



Pygmies

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# Overview

## Introduction

How many gaming systems are out there for miniatures? I thought I had played most of them – WRONG. In doing a bit of research, I found references to 325 systems for miniature gaming. Yup, that includes 26 ancients, 11 medieval, 152 modern, 77 sci-fi, 46 fantasy, and 13 hard-to-classify rule sets.

Now, I have found my favorite gaming system for large, strategic battles – Warmaster – in the appropriate scale (10mm) to represent entire armies. There is a minimum of paperwork, a battle can be played in less than two hours, and the action is fast-paced enough to be fun. It's not realistic, but it looks great on a tabletop.

For individual characters, nothing can beat D&D. With only one model per player, the Herculean amount of paperwork is doable. Of course D&D is not really a miniatures game. Once you get more than a handful of models involved, the pace of play bogs down significantly. While the 3.5 rules are good for FRP, they are a bit too cumbersome for the battlefield.

So, for the last several decades, I have been looking for the ultimate tactical miniatures game to link the big battles (Warmaster) with the heroic quests (D&D). The reason that Pygmies came about was that my search revealed some very good games for platoon-level skirmishes, but a bit of tweak was needed to make them into the ultimate game.

## Pygmies Design Elements

The primary design elements of Pygmies are:

1. The number of models on each side is limited to 30.<sup>1</sup>
2. The game mechanics should be independent of the genre.<sup>2</sup>
3. Combat should resolve quickly and both sides should participate. In many cases, players will use opposed rolls to resolve actions.
4. Success in an action made by rolling the dice (i.e., to hit in missile or melee combat, casting a spell, or making a courage check) is always the same. A d6 is rolled, and then the value + all modifiers must match or exceed a 7 to be successful. For opposed checks, each side rolls a dice + all modifiers, and the highest score wins. Ties go to the defender.
5. Each combat action is divided up into two distinct parts: “to hit” rolls and “damage” rolls. “To hit” means that you hit your target model with a bow, spell, or sword. “Damage” means that the target model took a wound.<sup>3</sup>

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<sup>1</sup> In Warmaster, this is the same number of “units” as a breakpoint 12 army with 6 commanders. In LOTHS, this is the limit imposed on the size of a pirate crew. Seems like a good guideline.

<sup>2</sup> Spears are bayonets, crossbows are guns. It shouldn't need a separate system to do both. I want to play games, not learn 325 different gaming systems. BTW, Pygmies stands for Pick Your Genre - Matney's Ideal Encounter System.

<sup>3</sup> This is the same nomenclature as D&D. Warmaster uses “to hit” and “armor saves” and LOTHS uses “to hit” and “to wound”.

## Opposed Rolls

Pygmies is designed to keep both players active in the game. In order to do this, many combat dice rolls are “opposed rolls” meaning that both sides roll dice to determine the outcome of a particular action. While this table may seem daunting, it is very intuitive. Each of these situations is explained in detail in the appropriate section of the rules. This chart is included just as an Overview.

Situation	Attacker Rolls	Defender Rolls	Result	
Shooting “to hit”	d6 + Shooting modifier	If there is an object “In the Way”, the defender rolls a d6 + “In the Way” modifier.	If the attacker rolls = 7 and defender rolls < 7 on any “In the Way” roll, then the target is hit successfully.	White “to hit” Dice
Magic “to hit”	Some spells require a “to hit” component. For these, use d6 + the appropriate modifier in the spell description.	Some spells allow for a non-heroic save (i.e., strength). For these, use d6 + the appropriate modifier in the spell description.	If the attacker rolls = 7 and defender rolls < 7 on any non-heroic resistance roll, then the target is hit successfully.	
Fighting “to hit”	d6 + Fighting modifier	If there is an object “In The Way”, the defender is on higher ground or parrying, the defender rolls a d6 + “In the Way” modifier.	If the attacker rolls = 7 and defender rolls < 7 on any “In the Way” roll, then the target is hit successfully.	
Using Magic	d6 + Simplicity modifier (in the spell description).  For each additional heroism point used to cast the spell add another d6.	If the defender uses heroism points to “resist”, then roll d6 + Heroism modifier.  Again, additional heroism points may be used here.	If the attacker rolls = 7 and higher than any “resist” defender rolls, then the spell is successful.	Colored “hero” Dice
Shooting “damage”	d6 + Strength (of the weapon)	d6 + Defense	If the attacker rolls higher than the defender, a wound is taken.	Black “damage” Dice
Magic “damage”	Some spells do damage. For these, use d6 + Strength (of the magic)	Some spells do damage. For these, use d6 + Defense	If the attacker rolls higher than the defender, a wound is taken.	
Fighting “damage”	d6 + Strength (of the character)	d6 + Defense	If the attacker rolls higher than the defender, a wound is taken.	

Table 1: Opposed Rolls

## Colored Game Dice

One player has one white dice, one grey dice, one black dice, and six (or so) yellow, red and orange dice. His opponent has one white dice, one grey dice, one black dice, and six (or so) blue, green and purple dice. The colored dice represent the heroism points of the appropriate hero.

When a figure is going to cast a spell, shoot, or swing – each player rolls at least two dice together - a white “to hit” dice and a black “damage” dice. They may also use colored dice for heroic actions. First, the white dice are compared to see if the hit was successful. Next, the black dice are compared to see if damage was dealt. For characters that get multiple swings, this is done one-at-a-time because the target can change after each point of damage is calculated.

HOWEVER, if you wish to undertake heroic actions, you take dice of the color chosen and roll them at the appropriate time (i.e., at the beginning of the phase). This means that the hero of the appropriate color is going to take a heroic action. The results of the dice roll are **ignored**. The hero states his intention and the heroic action is resolved and the phase continues. If both players throw heroic dice, the higher heroic dice goes first, the next higher heroic dice goes second, etc. If multiple dice of one color are thrown, only the highest result is used (although each dice costs one heroism point). This means:

- You do not have to declare a heroic action phase. It is invoked by the surprise arrival of the heroic action dice.
- The hero undertaking the heroic action is clearly identified when the action is declared.
- Spells which affect multiple heroes are now unambiguous.
- In the case of a spell, a caster may add additional colored dice to improve the chance of casting a spell. A heroic defender may add additional heroism points to resist the spell. This is done using the colored dice.

## Rolling Dice

1. **A roll of a natural “1” always denotes failure.** Re-rolls are allowed following the normal restrictions.
2. When re-rolling the dice, the second result always counts even if it is worse than the first, and no dice can be re-rolled more than once regardless of the source of the re-roll.

## Measuring

Pygmies uses inches as its primary unit of measurement. Here are some notes about measuring:

1. The distance between any two models is measured ‘base to base’ (i.e., from the edge of the first model’s base to the edge of the other model’s base).
2. Whenever a measurement is divided by some game factor (i.e., you halve your movement over difficult terrain), any fractions less than one inch are dropped for simplicity. Thus, a model with a 6” movement rate that is crossing 3” of normal terrain and then plunging into the woods would move 1” into the difficult terrain because it has 3” of movement remaining once it gets to the edge of the difficult terrain at which point movement is halved (1.5”) and then fractions are dropped.

# Characteristics

The models represent characters of differing abilities and qualities. There are eight characteristics which define the abilities of a character:

**Shooting** – The Shooting value represents the character's skill at missile combat. Its use is explained in the Shooting section of the rules. Models that cannot shoot are designated with a dash (-) for the Shooting value. This value typically ranges between 2 (for baseline shooting) and 4 (for advanced shooting skills).

**Fighting** – The Fighting value represents the character's skill at hand-to-hand combat and brawling. Its use is explained in the Fighting section of the rules. Typical Fighting values range from 3 (typical human) to 6.

**Strength** – The Strength value indicates how strong a character is and how powerfully he can strike his enemies. Its use is explained in the Fighting section of the rules. Typical Strength values range from 3 (typical human) to 6.

**Defense** – The Defense value measures how hard a target is to wound including armor, toughness, and reflexes. Its use is explained in the Shooting, Magic and Fighting sections of the rules. Typical Defense values range from 3 (typical lightly armored human) to 6.

**Attacks** – The Attacks value indicates how many strikes a character makes when he fights in melee. Its use is explained in the Fighting sections of the rules. Most basic characters have 1 attack while a value of 3 is possible at the high end.

**Wounds** – The Wounds value indicates how many wounds a character can suffer before being taken out of action. Its use is explained in the Shooting and Fighting sections of the rules. Most basic characters have 1 wound while a value of 3 is possible at the high end.

**Courage** – The Courage value indicates how brave or determined a character is. Courage is used in several instances. This value ranges from 3 (typical human) to 6. Models that are immune or incapable of Courage tests are designated with a dash (-) for the Courage value. Below is an illustrative list of the use of Courage.

1. When a hero is killed and its subordinates are under Duress
2. In the Shooting phase for Hitting the Deck
3. When charging (see Movement) an opponent with Terror (see Skills)
4. When attempting to resist an Energy Drain (i.e., the bite of a vampire), etc.

*A Courage test is always taken the same way. Roll a d6 and add the model's Courage value. If the total score is 7 or more, the test is passed. If the score is less than 7, the test is failed.*

**Heroism**<sup>4</sup> – The Heroism value represents the inspirational presence, luck and skill of the character. Only heroes have Heroism points (see Crew Roster sheet). This number is a store of points which

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<sup>4</sup> This replaces the Fame and Fortune in LOTHs and the Might, Will and Fate in the Lord of the Rings. It just seems too complex to keep track of too many types of heroic values.

gets used up during the game. A player may have multiple models use Heroism points, and the same model may use multiple Heroism points each turn. Heroes may have up to 9 heroism points.

Heroic Actions are divided into two main types, as described below.

There are four heroic actions which can be used to surprise your opponent – changing the order in which events happen or resisting a spell cast. These are done by placing colored dice in your hand during the appropriate phase and revealing them when the dice are rolled.

<b>Heroic Action</b>	<b>Short Description</b>
<b><i>With Me!</i></b>	This heroic action is used during the Initiative Roll. It allows the hero and all friendly models within 6” to move first.
Resist A Spell	This heroic action is used during the Magic Phase by a hero being attacked by a magic spell. The defender rolls heroic action dice to resist the spell’s effect.
<b><i>Fire At Will!</i></b>	This heroic action is used during the Shooting Phase. It allows the hero and all friendly models within 6” to shoot NOW.
<b><i>Into The Fray!</i></b>	This heroic action is used during the Fighting Phase. It allows the hero and all friendly models within 6” to swing NOW.

*Table 2: Surprise Heroic Actions*

There are two other heroic actions that are declared.

<b>Heroic Action</b>	<b>Short Description</b>
Cast A Spell	This heroic action is used during the Magic Phase by a hero to cast a magic spell.
<b><i>Medic!</i></b>	This heroic action is used any time to allow a hero to recover a wound and avoid harm by some lucky twist of fate.

*Table 3: Declared Heroic Actions*

Heroic actions are found in text boxes in the appropriate section of the rules. Casting and resisting spells are discussed at length in the Spell Phase section of these rules. The heroic action ***Medic!*** is described below, as it is allowed at any time.

<p><b><i>Medic!</i></b></p> <p>If a hero loses a wound, he would normally reduce his remaining Wounds value by 1. However, heroism points can be used to avoid harm by some lucky twist of fate. A heroic action is not always successful at recovering a wound. Subtract one Heroism point and roll a heroic action dice. To be successful, the value of:</p> <p style="text-align: center;"><b>d6 + Strength modifier must be = 7.</b></p> <p>If the first roll fails, the player may repeat the process as long as the hero has additional heroism points. The hero cannot use this action to prevent other models from taking wounds.</p>
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# The Game Turn

## 1. Initiative

At the beginning of the Initiative phase, both players choose a Movement card (see Movement) and place the card face down in front of them. To establish who gets the initiative, both players roll the grey initiative dice. The player who scores highest has initiative for that turn. NOTE: If the dice rolls are equal, initiative automatically changes from one side to the other – the side that had initiative in the previous turn will always lose it on a tie. It is recommended that the initiative dice are left on the table to remind the players which side has initiative for the turn.

If you want to move first, roll one colored dice during the initiative roll for each hero that wishes to make a “With Me!” heroic action. (see box below)

The player that has initiative in a turn decides whether he moves all of his models first, or whether the opponent moves first. Initiative also determines the order in which the players cast spells and shoot that turn. Finally, the player with initiative decides fighting matchups when more than two models are touching in combat. All of the above actions are described in detail in the individual phase descriptions.

### ***With Me!***

**During the INITIATIVE roll**, any hero may expend heroism points to make a “With Me!” heroic action. This action allows the hero and all friendly models within 6” of the hero to move first. The models are moved following the rules of movement outlined below and must end their move within 6” of the hero.

1. The player chooses a model with Heroic action points and rolls the appropriate colored dice during the Initiative roll.
2. The player subtracts 1 from the Heroic action point total for that model for each colored dice rolled.
3. The player reveals the Movement card chosen at the beginning of the Initiative phase. The Movement card must allow model declaring the heroic action to move or no heroic movement is allowed by any of that player’s models (see Movement Cards).
4. The hero and all models controlled by the player that are located within 6” of the hero may be moved if the Movement card allows them to be moved.

NOTE: Models allowed movement by the Movement card that are not moved during the “With Me!” heroic action because they are more than 6” from the hero or because the player chose not to move them at that time may be moved during normal Movement when it is that player’s turn to move. Models cannot take both “With Me!” and standard movement – it’s one or the other.

If both players issue a “With Me!” declaration simultaneously, the highest heroic dice roll goes first. If multiple heroic action dice are used by one hero, choose the highest. Tied dice should be re-rolled.

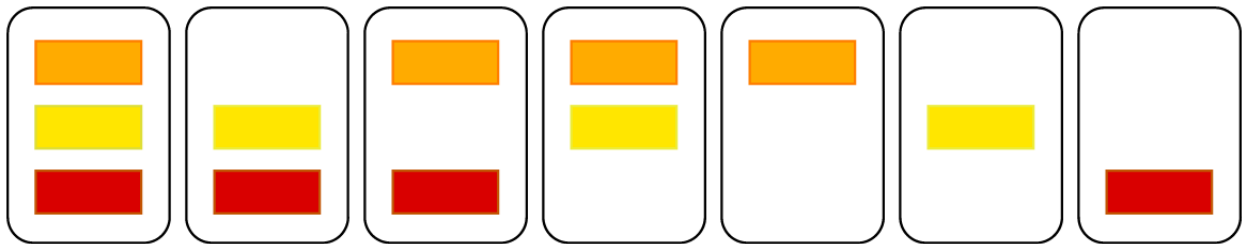


## 2. Movement

Most creatures (humans, orcs, etc.) move at 6" over open terrain. Mounts (horses, wargs, etc.) move at 12" over open terrain. Any deviation from this rule is noted under the creature description. Not all models get to move each turn. Hesitation, emotions and the general confusion of battle make this impossible. To simulate this, each side has an identical deck of 8 Movement cards. Movement cards determine which models are allowed to move each turn (see Movement Cards).

### Movement Cards

The Movement cards have one, two, or three stripes of different colors on them. In the example below, the movement cards have orange, yellow and/or red stripes.



*Figure 1: Movement cards example.*

Note: A full deck of eight Movement cards would include an additional movement card that has all three stripes (the far left card).

The Crew Roster cards list the statistics and abilities of each of that player's models. These cards are placed into the Crew Roster sheet which is color coded to match the colors on the Movement cards. Magnetic colored disks with the same color are used to identify models for ease of play.

At the beginning of the Movement phase, both players reveal their Movement cards. If a hero declared the "With Me!" heroic action this turn, the card for that player will already have been revealed. The players look on the Crew Roster sheet to find which models are color-coded with the color(s) on the Movement card played. The player locates those models in the playing area and may move each of them up to their full movement. Once the player with priority has completed all of his moves, the other player follows the same sequence, moving models matching the color(s) on the card. A Movement card that has been played is placed face up on top of the Movement card discard pile once movement is complete. If all eight Movement cards have been played, the entire deck is picked up and used again.

NOTE: Players are allowed to see only the top card of their opponent's Movement card discard pile.

### Moving Models

Models may be moved by the controlling player in any order and must complete their move before the other player moves any other models. Models may move less than the full movement or not at all if the player prefers. Models cannot be moved through other models, whether friendly or foe, so gaps must be left for models to pass where necessary. Once a model has been moved, the move

cannot be taken back. The model's round 1" base defines the space it needs to move and fight, so gaps must be at least 1" wide for a friendly model to move through.

NOTE: Moving over low walls, dense foliage, etc. is allowed – as discussed below – at a movement distance penalty in many cases. Models cannot move off the gaming area.

Models can be turned to face any direction at any time during the game – not just in the Movement phase. Rotating a model on the spot does not count as movement and can be done as a free action.

## **Zones of Control**

A model cannot move to within 1" of an enemy model unless it is Charging (see below). This 1" radius is called the Zone of Control. This limitation prevents a model from moving too close to an enemy unless it intends to attack. In effect, this allows models to block the movement of enemies. Models that are not standing lose their Zone of Control.

Once a model is touching an enemy, both models lose their Zone of Control. Other models may move closely past them.

NOTE: A game rule may move a model within one or more other model's Zone of Control. If there is a gap between the bases, all models maintain their Zone of Control, ignoring the fact that another model has been placed inside it.

ALSO NOTE: Models can sometimes begin their move closer than 1" of an enemy due to game rules. In this case, the model cannot move closer to the enemy unless charging, but it can move out of the Zone of Control on a path that does not bring it closer to the enemy model.

## **Charging**

A model can only attack an enemy with a melee (non-ranged) attack if it is in base-to-base contact with the enemy model. Thus, if a player wants a model to swing a sword at an enemy, the model must be moved so that its base touches the enemy model's base. This is called Charging. It's possible for a model to charge more than one enemy.

A model cannot charge an enemy model it cannot see when it starts its own move. Models can only be seen if part of their body (not arms, legs, guns, swords, etc.) is visible. Also, models hiding fully behind buildings or other solid obstacles cannot be seen for purposes of charging. A model cannot charge if it does not begin its move standing.

IMPORTANT NOTE: Once a model is touching an enemy model, neither can move further in the Movement phase. A model that is charged before it gets a chance to move is therefore unable to do so – it is already engaged in a fight.

## **Crawling – Being on the Ground**

Models may be on the ground for several reasons. They may do this intentionally to hide behind cover, or they may be knocked to the ground during the action of battle. In either case, the following rules apply to models on the ground.

? Intentionally going to the ground to hide costs a model ½ of its movement.

- ? Getting up costs a model  $\frac{1}{2}$  of its movement.
- ? Moving on the ground doubles the cost of movement. NOTE: This stacks with the effects of difficult terrain.

While on the ground, a model does not have a Zone of Control and is unable to charge an enemy, regardless of whether it can see a target or not. NOTE: If a model is on the ground but its body is still visible in its entirety to the enemy warrior's eye (with no interposing cover, terrain or other models) the model can be seen for the purposes of the enemy Charging or Shooting.

## **Difficult Terrain**

Difficult terrain has two effects for the game: visibility and movement. Terrain's effects on Visibility are discussed in the Shooting section.

Difficult terrain should be defined beforehand by both players – areas of jungle, rocky slopes, etc. Difficult terrain halves the movement of the model. In many cases, a model may make part of a move over normal terrain and part over difficult terrain. In this case, the model moves normally over the good ground while the distance over difficult terrain is halved.

GENERAL NOTE: Whenever a measurement is divided by some game factor (i.e., you halve your movement over difficult terrain), any fractions less than one inch are dropped for simplicity. Thus, a model that has a full move of 6" and moves 3" over normal terrain is allowed to move a maximum of an additional 1" over difficult terrain (not 1.5").

## **Flying**

Flyers may make a full move at flying speed even when they are inside a building.

## **Obstacles**

Obstacles can take many forms – a raised barrier that impedes movement like tables, fences, rocky outcroppings and bushes. They can also be gaps such as creeks, distances between roofs of buildings, etc. The main difference between obstacles and terrain is that an obstacle is something you might leap or swing across in a single action. Terrain must be moved through.

- Barriers (or gaps) between  $\frac{1}{2}$ " and 2" high (or wide) may be jumped using a Jump check.
- Barriers (or drops) greater than 2" high must be climbed using a Climb check.
- Gaps wider than 2" must be crossed using a rope or rigging and a Swing check.

To get over an obstacle, a model must first move up to it and have at least enough movement remaining to reach the other side were the obstacle not there. A model that does not have enough movement distance to cross an obstacle must wait until the following turn. For example, a model that uses 5" of movement to reach the edge of a 2" gap cannot attempt to jump the gap because it has insufficient movement remaining.

Climbing is done in 2" increments (i.e., a model may climb 2" per turn). During an extended climb, a model cannot participate in combat, cast spells or shoot missile weapons. At the end of each turn during which the climb is taking place a check must be made using the table below.

For Jumping, Climbing and Swinging, a single dice is rolled to see if the attempt is successful. The higher the score rolled, the more successful the attempt.

<b>Roll</b>	<b>Jumping, Climbing, Swinging</b>	<b>Swimming</b>
1	Uncontrolled Fall – the model falls into the obstacle, off the cliff, etc. (see Uncontrolled Fall below)	Misery – the model sinks and is removed from the game.
2-5	Success – the model doesn't fall. If it has enough movement to reach to far side, it is placed on the other side of the obstacle with its base touching it and cannot move further this turn.	Success – swimming models move ½ their movement.
6	Effortless – the model reaches the other side and can complete its move if it has any remaining.	Effortless – swimming models make their full movement.

*Table 4: Jumping, Climbing, Swinging and Swimming*

### **Uncontrolled Fall**

Any uncontrolled fall has the potential to cause injury (or death). For each full 2” fallen, the model suffers two successful Strength 3 hits (see Fighting) and must make an appropriate damage roll. The model is also placed lying on its side at the foot of the drop and may take no further action this turn.

### **On the Edge**

When a model within 1” of an edge, such as the side of a ship or building, is hit by any attack, there is a chance of falling. The player who controls the model rolls a 6-sided dice. On a roll of 1, the model is knocked off of the edge and follows the Uncontrolled Fall rules.

### **Defending an Obstacle or High Ground**

Obstacles less than ½” high or wide have no effect on combat. This would include a fence, for example. Models in this case, exert their normal Zone of Control and can be charged in the normal manner.

Obstacles more than 2” high or wide prevent any contact between combatants.

In the case of obstacles between ½” and 2” high or wide, such as low stone walls, the player has the option to have his model “defend the obstacle”. This is also true of ground that has a “cliff” between ½” and 2” high.

To be defending, the model must be touching the obstacle at the **beginning** of the Movement phase.

For a full description of the advantages of defending during combat, see the Fighting section below.

### 3. Magic

Once both sides have completed Movement, begin the Magic phase. The player with initiative casts all of his magic spells first, followed by the other player. This is important because if a model is removed from the game before it has a chance to use its magical powers, it does not get to do so. A player can use the magical powers of his models in any order.

Models expend Heroism points to use magical powers. Only models that are considered heroes have Heroism points (see Heroism). Heroism points are listed on the Crew Roster sheet. Magical powers may be either spells or magical items. Both are resolved in this phase, but each hero may use only one magical power per turn – either a spell or a magical item. A hero can resist any number of magical powers during a turn so long as he has Heroism points remaining (see Using and Resisting Magical Powers).

Casting a spell is a declared heroic action and resisting a spell is a surprise heroic action, as described above. There is no heroic action to change the order of spell casting.

NOTE: Using magical powers means that the model is not allowed to shoot a missile weapon in the Shooting phase.

#### Magic Restrictions

Any model with Spellcasting ability and enough heroism points remaining can cast a spell in the Magic phase if it meets the following criteria:

- ? Is not engaged in melee combat with an enemy model (bases touching) - unless the spell allows for Combat Casting
- ? Is not fleeing combat due to Duress (see End of Turn Activities) or the effects of magic
- ? Has not suffered an Uncontrolled Fall this turn (see Movement - Uncontrolled Fall)
- ? Has not attempted to cross an obstacle, jump, climb, swing or swim this turn – unless the spell allows for Combat Casting
- ? Is not lying on the ground – unless the spell allows for Combat Casting

#### Spells and Magic Items

A hero that is engaged in hand-to-hand combat with an enemy (bases touching) may not use a spell or magical item unless *Combat Casting* is listed in its description on the Crew Roster sheet.

Each spell has a Simplicity cost which determines how easy the magic is to use. The higher the Simplicity, the easier the spell is to cast. This is always a function of the spell or item, not the caster (see Using and Resisting Magical Powers).

For ranged magical powers, if the spell specifies a target or targets, the model using the magical power must be able to see all targeted models. When a model is fully inside of a building casting a spell out of a window, doorway, or other opening, it is assumed to have a 45 degree angle of vision in each direction.

NOTE: In general, magical powers do not need to check for “In the Way” effects.

ALSO NOTE: In general, magical powers do not evoke “Hit the Deck” effects.

FINALLY NOTE: A model cannot be targeted if it is in melee combat unless specified in the spell’s description.

### **Using and Resisting Magical Powers – Heroism Dice**

When a hero employs a magical power, the player states which power the hero is using and chooses all targets if applicable. He then secretly decides how many colored Heroism dice he will roll, Choosing to roll more than 1 dice only affects the odds of success as described below. It does not affect the number of spells, targets, or power of the magic. The model’s Heroism point total is reduced by 1 on the Crew Roster sheet for each dice rolled.

If the spell targets an opponent’s model that has unused Heroism points, the model may “resist” the spell. The player secretly decides how many heroism dice he will roll for resisting a magical power using the appropriate number of colored dice. Again, that model’s Heroism total is reduced by 1 on the Crew Roster sheet for each dice rolled and rolling multiple dice only affects the chances of resisting that one spell.

Both players roll all the dice simultaneously. The Simplicity modification for the spell is added to the attacker’s dice roll. The defender adds a modification equal to the number of remaining heroism points (after subtracting for the resist). This allows spellcasters a better chance to resist spells (since they start with more heroism), and it simulates the fatigue that is felt as heroism points are expended in a battle.

In order for the magical power to be successful, two conditions must be met:

1. One of the attacker’s heroism dice rolls must equal or exceed a 7. If none of the dice are successful, the hero has failed to use the power – there is no effect and the Heroism points are wasted.

**-and-**

2. If the victim attempts to resist the spell, then the attacker’s highest heroism dice roll must exceed the defender’s highest heroism dice roll. Ties always go to the defender. NOTE: In many cases, the spell will not target or affect a hero, in which case only the attacker rolls and only condition #1 above must be met.

NOTE: Successful resistance to a spell means that the hero is unaffected. The spell is not countered, however, and other models may be affected.

### **Magical Powers That Cause Damage – To Hit**

Some magical spells require a successful “to hit” roll in addition to the spell being successfully cast. In this case, the white “to hit” dice are used to resolve whether the spell effectively hit its target using the standard rules for missile attacks outlined in the Shooting section of these rules.

### **Magical Powers That Cause Damage – Damage**

In the case of a successful hit with a spell that deals damage, the black damage dice is used. For the attacker, the Strength modifier of the magical power (not the model’s Strength) is added to the value

of the black dice. The magical Strength modifier is listed in the spell or item description. For the defender, the Defense modifier of the model being damaged is added to the black d6.

1. In order for the magical attack to be successful, the attacker's dice roll must exceed the defender's dice roll. Ties always go to the defender.

If a model has 1 Wound listed on the Crew Roster sheet, it is slain if it suffers a wound. The model is removed from the game. If a model has more than 1 Wound, reduce its remaining Wounds by 1. It is removed from the game when its Wound total is reduced to 0. Wounds carry over from turn to turn.

## 4. Shooting

Once both sides have completed using Magic, it is time for the Shooting phase. The player that has initiative does all shooting first, followed by the other player. This is important because if a model is taken down before it has a chance to shoot, then obviously it cannot return fire. A player can shoot with his models in any order.

### ***Fire at Will!***

During any volley of the Shooting phase (usually the first), any hero may expend heroic action points (see Heroism) to undertake the heroic action “Fire at Will!”. This is done by placing the appropriate colored dice in hand. This action allows the hero and all friendly models within 6” of the hero to shoot NOW.

NOTE: The arrival of a colored heroic action negates the current attack – as the defender’s hero has decided to expend a point of heroism to interrupt the battle and shoot NOW. When this happens, ignore the current rolls (as the targets are now invalid). Resolve the “Fire at Will!” shooting and then resume the turn normally.

TRICKY NOTE: During the resolution of one “Fire at Will!”, an opponent may issue his own “Fire at Will!” to gain control of the action again.

ALSO NOTE: “Fire at Will!” affects when a model shoots, but not how many times he shoots.

If both players issue a “Fire at Will!” declaration simultaneously, the highest heroic dice roll goes first. If multiple heroic action dice are used by one hero, choose the highest. Tied dice should be re-rolled.

### **Shooting Restrictions**

Any model with an appropriate missile weapon may fire in the Shooting phase if it meets the following criteria:

- ? Is not engaged in melee combat with an enemy model (bases touching)
- ? Has not used Magic this turn
- ? Has not “Hit the Deck” this turn (see Shooting)
- ? Is not fleeing combat due to Duress (see End of Turn Activities) or the effects of magic
- ? Has not suffered an Uncontrolled Fall this turn (see Movement - Uncontrolled Fall)
- ? Has not attempted to cross an obstacle, jump, climb, swing or swim this turn
- ? Is not lying on the ground unless specified in the weapon description (see Equipment - Missile Weapons)
- ? Has not exceeded the movement limitations of the weapon (see Equipment - Missile Weapons)

A model may only shoot at a target that is within the range of the weapon being fired (see Equipment - Missile Weapons). A model cannot shoot at an enemy model that it can’t see. If a model is partially visible (i.e., obscured by terrain), the terrain is considered to be “In the Way” (see In the Way). Shooting into close combat in which both friendly and enemy units are fighting is not



allowed. Also, when a model is fully inside of a building shooting out of a window, doorway, or other opening, it is assumed to have a 45 degree angle of vision in each direction.

### **Multiple Shots**

If a model has multiple shots, the player must resolve all of its shots before going on to shoot with another model. Each shot is resolved separately. The model can shoot at the same target or change targets with each shot – it is up to the player.

### **Shooting from Cover**

If a model is shooting from cover (i.e., behind a low wall, bush, etc.), its own cover is not considered to be “In the Way” of its shooting so long as the model is touching the cover and is tall enough to see over or around it. This is also true of friendly models which are not considered to be “In the Way” of shots so long as the base of the shooter is touching the base of the friendly model.

### **In the Way**

Often a shooter’s view of the target will be partially obscured by another model or some other object that lies between the shooter and the target. The model or object is “In the Way” and there is a chance that a shot will hit whatever is in the way instead of the target.

- ? For models hiding behind a solid target (i.e., the corner of a building, a small window, etc.), the “In the Way” modifier is +4 when rolling to prevent a hit (see below).
- ? Otherwise, if at least a quarter of the target is obscured, the “In The Way” modifier is +2 when rolling to prevent a hit (see below).

### **Shooting – To Hit**

The attacker rolls a d6 and adds his Shooting modifier to the roll (see Crew Roster sheet). If there is an “In the Way” situation, the defender rolls a d6 and adds the “In The Way” modifier to the roll.

In order for the shooting attack to be successful, two conditions must be met:

1. The attacker’s dice roll must equal or exceed a 7. If this does not happen, the shot goes wide and nothing happens.

**-and-**

2. If an object is “In the Way” of the shot, the defender rolls a d6 and adds the “In the Way” modifier (see In the Way). If this value equals or exceeds a 7, then the shot misses its target hits the object in the way (doing no damage). NOTE: In many cases, there will be no “In the Way” situation. Thus, only the attacker rolls and only condition #1 above must be met.

NOTE: Some skills may modify the “In the Way” modifier. For example, *Eagle Eye* reduces the “In the Way” modifier by -2.

## **Shooting – Damage**

If the hit is successful, roll to see if the shot caused a wound. To do this, the attacker rolls a d6 and adds the Strength modifier of the missile weapon (see Equipment - Missile Weapons) to the value rolled. The defender rolls a d6 and adds his Defense modifier (see Crew Roster sheet) to the roll.

1. In order for the shooting attack to be successful, the attacker's dice roll must exceed the defender's dice roll. Ties always go to the defender.

If a model has 1 Wound listed on the Crew Roster sheet, it is slain if it suffers a wound. The model is removed from the game. If a model has more than 1 Wound, it is removed only when the last wound is inflicted. Wounds carry over from turn to turn.

## **Hit the Deck!**

When a model is hit by missile fire but not killed (no damage is done or the victim has more wounds remaining), a Courage test is made. If the test is passed, then there is no effect. If the test is failed, the victim falls to the ground.

If a friendly model within 2" is shot and removed as a casualty, all unengaged models within 2" must also take a Courage test immediately. A model may be required to take several Hit the Deck tests in a turn.

*A Courage test is always taken the same way. Roll a d6 and add the model's Courage value (see Crew Roster card). If the total score is 7 or more, the test is passed. If the score is less than 7, the test is failed.*

## 5. Fighting

Once both sides have completed Shooting, it is time for the Fighting phase. The player that has initiative does all melee swings first, followed by the other player. This is important because if a model is taken down before it has a chance to swing, then obviously it cannot do so. A player can fight with his models in any order.

### Determining Individual Combats

At the end of the Shooting phase, all models that are in base contact with an enemy are paired off into individual combats. Only models touching bases with enemy models are allowed to participate in non-ranged combat (see Movement - Charging).

Opposing models are always paired off where possible (i.e. a 2-on-2 melee is always divided into two 1-on-1 melees). If a model controlled by either player could join one of several combats (it is touching bases with more than one enemy model) then the player with initiative that turn decides which melee it joins. The player may not divide up the melees such that a model in combat is removed from combat. ALL touching models must be included in melee and all melees must either be 1-on-1 or must be one model controlled by one player against multiple models controlled by the other player (never multiples on both sides in the same melee). A model can never be moved to fight a model it was not touching prior to the start of the Fighting phase.

### ***Into the Fray!***

After melees have been paired off but during any attack of the Fighting phase (usually the first), any hero may expend heroic action points (see Heroism) to undertake the heroic action “Into the Fray!”. This is done by placing the appropriate colored dice in hand. This action allows the hero and all friendly models within 6” of the hero to swing NOW.

NOTE: The arrival of a colored heroic action may negate the current attack – as the defender’s hero has decided to expend a point of heroism to interrupt the battle and swing NOW. When this happens, ignore the current rolls (as the targets are now invalid). Resolve the “Into the Fray!” melee and then resume the turn normally.

TRICKY NOTE: During the resolution of one “Into the Fray!”, an opponent may issue his own “Into the Fray!” to gain control of the action again.

ALSO NOTE: “Into the Fray!” affects when a model swing, but not how many times he swings.

If both players issue a “Into the Fray!” declaration simultaneously, the highest heroic dice roll goes first. If multiple heroic action dice are used by one hero, choose the highest. Tied dice should be re-rolled.

## **Resolving Individual Combats**

The side that has initiative that turn decides the order in which fights are resolved. The player chooses which combat he wants to work out first, the players determine the result, and then the player with initiative nominates the second combat, and so on until all fights have been resolved.

### **In the Way**

Sometimes a defender will be behind a wall or on high ground. In this case, the object or terrain is “In The Way” and there is a chance that the swing will hit whatever is in the way instead of the target.

- ? For models hiding behind a solid target (i.e., a low wall, high ground, etc.), the “In the Way” modifier is +4 when rolling to prevent a hit (see below).
- ? Otherwise, if at least a quarter of the target is obscured, the “In The Way” modifier is +2 when rolling to prevent a hit (see below).
- ? For weapons with a Parry attribute, the wielder may give up his attack and gain a +2 “In the Way” modifier.

### **Fighting – To Hit**

For the attacker, its Fighting modifier is added to the white “to hit” dice. In order for the melee attack to be successful, two conditions must be met:

1. The attacker’s dice roll must equal or exceed a 7. If this does not happen, the swing is errant and nothing happens.

**-and-**

2. If an object is “In the Way” of the swing, the defender rolls a d6 and adds the “In the Way” modifier (see In the Way). If this value equals or exceeds a 7, then the swing misses its target and hits the object in the way (doing no damage). NOTE: In many cases, there will be no “In the Way” situation. Thus, only the attacker rolls and only condition #1 above must be met.

NOTE: Some skills may modify the “In the Way” melee modifier.

### **Fighting – Damage**

For each hit on a model, the black damage dice are checked to see if the model was wounded. If a model has more than one attack, each is rolled individually as strikes may be divided among a number of targets. The player may roll to see if a hit caused a wound before choosing the target of the next hit.

The attacker adds the Strength modifier of his character (see Crew Roster sheet) to the black damage dice. The defender adds his Defense modifier to his black d6.

1. In order for the melee attack to be successful, the attacker's dice roll must exceed the defender's dice roll. Ties always go to the defender.

If a model has 1 Wound listed on the Crew Roster sheet, it is slain if it suffers a wound. The model is removed from the game. If a model has more than 1 Wound, it is removed only when the last wound is inflicted. Wounds carry over from turn to turn.

### **Push Back, Trapping Enemies, and Making Way**

The side that has the most number of hits wins the combat. This has the effect of pushing the models on the losing side back 1" (see below). NOTE: It can also DOUBLE the number of successful hits if the losing side is trapped (see below).

If both sides have equal numbers of hits, the players should dice off to determine which models are pushed back.

Losing models are moved 1" away to represent that they lost the combat. The only exception is if a model is defending a barrier or high ground (see Defending). A model cannot be moved into contact with another enemy as it backs away, but it can move within the 1" zone of control of other enemies.

Sometimes a model is unable to back out of a fight because there isn't room behind it (i.e., the path is blocked by a wall). If a defeated model is unable to back off, then it is *trapped*. In this case, the number of successful hits is doubled.

Unengaged friendly units may "make way" for a trapped ally by moving 1" so their comrade can avoid taking double strikes. This does not incur any penalty. You cannot make way for a friendly model making way, however.

NOTE: A trapped unit may fall off the edge of a building, for example, taking falling damage to avoid double hits. However, jumping, climbing, etc. actions are not allowed when a model is pushed back.

ALSO NOTE: The defeated model must be moved back as far as possible so that enemies are no longer touching – if necessary, other models, even the very enemies that are trapping it, must be moved slightly to make sure there is a gap between model bases at the end of the fight.

### **Special Fighting Rules**

#### **Fighting on the Ground**

Models that are on the ground and engaged in combat work out combat normally. However, if the model on the ground wins the combat, they do not get to strike. Instead, they may stand up – at the player's discretion. If the model on the ground loses, they remain down, are pushed back 1" and count as being trapped.

#### **Fighting across an Obstacle**

If a model is fighting from across an obstacle and has also been attacked from its own side of the obstacle, the winner is determined as normal in a multiple combat. Strikes made by the winner only

have a chance of hitting the obstacle if they are directed at an enemy on the far side. If the lone model loses the combat it must back away from his enemies and, if unable to do so, it is trapped.

## Defending

If a model starts its Movement phase touching a barrier or on high ground, then it is especially well placed to counter any foe that tries to cross. The model is declared to be “defending” the barrier or high ground. Barriers must be between  $\frac{1}{2}$ ” and 2” in size. It is best if both players agree on potential defensible positions before the game begins.

In this case the model’s Zone of Control is slightly altered to extend a full 3” wide beyond the barrier as shown below.



*Figure 2: Defending Zone of Control - wall*

For high ground, this advantage extends along all slopes as shown below.



*Figure 3: Defending Zone of Control - hill*

Since enemy models cannot be placed into base-to-base contact with the defender, they are placed in contact with the opposing side of the barrier. In this case, the models are assumed to be touching even though they are not actually in base contact.

The only way to cross a barrier within a defender’s Zone of Control is to fight and kill the defender. Of course, enemies are free to try to cross the barrier further away, outside the defender’s zone of control. If they roll a 6 on the Jump chart and have enough movement left, they can even finish their move and charge the defender from his side of the barrier.

There are several advantages to defending in addition to getting the “In The Way” roll described above:

- ? The defender’s Zone of Control is not cancelled by enemies engaged in combat across the barrier. For a straight wall, this means that a defender can stop up to three man-sized opponents attempting to cross the barrier within its Zone of Control.
- ? Defenders are never pushed back – even if they lose combat. Only if the defender is slain can the barrier be crossed.
- ? If killed, the attacker may place any or all of the models involved in the combat on the other side of the barrier or on the higher ground. This cannot, of course, be done if it would bring the models into contact with another enemy unit.

If the defending model is also attacked from its side of the barrier or from another model on equal terrain, then the defender loses all advantages and the combat is resolved in the regular way.

## **6. End-of-Turn Activities**

### **Fighting Under Duress (Courage Test)**

If a hero is killed, all the subordinate models under his command must make a Courage test at the beginning of End-of-Turn phase. If the test is failed, then the model is removed from play. It also drops any scenario treasure, magic or special items. If the test is passed, then the model may play as normal.

*A Courage test is always taken the same way. Roll a d6 and add the model's Courage value listed on the Crew Roster sheet. If the total score is 7 or more, the test is passed. If the score is less than 7, the test is failed.*

### **Other Continuous Courage Tests**

It is possible for a spell or ability, such as Frightful Moan, to cause a model to run away from a creature at full pace until a Courage test is passed. This test is made during the End-of-Turn phase. If the model fails, then it is moved accordingly during the next Movement phase. NOTE: Models under the influence of Frightful Moan will move without the need of a Movement card – they are running for their life. They will also drop any scenario treasure, magic or special items.

### **Breaking**

When you get to 1/3 of your original number of troops (rounded down), you lose the game. It ends immediately.



# Appendix A. Creating Factions

The rules above focus only on the mechanics of play. They do not discuss the creation of models, recruitment of crews, or the style of game played. These Appendices describe the current system being used by our gaming group. They can (and should) be modified for your particular desires. Consider them a guideline.

We are playing Pygmies as: a **four-player, three-faction, genre-independent, draft-style, scenario-driven, single-battle** version of the game. Let's call this Pygmies First Edition.

What does this mean?

- **Four-player** – our current system requires exactly four players because of the draft format and the limits on figures and terrain available.
- **Three-faction** – we use three factions in each game. A faction is a group of 46 miniatures that are of similar disposition (i.e., the undead) – see the description below.
- **Genre-independent** – the first three factions that we created (good, evil and undead) are taken from our large collection of D&D figures. However, work is underway to add factions for pirates, druids, and Cthulhu Victorians to the mix.
- **Draft-style** – we draft for crews (see Appendix B). Partially, this is because we like to draft, but more importantly it allows for better play testing as all players are exposed to all possible models. It also allows us to track which models are popular (and probably overpowered) and gives a player variety from playing the same crew repeatedly.
- **Scenario-driven** – scenarios add flavor to the game, mostly by providing interesting terrain and allowing us to explore alternate victory conditions.
- **Single-battle** – since we re-draft each time we play, change rules between sessions, and have a shifting cast of players, it makes sense to make Pygmies a single-evening event. That said, there are many possibilities for making Pygmies into a long-running campaign-style game. How to handle a campaign-style game is not covered in these rules.

## Game Models

Pygmies is designed to not only be genre independent, but it allows for different genres to be played together. If you want to play Wild West and your friend is big into classic D&D, the system allows for model statistics to be normalized and these genres to be played together.

While any 28mm models can be used, here are some general guidelines for the physical models:

1. All small and medium-sized models are mounted on a 1" circular ferric metal base. This includes almost all regular troops (humans, orcs, etc.).
2. Larger models (i.e., ogres and giants) should be mounted on appropriately-sized round bases.
3. Metal bases are critical as we use round magnetic colored disks (from Alea Tools) to represent the different hero groups during the battle. They are also used to represent magic items and special conditions, such as *Charm*.

## Creating a Groups and Heroes

In Pygmies First Edition, there are three factions each consisting of 46 models. These are good, evil and the undead. Combined with six neutral models, each game has a possible 144 models from which to make your crew<sup>5</sup>. However, new factions could replace these original ones.

The composition of your faction is limited only by your imagination and ability to gather the appropriate models together. In order to make a great faction, you will need:

1. **A Theme.** It is best to come up with a unique theme (i.e., pirates) for your faction. This allows them to have their own flavor and not conflict with factions that already exist. Since your faction will be drafted, avoid the temptation to make them overpowered.
2. **Six Heroes.** Each faction should have exactly six heroes. Heroes are exceptional individuals, characterized by their having Heroism points. The points can be spent during an encounter to do outrageously cool things. Heroes are often equipped with better weapons and items and are often far more skilled in the game.
3. **Forty Henchmen.** Outside of heroes, the other 40 models in a faction are henchmen. These are grouped together for ease of play. Each group consists of models which are identical in statistics and weapons. A typical group size is four. Models which are significantly weaker than average (i.e., goblins) should have a larger group size. Models which are significantly stronger than average (i.e., ogres) should have a smaller group size.

Some basic guidelines:

1. Themes should define the group's **strengths** and **weaknesses**. For example, in Pygmies First Edition, the "good" faction has better armor and courage, but they have weaker attacks. The "evil" faction has better offensive capabilities but lacks the defensive statistics and has lower courage. The "undead" has weaker offensive and defensive capabilities and no spellcasting, but they are immune to the effects of courage.
2. Heroes should complement your henchmen groups. Having a hero with the ability to give all models of a particular type a bonus (i.e., all elves get a +1 fight) provides strategic considerations for the draft. CAUTION: Stackable effects can make models super-powerful, so be careful granting big bonuses.
3. Target having 7-9 groups. It is tempting to make a bunch of small "specialty" groups, but during the draft, basic troop types are always in demand. Since you will only get to play with two groups under each hero, having 20 groups of 2 will mean most models will always sit on the bench.
4. Each game uses three neutral groups of two creatures each. These should never be themed with a faction, but it is fine to introduce new neutral groups for play.
5. Don't reuse spells and skills. In Pygmies First Edition, there is no re-use of spells and skills (i.e., only one model has Fireball). This is partially for flavor, but it makes the draft more strategic as there are no "standard" spellcasters or heroes.

Some ideas not yet investigated include: cavalry, mounts, and monstrous mounts.

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<sup>5</sup> So a crew, in military parlance, is equivalent to a squad, section or patrol. With 30 figures, it is probably more accurate to use platoon or troop. However, crew seems to work better for a game that could take place on the HMS Bounty or the starship Enterprise. Squad does bring up fond memories of the AH games of old, however.

## Assigning Statistics

The first step in creating your faction is assigning statistics (characteristics, weapons, spells and skills) to the models you are going to use. In order to create a balanced faction, the following guidelines should be followed for each model:

Human Archer			
<i>Henchmen (4) - Human, Good, Archer</i>			
3	3	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	3	-
ATTACKS	WOUNDS	COURAGE	HEROISM
LONG BOW	3	16"	HALF MOVE
SWORD	USER	-	PARRY
WEAPON	STRENGTH	RANGE	MISC

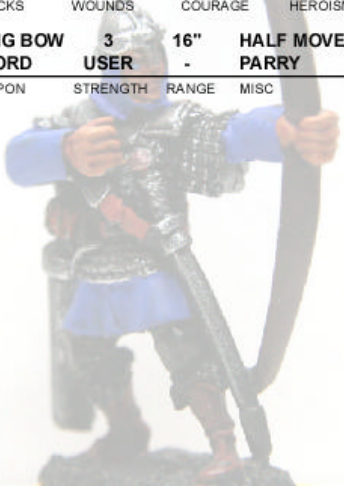


Figure 4. Human Archer

- **Name.** A unique name should be given to the model. Heroes typically have proper names while henchmen have more generic descriptions. All models belonging to a group must have identical names.
- **“Henchmen” vs. “Hero”.** This designates the model as either a Hero or Henchmen. The number in parenthesis reflects the number of henchman in a particular group. The keywords after this designation are used for spell and special ability effects. For example, Human Archers are susceptible to anything that affects “good” models.
- **Characteristics.** These should follow the min/max rules in the Characteristic section in the main rules. Spellcasting heroes tend to have 5-7 heroism points. Non-spellcasting heroes tend to have 3 heroism points.
- **Weapons.** A model may have up to two weapons. These should be represented on the model for ease of use during play. The description of weapons is found in a following appendix.
- **Spells and Skills.** At the bottom of each card are any spells or skills. Each model may have up to three spells or skills. Typically, spellcasting heroes will have three spells, and non-spellcasting heroes will have three skills. Henchmen never have spells, but they may have limited skills or bonuses.

# Appendix B. Drafting Your Crew

Pygmies is ideally suited for a four-person draft. After drafting a crew, two one-on-one battles are played. This allows for a draft and a game to be done in 2-4 hours.

## The Draft Setup

The 144 models are each represented by a Crew Roster card. A 4-person draft is used to determine each player's crew for the game. Separate the 144 cards into 12 packs of 12 cards. Each pack must contain 2 heroes or neutral characters and 10 henchmen. Shuffle the cards well before creating the packs. Keep the cards face down. Players are not allowed to see which cards are in which pack prior to the draft. Wait until after the draft to decide one-on-one player matchups when drafting for two individual games.

## Drafting Rules

Each player picks up one pack and looks at the cards. The player chooses one card from the pack to keep and then passes the pack to the player sitting on his left. Players are not allowed to look at the next pack of cards until a card has been drafted from the previous pack and the rest of the pack has been passed to the next player. Continue drafting and passing left until all 12 cards have been drafted from the first set of packs. That ends the first round of drafting out of three.

Make sure each player has drafted 12 cards at this point. Set those cards aside so that they do not get mixed up with the new packs to be drafted (players may look at their drafted cards at any time). Each player picks an undrafted pack and the second round of drafting begins. Follow the same procedure with the exception that packs are passed to the player sitting on the right.

When all cards have been drafted from the second set of packs, new packs are chosen and the third and final round of drafting begins. For the third round, pass all cards to the player on the left once again. Each player will end the draft with 36 cards. Not all models drafted will be played in the game.

Each player will build 3 squads to play in the game. Each squad must consist of 1 hero and 2 groups of henchmen (or neutral creatures). A group consists of identical henchmen that have the same alignment as the hero (or be of neutral alignment). For example, one squad might be led by the hero Ernest Goodfellow whose alignment is, of course, Good. His first set of followers might consist of 4 Elven Archers (alignment = Good). The second set might consist of 2 Gargoyles (alignment = Neutral).

The alignments of the three heroes do not need to match each other.

## Basic Draft Strategy

Heroes are the most powerful units. You need exactly 3 of them since you will play 3 squads. Because sets of followers must match the alignment of the hero and there are only a total of 18 heroes in the draft to be divided among the four players, heroes are typically drafted with the first pick. It is not always necessary to draft a hero first, but there is a risk that you will lose one third of your army if you do not get 3 heroes in the draft. There is also a risk that the alignment of your standard units will not match the alignment of your heroes if you draft standard units first, thus you won't be able to play the best units you drafted because they won't fit into a hero's squad.

Continue picking your favorite model's cards out of the packs, preferably ones that match the alignment of one of the heroes you have already drafted. If you draft an Elven Archer, for example, try to draft all of the Elven Archer cards so that you can create as large a squad as possible and outnumber your opponent. Remember, you can only play two groups of henchmen under each hero, so you typically won't draft a third group of the same alignment unless you have two heroes that share that alignment. Sometimes you will want to draft an extra set of cards of one alignment as a backup plan in case you can't get enough cards for one or both of the first two sets.

Out of the 36 cards drafted, players typically end up playing with 20 to 28 models. Models vary in power, so more is not always better, but the weaker models appear in greater quantity in the draft so you can build larger squads if you focus on a specific type (i.e., Skeleton Warrior).

# Appendix C. Scenarios

Scenarios provide an interesting alternative to straight-up battles. While these should change to keep things interesting, here are our current scenarios. Some ideas not yet investigated include: sieges, siege equipment, battering, and demolitions.

## “There’s a Grave Full of Gold!”



Figure 5. *Grave Full of Gold*

This scenario is played on the **Park** board.

1. Each player is attempting to capture and hold Bluebury Hill.
2. To win, you can break your opponent OR you capture Bluebury Hill. To capture the hill, you must have 8 eligible<sup>6</sup> troops within 6” of the golden grave AND eliminate all enemies from within 9” of the golden grave. If, at the end of the turn, you have met both of these conditions, then you may declare that you are plundering the golden grave and be declared the winner.

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<sup>6</sup> Non-flying. Also, stone creatures (gargoyles) and ethereal creatures (Invisible Cindy) do NOT count as eligible troops when there are in a state that cannot be targeted.

## “Doubloon Island Has Been Found!”



*Figure 6. Doubloon Island Has Been Found!*

This scenario is played on the **Harbor** board.

1. Each player is attempting to capture a ship and sail off before his opponent can do the same.
2. To win, you can break your opponent OR you can capture a ship. To capture a ship, you must get 8 eligible<sup>7</sup> troops onto the ship AND eliminate all enemies from the ship. If, at the end of the turn, you have met both of these conditions, then you may declare that you are “casting off” and be declared the winner.

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<sup>7</sup> Non-flying. Also, stone creatures (gargoyles) and ethereal creatures (Invisible Cindy) do NOT count as eligible troops when there are in a state that cannot be targeted.

## Appendix D. Skills

These are skills – not spells – that can be assigned to models. These include skills that might be innate to monsters (such as Captivating Song) as well as things that might be learned by humans over time (such as Quick Shot). The primary difference between spells and skills is that spells must be cast using heroism points. Skills are either permanently active (such as Fly) or invoked (such as Captivating Song).

Skills in **red** are suggested but not currently in use.

Name	Description
<b>Big Swing</b>	When engaged by three or more melee opponents, the model may opt to take the “big swing” instead of his normal attacks. This allows for one attack per opponent.
<b>Captivating Song</b>	Once per game. All enemies within a 9" radius. May be activated anytime (typically before movement). Captivated creatures move towards the singer direct and full speed. Courage test negates. Courage can be re-tested during end-of-turn phase.
<b>Cauldron Bubble</b>	If you control three witches, once per game you may conjure the Cauldron of Poison (place anywhere inside the triangle formed by the three witches). All attacks by other evil models you control within 6" of the cauldron are poisoned. Victims must make a Courage test or lose an additional point of Strength for each hit taken. The Cauldron is destroyed if any witch is killed. The Cauldron cannot be moved once it is conjured - witches may move freely.
<b>Charm</b>	On each hit, the target victim will be charmed to fight for the caster. They will not use Heroism points, magical items or spells. Charmed models must stay within 6" of the caster. Courage test negates. Courage can be re-tested during end-of-turn phase.
<b>Dispatch Riff-Raff</b>	If all enemies fighting the model are killed, the model may make a move up to half of full movement immediately following combat resolution but may not move into an enemy's Zone of Control.
<b>Double Double</b>	If you control at least two witches, all other evil models you control within 6" of any witch gets +1 Strength.
<b>Dwarven Resolve</b>	The model has hidden reserves of courage and tenacity and may re-roll any failed Courage tests.
<b>Eagle Eye</b>	The model is an exceptional shot and reduces “In the Way” modifiers by -2 with his chosen weapon.
<b>Energy Drain</b>	On each hit, the target victim's Strength value is lowered by 1. Courage test negates. If Strength = 0, the victim dies.
<b>Ethereal</b>	Must be used during the Movement phase. While ethereal, the model can move through any object, although it cannot shoot, cast spells, fight, be targeted or hit. The effect stops at the end of the turn.
<b>First Strike</b>	The model is notoriously quick with his <sword> and always resolves his melee swings first (before any initiative swings or heroic action swings).
<b>Fly</b>	Move 10". The model moves over any terrain without penalty in the air.



	The model must land at the end of movement.
<b>Frightful Moan</b>	Once per game. All enemies within a 6" radius. May be activated anytime (typically before movement). Frightened creatures move directly away from the model at full speed. Courage test negates. Courage can be re-tested during end-of-turn phase.
<b>Handy with Rocks</b>	Can throw rocks as projectile weapons. Can throw one rock per Attacks value each round.
<b>Inspiration</b>	All friendly models within 3" of this model may add +1 to Courage tests.
<b>Leadership</b>	Provides a +1 Fight for all <type> under <his> command.
<b>Life is Cheap</b>	All <type> models within 6" of this model may shoot at targets even if there are friendly models in the way or models are engaged in combat. "In the Way" penalties may apply.
<b>Lightning Fast</b>	The model may choose to make an extra move of d6 inches in the Shooting or Magic phase instead of firing a weapon and/or casting a spell. The model must be unengaged, may not use this move to charge, and must follow all movement rules.
<b>Lucky</b>	Once per game. The model may re-roll any one dice roll. This roll can be used only for the character, not other characters or henchmen.
<b>Marksman</b>	<b>The model may re-roll any missed shot with his chosen weapon. The results of the re-roll must be accepted.</b>
<b>Mindless</b>	Immune to any effects requiring a Courage test. Requires a Movement card to undertake any action - including defending itself during an attack.
<b>Mostly Bones</b>	+1 Defense against arrows and bolts.
<b>Mummy Rot</b>	Damage done by a mummy cannot be discarded or saved via heroic actions.
<b>Nimble</b>	The model adds a +2 to all Jumping, Climbing, Swinging or Swimming checks
<b>No Quarter</b>	Once per game. If all enemy models attacking this model are killed during melee, this model and any friendly models that are also part of the combat may move again, before proceeding with the remainder of the Fighting phase. They may move into touch with new enemies or join other fights. NOTE: This does potentially allow a character to move DOUBLE their normal movement and DOUBLE their normal number of swings.
<b>Quick Shot</b>	<b>The model is notoriously quick with his &lt;bow&gt; and always resolves his shooting attacks first (before any initiative shots or heroic action shots).</b>
<b>Paralysis</b>	On each hit, the model is paralyzed. It is unable to move, cast, shoot or swing. Courage test negates. Courage can be re-tested during end-of-turn phase.
<b>Raise Dead</b>	Once per game. Must be used during the Movement phase. Return destroyed skeleton under model's command. Place the skeleton within 3" of model. It can move after being raised.
<b>Regeneration</b>	The first wound in any turn is discarded.
<b>Retributive Strike</b>	The model has the tenacity to strike its enemy even when dying. When this model is killed, if the controlling player's movement card matches the model's color, then it immediately gets a "free" missile or melee attack (whichever is appropriate) against the enemy who slew it. This occurs even if the model has taken another attack this turn.
<b>Scout</b>	<b>The model is adept at scouting and foraging and ignores movement</b>

	<b>penalties for areas of difficult terrain.</b>
<b>Statue</b>	Must be used during the Movement phase. Model can become a statue if no other actions (movement, etc.) are taken in the round. Model cannot be attacked, has no ZOC when statuesque, and are immune to area of effect spells and Courage test. The effect stops at the end of the turn.
<b>Summon Minion</b>	Once per game. Must be used during the Movement phase. Model may move up to X creatures under his command to him. Move the models from anywhere on the board placing them touching the summoner. They can move after being summoned.
<b>Swordsman</b>	The model always wins all tied melee combats.
<b>Taunt/Terror</b>	A model wishing to charge at this model must pass a Courage test. If the test is failed, the attacking model does not move. It can cast spells, shoot, and swing (if engaged) although it cannot target the taunting/terrorizing model.
<b>Toil and Trouble</b>	If you control at least one witch, all other evil models you control within 6" of any witch gets +1 Fighting.
<b>Uncanny Sense</b>	The model is edgy and is exceptionally hard to surprise. Whenever this character is unengaged and an enemy tries to charge him, the enemy must stop 1" away. The model may <throw one rock> immediately, out of sequence, at the charging model. If the shot misses, then the enemy completes his charge as normal. If the shot hits, then the enemy's movement is halted.
<b>Undead</b>	Immune to any effects requiring a Courage test.

*Table 5: Skills*

Other potential skills that might be cool: Expert Rider, Cave Dweller, Iron Fist, Throw Stones, Break Stone, Body Guard, Ancient Evil, Venom, Pounce, Hunting Instinct, Ascendant, Poisoned Arrows, Stalk Unseen.

# Appendix E. Spells

These are spells that are available to models with the Spellcasting skill. These differ from skills in that they must be cast using heroism points.

Spells in **red** are suggested but not currently being tested.

<b>Name</b>	<b>Description</b>
<b>Command</b>	Simplicity 3. Range 6". The target victim will fight for the caster for the rest of the turn. They will not use Heroism points, magical items or spells. This may be cast into melee combat. A Courage save negates.
<b>Command Undead</b>	Simplicity 3. Range 6". The target undead victim will fight for the caster for the rest of the turn. They will not use Heroism points, magical items or spells. This may be cast into melee combat. No save.
<b>Cone of Cold</b>	Simplicity 2. Draw an 8" long and 1" wide line from the caster (the line must be absolutely straight). Any and all models suffer a Strength 3 cold hit.
<b>Drain Courage</b>	<b>Simplicity 3. Range 6". The target victim loses 1 point of Courage for the rest of the game. This effect is stackable. This may be cast into melee combat.</b>
<b>Enhance Magic</b>	<b>Simplicity 3. Range 6". The target friendly spellcaster gains a +1 Simplicity bonus until the end of the turn. This effect is not stackable. This may be cast into melee combat.</b>
<b>Entangle</b>	Simplicity 3. Range 12". A 6" diameter circle within the line of sight becomes infested with vines to ensnare victims. All models caught in/or passing through area must make a Strength test to pass or cannot move. Lasts 3 turns.
<b>Fireball</b>	Simplicity 3. Range 12". The caster creates a 3" diameter ball of fire at any point along his line of sight up to the spell range. All models within suffer a Strength 3 fire hit.
<b>Ghost Fog</b>	Simplicity 4. Range 0. The caster fills an area of 6" centered on him with an eerie fog for the remainder of the turn. No ranged combat or spells are allowed into or out of the area.
<b>Invisibility</b>	Simplicity 4. Range 0. The caster may not be attacked (including "In the Way" actions) but may be hit by area of effect spells. A successful invisibility allows the caster to move unhindered. No ZOC exists, and the spell ends when the model makes any offensive action or casts any spell.
<b>Lightning Bolt</b>	Simplicity 4. Range 12". Three target victims within 6" of each other suffer a Strength 3 electrical hit. This spell may be used even if the targets are in combat, but the targets must be visible.
<b>Magic Missile</b>	Simplicity 4. Range 12". The target victim suffers a Strength 4 hit. This spell may be used even if the target is in combat, but the target must be visible.
<b>Nature's Wrath</b>	Simplicity 3. Range 0. All models (except the caster) within 6" of the caster are knocked to the ground. This affects even those creatures in melee combat. A Strength save negates.
<b>Polymorph to Pumpkin</b>	<b>Simplicity 3. Range 6". Target creature becomes harmless pumpkin for the remainder of the turn. The target gets a Strength, Defense or Courage save (victim's choice).</b>

<b>Prevent Wound</b>	Simplicity 4. Range 6". The caster can use this spell to prevent one lost Wound to a target <type> model. This may be cast into melee combat.
<b>Push</b>	Simplicity 4. Range 6". The victim moves back d6+1" directly away from the caster. The victim may need to roll for falling or if it hits (or is hit by) a solid object suffers a Strength 3 hit. A Strength save negates.
<b>Restore</b>	Simplicity 5. Range 6". Restore friendly target <type> model's Fight, Strength and Courage to their original values.
<b>Shield</b>	Simplicity 4. Range 0. All <type> models within 3" are shielded from missile fire until the end of the turn. All shooting attacks are considered "In the Way" with a +4 modifier.
<b>Strength</b>	Simplicity 5. Range 6". Target <type> model gains +1 Strength for the rest of the turn. This may be cast into combat.
<b>Swap</b>	Simplicity 3. Range 12". Choose target ally and target enemy within the spell range. Those characters exchange places. Characters in combat may be targeted.
<b>Teleport</b>	Simplicity 4. Range 0. The caster may be moved anywhere within 12". A model can be charged if the caster can see it before and after teleporting.
<b>Transfix</b>	Simplicity 3. Range 6". Combat casting. The victim can do nothing further that turn. A Courage save negates.
<b>Tunnel</b>	Simplicity 4. Range 6". Creates a permanent 1"w x 1"h x 1" deep hole in wall or floor. This allows models to pass through stone walls, etc. If it is cast below a model, a jump test is allowed to avoid. Flying creatures are unaffected.
<b>Weaken</b>	Simplicity 4. Range 6". Target creature gets -1 to Strength until end of turn. This may be cast into combat.

*Table 6: Spells*

# Appendix F. Equipment

Equipment includes missile weapons, melee weapons, armor and equipment used by characters. This list can be customized for each genre, but it should follow the basic guidelines below.

Equipment in **red** are suggested but not currently being tested.

## Missile Weapons

Weapon	Strength	Range	Move	Special
<b>Dagger</b> <sup>8</sup>	User	4"	Full	<b>Can Be Thrown.</b> -1 Fighting. These weapons can be used in melee or missile combat (but not both on the same turn).
<b>Sling</b>	2	8"	Half	<b>Fire twice.</b> The wielder may fire twice with a -1 Shooting penalty or once at no penalty.
<b>Short Bow</b>	3	8"	Full	
<b>Long Bow</b>	3	16"	Half	
<b>Crossbow</b>	4	16"	None	
<b>Repeater Crossbow</b>	3	16"	None	<b>Fire twice.</b> The wielder may fire twice with a -1 Shooting penalty or once at no penalty.
<b>Pistol</b>	5	8"	Half	<b>Slow reload.</b> This weapon requires an appropriate colored Movement card to fire.
<b>Dueling Pistol</b>	4	12"	None	<b>Slow reload.</b> This weapon requires an appropriate colored Movement card to fire.
<b>Blunderbuss</b>	3	8"	None	<b>Scatter Shot.</b> Draw an 8" long and 1" wide line from the firer (the line must be absolutely straight). Any and all models in its path are automatically hit. <b>Fire Once.</b> Can be used only once per battle.
<b>Musket</b>	4	16"	None	<b>Slow reload.</b> This weapon requires an appropriate colored Movement card to fire.

Table 7: Missile Weapons

NOTE: You do not need to keep track of ammunition for thrown and missile weapons. It is assumed that you have plenty. Only magical ammunition needs to be tracked.

Full Move = no movement penalties

Half Move = model can move ½ its movement and still fire in the Shooting phase.

None = if the model moves, it cannot fire in the Shooting phase.

<sup>8</sup> Dagger = throwing knives, hand or throwing axes, throwing stars, hand or throwing hammers.

## Melee Weapons

Weapon	Strength	Special
<b>Fist</b>	User	<b>Unarmed.</b> -1 Fighting, -1 Strength
<b>Dagger</b>	User	<b>Can Be Thrown.</b> -1 Fighting. These weapons can be used in melee or missile combat (but not both on the same turn).
<b>Sword<sup>9</sup></b>	User	<b>Parry.</b> The wielder may exchange their attack for a +2 “In the Way” modifier.
<b>Two-Handed Sword<sup>10</sup></b>	User	<b>Two Handed.</b> +1 Strength; Model may not use a magical or special item that is hand-held.
<b>Spear<sup>11</sup></b>	User	<b>Reach.</b> If unengaged, this model may make a full attack from the “second rank” by touching a man-sized ally that is engaged in combat.

*Table 8: Melee Weapons*

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<sup>9</sup> Sword = long sword, bastard sword, war hammer, staff, mace, club, battle axe, etc.

<sup>10</sup> Two-Handed Sword = flail, morning star, halberd, great axe, etc.

<sup>11</sup> Spear = pike, pole arm, bayonet, etc.

# Appendix G. Magic and Special Items

Magic and Special items are not currently being used or tested.

Magic and Special items are represented in the game by grey Alea Tools disks that are labeled with the magical powers on their edge and a description on top. They are drawn from a bag at the end of the draft or placed onto the board as scenario treasure. They should never be drafted. The general rules for magic items are outlined below.

Magic and special items can be used by any model of the appropriate size. Picking up or dropping a magical item costs  $\frac{1}{2}$  of the model's movement. Magical items may be exchanged between allies, but this action requires a drop and pickup to do so. Some magical items are destroyed when used (i.e., Bugman's Ale). Others are permanent (i.e., a +1 sword). If the model wielding the magical item is killed, the magical item is placed where the figure died. Any figure (on either side) can come by and pick it up owing to the movement restrictions outlined above. You cannot stop on top of a magical item unless you have enough movement left to pick it up.

## Magic and Special Items

Item	Special
<b>Heavy Armor<sup>12</sup></b>	+1 Defense; Movement -2"; -1 to Swim, Climb, Jump and Swing rolls.
<b>Elven Cloak</b>	Missile attacks against wearer are at -1 Shooting.
<b>Hunting Arrow</b>	+2 Strength. Single use.
<b>Holy Water</b>	All undead within 3" take a Strength 3 attack. Single use.
<b>+1 Sword</b>	+1 Strength.
<b>Lucky Charm</b>	Can re-roll one dice. Single use.
<b>Healing Herb</b>	Ignore one Wound in combat. Single use.
<b>Bugman's Ale</b>	Immune to all Courage tests for one turn. Single use.

*Table 9: Magic and Special Items*

Other potential magic and special items that might be cool: grenades, pets, lock pick kit, holy relic, garlic, fancy clothes, rope and hook (for crossing obstacles), poison (black lotus, dark venom, mad cap mushrooms, crimson shade, mandrake root).

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<sup>12</sup> It is assumed that all models have light armor of an appropriate nature. Monsters cannot wear Heavy Armor.