

A large, bright yellow and orange nuclear mushroom cloud rises from a dark silhouette of a city skyline against a red and orange sky. The city buildings are jagged and appear to be in ruins.

REQUIEM

SKIRMISH BATTLES IN
THE POST APOCALYPSE!

Rulebook



Mad Robot Miniatures

www.madrobotminiatures.com

REQUIEM

SKIRMISH BATTLES IN THE POST APOCALYPSE

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REQUIEM

Is everybody in?
Is everybody in?
Is everybody in?
The ceremony is about to begin.
The entertainment for this evening is not new,
you've seen this entertainment through and through
You have seen your birth, your life, your death...
you may recall all the rest.
Did you have a good world when you died?
Enough to base a movie on??

— Jim Morrison, An American Prayer

Welcome...

Requiem is a miniatures skirmish game that takes place in a post apocalyptic world. Seen that before, right? Well, this world is different. It doesn't focus on a specific type of post apoc life; desert wastelands, cities overgrown with vegetation, raiders, scumbags, cannibal clowns, militant postal workers, mutants, monsters, zombies, etc.

This world covers them all. I decided to create a massive sandbox where I can place all the cool stuff I ever wanted to see in a post apoc world. The result is Requiem.

The world went to crap as a result of "The Event" and for almost half a century life has been forced to re-organize itself in this new reality. Milestones have been reached, delicate pieces of civilization have started to re-emerge, but there is a long way to go. In the game, your contribution to this world may be small and insignificant, but it may be more than that. No matter what, you are determined to grab what's yours and hold onto it.

We would not be here if not for the input of Brian Fortney and Alex Caldwell; they agreed to team up with me and help make sense of what I had floating around in my brain. Requiem could not have happened without their assistance.

So, this is where it begins. This rulebook will give you the mechanics, the background, the settings, but it is up to you to determine how the world will grow. Together we will fill this world with awesome stories and characters and the result should be a ton of fun!

The Event...

Solomon made his way to the front of the group; dusk was upon the sky and the communal tent was lit with a few flickering candles. He held a steaming cup of coffee to his lips and took a sip. Several people in the crowd smiled...Solomon was known for his love of coffee. He cleared his throat and became the focus of each and every soul that sat before him.

"I'll tell you again, for those who have not heard...for those who have, let this serve as a reminder. Years ago, decades ago, our world was a much different place. It was filled with people, with technology...with distractions. We relied on our things and technology but we lost control. No one remembers who it was but someone managed to sabotage the world's fuel reserves. Some scientists somewhere created a biological "doo-dad" that fed on petroleum. We think it was something meant to clean up oil spills in the ocean, but was weaponized, ultimately to the detriment of humanity.

Without our precious fuel, our cars stopped...our world stopped...our lives stopped. Across the globe, panic quickly set in and small battles led to large wars. A few nuclear exchanges quickly led to larger ones. There was no rhyme or reason, people seemed to simply say 'screw it' and fired off whatever they had. They'd had enough and decided to blow up the world.

Targets were military...bases, missile silos, command and control. Turns out many places were hit with non-atomic weapons...neutron bombs saw heavy use in populated areas. Maybe they thought they could sweep in and take over when the smoke had cleared. Perhaps someone only wanted the people erased, leaving the world to stand for a future humanity to re-discover. There were worse things...experimental arsenals were emptied...unknown chemicals, toxins, even viruses...the very face of the planet was forever changed.

Generations came and went and slowly man rose from the ashes. We toiled, we fought, we did what was necessary to survive. Today we can finally see something on the horizon...a future! But make no mistake, my dear friends. We have only taken our first steps. We still toil, we still fight, we still must do what is necessary to survive.

As you make your way in this world, be sure to watch your back and the backs of the people beside you. Survive together...fight together...bleed together. If need be...die together. No one can make it in this world on their own, gone are the days of the loner. These are now humanity's greatest challenges...right or wrong...win or lose...live or die.

So grab your gear and head out, the wastes are full of tech, treasure, and things you will never believe. Count each day as a blessing for each and every sunrise you see may be your last.

Now...who wants pie?"

OVERVIEW

Players in Requiem control models representing individual characters. Following the rules presented in this book, each player takes turns moving his figures and declaring their attacks. How far the figures can move, how strong their attacks are, and how likely they are to survive other figures' attacks are determined beforehand by characteristics. Dice rolls made at the time of attacks add an element of chance and luck making it possible for the lowliest trooper to occasionally fell the greatest of heroes. Players will usually field between 5-7 models for a standard battle, larger battles will allow for more. Advanced rules will provide a point system that allows players to construct their own rosters prior to a battle or series of battles.

This game is designed with 28mm figures in mind, the sort that puts a typical human at a little bit more than an inch tall. While any 28mm miniature will suffice, we highly recommend our own line of sci fi and post apoc figures over at Mad Robot Miniatures. At www.madrobotminiatures.com, you will find hundreds of different parts for customizing your existing figures, our own full lines of complete figures, and fully customizable squad builders that let you create the war-band of your dreams.

We're not really going to get into fiddly details about time and ground scale, but for those of you that find such things important, each figure represents a single combatant and a typical human figure stands about six feet tall. Each turn in the game represents about ten to fifteen seconds of real time, although that's dependent on what you direct your force to do, rather than a hard and fast rule. The really important thing is that however long the game would have taken in real time, you've had the opportunity to have your force clash with your enemies and either roar with victory or slink away in defeat.

FACTIONS

A faction is your crew, your peeps, your family, etc. Whatever group of folks you run with in the world of Requiem, they are your faction. In game terms, factions have different traits and access to specific weapons and gear in their armory. As new factions are released, we will provide rules and rosters for each so you can use them in your games. You do not have to commit to only one faction, you can have a group of models for each one if you like! Just remember that all the models you field during a battle are considered to be part of the same faction and that is declared before the battle starts as part of your group roster.

BATTLEFIELD SIZE

Most games of Requiem are best played on a battlefield that measures at least 3'x3', with lots of terrain. Larger boards, anything from 4'x4' to 4'x6', can be even more fun if you decide you want to have a few extra models in your war-band. Anything smaller, like 2'x2', is not normally recommended unless there is a specific scenario that would call for it.

TERRAIN

Terrain is anything that populates the battlefield, anything from buildings to rivers to trees, hills, roads, barriers, vending machines, etc. The world of Requiem is filled with all kinds of environments, so you have any number of ways to use terrain in your battles. A simple rule of thumb is “the more terrain, the better the game”. A battlefield filled with various types of terrain will break up firing lanes and make movement both necessary and tactical. The battle becomes much more fun and enjoyable when you have all kinds of corners to shoot around. Even if you don't have lots of terrain to start with, we recommend using whatever you can find and making it work!

There are tons of stores in the internet that sell all kinds of terrain these days, a quick search should allow you to find something you like. If you prefer the DIY approach, check out YouTube for hundreds of videos about making your own terrain, for a very small price.

Terrain sets the backdrop for all your gaming adventures...give it a try and you'll be rewarded with a much better experience.

DICE CONVENTIONS

KEEPS

The game uses standard 6-sided dice or d6. There is a distinction between the number of dice you roll and the number of rolls you "keep", and add together, to get a result. This is noted with a "k".

Example: 3k2 means you roll a total of three dice but "keep" the two highest scores and add them together.

ROLL OFFS

We use dice rolls to determine the outcome of most actions in the game. Many times, especially in combat, players will roll off against each other to determine how an action is resolved.

Example: Steve has 2k2 and Roy has 3k2. Steve rolls a 2 and a 4 and since he keeps two dice, his total is 6. Roy rolls a 2, 3, and 1 but since he only keeps two dice, his total is 5. Steve wins this roll.

In the event of a tie, both players immediately roll a single die and the higher number wins the contest. In the unlikely event both players roll the same number, keep rolling again until someone wins the dice-off.

CHECKS

Certain circumstances require what's known as a "**check**". A player rolls the required number of dice and succeeds on a result of 9 or higher.

Example: Steve has to make a Willpower check, his Willpower is 2k2. Steve rolls a 4 and 6 for a total of 10. Since 10 is higher than 9, the check is successful.

DICE MODIFIERS

Dice modifiers are notated with a "+k" or "-k". If the "k" is followed by a number, you either add or subtract that number of dice you can keep for a roll.

*Example: 3k2 with a modifier of +2k1 = 5k3; roll 5 dice and keep the highest 3 for the total
3k2 with a modifier of -1k1 = 2k1; roll 2 dice and keep the highest 1 for the total*

There will also be times when "k" has a value of zero. This means that there is a bonus (or penalty) to the total number of dice rolled but not the number of dice you "keep".

Example: 3k2 with a modifier +1k0 = 4k2 or 3k2 with a modifier of -1k0 = 2k2

Although modifiers are cumulative, you can never have more than 5 keeps on a single roll. For instance, if circumstances create a roll like 6k6, the cap of 5 would make that 6k6 into a 6k5.

PIP MODIFIERS

Once you roll the dice and have a total, you may have other bonuses or penalties that may apply to that total. These will be denoted out as simple +'s or -'s. These are referred to as pip modifiers and are added to each dice that is kept. You will find these modifiers listed in the stat line of whatever item they are attached to. They will also be specifically stated in the rules, under specific circumstances.

Example: Your Urban Barbarian has an improvised shield, with a pip modifier of +1. In a melee action, he rolled his defense of 3k2 and gets a result of 10. Since he kept 2 dice, his pip modifier is +2 and thus his total becomes 12.

What we use all these dice and modifiers for will be explained in further detail later in the rules.

MODEL STATISTICS

Each model on the table, regardless of faction, is a unique character with their own rules and abilities. All models have statistics to reflect how effective they are at certain aspects of game play, which are presented in a simple to read device called a stat line.

Here's a stat line for a standard human being:

Move	Ranged	Melee	Defense	Willpower	Wounds
4	2k2	2k2	2k2	2k2	2

Let's break it down:

Move: This is the number of inches the model can move during its activation

Ranged: This is what is rolled to shoot another model with a ranged weapon

Melee: This is what is rolled to attack another model with a close quarters weapon

Defense: This is what is rolled to defend against attacks

Willpower: This score is used for things like overcoming panic and psi powers

Wounds: This represents the number of wounds a model can sustain before being removed from the battle.

While the above line represents a standard human, some models are better (or worse) at some things than others. For example, a religious zealot may have an extra die to roll for Willpower to represent his fanatical faith in the face of adversity.

Statistics can receive bonuses, depending on what weapons and gear the model is given. We'll touch on that a little later.

PRIOR TO THE GAME

PLACING TERRAIN

Before you start your battle you need to place terrain. Players roll off 1d6 with the winner placing the first piece, the other player places the next piece, and so on until all the large terrain has been placed on the table. Any scatter terrain can be divided evenly amongst the players and randomly placed on the table as they see fit. You can also come up with an alternate way of placing terrain, as long as all players are in agreement on the process.

MODEL DEPLOYMENT

1. Roll off with 1d6, winner chooses which edge of the battlefield to deploy on, loser must deploy on the opposite edge.
2. Loser of the last roll deploys all his models first, within 6" of his edge of the battlefield, winner of the last roll then deploys within 6" of his edge of the battlefield.

In the case of a tie, re-roll until there is a winner.

NOTE: This is a general guideline for single battles. Most prepared scenarios will give specific conditions for things like terrain and model deployment and those should always be given priority over the general guidelines given here.

THE GAME ROUND

ALTERNATE ACTIVATIONS

At the beginning of each round, the players each roll one die to see who activates first. That player may move/shoot/run/melee/etc with one model. The second player then does the same with one of theirs. Players alternate back and forth until all the models have been activated. Once all models have been activated, the round is over.

ACTIVATION OPTIONS

When a model gets Activated, it can do any one of the following:

- Make a Ranged Attack
- Make a Ranged Attack and then Move
- Move and then make a Ranged Attack
- Move and charge into a Melee Attack(within 3")
- Declare a Run (Move x2)

Some models have special abilities that can be done in on their Activation, they will be specified in the rules/roster for that specific model. Also note that Melee attacks can only happen within Melee range. It is also possible for models to stay where they are and simply do nothing.

MOVEMENT

Models can move up to their Move score, in inches, and still take another action (such as making a Ranged Attack or Melee Attack). A model can also choose to run instead, which means the model can move up to double the model's Move score in inches. This means most models can cover 8 inches if they're not doing any attacking or ducking. Movement is measured from the front of the model's base.

CLIMBING

Vertical movement DOES count against the number of inches a model can move. The model must stop on a level surface; they can't end their movement hanging from a ladder or rope.

Example: Steve's Prepper with Move 4 is three inches away from a ladder that goes up another three inches to an observation platform. To cover this distance, he would need to move a total of six inches (three to get to the ladder and another three to climb up). The Prepper can only do this if he runs. However, he'd then have another two inches of movement he can choose to use once he gets to the top of the ladder. If he chooses not to run, he could move to the base of the ladder and shoot at an enemy, and then climb the ladder on his next activation.

JUMPING

All models can jump up to two inches, whether it be across a space, hole, crevice, etc. That two inches must be counted as a part of the models regular move distance and the jump must end on a level surface.

Models can also vault over light cover. Doing so counts as two inches of movement that must be counted as a part of the models regular move distance.

EFFECTS OF TERRAIN

Rough Terrain - Models moving through rough terrain can only move half their normal distance, rounding down to the nearest inch. Rough terrain can be anything from a river, to a bog, to a house or structure. Before the game starts, rough terrain must be pointed out so both players know where it is.

Contaminated Terrain - After "The Event", some areas (as well as things and people) are either irradiated or dangerously polluted. Contaminated terrain poses a distinct danger to models in the course of a game. If a model enters contaminated terrain, roll a Defense check. Failure means the model has been overcome and it's activation ends. Success means the game play continues as normal.

The model must make a Willpower check every turn when they activate. Failure means they remained stunned until the next turn when they can roll again. This is limited to 2 turns total, after which a model can be considered to have fought through the effects enough to continue on. There no lingering effects of being stunned. If the model again moves within any contaminated terrain again, the process is repeated the same as before.

Example: Johnny Two-Times unknowingly steps into a chem-bog. He rolls a Defense check and the result 8. Since 8 is less than 9, he fails the check and is considered overcome until the next turn. He can then roll a Willpower check to see if he can regain his senses enough to move forward and possibly escape.

Note that a contaminated model is not immune to the effects of other contaminated models or terrain.

RANGED ATTACK

When a model is armed with a ranged weapon, that model can attempt to shoot an enemy model with line of sight that's within the weapon's range. Range is measured from the attacking model's body (not the model's base) to the target's body (not the model's base). Player's may measure ahead of time to see if a target is within range, as shooting at a model out of range always fails and thus wastes the model's shooting for that Activation.

The model making a ranged attack rolls all its dice for Ranged Attack, including bonuses from his weapon, and compares the total to enemy model's Defense roll. If the shooter's total is higher than the Defense total, then the enemy model has been hit and the model receives a wound. If the attack is unsuccessful, both models stay where they are and the round proceeds to the next activation.

Some weapons have characteristics that allow more than one wound to be given

A model armed with a one-handed ranged weapon can fire once at a single target

A model armed with two one-handed ranged weapons can fire twice at the same target or once at two different targets. When firing at two different targets, the second attack roll suffers a -2 pip modifier.

A model armed with an auto-fire weapon(*Light or Heavy Repeater*) must fire multiple shots at the same target.

COVER

If a model is behind cover, it will receive a bonus to it's defense rolls against ranged attacks:

Light Cover : +1k0 Defense, any item or terrain that hides less than half of a model

Heavy Cover : +1k1 Defense, any item or terrain that hides more than half of a model

Note that bonuses for cover and armor are cumulative. However, there is still a maximum cap of 5 keeps, regardless of how many dice are rolled.

We urge people to use common sense when determining cover. A 6 inch curb along the street could technically cover less than half the model but probably doesn't offer any real cover. Use your best judgment and make sure all players agree on the final decision.

Example: Alex's Chanter is going to shoot at Kid's Hazard Ranger. The Chanter has a Ranged Attack value of 2k2 and a rifle (+1k0 to Ranged Attack) for a total of 3K2. Kid's Hazard Ranger has a Defense of 2k2 and is behind the light cover of some dead trees(+1k0 Defense) for a total of 3k2. The Hazard Ranger is within the range of the Chanter's rifle and there is line of sight. Alex rolls a 4, a 5, and a 6; he keeps the 5 and the 6 for a total of 11. Kid rolls a 1, a 3, and a 5; he keeps the 3 and the 5 for a total of 8. Alex's Chanter just blew away Kid's Hazard Ranger and left his carcass for the buzzards and mutants.

LINE OF SIGHT

In most cases, you can't hit what you can't see, this represents Line Of Sight (LoS). A model firing a ranged weapon must have unfettered LoS to its target. An easy way to determine LoS is to simply duck down behind your model and if you can see the enemy you want to target, you have a valid LoS. If an enemy model is in any way between you and your intended target, that does not constitute a valid LoS and you must fire at the closer model or choose another target altogether.

Example A: Steve's Ganger wants to shoot Roy's Chem head with a rifle. He checks for range and then stoops down behind the model to visually check LoS. Nothing is blocking the way so his attack can continue.

Example B: Roy's Chem head wants to return fire at Steve's Ganger but another of Steve's models has rushed forward to engage and partially block the LoS to the intended target. Roy's Chem head must shoot at the closer enemy or choose a different target altogether.

MELEE ATTACK

A model within 3" of an enemy model can choose to instigate a melee attack. The player then moves his model forward until its base touches the base of the model it is attacking. This indicates that the models are in a melee battle. Note that a model without a melee weapon can still make a melee attack, representing punching, kicking, shoulder-ramming, pistol-whipping or any number of physical strikes. However, it will be made using the model's unmodified Melee score. A model with a melee weapon is significantly more dangerous.

The attacking model rolls all its dice for Melee Attack and compares the total to the enemy model's Defense roll. If the Melee Attack total is higher than the Defense total, then the enemy model receives one wound. If the attack is unsuccessful, the defending model goes on the offensive and the tables are turned. That model now rolls for Melee Attack and the previous attacker rolls for Defense. This back-and-forth continues until one of the combatants runs out of wounds and is removed from the table.

Example: Roy's Chemhead is going to attack Gary's Prepper. The Chemhead has a Melee Attack value of 2k2 and a club (+1k0 to Melee Attack) for a total of 3k2. Roy rolls a 4, a 2, and a 1; he keeps the 4 and the 2. Gary's Prepper has a Defense value of 2k2. Gary rolls two 6's. Roy's total (6) is less than Gary's total (12), so Gary's Prepper doesn't get his head bashed in. The Prepper doesn't have a melee weapon, so he attacks back with his unmodified 2k2 Melee Attack; he rolls a 4 and 5. Roy's Chemhead rolls his 2k2 Defense and gets a 4 and a 3. Roy's Chemhead is hit and removed from the battle, even though he initiated the fight!

Note that the modifiers for cover do not apply to Melee Attacks as the fighters are trying to kill each other at close quarters.

Also note that unless the weapon has a special rule (like the Wide Arc rule on a combat chainsaw) or if the model is armed with two One-Handed Melee weapons, a model can only make one Melee Attack per Activation. In a case where a model can attack more than once (perhaps the model has two hatchets), the player can choose to attack at the same target multiple times or attack multiple targets as long as they are in range. The player nominates the first target, makes the roll against that target, applies the results, and then nominates the next target. The player can see the result of each hit before deciding who the next target is.

WOUNDS

Wounds are received a number of ways during a battle. Unless specified, all wounds are cumulative and once a model has taken all its maximum wounds, it is removed from the battle.

STUNNED

In the course of a battle one or more of your characters may become stunned, meaning they will be basically helpless until their next activation. When they reach their next activation they must make a check against their Willpower to see if they can recover. Success means they can activate and take actions as normal, failure means they are stunned for another full turn and automatically become action-ready upon their next activation. Whether the result of Ranged, Melee, or Psi attack, the effects are the same; a stunned character can take no action until his next activation. That means no attacking or actions of any kind, including melee.

CONTAMINATED

As stated above, some things and people (as well as terrain) are either irradiated or dangerously polluted. Contaminated models pose a distinct danger to other models in the course of a game. If a model comes within 1" of any contaminated model, roll a check vs Defense. Failure means the model is considered stunned and its activation ends. Success means the game play continues as normal.

Example: The Choir Master of the Eschaton Choir is Radioactive. A Chem-head attempts to move in to do a Melee Attack. As soon as the Chem head is in Melee Range, before he can even lift his axe to strike, he must check Defense. The Chem head has a Defense of 2K2. He rolls a 4 and 4 for 8. This is not more than 9, so the Choir Master's ambient Radiation has stunned the Chem head.

Note that a contaminated model is not immune to the effects of other contaminated models or terrain.

GEAR

Now that you know how to how to move and fight, you need to be able to equip (and arm!) your models. This section will explain the basic overview of the rules attached to each. The specific weapons and armor available to each band is included with their respective rosters.

ARMOR

Armor is very simple; it adds a bonus to a model's Defense score. That bonus can either be a dice bonus or a pip bonus.

*Example: Flak Vest +1k0 Defense
Improvised Shield +1 pip to each Defense dice*

WEAPONS

Weapons have specific characteristics. Firstly, all weapons have range, which is either a set number of inches or "Melee" (which is less than 3 inches). They also have a rule for whether they require one hand to use or two (or none at all in some rare cases).

Please note that a model may never have a one-handed and a two handed weapon at the same time. So, a model's options are: a single one-handed weapon, dual one-handed weapons, or a single two-handed weapon.

*EXAMPLE: Pistol/Revolver +1k0 to Ranged Attack, Range: 6 Inches, One-Handed
EXAMPLE: Huge Sword/Maul/Giant Axe +1k1 to Melee Attack, Range: Melee, Two-Handed
EXAMPLE: Sniper Rifle +1K1 to Ranged Attack, Range: 18 Inches, Stationary, Two-Handed
EXAMPLE: Headbutt +1K0 Melee Attack, Range: Melee, Hands-Free*

Some weapons have other rules that increase their effectiveness. The most common are Repeater, Blast Radius, Neutralize Cover, and Stun.

Repeater weapons are Ranged Attacks that can be fired more than once in an Activation. They are listed as "Repeater X" where X refers to the number of shots that can be made.

EXAMPLE: Assault Rifle +1K0 to Ranged Attack, Range: 12 Inches, Repeater 2, Two-Handed

Blast Radius weapons are Ranged Attacks where there is a wide area of damage surrounding the targeted model. Any model, enemy or friendly, in that radius is effected and a separate Ranged Attack roll is made for each model. Blast Radius weapons are listed as "Blast Radius X" where X refers to the distance in inches, from the target model. Measurements should be taken from the center of the target base, or as close as possible. Cover can apply to the effects of a blast as long as the cover is between the center of the blast and the model in question.

EXAMPLE: Grenade Launcher +1k1 to Ranged Attack, Range: 10, Blast Radius 2, Two-Handed

Neutralize Cover weapons do exactly what the name implies; the targeted model does not get Defense bonuses for cover (but bonuses for armor still apply). The most common of these kinds of weapons are flame throwers, but other factions may have other weapons employ different means to do the same thing.

EXAMPLE: Flamethrower +1k0 to Ranged Attack, Range: 8 Inches, Neutralize Cover, Two-Handed

Stun weapons affect the targets body in such a way that they are paralyzed, if not wounded. If a model is attacked by a Stun weapon and makes a successful Defense, the target model must immediately check Willpower. If the target model fails the check, it counts as being Activated for the round (or next round if the model was previously Activated this round). If the target passes the check, play continues as normal.

Example: Stun-gun +1k0 Melee Attack, Range: Melee, Stun, One-Handed

Example: Tranquilizer Gun +1k0 Ranged Attack, Range 18 inches, Stun, Two-Handed

That's the end of the basic rules!

Take them, jump in, and start having some fun shooting up the wasteland...
may the best faction win!

INTRO SCENARIOS

Scenario: Secure Resource

Forces: Both sides have 600 points to create their bands. They must have a minimum of 3 models (with a maximum of 6 models)

Battlefield: 3' X 3' square with plentiful terrain. In the center of the table is a counter or marker to represent the resource objective. Either a neutral player can set up the table or the players dice off & take turns putting down terrain pieces until both sides are satisfied. A larger table (such as 4' X 4') can be used but it will significantly lengthen the game. A smaller table is not recommended at all.

Deployment: Both players dice off. The winner chooses which table corner to set up in and the other player must set up in the opposite table corner. The winning player places a single model anywhere within 4 inches of their table corner. The other player does the same with a single model. The players alternate until all the models are deployed on their respective table corners.

Starting The Game: Standard initiative rolling off is used to see who activates the first model. Initiative is rolled every round.

Victory: The game ends when one model gets within melee range of the objective and remains there for one full round. If there are multiple models within melee range of the objective, then the object is contested and the game must continue until there is only one model claiming the objective. Alternatively, if one player has all their models removed as casualties, the other player automatically wins.

Scenario: Seek & Destroy

Forces: Both sides have 600 points to create their bands. They must have a minimum of 3 models (with a maximum of 6 models)

Battlefield: 3' X 3' square with plentiful terrain. Either a neutral player can set up the table or the players dice off & take turns putting down terrain pieces until both sides are satisfied. A larger table (such as 4' X 4') can be used but it will significantly lengthen the game. A smaller table is not recommended at all.

Deployment: Both players dice off. The winner chooses which side to set up on and the other player must set up on the opposite table edge. The winning player places a single model anywhere within 4 inches of their table edge. The other player does the same with a single model. The players alternate until all the models are deployed on their respective table edges.

Starting The Game: Standard initiative rolling off is used to see who activates the first model. Initiative is rolled every round.

Victory: The game ends when one player has all their models removed as casualties.

Doomsday Survivalists

Prepper Leader

Move	Ranged	Melee	Defense	Willpower	Wounds
4	2k2	2k2	2k2	3k2	2

Sniper Rifle - +1K1 to Ranged Attack, Range: 18 Inches, Stationary, Two-Handed

Stationary: A model cannot move and shoot with the sniper rifle in the same Activation.

Kevlar Vest - +1K0 Defense

Big Ass Knife - Allows a model to reroll of one of it's dice in melee (you cannot reroll a die more than once).

Prepper 1

Move	Ranged	Melee	Defense	Willpower	Wounds
4	2k2	2k2	2k2	2k2	2

Pistol - +1k0 to Ranged Attack, Range: 6 Inches, One-Handed

Combat Knife - +1k0 Melee Attack, Range: Melee, One-Handed

Sprint - Model has Move 5 instead of Move 4

Prepper 2

Move	Ranged	Melee	Defense	Willpower	Wounds
4	2k2	2k2	2k2	2k2	2

Shotgun - +1k0 to Ranged Attack, Range: 10 Inches, Buckshot, Two-Handed

Buckshot: Add +1 pip to all dice when rolling Ranged Attack.

Prepper 3

Move	Ranged	Melee	Defense	Willpower	Wounds
4	2k2	2k2	2k2	2k2	2

Grenade Launcher - +1k1 to Ranged Attack, Range: 12 Inches, Blast Radius 2, Two-Handed

Blast Radius 2: All models (friend or foe) within 2 inches of the target are also hit; roll separately for each affected model.

Prepper 4

Move	Ranged	Melee	Defense	Willpower	Wounds
4	2k2	2k2	2k2	2k2	2

Rifle - +1K0 to Ranged Attack, Range: 14 Inches, Two-Handed

Headbutt - +1K0 Melee Attack, Range: Melee, Hands-Free

ESCHATON CHOIR

Choir Master

Move	Ranged	Melee	Defense	Willpower	Wounds
4	2k2	2k2	2k2	3k2	2

Combat Chainsaw - +1k1 Melee Attack, Range: Melee, Two-Handed

Wide Arc: If engaged with two models in Melee, make one Melee Attack roll and that total is used for resolving one attack on each target.

Anointed Armor - +1K0 Defense.

Hand of Doom - Reroll 1's when making Melee Attacks (you cannot reroll a die more than once).

Chanter 1

Move	Ranged	Melee	Defense	Willpower	Wounds
4	2k2	2k2	2k2	2k2	2

Pistol - +1k0 to Ranged Attack, Range: 6 Inches, One-Handed

Melee Weapon - +1k0 Melee Attack, Range: Melee, One-Handed

Vengeance Is Mine - Model gets +1 pip to all Melee Attack dice if the Choirmaster is removed as a casualty.

Chanter 2

Move	Ranged	Melee	Defense	Willpower	Wounds
4	2k2	2k2	2k2	2k2	2

Melee Weapon - +1k0 Melee Attack, Range: Melee, One-Handed

Sawed-off Shotgun - +1k0 to Ranged Attack, Range: 4 Inches, One-Handed

Buckshot: Add +1 pip to all dice when rolling Ranged Attack.

Chanter 3

Move	Ranged	Melee	Defense	Willpower	Wounds
4	2k2	2k2	2k2	2k2	2

Assault Rifle - +1K0 to Ranged Attack, Range: 12 Inches, Two-Handed

Repeater 2: Roll two Ranged Attacks. The target makes one Defense roll and that total is used for resolving all shots from the repeater.

Spiritual Guidance - Reroll a single die when making Ranged Attacks as long as the Choirmaster has line of sight to the model making the attack (you cannot reroll a die more than once).

Chanter 4

Move	Ranged	Melee	Defense	Willpower	Wounds
4	2k2	2k2	2k2	2k2	2

Melee Weapon - +1k0 Melee Attack, Range: Melee, One-Handed

Molotov Cocktails - +1K1 to Ranged Attack, Range: 6 Inches Blast Radius 2, One-Handed

Blast Radius 2: All models (friend or foe) within 2 inches of the target are also hit; roll separately for each affected model.