



MEST

Matter. Energy. Space. Time.

The MEST miniatures rules system is designed to be a flexible set of thematic features that can work with numerous genres such as Swords & Sandals, Medieval, Swashbuckler, Wild West, Horror, Victorian Adventure, Pulp Heroes, Modern Battles, Future War, Sci-Fi, or Superheroes.

With these rules two or more players can simulate the last exciting minutes of derring-do, harrowing deeds, and heart-stopping acts of courage for any small-scale engagement pulled from any number of genres; from penny novels, serials, and otherwise.

Will the dastardly villains win? Will the heroes prevail? Who lives? Who dies? The answers to these questions and more await your decision!

Introduction

Materials Required for Play

- At least 12 six-sided dice in three colors are required. We recommend white for use as *Base* dice, red for *Modifier* dice, and yellow for *Wild* dice. These three kinds are known as MEST Dice.
- At least 4 models per player. We recommend 28MM or 1:56 scale figurines, but the game can support any scale. These 1:56 scale models should be mounted upon 30MM (1.25-inch) circular bases if human-sized. If the models are already based upon something different such as squares or hexagons, this is also acceptable; just presume the rules are written for those bases.
- A play-area of at least 24" × 24" in dimensions.
- Lots of terrain representing trees, buildings, hills, walls, and clutter.
- Markers and tokens of various colors; beads are extremely useful for this purpose. (See below)
- A pair of measuring sticks 8" long divided into 1" segments. Or a measuring tape.
- Paper and pencils or pens for record keeping.

Markers

There are several uncommon status effects that can be applied against a character during game-play; such as "Out-of-Ammo!", "Initiative Points", or "Suppression". These are best represented using small chits about 20MM or 0.75" across. A sheet of markers ready for cut-out is available on-line in the downloads section.

Tokens

During game-play a character will succumb to one or more common status effects. Such information could be recorded on paper but it is actually more useful to identify models by

placing colored glass beads or gemstones next to them.

Here are the colors and sizes that are recommended as the standard for play.

- ❖ **Done** — Largest & blue.
- ❖ **Wait** — Big & white or clear.
- ❖ **Hidden** — Small & dark.
- ❖ **Wound** — Small & red.
- ❖ **Delay** — Small & white or clear.
- ❖ **Fear** — Small & yellow.

Characters & Traits

Players control models; each represent characters created using the Common archetypes listed at the back of these rules.

Attributes

Characters are rated in 9 attributes and some traits. The average attribute score for a human character is 2, and each point higher roughly doubles that attribute's effectiveness.

Here are what each of the attributes represent and what they are used for:

Attribute	Description	Which tests?
CCA	Close Combat Ability	Attacker Close Combat Hit. Defender Close Combat Hit.
RCA	Range Combat Ability	Attacker Range Combat Hit.
REF	Reflexes	Defender Range Combat Hit. Reaction. Attacker Detect. Defender Detect.
INT	Intellect	Initiative.
POW	Willpower	Morale.
STR	Strength	Throw OR. Attack Close Combat Damage.
FOR	Fortitude	Defender Damage.
MOV	Movement	(Movement rate).
SIZ	Size	(Wounds)

Building an Assembly

Players assemble their forces, known as "Assemblies", using Build Points [BP]. These limit how many characters each side in the game can have available for play. Players should agree upon how big of a game to play.

- ✓ A Small game is 500 BP per player allowing about 4-8 models each.
- ✓ The Standard game is 750 BP which allows about 6-12 models each.
- ✓ A Large game is 1000 BP allowing each player about 8-16 models.
- Be sure all players meet the minimum model count. Increase the available BP in steps of 100 BP for all players if necessary.
- ✓ If either the allowed BP or model count needs to be reconsidered, be sure to ask the other player first; try to keep within 25 BP of each other.
- ✓ To help keep games manageable in size when there are three or more players; double the total number of BP and models available and divide them between all players. For example; if this is a Small game; divide 16 models and 1000 BP between all three or four players.

Choosing Sides

The game is played using at least two opposing sides; players pick which side their Assemblies will call their own. Characters on the same side are *Friendly* and if not then they are *Opposing* and are considered to be opponents.

Purchasing Characters

Players should spend their allotted Build Points [BP] to assign character archetypes, armor, and weapons to their models. The Common archetypes should be adequate for most introductory games. There are rules for creating Custom Archetypes near the back and a few genre-specific archetypes lists as well.

WYSIWYG

MEST recommends the WYSIWYG (*wiz-ee-wig*) rule or "What you see is what you get." Try to use models that are sculpted to represent what they are to be. Want a werewolf? use a werewolf model. Want a thug with a sword? use a model that has a sword. Want an assassin with a rifle? use a model with a rifle of some sort.

Outfitting Characters

In each game session which archetypes that are assigned to a specific model could change according to the needs of the player. It is quite reasonable that the swordsman in a previous session was assigned the Brawler archetype and now it is instead qualified as a Hero or Leader archetype.

Overview

Near the end of this rule book are reference charts that identify the available character archetypes, armors, and weapons that each player may purchase.

- Assign weapons, armor, and equipment reasonably to characters according to how those models are sculpted.
- All characters, weapons, armor, and equipment are rated with a BP cost. For example a *Common Average* character costs 30 BP; but is 65 BP with a Medium Pistol.
- Characters, weapons, armor, and equipment are also given traits which are little rules that alter or break the rules in the game. Most traits are beneficial but some have penalty effects. *See the Traits list on the at the last pages for details.*

Armor

What can be considered armor varies greatly from genre to genre. The majority of genres though do have some equivalent of the Helm, and Gear types of armor.

- A character is allowed just one of each type of armor such as Helm, Gear, Shield, or Suit.
- In genres where the setting is 1950 AD and onwards allow each Suit or Heavy Shield to also acquire the Bullet-proof trait for an additional +10 BP.

Weapon List

The rule for assigning weapons to a character is to examine the sculpt of the associated model; if it has a weapon, then it qualifies to have a weapon assigned to it. Each weapon type may have a variety of choices available; a player could decide that a model's over-large knife is a Dagger or a Saber instead of a Sword.

- Some models may have two or more weapons sculpted onto them; a player can choose to pay for just those intended for use. A weapon not paid-for can't be used.
- Models with no weapons in their sculpt may be created as having either *Improvised* or *Unarmed*, with *Improvised* as the default.
- Weapons with the Conceal or Discrete traits allow purchase regardless if the model has the proper sculpt.
- Fire-arms weapons in settings from 2000 AD and later may be assigned the Modern trait for +3 BP or the Modern+ trait for +5 BP.
- Characters pay full BP value for the highest cost Range Combat (Bow, Firearm, Range, Thrown, Throwable) and Close Combat (etc.) weapons; others weapons are half-cost.
 - ✓ Items identified with STR for OR or Damage use a value equal to the character's STR attribute.
 - ✓ ACC is used whenever attacking with the weapon.
 - ✓ I is the Impact rating useful against Armors.

Situational Test Modifiers

Close Combat & Disengage

Assist. +1 Impact Attacker Damage Test per extra *Friendly Ordered Attentive* model with same target in *Melee Range*. +1

Outnumber. Disengage and Hit Tests for each extra *Friendly Ordered Attentive* model with same target in *Melee Range*. +1w

Elevation. Disengage, Hit, and Damage Tests to higher model if higher than opponent by about half its base-diameter. +1m

Size. Disengage and Hit Tests to smaller model per *SIZ* smaller than opponent. +1m

Charge. Attacker Hit Test if moved into *Melee Range* over *Clear* terrain from a *Free* position. +1m

Cornered. Disengage and Hit Tests if the line between the Opposing model and a terrain element such as a wall or ledge divides this model's base. -1m

Flanked. Disengage and Hit Tests if the line between the bases of two Opposing models divide this model's base. -1m

Range Combat & Detect

Elevation. *Active* character Hit or Detect Tests if higher than opponent by 1" for every 4" away. +1m

Point-blank. *Active* character Hit or Detect Tests if target is at half OR or less. +1m

Distance. Each OR multiple above the first. Limit this is ORM 3 unless using the *Concentrate* action as well. -1m

Cover. Attacker Hit or Detect Test if target has *Intervening Cover*. -1m

Hard Cover. Attacker Damage Test if target is behind *Hard Cover*. -1w

Obscured. *Active* character Hit or Detect Tests if *Friendly* model is within 1" of LOF to and between target. -1m

Indirect. *Active* character Hit or Detect Test for each OR multiple above the first to target; per OR multiple if this is an *Indirect Attack*. -1m

Surprise. Hit Test if *Hidden* at start of Action. +1m

Blind. Attacker Hit Test if this is *Blind*. -1w

Miscellaneous

Hindrance. *Active* character every Test except *Damage* for having each type; if have *Wound*, *Fear*, or a *Delay* tokens. -1m

Friendly. When a *Friendly* model is within *Cohesion* for *Morale* Tests. +1m

Performing Tests

Dice & Modifiers

The MEST *Base*, *Modifier*, and *Wild* dice are used for Tests.

- *Modifier* dice may be specified as +1 or -1 *Modifier* die, or as +1m or -1m. *Wild* dice are specified as +1w or -1w.
- All other dice bonuses are always *Base* dice which are shown as +1b or -1b.

Types of Tests

Tests are either *Opposed* or *Unopposed*; two players are always involved in scoring dice in both.

- *Opposed* tests are used when two characters are involved. *Unopposed* tests are for all else.
- The player with the *Active* character performs the tests usually as the *Attacker* and the other Player performs it on behalf of the target and is known as the *Defender* or *Passive* player.

Resolving Tests

- Each player rolls their dice and adds their character's value for the matching attribute.
 - ✓ If the test is identified with two attributes; the player with the *Active* character adds the value for the first attribute and the other player adds the *Passive* character's value for the second attribute.
 - ✓ If an *Unopposed* Test is identified, the *Passive* player merely rolls dice for the "game system" and adds 2 to the total.
- Some tests are given a familiar name such as a "Morale Test" to mean an *Unopposed* POW Test.
- Tests may identify bonus or penalty dice. For example a +1m Combat Test provides +1 *Modifier* die to the *Active* character.
- Whenever a character is penalized a die this means the opposing player is awarded that die instead.

- ✓ For example a -1m Close Combat Test awards the *Passive* character because penalty dice actually award the other character instead. Bonus and penalty dice can be identified to affect more than one test.
- ✓ Note how a +1m Attacker Range Combat Hit Test is more specific than a +1m Combat Test.

Scoring Tests

When scoring tests (*Unopposed* or *Opposed*), players always receive 2 *Base* dice plus any number of additional dice according to whichever traits, weapons or situational modifiers occur.

- If both players receive the same kind of dice for tests they cancel each other out in equal number and are removed from use.
- The last 2 *Base* dice for each Player are never removed.
- A die is scored as a single *success* when its face-value after rolling is 4 or higher.
 - ✓ *Base* dice always score 2 *successes* if the face-value of the die is 6.
 - ✓ *Wild* dice score 3 *successes* if the face-value of the die is 6.
- Dice are never added together for scoring tests; instead each die is scored individually.
- A player's test score is their character's attribute plus *successes* scored by the dice.
 - ✓ A test is passed when the *Active* character has an equal to or greater test score than the other player.
 - ✓ Otherwise the test has failed.
- "One against Many"; In order to speed game-play, whenever one model, effect, or attack has a Test which affects multiple targets have each target compare its test score against the same roll by that model, effect, or attack.

Cascades & Carry-overs

- *Cascades* are the difference in test scores in favor of the *Active* character. *Misses* are what would have been needed to pass. *Active* characters always win ties with a *cascade*.
- *Carry-overs* are dice that become available as bonuses for the *Active* character in the next test for the current action.
 - ✓ *Modifier* dice carry-over as *Modifier* dice if the face-value is 6.
 - ✓ *Base* dice carry-over as *Base* dice if the face-value is 6.
 - ✓ *Wild* dice scoring at least one *success* always carry-over as bonus *Wild* dice automatically.

General Terms

Measuring

One *Measured Unit* [MU or 1"] is equal to the base-diameter of a SIZ 3 model; the standard human-sized character.

- This is a 30MM circular base for 1:64 to 1:48 scale [25MM to 33MM] models.
- MU thus changes according to scale. 8" measuring sticks should be created and players can use one-length to measure angle and distance.
- Measuring from a model is from its base up to its height. Models sculpted or mounted in unusual positions, or raised bases, must be treated as though of normal height which for a SIZ 3 model is equal to its base diameter.
- All measuring fractions round down to nearest 0.5". Slop (imprecision in measuring) is allowed up to 0.5" if players agree.
- Game scale is 2 meters or yards per 1", and about 5 seconds per Turn. Game-turns with very little movement or activity can be considered upwards of 30 seconds long.

Dealing with Distance

- Line-of-Sight [LOS] occurs if the line drawn between the *Active* model's and the target is not entirely obstructed by *Blocking* terrain like walls.
- Line-of-Fire [LOF] is the line between two models and beyond the target but not necessarily in LOS which is useful for Indirect Attacks.
- Optimal Range [OR] is a distance [such as 6"]. An OR Multiple [ORM] is some multiple of that OR distance towards a target. Each multiple above one is a -1 *Modifier* die for Detect Tests and Range Attack Hit Tests. Targets that are within half of a Range Attack's OR are "Point-blank" and instead provide +1 *Modifier* die. The maximum OR multiple [ORM] is 3; no Test may exceed that under normal conditions.

Standard Conditions

- *Lighting* is either "Day, Clear" weather, or "Twilight, Overcast".
- *Visibility* limits all other OR and limits all range values. Use *Visibility* OR 16" for "Day, Clear" and OR 8" is used for "Twilight, Overcast".
- Models are considered to be within *Cohesion* if they are within 4" and LOS of another model. This is at best equal to half *Visibility* [rounded down].
- All models normally begin the game as *Ordered*, but can become *Disordered* or even *Panicked* due to *Morale*.
- A model is in *base-contact* if its base touches and it is anywhere within the height of the other model.
- A target is within *Melee Range* if it is in base-contact. The bases of models should not be allowed to overlap.
- A model is considered *Engaged* if it is within the *Melee Range* of an opposing model.

- Models that are not *Engaged* are *Free*.
- A *Scrum* is when three or more opposing models are *Engaged*.
- "Outnumbered"; When a target (Attacker and Defender) is outnumbered, receive +1 *Wild* die for each additional friendly *Ordered Attentive* model which has it also within *Melee Range*.
- A character that is not *Knocked-out* [KO'd] is *Attentive*.
- Models with *Delay* tokens are always *Distracted* and are penalized -1 *Modifier* die for all Tests except the *Damage* Test.

Environment & Terrain

- Small games are played on battlefields measuring 24"x24" or 36"x36". Standard games can play on 36"x36" or 48"x48" fields, while large games should use a 48"x48" and bigger battlefields.
- Place enough terrain to make the battlefield interesting with enough room to maneuver; limit open areas.
- Terrain is categorized as *Walls*, *Obstacles*, or *Fields*. *Fields* are relatively smooth flat terrain upon the battlefield.
 - ✓ *Walls* are terrain with large surfaces that rise vertically.
 - ✓ *Obstacles* are everything not *Fields* but small enough to navigate around.
- Terrain is graded as *Clear* → *Rough* → *Difficult* → *Impassable* and degrades in that order.
 - ✓ Models entering or starting *Difficult* terrain must either; stop, or pay an extra *Action Point* [AP].
 - ✓ Movement in *Difficult* or *Rough* terrain costs 2" for each 1" crossed.
- Terrain is also graded as *Clear* → *Cover* → *Hard Cover* → *Blocking*.
- *Blocking* terrain prevents LOS.
- Targets are considered behind *Cover* if LOS could pass through an

Obstacle and about half of the model is obscured.

- ✓ *Hard Cover* is that which can potentially negate all weapon effects for a given attack; like a wall or a car.
- ✓ A target in *Cover* or *Hard Cover* receives +1 *Modifier* die Defender Range Hit Test.
- ✓ *Hard Cover* also provides +1 *Modifier* die Defender Range Damage Test.
- Most placed Terrain is at least *Rough* if not *Difficult*.
- ✓ Ladders are *Rough* terrain.
- ✓ Stairs are *Clear* terrain.
- ✓ Characters can climb up ropes as *Difficult* terrain but down as *Rough*.
- ✓ Unlocked but closed doors and windows require a *Fiddle* action to open, doorways are *Clear*, and opened windows are *Difficult*.
- ✓ Hills and steep ramps are *Rough* if moving up and *Clear* if moving across or down.
- ✓ Steep hills are *Difficult* if moving up and *Rough* moving across or down.
- ✓ Elements like rubble, tangled roots, and thick brush are *Difficult*.
- ✓ Any other placed terrain elements are by default *Rough*.
- If a model can't lay flat upon a terrain element without slipping or falling, or if its base or the model itself doesn't fit into within a portion of a terrain element; then it shouldn't be placed there and shouldn't receive any benefit of that terrain element as though it had been placed there. Players should clearly identify exceptions to this rule.

Agility

Agility is $MOV \times \frac{1}{2}$ ". Keep fractions.

- A character may benefit from using *Agility* once per Action as follows.
 - ✓ If climbing up or down, allow up to half base-diameter to be *Clear*.
 - ✓ If jumping up, allow up to half of *Agility* to be *Clear* but the action ends.
 - ✓ If *Attentive*, allow jumping across gaps up to *Agility* treating that as *Clear*. In both cases if there is a

ledge to grab add an extra base-diameter but acquire a *Delay* token.

- When Jumping down the vertical displacement doesn't affect the total distance that a character can move. If that distance going down is beyond *Agility* measure the extra base-diameters required; the character receives a *Delay* token as *Stun* damage for each.

Game Start

The very first thing that players are encouraged to do is to pick a time-period, genre, or theme for the game session.

Pick a Mission

There are several missions in the full-color rules book but the one included here is "Fracas".

Game Size

Games are either *Small*, *Standard*, or *Large*. This determines the number of Build Points each player is given to assemble their forces, the number of characters allowed, the size of the battlefield to be used, and the minimum number of Turns to be played.

Place Terrain

Provide for enough terrain to make the game-play interesting.

- Terrain should be varied; there should be *Soft Cover* and *Hard Cover*, *Blocking* terrain, *Rough*, and many *Walls* or *Obstacles*.
- Buildings are a nice touch as well.

Build Assemblies

Build Assemblies with a roster of Characters pulled from the various archetypes.

- Purchase and assign weapons, armor, and equipment.
- Meet the minimum and maximum model limits, and the BP limit. Keep the final cost within 25 BP of each other.

Default Mission - "Fracas"

The default mission for the Basic Game is "Fracas" identified below.

The mission presumes that the players are witnessing the last few moments of an epic battle. All of the combatants are scattered across the battlefield; separated by short distances confounded with terrain and opposing forces.

- Check for *Initiative* using *Opposed* INT Test of an *Ordered* character.
- Winner may choose to be either the *Mission Attacker* or the *Mission Defender*, and assigns paired adjacent battlefield edges, picks Day or Twilight *Lighting* for *Visibility*, and then chooses who deploys first.
- Starting with the *Mission Attacker* alternate deploying 1 or 2 models if possible; out of LOS, or behind *Cover* and within *Cohesion* of *Friendly* models, but no closer than 8" to *Opposing* models.
- Models if qualified may start as *Hidden*.
- All models start as *Ready*.

Turn Sequence

Games are played in *Turns* alternating activations of characters; with each player taking a *Round*.

- At the start of each *Turn*, remove all *Done* tokens from all models; this make them all become *Ready*.
- All players must check *Initiative* via an *Opposed* INT Test using an *Ordered* character designated as *Leader*.
- Characters with 2 or more *Fear* tokens are *Disordered*; characters are otherwise identified as *Ordered*.
- The winner of the test receives the *Initiative* and is awarded *Initiative Points* [IP] equal to the *cascades* by comparing the highest and lowest *test scores*. Players which lose or tie on the *Initiative Test* instead acquire

an IP for each pair of sixes they score on *Base* dice.

- The winner can decide to either go first, or forces the other player to go first. In case of ties, the player that lost the Initiative last *Turn* has it now.
- The Player with the *Initiative* executes a *Round* by activating a *Ready* character; by proxy the model receives the *Initiative* and also becomes the *Active* model.
- When a character is activated, it receives 2 Action Points [AP] to spend on one or more Actions. See the *Actions* section for more information on how to deal with *Actions* and *Action Points*.
- After a character finishes its Initiative, mark it with a *Done* token; it is no longer *Ready*. The next player then has the *Initiative* and takes a *Round*. If this is a game with three or more players, the current player picks another player that hasn't yet taken a round to go next. Maintain this order for the remainder of the *Turn*.
- At the end of the *Turn*, *Initiative Points* not spent are lost.
- If at the end of a *Turn* it is determined that more than half of a player's forces have been KO'd or *Eliminated*, *Breakpoint Morale* has been reached and a *Bottle Test* is required by that player. See section for *Morale*, *Fear*, and *Rally Tests*.
- Check the *Victory Conditions* and end the game if met. Otherwise start a new *Turn*. See section on *Victory Conditions* for more information.

Actions

Individual Actions

When a player receives the *Initiative*, they begin their *Round* as the *Active* player and receive 2 Action Points [AP] to spend on a *Ready* character of their choice. That character, and its model, becomes the *Active* character and model; it becomes *Activated* and receives the *Initiative*.

- A character which becomes *Active* and has *Delay* tokens must first remove them by spending 1 AP each.
- Characters with one or more *Delay* tokens are penalized -1 *Modifier* die for all Tests except *Damage* tests.
- Characters which have 2 or more *Fear* tokens are *Disordered* and must, if possible; spend 1 AP and perform a *Rally* action on themselves before doing anything else.
- Furthermore, characters with 3 or more *Fear* tokens are *Panicked* and as their next action must move at maximum rate towards the nearest battlefield exit and away from all enemy units.
- During a character's activation the controlling player can spend its remaining APs by picking from the available *Standard*, *Special*, or *Complex* actions shown in the following tables. Most Actions are 1 AP each.
- After a character has finished its activation, mark it with a *Done* token.
- **Pushing:** Once per *Initiative*; characters having no *Delay* tokens may "Push" and acquire a *Delay* token instead of spending 1 AP.

Simple Actions

- **Range Combat Attack** — Pay 1 AP.
 - ✓ If *Free*, attack a target in LOF at range using a weapon that has an OR value.

- ✓ *Thrown* weapons, and weapons with the *Throwable* trait have an OR equal to the character's STR. All other items can be used as an *Improvised Thrown* weapon but will require removing the weapon from play after the attack.

- ✓ See the section on *Performing Range Combat* for more information.

▪ Close Combat Attack — Pay 1 AP.

- ✓ If target is within *Melee Range*, perform *Close Combat Attack*.
- ✓ If a character performed movement by starting *Free* from at least 1" away while traversing *Clear* terrain it may qualify for one or both "Charge Bonuses".
- ✓ If performed a *Move* action for at least 1" receive +1 *Modifier* die *Close Combat Hit Test*.
- ✓ If performed two *Move* actions in a row for at least 2", the *Close Combat* action is at zero AP cost.
- ✓ See the section on *Performing Close Combat* for more information.

▪ Disengage — Pay 1 AP.

- ✓ If *Engaged*, perform +1m *Opposed REF* vs. *CCA Test* with a single target in base-contact. Apply all *Situational Modifiers* for *Close Combat Hit Tests*.
- ✓ Targets are disallowed the *Counter-strike* option. Upon pass move up to $MOV \times 1"$.

▪ Refresh — Pay 1 AP.

- ✓ If *Free*, remove a *Delay* token.

▪ Move — Pay 1 AP.

- ✓ If *Free*, move model up to its $MOV + 2"$ acknowledging terrain and *Agility* limitations; stop if in base-contact with *Attentive* opposing model.
- ✓ Once per *Initiative* move across the bases of friendly models as degraded terrain unless they are *Distracted* or *Engaged*.

Special Actions

- **Rally** — Pay 1 AP.
 - ✓ If *Free*, a character may perform a Rally itself or others. If for itself, perform an *Unopposed* POW Test and remove *cascade Fear* tokens.
 - ✓ May instead attempt to perform a Rally for a friendly model within *Cohesion* of this model.
 - ✓ Characters may only benefit from this once per Turn.
- **Revive** — Pay 1 AP.
 - ✓ If *Free* and in base-contact with a *Free* model; have *Active* character perform *Unopposed* Test using target's FOR.
 - ✓ Upon *pass* if the target was KO'd right the model and identify it as *Ready* but with two *Delay* tokens.
 - ✓ Or if not KO'd spend a *cascade* to remove each *Delay* token and 2 *casca*des per each *Wound*.
 - ✓ Characters may only benefit from this once per Turn.
- **Combined** — Pay 2 AP.
 - ✓ Perform a *Move* action and then perform a *Fiddle* action or an *Attack* action at any time during that move.
- **Concentrate** — Pay 1 AP. Combine with any other action.
 - ✓ Receive +1 *Wild* die bonus for the next Test this activation.
 - ✓ Ignore maximum OR multiple.
 - ✓ While *Attentive*, reduce FOR of target by 1 for *Attacker Range Damage* Tests, and if smaller *SIZ* also for *Attacker Close Damage* Tests.
- **Fiddle** — Pay 1 AP.
 - ✓ If *Free*, do something with a weapon, equipment, object, lever, or to somebody.
 - ✓ If agreed between players; require an *Unopposed* Test using a specific attribute to accomplish something not covered by the rules.
 - ✓ Apply a *Difficulty Rating* [DR] of -1, -2, or -3 *Base* dice as deemed appropriate.

Complex Actions

- **Detect** — The first Detect costs 0 AP. Otherwise 1 AP.
 - ✓ The first Detect costs 0 AP and can be combined with any other action. Otherwise 1 AP.
 - ✓ if *Free* perform a *Detect* Test as an *Opposed* REF Test. against a target within LOS to remove its *Hidden* status and make it *Revealed*.
 - ✓ Detect OR is equal to half *Visibility*.
- **Wait** — Pay 2 AP
 - ✓ If *Free*, mark model as *Wait Done* and end activation. During *Wait*, opposing models in LOS that are not in *Cover* lose *Hidden* status.
 - ✓ Remove *Wait* at start of next activation or to interrupt the action of an opposing model in LOS at any time including interrupting an interruption.
 - ✓ Must have higher REF to interrupt any action not involving target's MOV or if becoming *Engaged*.
 - ✓ When interrupting, remove the *Wait* status and receive 1 AP to perform any Action; allow use of *Pushing* if qualified. During this time, become the *Active* character.
 - ✓ Characters on *Wait* when targeted for a Test may remove it and acquire +1 *Modifier* die. If targeted for a *Close Combat Hit* Test when *Attentive*, receive +1 *Wild* die instead.
- **Hide** — Pay 1 AP.
 - ✓ If *Free*, mark model in LOS but behind *Cover* as *Hidden*. There is no cost if not in LOS. Models that were *Hidden* at the start of an action receive +1 *Modifier* die *Combat Hit* Tests.
 - ✓ Moving while *Hidden* degrades all *Terrain* except for that which is crossed using *Agility*. Ignore this rule if the entire path of movement is out of LOS from all enemy models.
 - ✓ When *Hidden*, *Cohesion* distance is halved.
 - ✓ *Hidden* models may not be targeted by a *Range Combat* unless it is an *Indirect Attack*.
 - ✓ When a *Hidden* model is targeted for an attack, or when an enemy model moves within *Cohesion*: allow the

Hidden model to first displace up $MOV \times 1''$ but it must lose *Hidden* status.

- ✓ Models automatically lose *Hidden* status if within opposing LOS while not behind cover at the start or end of any model's actions.
- ✓ Models further than *Visibility* $\times 3$ ignore do not automatically lose *Hidden* status unless within LOS of an opposing character in *Wait* status.

Resolving Actions

Performing Close Combat

- Announce the *Melee* weapon to be used; the character must be armed with a weapon of class *Melee* or *Natural*.
 - ✓ If it is not of class *Melee* or *Natural* must be used as "Improvised".
 - ✓ All characters are otherwise considered "Unarmed".
- The *Active* character acquires a *Delay* token if this is not the first attack this Initiative unless using a *Natural* weapon.
 - ✓ Apply any *Situational Test Modifiers* as necessary.
 - ✓ Add weapon's *Accuracy* [Acc] bonus.
- Resolve this attack by performing a *Hit Test* using *Opposed* CCA.
 - ✓ If pass the *Hit Test*; award any *carry-overs* and *casca*des accordingly.
- If the *Hit Test* was passed, perform the *Damage Test* using *Weapon Damage* vs. target FOR.
 - ✓ Upon *pass*, the target acquires 1 *Wound* per *cascade*.

Performing Range Combat

Range Combat can be Direct or Indirect. It is Direct if the target is in LOS. It is Indirect if the target is in LOF but not in LOS.

Resolving Direct Attacks

- Announce the Ranged weapon to be used; the weapon must have an OR value, be a *Thrown* weapon, or have the *Throwable* trait. If the weapon has the *AoE* or *Scatter* trait, apply the rules for an *Indirect Attack* instead.
- The *Active* character acquires a *Delay* token if this is not the first attack this Initiative unless using a *Natural* weapon.
 - ✓ Apply any Situational Test Modifiers as necessary.
 - ✓ Add weapon's Accuracy [Acc] bonus.
- Resolve this attack by performing a Hit Test using *Opposed* RCA vs. REF.
 - ✓ If pass the Hit Test; award any carry-overs and cascades accordingly.
- If the Hit Test was passed, perform the Damage Test using Weapon Damage vs. Target FOR.
 - ✓ Upon *pass*, the target acquires 1 *Wound* per cascade.
- Unless weapon used has the *Silent* trait, remove Attacker's *Hidden* status if in LOS.
 - ✓ *Thrown* and *Bow* weapons are always *Silent*.

Resolving Indirect Attacks

Ranged Weapons with the *AoE* or *Scatter* trait may attack a target that is a model, or ground location within Line-of-Fire. Place a token at the desired target for easy reference.

- Targets not in LOS now can be attacked as a "Blind Throw" if either; a *Free* friendly model within *Cohesion* has LOS to the target, or if the target was in LOS at the start of Attacker's activation, or if the target is not in LOS but also not *Hidden*.

These attacks acquire the *Scatter* trait.

- When using an *Indirect Attack* where the LOF crosses a wall or other tall obstacle consider the height of that obstacle.
 - ✓ No attack may take place if the target or the attacker is closer than that height to the obstacle.
 - ✓ If the obstacle is wide measure from its center point.
- Before resolving the attack allow all *Attentive Ordered* models the option to acquire a *Delay* token and then displace up to $MOV \times 1"$.
- Resolve the *Indirect Attack* as an *Unopposed* RCA Test -1 Base die per OR Multiple [ORM]. Apply Situational Test Modifiers as necessary.
- If the attack involves the *Scatter* trait, if there are misses displace the targeted location a distance equal to the score of a *Wild* die $\times 1"$ per miss, plus $1"$.
 - ✓ Determine the scatter direction using a regular die with a Scatter diagram; count clock-wise with the '1' pointing towards the target and the '4' points towards the attacker; re-roll the first '3', '4', or '5'. Re-roll the next '4'.
- If the attack involves the *Scatter* trait and is also a "Blind Throw"; use the Scatter diagram with an extra *Wild* die but do not re-roll the direction.
- Displace any additional distance necessary down-hill or falling off precipices but stop if hit a wall.

Bonus Actions

A character is given a single Bonus Action to be used immediately after either a successful Hit or Damage Test. If not used the bonus is lost.

- **Hide** — if *Free*; perform Hide action if behind *Cover* or if not within LOS of an *Opposing* model. Receive a *Delay* token.

- **Reposition** — if *Free*, move up to *Agility*. Pay 1 AP to move $MOV \times 1"$ instead.
- **Circle** — if in Close Combat; rotate up to 180 degrees around target.
- **Reversal** — if in Close Combat and in *base-contact*; switch positions with target.
- **Disengage** — in Close Combat and *Engaged*; move one base-diameter. Pay 1 AP to move up to *Agility* instead.
- **Push-back** — in Close Combat; move target back this model's base-diameter. Optionally move this model to maintain *base-contact*. If target is pushed into a wall, or resists being pushed across a ledge or off the battlefield; it receives a *Delay* token.
- **Pull-back** — in Close Combat; move back this model's base-diameter. Optionally move the target model to maintain *base-contact*.
- **Refresh** — in Close Combat; if *Free* as a result of causing target to become KO'd or *Eliminated*, remove a *Delay* token.

Passive Player Options

If the *Active* model is in *Melee Range* the *Passive* model is allowed these options:

- **Opportunity Attack.** An Active model that leaves *base-contact* without performing a *Disengage* action is subject to a free Close Combat attack by one of the opposing models with which it had been *Engaged*.
- If *Attentive Wait*, or *Attentive* and have same or higher REF; may either **Negate**, **Counter-strike**, or any **Bonus Action**. Afterwards acquire a *Delay* token if not on *Wait* otherwise remove the *Wait* status.
 - ✓ **To Negate**, when the *Active* model attempts a Bonus Action, disallow it.

- ✓ **To Counter-strike**, when Attacker *fails* Close Combat Hit test count its *misses* as *cascades* and perform Close Combat Damage Test. Receive any Bonus Action as though the *Active* character upon pass.
- ✓ To instead do the **Bonus Action**; the *Passive* character is allowed this option but only after the Attacker has *failed* its Hit test.

Other Concerns

Multiple Weapons

Characters are considered to be able to use multiple weapons at the same time if their model is sculpted showing this and the weapons are available for play; usually because they were purchased using BP.

- If using multiple weapons pick a different primary weapon for each attack action. Characters must have enough “hands” to use each; be sure to examine the [1H] and [2H] traits for more information.
- Each additional Ranged weapon provides +1m Range Combat Tests and each additional Melee weapon provides +1m Close Combat Tests.
- *Natural*, *Improvised*, and *Thrown* weapons never benefit from the Multiple Weapons rules.

Friendly Fire

Friendly Attentive Ordered models in base-contact with the model performing a Range Attack are never in risk of “Friendly Fire”.

- If the target of a Range Combat Attack is missed; one randomly selected *Friendly* model is subject to being attacked if it is in base-contact with or within 1" of the target, or if it is within 1" of LOF.

Damage & Morale

Damage, Wounds, and Elimination

- If a character has *Delay* tokens equal to its AP, any more which are received if acquired as *Stun* damage convert to 1 *Wound* each.
- Characters with *Wounds* equal to or greater than its SIZ are Knocked-out [KO'd].
 - ✓ Place model side-ways on the table and remove its markers and tokens; it may no longer perform any actions.
 - ✓ KO'd models cannot be directly targeted by ranged attacks. KO'd models hit by a weapon with the AoE trait or targeted by a Close Combat attack is automatically *Eliminated*. Characters with one or more *Wound* tokens are penalized -1 *Modifier* die for all Tests except Damage tests.
- Sustaining *Wounds* exceeding double its SIZ by *eliminates* a character. *Eliminated* characters are removed from play along with all of its tokens and markers.

Morale, Fear, and Rally Tests

Characters are considered *Ordered* at the start of the game.

- A Morale Test is required at the end of an action upon receiving a *Wound* or when starting activation with two or more *Fear* tokens.
- A Morale Test is also required if *Free* or if *Disordered*, and a friendly model within *Cohesion* become KO'd or *Eliminated*.
- Perform Morale Test using *Unopposed POW*.
 - ✓ If an *Attentive Ordered friendly* model in *Cohesion* receive +1m.
 - ✓ Acquire 1 *Fear* token per miss. Characters with one or more *Fear* tokens are penalized -1 *Modifier* die for all Tests except Damage tests.

- A character with:
 - ✓ 1 *Fear* token is *Nervous*,
 - ✓ 2 *Fear* tokens is *Disordered*,
 - ✓ 3 *Fear* tokens it is *Disordered* and *Panicked*.
 - ✓ *Disordered* characters are no longer *Ordered*.
- While *Disordered* and *Engaged* a character must perform *Disengage* actions until *Free*.
- If *Disordered* and *Free* it must immediately move away from all opponents and towards nearest *Cover* or until out of LOS not and within the movement range of any opposing models.
- *Panicked* characters must try to exit nearest friendly battlefield entry edge as long as they are not moving towards any *Attentive* or *Ordered* enemy character. Any other edge is otherwise acceptable.
- *Disordered* or *Panicked* characters must first attempt to Rally themselves. Failing to Rally, then the character must continue to meet their movement and cover conditions.
- Characters with more than 3 *Fear* tokens or which exit the battlefield are considered *Eliminated*.
- *Breakpoint Morale* is when a player has half or more of his models become KO'd or *Eliminated*.
- A “Bottle Test” is required of a player at the end of every Turn once the *Breakpoint Morale* threshold is reached. Pick an *Ordered* character designated as the Leader to take the Morale test; upon failure or if the player has no *Ordered* characters the game ends immediately.
- Rally Tests are Morale Tests but no *Fear* tokens are acquired upon failure.

Traits

- Traits modify the main body of rules in very specific ways for the character, armor, weapon, or equipment that has been assigned them.
- Disabilities are traits identified within square brackets such as “[Blinders]”.
- Some trait entries are given an X such as “Armor X” to allow traits acquired at a certain level; the default level for such traits is always 1.
- Some traits have multiple variations such as “Modern+” which behaves like “Modern” but with an extra clause.
- Other traits will have a reference to another trait such as “Stealthy X — see Night-vision”. This means that the referenced trait also applies whenever using the main trait.

[1H] or [2H]	When this item is used it requires the use of one or two hands for the duration of the current <i>Initiative</i> . If the number of hands required for the given <i>Initiative</i> exceeds the number of available hands sculpted for this model the item may not be used. A player may decide that a character will use an item with one less hand than required but this causes a penalty of -1 <i>Base</i> die for the very next Test performed. [1H] weapons used with a <i>Concentrated</i> action always require two hands instead of just one.
[Beast]	May not use weapons, equipment or armor. Fiddle actions cost an extra AP. If [Beast!] may never acquire Objective markers and penalize Fiddle actions -1 <i>Wild</i> die.
[Blinders]	Penalized -1 <i>Modifier</i> die in a <i>Scrum</i> . May not perform Reversal or Circle unless <i>Attentive</i> . Ranged Attacks with <i>Bow</i> weapons are disallowed, with <i>Thrown</i> weapons is automatic Blind Scatter.
[Coward]	May never Engage an opponent. If in a <i>Scrum</i> and awarded a Bonus action it must <i>Disengage</i> otherwise it will cost an extra AP or be a <i>Delay</i> token. May never perform a Morale Test to bypass Suppression effects.
[Discard]	If [Discard!] do not use again. Else roll a die 4+ to keep if first use; otherwise do not use again this game.
[Entropy]	Presume OR is 8". If [Entropy!] use OR 4" and if [Entropy+] use OR 16". Penalize -1 Damage per OR multiple for Damage Tests.
[Feed]	Each ROF die showing ‘1’ for Hit Test is an <i>Out-of-Ammo!</i> die; re-roll and score all 4+ or disallow resolution of test. Identify this weapon accordingly; it is not available for again for use until this status is cleared via a Fiddle action.
[Hafted]	Penalized -1 <i>Modifier</i> die for Defender Close Combat Hit Tests.
[Jam]	Each ROF die showing ‘1’ for Damage Test is a <i>Jammed!</i> die; re-roll and score all 4+ or disallow resolution of test. Identify this weapon accordingly; it is not available for again for use until this status is cleared via a Fiddle action.
[Jitter]	Requires an additional AP whenever using ROF points exceeding STR during any action.
[Laden X]	Determine a character's <i>Physicality</i> as higher of SIZ or STR. If total Laden assigned to the character matches <i>Physicality</i> , reduce <i>Agility</i> by half. If exceeds <i>Physicality</i> by 1 degrade Terrain for movement by one level, and if by 2, degrade Terrain by two levels; disallow assigning any greater Laden.
[Misfire]	After <i>failing</i> the Attacker Hit or Damage test, each of your own <i>Base</i> dice showing ‘1’ is a Misfire! die; re-roll and score all 4+ or disallow use of the weapon again until this status is cleared with a Fiddle action. Identify this weapon accordingly.
[Primitive]	This character may only be assigned weapons named “Unarmed”, “Improvised”, “Club”, “Spear”.
[Reload X]	After performing an action with this weapon indicate that it needs to be reloaded. It remains unusable until after the character performs X Fiddle actions.
[Scatter]	This weapon is subject to Scatter effects rules if used as a range attack.
[Solitary]	Never contributes to Morale Tests. Never receives bonus for Morale Tests from other models. Never test when a friendly model is KO'd or <i>Eliminated</i> . Unless there is no other option available to a player, characters with the [Solitary] trait can never designated as a Leader for Bottle tests or <i>Initiative</i> tests.
[Stub]	Penalized -1 <i>Modifier</i> die Close Hit Tests while in base-contact unless opponent also using weapon with [Stub] or [2H]. <i>Passive</i> characters are not considered <i>Engaged</i> unless its opponents also have [Stub].
Acrobatic X	Receive +X <i>Wild</i> dice Defender Close Combat Tests.
AoE X	Models within X" and LOS are automatically hit and are subject to the Damage Test by this weapon. For every 1" further reduce damage by half. Any damage caused by this weapon is <i>Stun</i> damage. Presume this is a <i>Concentrated</i> attack if within half X MU.

Armor X	Receive +X Defender Damage Test; also known as +X AR. Weapon's Impact rating [I] reduces total AR by an equivalent amount. Reduce by 3 if Concentrated Attack.
Bite X	See <i>Cleave</i> . See [Stub]. This trait may be used to attack as though it were a Natural weapon. Receive +X Impact and +X <i>Modifier</i> dice for the Attacker Close Combat Damage Test.
Brawler	If <i>Attentive</i> and <i>Engaged</i> may perform Circle or Push Bonus Action in spite of not passing Combat Test, but acquire <i>Delay</i> token.
Bullet-proof	Ignore 3 total Damage received from Firearm weapons unless the Attacker used the Concentrate action while within <i>Visibility</i> .
Burst X	X randomly selected models within 1" behind the target or in base-contact to target are also attacked if within LOS; use the same Attacker's dice roll for Hit Test for each. While <i>Attentive</i> allow Range Attacks against targets that are <i>Hidden</i> behind <i>Cover</i> but the target receives an additional <i>Wild</i> die for both <i>Cover</i> and any <i>Hard Cover</i> .
Charge	Receives +1 <i>Wild</i> die Damage Test and +1 Impact if this used with a Charge bonus.
Chase	If <i>Free</i> and <i>Attentive</i> and within <i>Cohesion</i> of a target when it moves away; optionally move this model towards the target up to its MOV × 1"; MOV × 2" if acquire a <i>Delay</i> token.
Claws X	See [Stub]. This trait may be used to attack as though it were a Natural weapon. Receive +X <i>Wild</i> dice for the Attacker Close Combat Damage Test.
Cleave X	If target is KO'd it is instead <i>Eliminated</i> . If X is two or more, presume target has first received an extra X -1 Wounds.
Conceal	One item with this trait may always assigned to one of the models in a player's assembly that doesn't have any weapon sculpted into its design.
Coverage X	Ignore penalties for one <i>Engaged</i> opponent in a <i>Scrum</i> . If X is two or higher, ignore X - 1 additional <i>Engaged</i> opponents but only when <i>Attentive</i> .
Deflect X	Receives +X <i>Modifier</i> dice Defender Hit Tests. Disregard if attack is a <i>Fire-arm</i> weapon unless this item also has the Bullet-proof trait.
Detect X	Receives +X <i>Base</i> dice Detect Tests.
Discrete	This may be assigned to any model in spite of its sculpt.
Evasive X	If <i>Attentive</i> when targeted for a Range Attack, first displace X × 1". Receive +X <i>Modifier</i> dice per OR Multiple for Defender Range Combat Hit Tests.
Fear X	Once per <i>Initiative</i> , at the end of this action force enemy models within X × 1" to perform an -X <i>Modifier</i> die Morale Test. Models that attempt to move to within X × 1" of this model or to become <i>Engaged</i> are subject to a POW vs. Fear Test; disallow the move any closer if <i>failure</i> . If both models have the Fear trait reduce both by the lower rating.
Fight X	Ignore up to X penalty dice for Close Combat Hit Tests. If Fight level is higher than the <i>Engaged</i> opponent; receive an extra Bonus Action. If two higher the opponent is disallowed a Bonus Action unless using a Concentrated attack against this character.
Grit	Ignores need for Morale Test when a friendly model within LOS is KO'd or <i>Eliminated</i> unless that model had higher POW.
Leader X	Friendly models within <i>Visibility</i> of this character receive bonus +X <i>Base</i> dice for all Morale Tests. Those models may not receive such bonus from more than one character with the Leader trait per Turn.
Leap X	Increase <i>Agility</i> by +X". Jump up is equal to half <i>Agility</i> .
Melee	This weapon may be used in Close Combat but not considered a Ranged attack.
Modern X	Ignore first X potential Jammed dice. May use an additional X ROF before requiring an extra AP. If Modern+ also ignore first X potential <i>Out-of-Ammo!</i> dice.
Night-vision	<i>Visibility</i> is at least 8" regardless of <i>Lighting</i> .
Pack Mentality	Each friendly model within <i>Cohesion</i> provides +1 <i>Modifier</i> dice for all Morale Tests. Any number of models may contribute.
Parry	Receives +1 <i>Modifier</i> die for Close Combat Defender.
Pounce	Receives an additional +1 <i>Modifier</i> die Close Combat Tests for Charging if moved using <i>Agility</i> prior to attacking. If target is <i>Distracted</i> and no larger than SIZ + 3 it must move away from this model 1" or receive a <i>Delay</i> token.
Protective X	Ignore X <i>Delay</i> tokens received as Stun damage. If <i>Attentive</i> ignore 1 damage when targeted for a Concentrated attack, must be in <i>Cover</i> if a Range attack.
ROF X	See [Jam],[Feed],[Jitter] Each ROF point is a +1 <i>Wild</i> die for Range Attack Hit Test. Divide ROF among targets in LOS each within 1" of LOF from the last target.

Targets may not be more than *Cohesion* apart.

Reach	The <i>Melee Range</i> of this character is now up to 1" further than the default; typically from its base and may extend through the base of a friendly <i>Attentive Ordered</i> model, or a <i>Distracted</i> or <i>Disordered</i> opposing model. Receives +1 <i>Modifier</i> die Defending Close Combat while not in base-contact or when opposing model Charges into base-contact. While <i>Attentive</i> ; opponents may not use Charge movement closer than <i>Melee Range</i> .
Shoot X	Ignore up to X penalty dice for Attacker Range Combat Hit Tests.
Silent	Using this weapon will not remove this model's Hidden status
Slippery	While <i>Attentive</i> is never considered <i>Engaged</i> . Must end current action if moved within <i>Melee Range</i> of an <i>Attentive</i> opposing character with equal or higher REF.
Sneaky	At the end of this character's <i>Initiative</i> automatically become <i>Hidden</i> at no cost if behind cover or when not in LOS.
Spray	See <i>Burst</i> . When performing Range Hit Test ignore accuracy penalty for OR Multiples while <i>Attentive</i> or using a Concentrated Attack. +1 <i>Wild</i> die Attacker Damage Test if target is at Point-blank range.
Sprint X	Receives X × 4" for movement while moving in a relatively straight line.
Stealthy X	See <i>Night-vision</i> . At the end of this character's <i>Initiative</i> automatically become <i>Hidden</i> at no cost if behind cover or when not in LOS. If <i>Attentive</i> receive +X <i>Base</i> dice Defender Detect and Defender Range Tests.
Stun	Examine the <i>successes</i> for Damage Test. Targets receives <i>Delay</i> tokens as Stun damage equal to the number of pairs.
Surefooted	Upgrade Terrain effects on movement: <i>Difficult</i> → <i>Rough</i> → <i>Clear</i> .
Tactics X	+X <i>Base</i> dice for Initiative Test when designated as the player's <i>Leader</i> .
Tall X	Increase <i>Agility</i> by X × 1". All models within X × 1" of base-diameter may optionally be considered <i>Engaged</i> . +X STR for when Throwing.
Throwable	see [<i>Discard</i>]. Use as <i>Thrown</i> weapon for Ranged Attacks but receives no Acc bonus.
Thrower X	Thrown weapons and weapons with the Throwable trait increase OR by X" and Maximum OR by X. Receives X <i>Modifier</i> dice for Attacker Range Hit Tests.
Trample X	see <i>Stun</i> . Assume this is a Natural weapon. Perform Close Combat Attack action normally against a single target in base-contact, but spend an additional 1 AP to attack all targets in base-contact. <i>Distracted</i> or <i>Disordered</i> targets are automatically hit. Receive +X <i>Modifier</i> dice Damage Test and +X Impact per SIZ larger than target. For the Hit and Damage tests use the same Attacker dice scores against each target.

Archetype	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ	Traits	BP
Average	2	2	2	2	2	2	2	2	2		30
Acrobat	2	1	3	2	2	1	1	2	2	Evasive. Acrobatic.	45
Marksman	2	3	2	2	2	2	2	2	3	Shoot.	36
Martialist	3	2	3	3	3	2	2	2	3	Fight.	63
Brawler	3	2	2	2	3	3	3	2	3	Brawler.	55
Scout	2	2	3	3	2	2	3	3	3	Stealthy. Surefooted. Detect.	77
Leader	2	2	2	3	2	2	2	2	3	Tactics 2. Leader.	61
Elite	3	3	3	3	3	3	3	3	3	Grit. Shoot. Fight.	84
Heroic	4	3	3	2	4	4	4	3	3	Leader 2. Fight 2. Grit.	110
Dog	2	0	3	0	2	2	1	4	2	[Beast]. Surefooted. Stealthy. Sprint. Detect 4. Chase. Bite. Pack Mentality.	41
Beast	3	0	3	0	2	4	3	3	4	[Beast]. Surefooted. Stealthy. Bite. Sprint. Detect 4. Chase.	70
Fiend	3	0	3	1	3	3	3	3	3	[Primitive]. Surefooted. Stealthy. Claws. Bite. Detect 3.	89
Monster	3	0	3	1	3	5	5	2	5	[Primitive]. [Solitary]. Stealthy. Claws 2. Bite 2. Tall. Detect 2. <i>Fear</i> 2.	147

Armor	Type	Traits	BP
Helmet	Helm	Protective.	3
Full Helm	Helm	[Blinders]. Armor. Protective.	5
Shield, Small	Shield	[1H]. Deflect. Coverage.	7
Shield, Medium	Shield	[1H].[Laden]. Armor. Deflect. Coverage.	10
Armored Gear	Gear	Deflect. Conceal.	5
Light Armor ①	Suit	Armor 2. Deflect.	8
Medium Armor ①	Suit	[Laden]. Armor 4. Deflect.	12
Heavy Armor ①	Suit	[Laden 2]. Armor 6. Deflect.	16

① For modern genres (1950 AD onwards), optionally add the *Bulletproof* trait for 10 BP.

Weapon	Class	OR	Acc	I	Damage	Traits	BP
Daggers	Melee	★	-	1	STR	[Stub]. Discrete. Throwable.	9
Club	Melee	-	-	-	STR	Stun.	6
Axe	Melee	★	-	1	STR + 1w	[Hafted]. Throwable. Cleave.	14
Saber	Melee	-	+1m	2	STR + 1b	Parry.	14
Sword	Melee	-	-	1	STR + 2m	Parry. Cleave.	17
Bow, Medium	Bow	★ +4"	-	2	STR + 1m	[2H]. [Reload].	13
Spear	Melee	★	-	2	STR + 2m	[2H]. Reach. Throwable. Charge.	24
Revolver, Medium ②	Firearm	6"	-	2	3	[1H]. Melee. Conceal. ROF 1.	24
Pistol, Medium ②	Firearm	4"	-	1	3	Melee. Conceal. ROF 2.	25
Coach Pistol	Firearm	4"	-1m	-	1 + 2b	[Discard!][Entropy]. Spray. Melee. Conceal.	9
Rifle, Single-action	Firearm	12"	-	3	5	[2H].	35
Rifle, Semi-automatic ②	Firearm	12"	-	3	4	[2H]. ROF.	32
Blunderbuss	Firearm	8"	-1m	1	3 + 2b	[2H].[Reload 2].[Entropy+]	13
Musket	Firearm	12"	-1m	2	4 + 2b	[2H].[Reload 3].	20
Shotgun	Firearm	10"	-	-	5	[2H]. [Entropy]. Spray.	30
Sub-machine Gun ②	Firearm	8"	-	1	4	[2H]. Burst. ROF 4.	37
Stick of Dynamite	Thrown	★ -1"	-	-	1 + 2w	[Scatter].[Reload].AoE 2".Conceal.	18
Fragmentation Grenade	Thrown	★	-	2	1 + 4w	[Scatter].[Reload].AoE 4".Conceal. Cleave.	44
Beam Carbine	Range	8"	+1b	2	3 + 2m	[1H]. ROF 3. Cleave. Silent. Modern.	53
Unarmed	Natural	-	-1m	-	STR - 1m	[Stub].	-3
Improvised Melee	Melee	-	-	-	STR	[Stub].	0
Improvised Thrown	Thrown	★ -1"	-1w	-	STR - 1b	[Discard!]	1

★ The OR for these weapons is equal to the Attacker's STR attribute plus the given value.

② For Information age (2000 AD onwards) optionally add the *Modern* trait for 3 BP.