

Blood'n'Grit - Fast Play Skirmish Rules for Fantasy.

Characters:

Each character is defined by 4 skills:

Missile This is a measure of their skill with a missile weapon
Speed This show how fast the character is.
Melee This is a measure of their skill in hand-to-hand combat
Grit This is their courage and ability to resist pain.

Each characteristic ranges from 1 to 6 and is either assigned prior to the game, or diced randomly.

Thus a character can be defined by a four digit code, which could be put on a label on the base of the figure representing it.

Missile: Roll 1D6 and add the character's Missile skill.

A basic score of 7 is required to hit a stationary target, in the open. Modify the roll as follows:

Target moved more than 6" this move.	-1
Target is in soft cover (ie, behind a bush or fence, prone).	-1
Target is in hard cover (ie, behind a wall or wagon).	-2
Missile target in the back.	+1
Missile at short range.	+1
Missile at point blank range.	+2
Missile at long range.	-2
Second Arrow or Slingshot in a turn	-2
Firing a bow only once in a turn	+1
Crossbow vs Armoured Opponents @ Short/Medium range	+1
Opponent is wearing light armour (leather, padded, studded etc)	-1
Opponent is wearing medium armour (scale, ring, chainetc)	-2
Opponent is wearing heavy armour (plate etc)	-4
Opponent is using a shield	-1

Weapon:	Point blank	Short	Medium	Long
Bow	0"-3"	4"-6"	7"-9"	10"-18"
Long Bow/Crossbow	0"-3"	4"-9"	10"-18"	19"-24"
Sling	n/a	4"-6"	7"-9"	10"-18"
Spear/Javelin/Handaxe/Dagger/Rock	0"-3"	4"-6"	7"-9"	9"-12"

Melee:

Where characters are in melee with each other roll 1D6 for each and add their Melee skill.

The highest score wins and scores a hit. Modify the score as follows:

Attacking from behind.	+1
Attacked by more than one opponent. (per oppone	-1
Using an improvised weapon (ie, bottle or chairleg)	-1
Using a one handed melee weapon	±0
Using a two handed melee weapon	+2
Using a massive weapon (tree trunk etc)	+4
Opponent is wearing light armour (leather, padded, studded etc)	-1
Opponent is wearing medium armour (scale, ring, chainetc)	-2
Opponent is wearing heavy armour (plate etc)	-4
Opponent is using a shield	-1

Grit:

When a character receives a hit from a weapon, s/he must make a Grit roll.

Roll 1D6 and try to roll equal to or lower than the character's Grit skill.

If the character makes it s/he continues on.

If the character rolls over the Grit skill s/he collapses and is out of the game.

At the end of the game roll a second time and if the character fails this time s/he is dead.

Each time the character successfully makes a Grit roll reduce their Grit skill by 1.

Thus a character will eventually succumb to his wounds.

The Action Turn:

The action turn is divided into two phases, Initiative and Action.

All characters begin by rolling 1D6 for initiative and add their speed.

They then act from highest to lowest.

During an action turn a character may choose to carry out one of the following:

Walk 1D6" (see rules below on movement.)	Cast a spell (see below)
Run 2D6" (see rules below on movement.)	Melee with someone.
Do nothing (ie, lurk unseen)	Mount or dismount a horse.
Shoot at someone.	Ride a horse 2D6".
Jump down from a low roof or first storey.	Holler orders, insults etc.

Movement:

The following have an effect on movement:

Climbing over a fence or low wall.	-2"
Moving inside a building.	-2"
Going up or down one floor.	-1D6"
Entering a building.	-1"
Climbing onto a wagon.	-2"
Moving in a prone position.	Halve movement.
Moving through brush or scrub.	-2"
Going into or getting up from a prone position.	-2"

Morale:

In certain circumstances characters may decide that discretion is the better part of valour. These include:

Personally outnumbered by 3:1 in Melee.
Fired at by 3 archers this turn.
Facing Dead opponents (first turn only).
Watching leader get killed.
Facing a massive opponent (such as an Ogre or Mounted Knight).
Subject to hostile magic.

In such circumstances the character makes a Grit roll and if s/he fails they leggit 2D6" away.

Racial Characteristics:

These are examples only.

Dwarf	Add 2 to initial Grit	Orc	Add 1 to initial Melee Skill
Elven	Add 2 to Speed	Goblin	Add 1 to initial Missile Skill
Halfling	Add 1 to Missile Skill	Ogre	Roll 2D6 for initial Melee Skill.
Gnome	Add 1 to initial Grit	Undead	Add 1 to initial Grit

Equipment:

A character is equipped as the figure representing it

Experience:

Characters gain 1 experience point for each enemy incapacitated, & 1-3 for each scenario objective achieved. Characters may spend these experience points to enhance their skills at a cost of one point per level of the new skill. Thus if a warrior with a melee skill of 4 wants to increase it to 5, it will cost 5 points.

Magic:

A **mage** character may enhance a single characteristic of one friend a turn by 1D6. Instead they may target an opponent and reduce one of their characteristics by 1D6. These effects fade at end of turn. In either case the target must be within 12" and be in line of sight.

A **priest** character may restore one point of grit to a character that is in base to base contact. Instead they may target an Undead figure in melee. If they hit the Undead figure and it does not save on its Grit roll, it is utterly destroyed.