



Inspired by www.yourmodelbox.com - I've stolen their header image

Each miniature has a profile:

***Stab:** when attacking in melee*

***Shoot:** when attacking at range*

***Defence:** how hard it is to injure this miniature*

***Determination:** How brave a miniature is*

Each miniature has a 6" move, 6 wounds and can perform 2 actions a turn

In addition, each miniature has 1 Skill, 1 Weapon and a Dagger. They may exchange their Weapon for an additional Skill.

Skills:

Trained - +2 to any statistic

Ferrah - Reroll to Stab

Hawkeye - Reroll to Shoot

Brute - Reroll when rolling against Defense

Tenacious - once per turn, roll D6 on a 6, recover a lost wound

Leader - Friendly Models in 6" may use this models Determination or reroll if theirs is higher

*To attack, Roll to Hit by rolling under the attacking models' statistic (**Stab** or **Shoot**)*

Of Ones and Sixes - any to hit roll of 1 will hit and a 6 will miss

*If hits, roll **Str+D6** and the opponent rolls **Def+D6**; if the **To Hit Roll** is equal or higher than the **Defence Roll** the defender suffers 1 wound*

*If a model is outnumbered by enemies in melee range or if a friendly model is slain within 6", they must roll equal or under their **Determination**.*

Weapons

Name, Range, Strength, Special

Axe, 2", 3

Bow, 12", 3, May not move same turn

Club, 1", 4

Crossbow, 8", 4, must spend action to reload after each shot

Dagger, 1", 3, if armed with 2 daggers, attack with both for 1 attack action

Shield, 1", 2, +1 Def

Sword, 1", 3, +1 Stab

Building a crew:

Each player may spend up to 60 points, each point spend in a stat costs 1 point.

E.g. a miniature with 3 in all 4 stats is 12 points.

Playing the Game:

Each player rolls D6: whoever rolls highest may choose to Deploy First or Second. Whoever deploys first places their miniatures upto 1/3 of the board size forward. The Second player then does the same.

The Second player may choose to go First or Second.

Whoever's turn it is may activate one of their miniatures that has not activated this Turn and resolves their 2 actions before the opposing player selects one of their miniatures and repeats

Scenarios:

Each game is 4+D3 Turns long.

1-2: place an objective in the middle of the board.

Any model in contact with the objective can move it alongside it while it has no enemies within 2"

3-4: slay the opposing crew

5-6: place 1 objective in the centre of the board and each player may place 1 objective each more than 8" from another objective. Whoever controls most of the objectives at the end of the game wins

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