

some skirmish rules

WARBANDS AND HEROES

These rules are adapted from CHAOS REIGNS and Flagrant Factions. Both are great and inspiring pieces of writing and mechanics.

Each player involved in a battle assembles a warband – usually this is simply the army they are marching with, but if reinforcements or allies are involved, add them. A warband is composed of several *Units*, each Unit represents a number of fighters and is represented by a single token.

Battles are not assumed to be balanced. After all, a king's army is larger than a mercenary company. However, smaller warbands are more cohesive, and are able to act with less internal bureaucracy and confusion. Like all of the systems at play, these are malleable guidelines meant to prompt interesting emergent stories, not provide a tight tactical experience.

Quick Notes

- All distances assume line of sight unless noted.
- When it comes to attacks and Resolve tests, meeting the target number is enough for a favorable outcome.

Units

Each Unit's ability to fight is measured by their current *Fighting Strength* (FS), and is comparable to HP.

Losing FS represents a combination of shock, fatigue, injury, and death in a Unit, and reduces the Unit's ability to engage in the skirmish. While reduced to half or less of their initial FS, a Group is Bloodied—they roll half as many dice to hit, and are more vulnerable to psychological status effects. When reduced to 0 FS, a Unit is Routed and can no longer participate in the skirmish: they are broken, captured, or slaughtered.

Units have their aforementioned *FS*, as well as a *Class*, *Cost*, *Resolve*, *Target Number* (TN), *Attacks*, and *Traits*.

- A Unit's *Class* is a bundle of information that dictates its special characteristics. Class includes information about all of a Unit's statistics, and is an important factor in how it plays.
- *Cost* is how much the Unit costs to maintain in coin per World-Turn. A unit that is not paid must succeed on a Resolve Test or be disbanded each World-Turn.
- *Resolve* is the number the unit must roll at or under to succeed on a Resolve test.
- *Target Number* (TN) is the number on a D6 an attacker must roll to successfully damage this Unit.

- *Attacks* are the ways by which a Unit deals damage. They usually involve rolling a handful of D6 and comparing the individual results to the opponent's TN.
- *Traits* are notes about the special things the unit does. They might be anything!

A list of unit classes can be found here.

Captains

Notable characters that aren't Heroes can be represented by captains. A captain assigned to a Unit provides a few benefits (and possibly drawbacks). A Captain may not change Unit mid-battle, and allied Units within 4 squares of the Captain's Unit have +1 when testing *Resolve*, unless the Captain's Unit is *Shaken*. Captains begin with one trait (roll D8 or pick one):

1. **Reprehensible:** At the start of battle, roll 1d6 for every Unit except the Captain's. On a 1, they desert — remove that Unit from play.
2. **Cowardly:** The Captain's Unit rolls two fewer dice in its Attacks, but has +1 TN (maximum 6).
3. **Wicked:** Enemy Units within 5 squares of the Captain's Unit that fail a Resolve test take 1 damage.
4. **Shrewd:** you may add or subtract 1 to your initiative rolls while the Captain's Unit is in play.
5. **Resolute:** the Captain's Unit is immune to fear effects.
6. **Aggressive:** groups adjacent to the Captain's Unit get an extra hit on melee attacks.
7. **Dangerous:** each turn you may reroll up to 2 Attack dice while the Captain's Unit is in play.
8. **Level-Headed:** once each turn, a Unit within 5 squares of the Captain's Unit can ignore a compelled action.

Heroes

Heroes are Units unto themselves. They are treated exactly as a unit but ignore restrictions on moving through allied units, though they may not end their turn in an occupied square. It is assumed that a Hero is powerful and/or large enough of stature to control a whole square alone.

Fighting Rules

Procedure for each round:

1. All sides roll 1D6 for initiative.
2. Turns are resolved in order of highest initiative to lowest.
3. Each unit that took damage during the round performs a *Morale* check.

Initiative

For initiative, all involved sides roll 1D6. The side that rolled highest can elect to go first or last (effectively a result of -999), and then turns are resolved highest result to lowest.

Equal rolls means that actions occur simultaneously. Units that are routed during the resolution can complete their turns.

Actions

A unit may move up to their speed in squares and perform one other action in either order, but may not split movement. Electing not to move a Unit in a round grants an additional die to their attacks.

Attacks are performed by rolling the listed amount of D6 (usually listed as “XD” where X is the number of D6) and counting the number of results that are equal to or above the opponent’s TN, inflicting the listed damage for each hit. Attacks may also have some additional, self-explanatory additional effects.

Other actions and creative tactics are resolved with pre-existing tools like Resolve checks or Attacks, or given an X-in-6 chance of going favorably by the GM. Only a unit’s Attacks may cause damage directly, but using an action to take advantage of the environment to inflict damage is perfectly acceptable.

Resolve and Morale

To make a **Resolve check**, roll a D6. If the result is less than or equal to the unit’s resolve, it’s a success.

Morale checks are exactly like resolve checks, but a failure deals 3 damage to the unit’s FS. A unit can be routed from a failed Morale check.

UNIT CLASSES

Martial

Warriors

Cost 3 coin/world-turn // **Resolve** 5

FS (**bloodied**) 12(4) // TN 4

Speed 5

Attacks

- **Melee:** 4D, inflict 2 damage on hit.
- **Shield Wall:** until the start of next turn, this Unit may attack any units moving within adjacent squares with 5D, inflicting 2 damage on hit.

Traits

- **Resolute:** only counts as *bloodied* at 4 HP or lower instead of 6.

Berserkers

Cost 3 coin/world-turn // **Resolve** 6

FS (**bloodied**) 9(5) // TN 4

Speed 5

Attacks

- **Melee:** 3D, inflict 4 damage on hit.
- **Charge:** move 2 extra squares. 4D, inflict 2 damage on hit.

Traits

- **Berserk:** while *bloodied*, this unit ignores 1 hit from each incoming attack.

Bowmen

Cost 1 coin/world-turn // **Resolve** 3

FS (**bloodied**) 8(4) // TN 4

Speed 6

Attacks

- **Melee:** 2D, inflict 1 damage on hit.
- **Arrows:** 5D, inflict 1 damage on hit.

Traits

- **Retreat:** when hit, test Resolve. Success allows an immediate movement of 2 squares.