack card to have your Wizard attack. The attack card has a range rating: This is the range of the attack. Attacks are diagonal or orthogonal.

The enemy unit that is the target of the attack takes damage according to the Spell description. You cannot cast spells through units. Your opponent may play a Defense Spell to negate an Attack.

Spell Types

Attack Spells may target any opposing unit. Counterspells when cast negate the effects of a spell just cast by your opponent. Control Spells cannot target enemy Wizards.

Control Spells give you permanent control over the target creature. A target hit by an Immobilization Spell cannot move, attack, or cast spells until the end of that players next turn.

Card List Notation

M Movement
A Attack
D Defense
S Summon (Summons 1 Unit)
X Special
Z Counterspell
C Control Spell
I Immobilization
Type Purpose of card
Dam The amount of damage the spell inflicts

Spell Deck Card List

Card Name:	Range	Type	Dam	Notes
Magic Missiles	1-3	A	1	
Shock	1-2	A	2	
Fireball	3-4	A	2	
Touch of Death	1	A	3	
Lightning Bolt	5-6	A	2	
Disintegrate	3	A	3	
Cone of Cold	2-3	A	2	
Ice Storm	3-5	A	1	
Petrification	2	A	3	
Stone Bolt	4-5	A	2	
Earthquake	4-6	A	1	Flyers Immune
Dispell	-	Z	-	
Spellshield	-	Z	-	
Negate	-	Z	-	
Abjuration	-	Z	-	
Charm	1	C	-	
Posses	2	C	-	
Dominate	3	C	-	
Command	4	C	-	
Teleport	5	M	-	
Gate	6	M	-	
Fly	4	M	-	
Haste	3	M	-	
Portal	7	M	-	
Phase	K	M	-	
Call	2-6	M	-	Move Enemy unit 3 spaces
Banish	3	A	-	Target Creature Destroyed
Shield	-	D	-	

Card Name:	Range	Type	Dam	Notes
Protection	-	D	-	
Wall of Ice	-	D	-	
Invisibility	-	D	-	
Illusion	-	D	-	
Flash	1	I	-	
Paralyze	3	I	-	
Hold	5	I	-	
Sleep	4	I	-	
Web	2	I	-	
Demon Strength	1-4	X	-	Target gets Damage +1 Permanently
Heal	0-4	X	-	Target regains 1 lost Hit
Cure	0-1	X	-	Target regains 2 lost Hits
Lore	-	X	-	Draw 2 cards
Forget	-	X	-	Opponent discards 2 random cards
Scry	-	X	-	Look at opponents hand
Divination	-	X	-	Look at next 10 cards in deck
Summon Skeletons	-	S	-	
Summon Zombies	-	S	-	
Summon Dwarves	-	S	-	
Summon Kobolds	-	S	-	
Summon Wolf	-	S	-	
Summon Troll	-	S	-	
Summon Giant	-	S	-	
Summon Iron Golem	-	S	-	
Summon Dragon	-	S	-	
Summon Hydra	-	S	-	
Summon Vampire	-	S	-	
Summon Balrog	-	S	-	

X-men Skirmish

Introduction

Board & card game for 2 players. Battle between Mutants & Sentinel Robots. Takes place in the X-Men Universe.

Each figure (unit) represents a Mutant or Robot.

Disclaimer

'X-Men' is a copyrighted/trademarked property. This is just a fan site.

Victory

Destroy all opposing Units.

The Map

Use an 8x8 chessboard.

Mutants & Robots

Use chits or miniatures to represent units.

Unit Table

Name	Hits	Abilities
Jubilee	1	
Longshot	2	
Havok	2	
Iceman	2	
Cable	3	Leader
Rogue	2	Flying
Banshee	2	Flying
Professor X	1	Leader
Gambit	1	
Psylocke	1	

Name	Hits	Abilities
Shadowcat	1	
Nightcrawler	2	
Archangel	2	Flying
Beast	3	Leader
Colossus	3	
Cyclops	2	Leader
Wolverine	3	
Storm	2	Flying
Sentinel	2	

Type X Special Power Table

Name	Power	Game Effect
Jubilee	Fireworks	Disable Attack: range = 2
Longshot	Luck	Defense
Havok	Plasma Blast	Attack: range = 3
Iceman	Freeze	Disable Attack: range = 2
Cable	Strategist	Draw 2 cards (once on your turn)
Rogue	Absorb	Use power of any other X-man in game
Banshee	Sonic Shock	Disable Attack: range = 2
Professor X	Mental Bolt	Attack: range = 5
Gambit	Kinetic Energy	Attack: range = 3
Psylocke	Psychic Knife	Attack: range = 1
Shadowcat	Phasing	Move: range = K
Nightcrawler	Acrobat	Defense
Archangel	Wing Missiles	Attack: range = 3
Beast	Agility	Defense
Colossus	Steel Skin	Defense
Wolverine	Admantium Claws	Attack: range = 1
Storm	Weather Control	Disable Attack: range = 6

Name	Power	Game Effect
Cyclops	Energy Beams	Attack: range = 4
Sentinel	Lasers	Attack: range = 4
Sentinel	Neutralizer	Negate a Special Power card just played

Type Y Special Power Table

Name	Power	Game Effect
Nightcrawler	Prehensile Tail	Defense
Shadowcat	Disrupt Electronics	Attack: range = 1
Cable	Firepower	Attack: range = 3
Iceman	Ice Wall	Defense
Jubilee	Pyrotechnics	Disable Attack: range = 3
Longshot	Agility	Defense
Havok	Plasma Beam	Attack: range = 4
Rogue	Absorb	Use power of any other X-man in game
Banshee	Sonic Blast	Disable Attack: range = 3
Professor X	Read Minds	Look at opponents hand
Gambit	Inertial Escape	Defense
Psylocke	Psychic Knife	Attack: range = 1
Archangel	Fly Far & Fast	Attack: range = 5
Beast	Throw Object	Attack: range = 2
Colossus	Break Walls	Move = 2
Wolverine	Admantium Claws	Attack: range = 1
Storm	Tornado	Disable Attack: range = 5
Cyclops	Eye Beams	Attack: range = 5
Sentinel	Mutant-Sensors	Look at opponents hand
Sentinel	Catchweb	Disable Attack: range = 2

Type Z Special Power Table

Name	Power	Game Effect
Cyclops	Bounce Optic Blast	Attack: range = K
Storm	Lightning Bolts	Attack: range = 5
Wolverine	Regeneration	Defense
Colossus	Strength of Steel	Attack: range = 1
Beast	Bestial Strength	Attack: range = 1
Nightcrawler	LOS Teleport	Move: range = 4
Gambit	Defy Gravity	Move: range = 3
Shadowcat	Insubstantial	Defense
Professor X	Omnipathic	Look at next 7 cards in deck
Psylocke	Telepathy	Look at opponents hand
Cable	Forcefield	Defense
Iceman	Ice Slide	Move: range = 2
Jubilee	Detonate Matter	Attack: range = 2
Havok	Plasma Blast	Attack: range = 4
Banshee	Sonar	Look at opponents hand
Rogue	Energy Drain	Attack: range = 1
Archangel	Razor Wings	Move & Attack: range = 1
Longshot	Mystical Luck	Draw 2 cards and discard one

Name	Power	Game Effect
Sentinel	Disintegrator Beams	Attack: range = 3

Setup

The X-Man player gets 8 Mutants with a maximum Hit point total of 16. The X-Man team must include one leader. The Sentinel player gets 8 Sentinel Robots.

Each player places one unit on each square of his back row. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Orders Phase
2. Move Phase
3. Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Flyers. The move card has a number.

This is the number of spaces the unit moves. Moves are diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes 1 Hit point of Damage. Units reduced to zero hits are knocked out and removed from the map.

Units cannot attack through other units. Units hit by a Disable attack do not take damage, but cannot move, defend, or Attack for 2 turns.

Special Powers

Discard a Special Power card to activate a units special power. Note that there are X and Z type special powers. If a unit has 2 or more powers of one type it may choose which one to use.

Card List Notation

M Movement
A Attack
D Defense
X Special Card
Type Purpose of card
Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes:
Walk	5	1	M	
Jog	5	2	M	
Run	5	3	M	
Sprint	4	4	M	
Fly	3	5	M	Flying units only
Fly Fast	2	6	M	Flying units only
Punch	5	1	A	
Kick	5	1	A	
Dodge	2	-	D	Mutants only
Armor	2	-	D	Sentinels only
Type X Special Power	4	-	X	
Type Y Special Power	4	-	X	
Type Z Special Power	4	-	X	

Links

The X-Men

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Warpspawn Cast

Lloyd Krassner Author of hundreds of games. Self Published in the Warpspawn Games Website. Personal Factoids: 2 Sons and an understanding wife. Pharmacist (God help us all). Taught College Biology for 5 years. Used to work in a Pawn shop. Pack Rat: Games, Toys, and Books.

Gottardo Zancani (Zak)

Janne Thorne

Jason Newell Official Warpspawn Cartoonist. Has made cardsets for numerous games. Author of Troll Treasures & Hunt the Wumpus

Peter Cobcroft (Curufea)

Markus Salo Author of: Norse Odyssey, F-14, Ypres, Winter War, Protecting the Skies, Regular contributor to the *Personal Factoids: He owns the Boat, Has a summer home, Enjoys sauna, beer, "makkara" (=Finnish sausage), barbeque and ice-swimming.*

Mike Marinos

Ian Milnes

Tom Higgins Tom features Warpspawn games in his zine Countermoves. tomwhore@wsmf.org Warpspawn Rules

Rabbidgerbal

David Ashton

Michael Callahan

Peter Schutze

Brian Train

Peter L. de Rosa

Frederic Moll

Ronald Pehr

Jörg Hansen

Mike Murgatroyd

Emmanuel Delva

Geo Gibson

Dragyn

Jon Parshall

Dana Darby

Wolfhvl (Matt R.)

Joe Nixon

Mike Mifrin

Aaron Dalton

Walt O'Hara

Dave Sanborn

Steven Cranmer

Tryvor J. Phillips

Dave Stattler

Patrick Bunch

C Gerard Luft

Alexander Herklotz

Patrick H. Lewis

Talk about name dropping... If you're not on the list it doesn't mean I don't like you, I'm just saving the best for last. I will only make pages for people who send me pics or links to pics. If there are any mistakes, omissions, or sensitive material please let me know.