

NELUG PRESENTS

Injection Molded Kombat



BRIKWARS MINIATURES COMBAT SYSTEM
Our Con 17—May 2007, Amherst, MA



The New England LEGO Users Group (NELUG) was formed in August of 1999 for the sole purpose of facilitating adults in the sharing of the LEGO hobby. Participation, though not required, is highly encouraged. NELUG does not favor one form of the hobby over any other, affording its membership a diverse range of exposure. NELUG's primary goal is camaraderie that is achieved by providing members the opportunity to meet other adults who share a common fascination of LEGO through correspondence, meetings and events.

Please visit us on the web at <http://www.nelug.org>



BrikWars is free, open-ended, miniature wargaming system, developed by Mike Rayhawk. It uses plastic building blocks and figures for miniatures. The benefits to using this system are the inherent ability to build just about anything you can imagine, stat it, and then lead it into combat. Then rebuilt the whole thing into a completely different genre using no more than the same bricks crusaded with moments ago.

BrikWars offers no set story, background or setting for any combat. Instead BrikWars attempt to encompass all types and genres of melee and outlines the various rules to which help tailor the exact game anyone wishes to play.

Also inherent in the system is a level of humor. BrikWars makes the trashing of enemy units a fun and somewhat silly experience. It is not supposed to be taken all that seriously.

These are, after all, plastic toys.

This handout contains a woefully incomplete BrikWars Primer. It uses the Winter 2001 Ruleset as we happen to think it is the more "robust" system to date.

More complete information, along with fans site, pictures and artwork, can be seen by visiting the official BrikWars website at <http://www.brikwars.com>.

BrikWars Basics

The following outline is a stripped down, bare-bones, basics for playing BrikWars. BrikWars is essentially a move then shoot game. Turns are broken into a Move Phase and a CombatPhase.

Units

The basic unit of BrikWars is the *Trooper*. Troopers are mindless drones who, unsurprisingly, have a tendency to die like flies.

Heroes are Troopers who display feats of strength, speed, and agility beyond the abilities of other Troopers, on a regular basis. Heroes also have 1 Stupendous Feat that can be used each turn.

A *Stupendous Feat* is usually any action that is normally difficult or impossible to achieve. Stupendous Feats can be extremely silly, stupid, or bizarre, and the best combine all three qualities.

Other useful stats:

Move: The distance in inches the unit can move. Most troopers can only move up to 5" per turn. Some equipment can modify this.

Armor: (Armor Value/Armor Rating). The amount of damage a unit can take before being destroyed or killed. This is sometimes expressed as a die roll. In those cases, the AV of a unit is rolled each time damage is being applied. Armor Value takes the place of Hit Points (some games do convert AV to Hit Points).

Skill: This the unit's ability to do anything when there's is a possibility of failure. Skill is the dice type (and any inhernt modifiers) a unit will have to roll when attempting any action in the game, firing a weapon, leaping across a chasm, filing taxes, asking for a date, etc. This roll is made against the action's *User Rating* (UR) to determine success or failure.

Cost: Construction Point cost used in calculating Point Budgets.

Specialty: Any extra abilities a unit may have (such as Piloting, Telepathic, a Close Combat bonus, Large Bladder, etc.) are noted here.

TL: This is the *TekLevel* of the game. From cavemen to spacemen BrikWars encompasses a wide variety of genres and tecknology.

Trooper	
General Purpose Disposable Infantry	
Move:	5"
Armor:	TL + 1 AV (min 2)
Skill:	1d6
Cost:	TL + 1 CP (min 2)
Specialty:	None
Raito	None

Hero	
Elite Disposable Infantry	
Move:	5"
Armor:	TL + 1d10 AV
Skill:	1d10 +2
Cost:	TL + 8 CP
Specialty:	1 Stupendous Feat
Raito	1 per 7 Troops

Move Phase

Units may move up to their full movement in inches. Units may move less or not at all if the player desires. Some situations (e.g., aiming) require a unit not to move in order to improve his accuracy.

Combat Phase

After all of the player's units have moved, the player may engage in any combat any of his or her units are able to engage in at this time.

Combat

Combat is divided into two categories: *Ranged* and *Close Combat* (CC). All weapons have a range number. This is the range of the weapon given in inches. Any target must be within this range in order to be hit.

Close Combat weapons may only attack a target that's touchable (within ~1-2").

The attacking player declares which target he is attacking and with what weapon. The attacking player rolls the appropriate dice to hit using the weapon's *Usage Rating* (UR).

If the die roll is the UR number or below, then it is a hit. If the die roll is greater than the UR of the weapon, then it is a miss.

After all hits have been recorded, damage is rolled using the die number under the damage heading of the weapon.

Damage is assigned to targets. Damage numbers that exceed the units Armor Value (AV) destroy or kill the target. If the damage number does not exceed the unit's AV, then the unit shrugs it off and continues on. Some units have static AV numbers, other may have a die number. In the latter case, the defending player rolls the AV dice to determine if they are killed or not.

There are no hit points.

Combined Fire

Under the Combined Fire rules, the attacking player declares all units firing on any single target to gain the maximum possible damage. This basically means that if you choose to have multiple units attack one enemy unit, then the damage is combined for all units that hit. If you choose to not use Combined Fire, then each unit that hits is dealt with individually. As damage is not cumulative, in some cases Combined Fire is the only way to destroy a well armored unit.

Opportunity Fire

Units that did not fire a weapon on the previous turn, may fire at enemy units that expose themselves during the enemy player's movement phase. Opportunity Fire may be taken along any path the enemy units take.

For example: A unit runs from the cover of a doorway to the cover of a crate, but is exposed for 3" in between. If any other player has a unit that can see this action, and has not fired his weapon in the last round, then he may take a shot as the unit exposes himself for those 3".

Opportunity Fire is at -2 to Skill for the attacking unit and cannot take any bonuses from aiming.

Cover

Troopers can shield themselves from enemy fire by taking cover if available. A trooper that is partially concealed is harder to hit and this creates a negative modifier for any attacker.

Cover is divided into three categories with their own modifiers:

1/3: -1

1/2: -2

2/3: -3

For example, Manny is standing behind a Dutch door when Jane decides to shoot him from 10" away. The User Rating (UR) of the weapon Jane is using is 5. However, because Manny is half concealed, a -2 modifier is added to the skill roll, boosting the UR to 7. (See, *Rule of Sixes*, for how to roll a 7 or greater on a six-sided die).

Rule of Sixes (House Rule)

It is possible, after applying all combat modifiers, to end up with a UR for a shot that is higher than a six-sided die can produce. Because there is always a ridiculously slim possibility to actually hit just about *anything*, we have the Rule of Sixes.

If you need a number higher than 6 to hit, you may re-roll any 6 that result from the initial attack roll, sometimes even continuing with any subsequent 6's if necessary.

In the above example, Jane needs a 7 to hit Manny. She rolls the 1d6 and gets a 6. This entitles Jane to continue rolling the 1d6 to get a 7 (which is pretty much guaranteed at this point). If she had rolled a 5 or below, the shot would have missed.

Weapon Charts

Pistols

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Pirate Flintlock	3	—	3	6"	3	—	1d6, Slow
Revolver	4	—	3	8"	3	—	1d6
Machine Pistol*	4	—	4	10"	2 (6)	—	1d6
Gyro Pistol*	5	—	4	12"	2 (5)	—	1d6
Impact Pistol*	5	—	4	10"	3 (6)	—	1d6+2
Siege Pistol	6	—	4	12"	4	—	1d10 Exp

*Pistols marked with an asterisk can be used for Automatic Fire at the UR listed in parentheses.

Rifles

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Pirate Musket	3	X	4	12"	5	—	1d6, Slow
Shotgun	4	X	5	12"	3	—	1d6+1
Machine Gun*	4	X	6	6"	2 (5)	—	1d6
Gyro Rifle*	5	X	6	16"	3 (5)	—	1d6+3
Impact Rifle*	5	X	6	14"	4 (6)	—	2d6+2
Siege Rifle	6	X	6	18"	5	—	2d10 Exp

*Rifles marked with an asterisk can be used for Automatic Fire at the UR listed in parentheses.

Death Guns

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Cannon	3	NA	10	16"	6	-3"	1d10+3 Exp
Bazooka	4	X	10	16"*	6*	-3"	Special
Death Gun	6	X	10	16"	5	-2"	2d20 Exp
Sniper Cannon	6	X	10	20"	5	-2"	3d6+4 Slow

*Bazooka stats marked with an asterisk apply when launching grenades or grenade-sized objects. Damage will depend on the damage rating of the object being launched.

Explosives

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Gunpowder Barrel	3	X	3	—	—	-3"	2d10, Exp
Cannonball*	3	X	2	—	—	-3"	1d10+3 Exp
MkI Explosive	3	X	(4)	(20")	(6)	—	1d10+3 Exp
MkII Explosive	4	X	3 (6)	(22")	(7)	-1"	2d10 Exp
MkIII Explosive	5	X	4 (8)	(24")	(8)	-2"	2d10+3 Exp

*Cannon Ball stats are included for Troopers loading Cannons. Cannon Balls can not be thrown. () numbers in parentheses are for Missiles.

Archery

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Quiver	1	X	1	—	—	—	—
ShortBow	1	X	1	5"	3	—	1d6l
MediumBow	1	X	2	8"	4	—	1d6
LongBow	2	X	5	16"	5	—	1d6+2
CrossBow	2	(X)	3	8"	3 (2)	—	1d6+3 Slow
CompoundBow	4	X	3	10"	3	—	1d6+2

Thrown Weapons

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Hand Weapons	(Normal Weapons Stats)						
Little Rok	0	—	0	—	2	—	1d6-3 Stun
Big Rok	0	—	0	—	3	-(B)"	B × d6 Stun
Sling	1	—	1+1	3	—	—	1d6 Stun
Bolo	1	—	1	—	3	—	-1d6 Skill
Net	1	—	2	—	3	—	-2d6 Skill
Boomerang	1	—	1	—	2	—	1d6-1 Stun
Shuriken	2	—	1/3	—	2	—	1d6-1
Chakrum/Discus	2	—	3	+1P	2	—	1d6
AutoChakram	5	—	5	+2P	2	—	1d6+2
EnergyDisk	6	—	10	+2P	2	—	2d6

The range of thrown weapons is (Skill × Power)/Mass. Normal Troopers throwing normal weapons have a range of 1d6"

Bludgeons

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Fists*	0	—	—	CC	2	—	1d6-1 Stun
Hammer	—	—	—	CC	3	—	1d6 Stun
Shovel	—	X	—	CC	4	—	1d6 Stun
Club/Mac	0	—	1	CC	2	—	1d6 Stun
Staff	1	X	1	CC	2	—	1d6 Stun
BatteringRam	2	X	S'	CC	6	—	P × 1d6 Stun

*A minifig can only use Fists if he has no other CC weapon. Do not try to punch any thing harder than bamboo armor or you'll break your hand and look stupid.

Blades

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Knife	1	—	1	CC	2	—	1d6-1
Shortsword	3	—	2	CC	2	—	1d6
Saber	2	—	2	CC	3	—	1d6+1
Katana	2	—	4	CC	2	—	1d6+3
Golden Broadsword	2	—	5	CC	3	—	2d6+1
Chainsaw/Buzzsaw	4	X	3	CC	6	—	2d6+1
LightSaber	6	—	10	CC	2	—	3d6+2
Double LightSaber	6	(X)	20	CC	2	—	3d6+2

Spears

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Spear	1	(X)	2	CC	3	—	1d6 Max 10
Trident	2	(X)	3	CC	3	—	1d6+1 Max 10
Wooden Lance	2	—	3	CC	3	-1"	1d6* Max 10
Iron Lance**	2	—	4	CC	4	-2"	1d6* Max 10
Steel Spike	4	—	3	CC	2	—	1d6-1 Max 10

*Wooden and Iron Lances can normally only be used in Charging at tacks.

**An Iron Lance is very heavy and can only be wielded by a minifig with a Power of 2 or higher.

Axes

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Hatchet	1	—	2	CC	2	—	1d6
PickAxe	2	X	2	CC	3	—	1d6+2
BattleAxe	2	X	3	CC	4	-1"	1d6+3
Halberd	2	X	4	CC	5	-2"	2d6+1

Flails

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Lasso/Rope	1	—	(1)	CC	3	—	—
Leather Whip	1	—	(1)	CC	3	—	1d6 Stun*
Chain	2	—	(2)	CC	3	—	d6 Stun
Flail	2	—	1+(1)	CC	4	—	1d6+1 Stun
Rope with Hook	—	—	2(1)	CC	2	—	1d6

*A whip does Stun damage to unarmored flesh only. () CP costs in parentheses indicate CP cost per 5" of rope length.

Incendiaries

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Flint and Tinder	0	—	1	CC	(6)	—	Starts Fire
TinderBox	2	—	1	CC	(5)	—	Starts Fire
Matches	3	—	1	CC	—	—	Starts Fire
Lighter	4	—	1	CC	—	—	Starts Fire
Torch	0	—	2	CC	2	—	1d6-1 Fire
Oil Flask	2	—	2	—	—	—	2d6 Fire 2 Puddle Radius
Molotov Cocktail	4	—	3	—	—	—	3d6 Fire 3" Puddle Radius
GreekFire/Napalm	2	—	5	—	—	—	4d6 Fire 3" Puddle Radius
FireBomb	3	—	5	—	—	—	1d10 Exp + 1d6 Fire
FlameThrower	4	X	6	8"	3	-2"	2d6 Fire*
PlasmaGun	5	X	8	8"	4	-2"	3d6 Fire*

() UR costs in parentheses must be rolled to light a fire.

*Flame Throwers and PlasmaGuns can be used for FullAuto Automatic Fire at nor mal UR, with a maximum firing arc of thirty degrees.

Armor

<i>Item</i>	<i>TL</i>	<i>2H</i>	<i>CP</i>	<i>Range</i>	<i>UR</i>	<i>-CMP''</i>	<i>Effect</i>
Shield	1	—	1	—	—	—	+2 AV
BigShield	—	—	2	—	—	—	+4 AV
PlateArmor	2	—	2	—	—	—	+1d6 AV
(No Helmet)	0	—	(-1)	—	—	—	(-1 AV)
(Helmet)	2	—	0	—	—	—	+0 AV
VisoredHelmet	2	—	1	—	—	—	+1 AV
HorseBlanket	2	—	2	—	—	—	+2 Horse AV
HorseHelmet	2	—	2	—	—	—	+2 Horse AV

Equipment

<i>Item</i>	<i>TL</i>	<i>2H</i>	<i>CP</i>	<i>Range</i>	<i>UR</i>	<i>-CMP''</i>	<i>Effect</i>
JetPack	5	—	5	—	—	—	× 2 Straight-line Minifig Move
Parachute	4	—	2	—	—	—	Prevents Falling Damage
SuiteCase PsiAmp	6	—	10	5	—	—	Controls Normal People's Brains
Precision Tool	1	—	3	—	—	—	Some Specialist Need Tools
Skis	2	—	2	—	—	—	× 2 Move on Slick Surfaces
Flippers	4	—	1	—	—	—	Full Move Underwater
Container	1	—	1	—	—	—	Holds Stuff
Big BakPak	2	—	8	—	—	-1''	Con tains Supplies
PowerPak	5	—	2	—	—	-1''	Provides 2 Power to One Device



A TL5 NELUG-BrikWars Game : Our Con 17: May 2007

Salvage is a tough business.

You spend most of your time trolling through other people's trash and refuse in search of that one big score. Tales spun at local starports of the team that stumbled across a cache of secret gold hidden in a derelict's burnt out reactor core haunt everyone's dreams. Sure they've been bathed in lethal radiation, but they're *rich!*

If only you could be part of something sweet. Something big. You're only hope? Sign on with some of the more "colorful" deep-space salvage teams. That puts you at the outer rim and where the action is!

Apparently, the "action" includes a lot of time cleansing the refuse-containment ductwork.

Blech!

Then along comes a datachip and your chance to shine. How your captain got it, is really unimportant (and frankly, better for your health if you don't ask), but it tells of the Tox Uthat, a marvelously secret thing that must be possessed. What, exactly, the Tox Uthat *is* remains somewhat of a mystery. Is it an animal? A virus? A killer recipe for egg nog? A solar inhibitor?

Stop asking so many question, maggot! Say, how's the refuse-inductor work coming?

Regardless, this Tox Uthat has apparently been located on a derelict vessel, the old *Sanford & Son* scow, out on the fringes of space; out past the Great Nebula of Evil Gasses™. You know, the one where all those aliens that eat your face off live? Well, it seems that said derelict has finally drifted just out of their territory and that makes it *just* safe enough for you to be dispatched to it with some reasonable percentage of survival (hey, 0.02% is still a *positive* percentage).

You and your team are going to take a shuttle and hustle your buns out there. The datachip indicated that the Uthat is stored on the bridge and requires two people to push two separate, but distinct buttons at the same time in order to release it. From the fuzzy images, it appears that you'll have to dock at the rear of the ship and make your way forward. You should also note that it's an old-style cargo ship. They used to employ a transmatter device to pick up cargo. Sometimes those things can be sort of tricky, so if you stumble across it, you might watch your step because they apparently never run out of power.

You should probably bring some armament. The "source" of the datachip seemed a bit shady, if you know what I mean. If there are other interested parties, you should probably be ready to deal with them.

Oh, and don't take too long, the derelict is on a collision course with a nearby sun.

Objective

Get at least two of your team members to the bridge and retrieve the Tox Uthat. Once you have possession, you can use one of the airlocks at the front of the ship to get it out. Look out for opposition in the form of other salvage teams and possible face-eating aliens. You've got about 20 turns to accomplish this goal or you'll be a charcoal briquette.

Teams

Each player will control 1, four-man squad, but total number of units should start even on both sides. If there's an unbalance in players, then some may end up controlling more or less units.

A typical squad is 4 units: 2 gyro pistols (1 hero), 1 gyro rifleman, and 1 medic.

Reinforcements

If and when new players join the fray, then they will be assigned two spanking new units that can appear at any airlock that's been spotted by their team. The player may choose any combination of 2 units that is not a Hero.

Searching Containers

Whenever a unit is standing next to a searchable container, or ends its movement phase next to a searchable container, or begins its turn next to a searchable container, the player may elect to search it. There should be at least a few containers per room to search.

This action takes the place of either moving or combat. A maximum of one container per turn, per unit can be searched. When a unit searches a container, roll a 2d10 and consult the *d100 Random Container Chart*. Numbers after items on the chart indicate quantity or ammunition. Once an item is found, it is crossed off the list. Anyone rerolling a crossed off number finds an empty container.

The only exception to this is a roll of 01 is always empty and never crossed off.

A repeated result also means the container is empty.

If the player searches a container on the Combat phase, that unit may not engage in other combat or Opportunity Fire.

Players cannot search a container during the Opportunity Fire phase of any turn.

If the player finds a weapon, the stats are on the Charts table at the back of this handout. Any unit may only hold 1 two-handed item or 2 one-handed items at any time. Once an item is discarded it is gone forever, however players can transfer items to other units within their group if they are a within 2" radius.

The TransMatter Device

The transmatter is used to ferry cargo back and forth. As cargo hauler tended to employ those on the lower rungs of education, there was some attempt to simplify the whole transmatter process. The result was a simple, push button approach which almost led to the downfall of the entire cargo hauling industry. Most transmatter devices of that day have a simple control panel with three buttons:

Yellow: Organic Matter Only

Red: Inorganic Matter Only

Green: Organic/Inorganic Matter

Unfortunately, this device is a tad touchy from years of neglect and a temperamental AI-Heisenberg circuit with a skewed sense of humor. When a unit steps into the teleporter, regardless of what button is pushed, roll a 1d6 and consult the following chart:

Random Transmatter Effect

01	You have been beamed up. You have no idea where up is, but that's where you are. Now, if you could only come down. The unit is removed from play.
02	You arrive 1d6 inches in a random (1d4 inch) direction (without appearing inside anything like a wall).
03	Your weapons and clothes go where ever you want them to - any organic material, however, does not. The unit is removed from play, his or her items are placed at the teleported location.
04	You arrive 1d6 inches in a random (1d4 inch) direction (without appearing inside anything like a wall).
05	As above, sans inorganic materials. No clothes, no weapons.
06	You arrive just where you wanted, as you wanted (e.g., clothed, weaponed)

Medixs

Medixs play a valuable role in risky salvage operations. Troopers are constantly exposed to a plethora of dangerous items, be it radiation, toxic gases, rusty nails, paper cuts, exploding pasta, it is always worthwhile to have a medix tag along, even if he's just another warm body to act as a human shield.

Medixs carry a MediKit, an all-purpose portable medical center that can fix just about any ailment short of molecular vaporization (even then it's worth a shot). A MediKit never runs out of healing goodness and can only be operated by the Medix. When the Medikit fails to revive a deceased trooper, consult the *Medikit Failure Table*.

MediKit Failure Table (1d4)

01	By inverting the power matrix on the MediKit, the patient is fried to a crisp. The body is now in a cremated state and ready for Urn Interment. Good Job... for a mortician.
02	Patient is now undead. Congratulations, you've created a zombie abomination by accidentally injecting the T-Virus into the body. Feel free to question the logic of having that stuff around in the first place. (ZombieTrooper is now under GM control).
03	Patient appears to respond, but is still, unfortunately, classified as "dead". You've managed to forestall total brain death to give it another shot at it next turn.
04	Patient, while appearing dead, is actually now alive. You're a terrible Medix, but in a good way (whatever that means).

Andy the Hover Security Bot (HovSecBot)

Somewhere on-board is a deactivated HovSecBot. If located, the players may activate the bot and use it at their pleasure. HovSecBots are usually armed with 4-light weapons that, even if knocked out can be used as flailing claws.

Andy is not guaranteed to be found. It is an item in the *d100 Random Container Chart* and both Andy and his Remote are two separate items.

If found and activated, Andy has 2 modes of operation:

- *Voice Command Andy (VCA)*

This is the default mode for Andy and the mode he will boot up into when activated. Andy will follow the voice commands of the group that activates it (Andy can accept up to 4 voice-prints for master control). He is incapable of acting on his own under VCA and the unit issuing voice commands must be within shouting distance (~8") and not behind a door or such.

In VCA-mode, Andy can only fire 2 weapons at a time. He cannot correctly coordinate a combined-fire of 4 shots. He can fire 2 shots of 2 at the same target, however (the timing is off).

- *Remote Control Andy (RCA)*

The remote control can override any and all voice-commands given to Andy. The remote's range is infinite, and comes with a nifty little video, so the user can accurately operate Andy as a unit himself if necessary. Remote control give Andy autonomy and the player may use Andy as freely as other units. However, the unit in control of the remote may not use any 2-handed weapons, as the remote must always be in use.

In RCA-mode, Andy is able to fire all weapons at once in a 4-shot combined-fire attack. Anyone may operate the remote and Andy will follow their commands, so if found, hang on to that remote!

Aliens

An unspecified number of face-eating aliens have hitched a ride on the derelict as it passed through the Great Nebula of Evil Gasses™ and are randomly located throughout the derelict.

The aliens move throughout the ship via a network of air ducts that are not seen and cannot be entered or closed off by the players. Thus the aliens do not need doors to move from module to module and can strike from areas the players cannot readily see or defend.

Aliens move first at the top of the round.

The GM will run the aliens according to a *Super Secret and Unnecessarily Complicated Random Movement Chart* that is hidden from the players, but contains rules for alien movement thus keeping the GM from wacking the players as soon as they step foot onto the derelict (but we make no promises).

Aliens can get up to three attacks per turn. An alien will attempt to use its Claws and Primary Jaw to attack in Close Combat. It can only use its Second Jaw if it rolls a successful grapple first. Jaws and Claws can only be used against the same target. An alien may use its Whip Tail against a secondary target, or the primary.

The aliens also spew acid blood when they die, this is usually limited to the immediate area (~2"). Exploding aliens disburse acid blood in a much wider radius. So you'll want to watch out for that.

The Bridge and Winning the Game

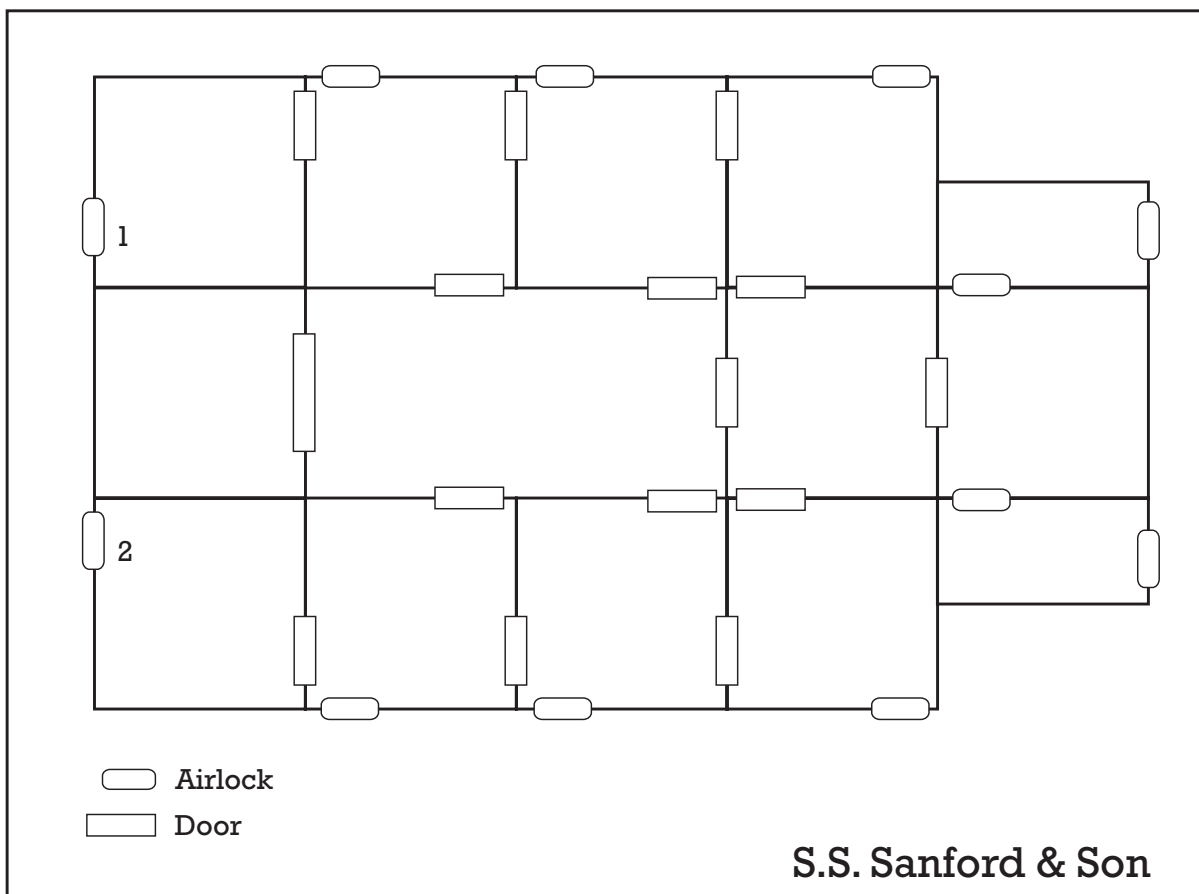
Once units have arrived at the bridge, two units are necessary to retrieve the Tox Uthat. They must stand at control stations on opposite sides and push a button together. This is akin to launching a nuclear missile in that both men must turn their key at the same time. The Uthat will then appear in the center where it can be retrieved by one, and only one, unit. Once a unit has possession of the Uthat, he or she must make it out any airlock.

Any player whose unit is in possession of the Tox Uthat that crosses the terminator of an airlock is considered the victor, even if he or she has no viable spacesuit and is in the process of being gunned down.

How or why this unit will survive the super harsh conditions of outer space is not really worth thinking about.

The S.S. Sanford & Son

For fun, you check off compartments that have been searched with this handy map! You can also indicate areas where valuable unit members are cut down and their bodies are left lying in a greasy pool of their own blood and feces. You know, so their loved ones can have some sort of record of their last minutes of sheer, unadulterated terror and the grizzly demise.



The S.S. *Sanford & Son* refuse collection vessel. Like many cargo vessels, it's probably full of wild and exotic items from all over the galaxy. Most of it junk.

Tox Uthat GM Materials

Super Secret and Unnecessarily Complicated Random Movement Charts

Alien Placement

Using the provided map, the Alien Player (AP) GM rolls a 1d6 for each alien in play. An alien is placed in each location that is rolled. More than one alien may occupy a single place.

There are:

- 4 aliens for a 2–3 player game.
- 5 aliens for a 4 player game
- Add 1 alien for every 2 more players that join the game.

Alien Movement

Each turn, the AP rolls a 1d6 for each alien. For every 6, the AP can move that alien its maximum movement on a 1d4 roll, regardless if there is door or not in that direction, they use the ventilation system and other crawlspace, but they will never go out of the ship, nor do they open closed doors. If there is no room on that direction, the alien doesn't go anywhere, simply *hides* in the same room.

Random Alien Movement Chart

01	North
02	South
03	East
04	West

When a trooper(s) enters a room with an alien, moves within that room, or the alien enters a room with trooper(s) in it roll 1d6 roll per each trooper.

Random Alien Does What Chart

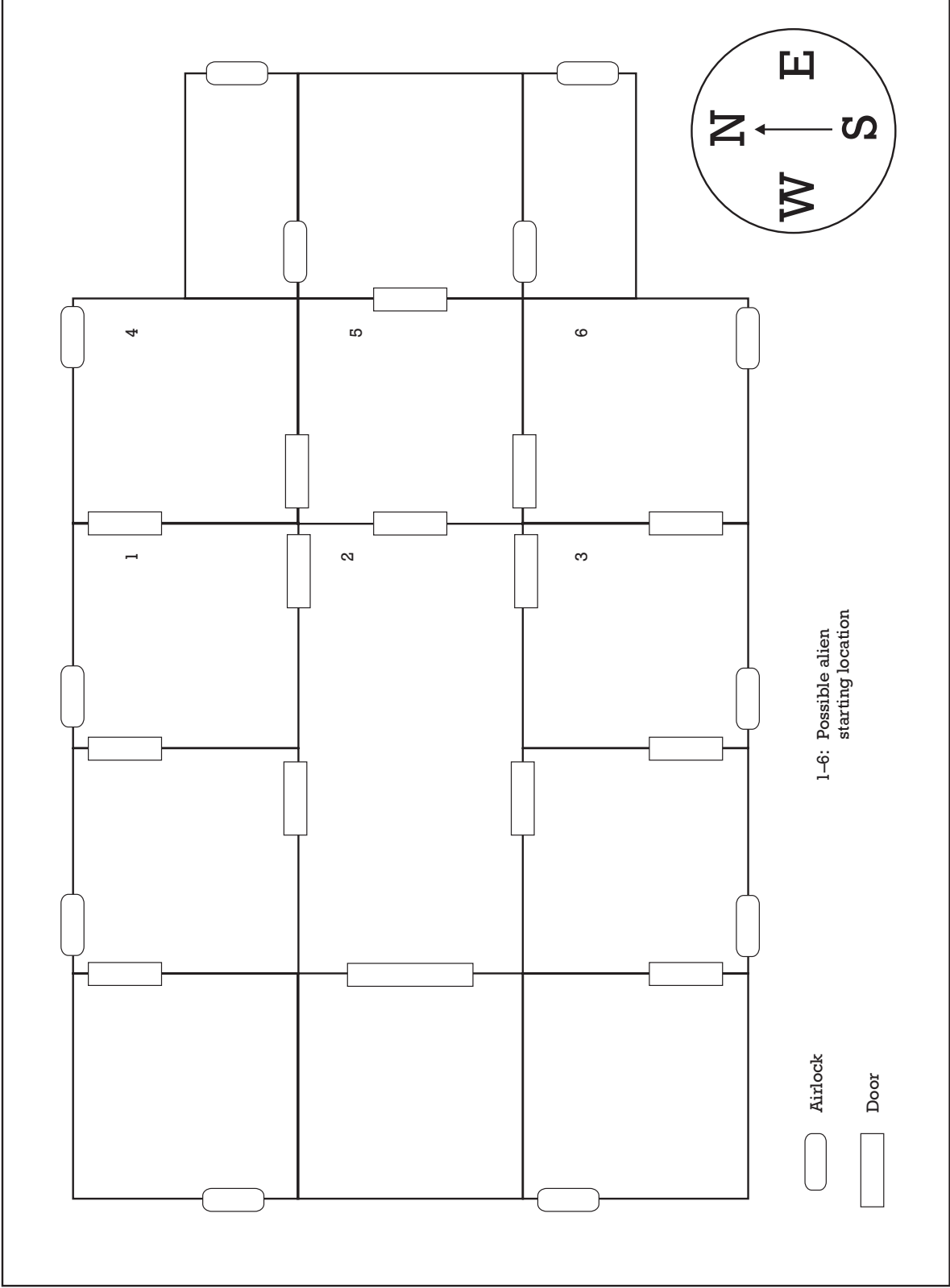
01	Alien is hiding and trooper doesn't notice anything unusual.
02	Alien makes noise and trooper hears something he knows there is an Alien in the room.
03	Alien is hiding and is spotted by the trooper.
04	Alien runs out of the room (rolling 1d4) trooper spots the Alien and can take opportunity fire.
05	Spotted Alien Attacks: Roll Alien Attack.
06	Hidden Alien Attacks: Roll Alien Attack.

A roll of 5 or 6 indicates the alien attacks the nearest trooper. A roll of 6 indicates this attack is instantaneous, the trooper(s) get no advanced warning and no trooper can see the alien before its attack.

Random Alien Aftermath Chart

01	Run away: Roll 1d4 direction and full movement.
02	Hides: Vanishes from sight. No opportunity fire possible.
03	Attack. Continues attacking or moves on to the next unit.
04	Attack. Continues attacking or moves on to the next unit.

A roll of 1 or 2 means the alien retreats, even if in combat. A roll of 2 indicates the Alien simply vanishes, presumably into the air ducts with such swiftness that it cannot be followed or shot at. A roll of 1 indicates the alien is fleeing, but using the floor and doors as the troopers do and can thus be tracked, and fired upon, at will.



Alien Player (AP) Starting Map. This map should remain hidden from the players. The AP uses this map to coordinate the Alien movement in secret.

Tox Uthat Troops

Unit Leader					
Move:	5"				
Armor:	2d6				
Skill:	1d10+2				
Equipment					
	2H	RNG	UR	-CMP"	DMG
Impact Pistol	—	10"	3 (6)	—	1d6+2

Unit Medic					
Move:	5"				
Armor:	1d6-1				
Skill:	1d6				
Equipment					
	2H	RNG	UR	-CMP"	DMG
Impact Pistol	—	10"	3 (6)	—	1d6+2
MediKit	—	CC	6*	—	—

Unit Grunt 1					
Move:	5"				
Armor:	1d6-1				
Skill:	1d6				
Equipment					
	2H	RNG	UR	-CMP"	DMG
Gyro Rifle	X	16"	3 (5)	—	1d6+3

Unit Grunt 2					
Move:	5"				
Armor:	1d6-1				
Skill:	1d6				
Equipment					
	2H	RNG	UR	-CMP"	DMG
Gyro Rifle	X	16"	3 (5)	—	1d6+3

Face-Eating Alien from the Nebula of Evil Gases™					
Move:	9"				
Armor:	1d10				
Skill:	1d6+2				
Power:	2				
	RNG	UR	DMG		
Jaw	CC	2	1d6-1		
Second Jaw	CC	3	1d6+3		
Claws	CC	2	2d6-1		
Whip Tail	10"	5	1d8		
Acid Blood*	CC/LoS	—	3d6/2d6		
Abilities					
Wall Crawling; Gymnastics					

Andy Hover Security Bot					
Move:	7"				
Armor:	1d10				
Skill:	1d6				
Equipment					
	2H	RNG	UR	-CMP"	DMG
Gyro Pistol × 4	—	12"	2 (5)	—	1d6
Claw × 4	—	CC	3	—	1d6

* 3d6 damage for each unit within CC range (-2"). Unless the alien dies from an explosion, then all units in line of sight take 2d6 damage.

Tox Uthat d100 Random Container Chart

Roll	Description	Roll	Description
1	Empty	51	Armor Vest (+1 AV)
2	BattleAxe	52	LightSaber
3	Armor Vest (+1 AV)	53	MegaAccuDose (+3 Skill Roll - 1 Turn)
4	Rectal Thermometer	54	Hatchet
5	Soylent Green (Now With More Girl!)	55	Spamcake Surprise
6	EnergyDisk	56	Nail Gun (25) [Treat as Machine Gun]
7	Stickypops (6)	57	1 Gallon of Industrial Glue
8	Body Armor (+2 AV)	58	Armor Vest (+1 AV)
9	Hairspray	59	Travel Brochure for Voltturnus
10	AutoChakram	60	Roks (3)
11	An Inanimate Carbon Rod	61	Shotgun Shells (8)
12	Armor Vest (+1 AV)	62	Armor Vest (+1 AV)
13	Chain	63	Stun Rifle
14	Rusty Nails (150)	64	Axel Grease
15	Armor Vest (+1 AV)	65	Box of Pinless Grenades (6) [Mkl]
16	Rubbing Alcohol	66	Large Box of Ball Bearings
17	Phased-Machine Gun	67	Beer Bottles (6)
18	Body Armor (+2 AV)	68	Body Armor (+2 AV)
19	Oily Rags (1 Pile)	69	Impact Pistol
20	Andy the SecHovBot [Voice Commands]	70	Andy's Remote Control [Overrides Voice]
21	Armor Vest (+1 AV)	71	Canisters of Pure Oxygen (3) [MklI]
22	Stun Grenades (4)	72	Teflon Plates (4)
23	A Compound Bow (12)	73	Short Sword
24	MildAccuDose (+1 Skill Roll - 3 Turns)	74	Roll of Duct Tape
25	Body Armor (+2 AV)	75	Body Armor (+2 AV)
26	Chainsaw	76	3' of Rope
27	Rubber Gloves	77	Metal Rods
28	Jumper Cables	78	Towel (+1 AV if Wrapped Around Head)
29	Sniper Cannon	79	Brass Candlestick Holders (2)
30	YoYoDyne CreditCard (1968 Credits)	80	200 Illegally Downloaded MP3s
31	Hairnets (12)	81	Katana
32	Refractive Armor (+3 AV)	82	Body Armor (+2 AV)
33	Ronco Ever-Sharp Knives (2)	83	Fire Extinguisher
34	Gallon Jug of Used Motor Oil	84	Impact Rifle
35	Crunchy-Tyme Cheezy Chips (4 bags)	85	A Dead Monkey
36	Hammer	86	Shurikens (25)
37	AccuDose (+2 Skill Roll - 2 Turns)	87	Oil Lamp (Functional)
38	Armor Vest (+1 AV)	88	Armor Vest (+1 AV)
39	Box of Molded Cheese	89	Pots and Pans (2 each)
40	Phased-Machine Gun	90	Bazooka (2)
41	Slimey Alien Goo in a Jar	91	Table Saw Blades (3)
42	Molecular Acid 1 Liter [Treat as Molotov]	92	Siege Pistol
43	Leather Whip	93	Small Rubber Balls (24)
44	Case of Shaving Cream	94	Stun Gun
45	Body Armor (+2 AV)	95	Energy Shield (+5 AV)
46	Shotgun (6)	96	Box of Space Twinkies
47	Inflatable Raft Still in Dufflebag	97	AccuDose (+2 Skill Roll - 2 Turns)
48	Katana	98	The Necominicon
49	Portable Crash Kit (Defibrillator Suitcase)	99	Mega-Pulse Plasma Weapon [Seige Rifle]
50	Alien Pheromone Spray (2 Applications)	100	Alien Spray Away (2 Applications)

WASKART

A TL4 NELUG-BrikWars Game : Our Con 17: May 2007

“When life gives you lawnmower engines ... make high-speed devastation.”

You are young. You are mechanically-inclined. You loved the movie “The Fast and the Furious” ... but you so wish it was *way* furioser.

So you joined the All-County Go-Kart Racing League.

It's not a competition. It's an obsession. Team rivalries flare up both on and off the track as drivers vie for the love and adoration of fans, and the honor of crushing you opponents by crossing the finish line first. You and your pit crew train endlessly – 7 nights a week, sometimes 8, you're in the garage, on the practice track, or passed out in the bathroom of a dirty biker bar with a ball gag in your mouth and a tingling sensation in your left arm. When you're at work, you thinking about racing. When you're buying macaroni salad and Sprite, you're thinking about racing. Sometimes, when you're racing, you catch yourself thinking about racing, but in a weird way – like that time you saw a 4x100 relay team of contemporary dwarf track stars who tried to beat an ostrich in a flat-out 400m sprint.

Today is a new race, though. You've qualified to participate in the pinnacle of the Go-Kart Race Circuit, the ABS Cup. Three laps around a brand new track – and the winner takes all. All the prize money. All the glory. For all time.

*Reluctantly crouched at the starting line,
Engines pumping and thumping in time.*

The collection of racers is varied and eccentric. Low-slung Formula One style bodies hug the tarmac, alongside the large high-ground-clearance entrants sponsored by HUMMER. Even General Dynamics has sponsored a car, whose tracked suspension looks more like a tank than any Go-Kart you've ever seen. Each kart has been expertly tuned to perform at peak levels, and each driver is there to win.

The sweat is rolling down your face. The tension in the air is palpable. The crowds hug the side of the track, anxious to see their own chosen racer crush all opposition. Suddenly, instantly, the crowd is silent. The red light has gone on.

After a short eternity, it switches to yellow.

*The green light flashes, the flags go up.
Churning and burning, they yearn for the cup.*

Your foot hugs the floorboard, which itself flies a mere few inches above the rubber-impregnated track surface. Right away the drivers are madly jockeying for position. Wheels spinning at breakneck speeds ride millimeters from the next car over. Any small perturbation – a pebble on the track, an errant gust of wind – will set off a chaos-theory chain reaction that will send multiple competitors careening into the walls of tires that line the course.

*They deftly maneuver and muscle for rank,
Fuel burning fast on an empty tank.*

One driver pulls hard into a tight turn, cutting off a wild-haired competitor from the wrong side of the tracks. His eyes flash lightning as he fixates on the new target of his hate. Having lost valuable seconds, he no longer has a fighting chance to win the race. But he can at least ensure that his tormentor doesn't taste the sweet nectar of victory.

*Reckless and wild, they pour through the turns.
Their prowess is potent and secretly stern.*

All of the racers finish their first lap. The noise of the crowd reaches a new crescendo, becoming audible even over the high pitched alley-cat roar of the two-stroke engines. Already there are winners and losers – those harsh categories into which fate has assigned each driver according to whether they had squeezed into good positions, or been squeezed into poor ones. The ranks of drivers – initially packed into a tight formation – have now been spread out over nearly a quarter of a track length. At this rate the leaders may succeed in humiliating some of their foes. If they can only lap the stragglers within the next two circuits ...

Some of those who have gambled for dominance and lost the test of wills peel off the main route and slide in for their first pit stop. Their tanks are topped off, the perspiration is slicked from their brows, and straws are unceremoniously stuffed

between drivers' lips so that they might sate their pounding thirst with a fast pull from the Slushy cup. In one case a weeping driver is dragged from his seat, to be replaced by a member of his pit crew who seems determined to reclaim honor from the very maw of ignoble shame.

Oddly, some of the drivers receive brown-paper packages from their pit crew. As you whip past, you can smell the sharp tang of niter. You catch a glimpse of a bipod being hastily mounted, amidst the screaming clatter of an air wrench, on one hood. In your rearview mirror you see a million reflected flashes of sunlight; the beacon fires of virgin weaponry being brought into the open.

Some would find the impending hail of bullets incongruous here on a racetrack – but not you. You have your own tools and surprises waiting for you on Pit Row.

The trick is to survive long enough to get there.

*Because he's racing and pacing and plotting the course,
He's fighting and biting and riding on his horse ...
He's going the distance!
He's going for SPEEEEEEEED!*

The Landscape

The game takes place at Going Downs, the newest and nicest Go Kart Rally Track in the whole county. The facilities have everything one could hope for: a hot dog stand, amusement rides, a duck pond, bleachers, amenable portable facilities, an admissions booth and a turnstyle, ample parking for guests, a video arcade, a garage, and more. All races are documented in the multimedia booth, and committed to BetaMax VideoMedia for eternal posterity.

The track uses the current Dark-Grey LEGO road baseplates. There are 24 32x32 sections to the landscape. Everybody who is interested in participating can sign up for some, and put together any and all features that one might expect to find at a state-of-the-art Go-Kart facility. A Ferris Wheel? Check! A Video-Game Arcade! You Betcha! Teenagers making out in the bathroom stalls? Why not! A bar for redneck parents? Definitely! A Cock-fighting Ring? Oh, Yeah!

All sections will have to be built to a modular standard, with the corners of each baseplate connecting to each other via technic pins. The details of this modular connection will be forthcoming. Note that Pit Row will be located along the straightaway on the lower left hand edge of the image.

Behind the Scenes & Victory Conditions

Whichever team's vehicle completes three full laps and crosses the finish line first is declared the winner. Everything else is incidental.

Initially, there can be no weapons apparent on the vehicles (though perhaps they're cleverly disguised or tucked inside). During the first lap, there can be no overt combat or conflict beyond that which may be accomplished in standard Go-Karts. Bumping, ramming, blocking, leaping and tackling, spitting, and spinouts are all perfectly acceptable. The fans are relatively docile, and the Pit Crew anxiously awaits its time to shine. Stabbing, shooting, lead piping, exploding, immolating, or melting are strictly verboten.

After each kart passes pit row for the first time, though, weapons may come out. Any pistols in the glove compartment may be drawn, and any engine blocks that transform into bazookas may transform. Some vehicles may swing into pit row on their first lap – at this time, some pit crews will be able to strap armaments on the Karts—if their mechanics make their skill roll! Still no combat for the first lap, though! This gives a little more time for posturing and positioning. However, once a vehicle fully crosses the starting line and begins on their second lap—all's fair in NasKart Kombat.

If, for some reason, a driver is unable to continue the race—due to, say, death—then any other team member may get in the vehicle and continue the effort.

If, for some reason, a vehicle is unable to continue the race—due, say, to immolation by an anti-armor rocket—than any other vehicle may be substituted so that the team may continue the effort. Other vehicles may be hijacked, or in a crunch other objects may be pressed into service. The only constraint is that if a new vehicle is introduced, it must continue the race from the point at which the previous one—ahem—left service. No fair setting down way ahead.

Oh yeah—and each player is required to make at least one stop (duration: one turn without moving) on pit row to refuel before they finish the race. Sadly, the lawnmower engine only holds enough gas for two full laps. Cars in the pit stop are immune to attack and considered “safe”. This extends to Pit Crew on Pit Row – though once they leave Pit Row they are fair game! Bystanders and fans are, of course, prevented from entering Pit Row.

VERSAILLESPUNK



A TL3 NELUG-BrikWars Game : Our Con 17: May 2007

April 15th, 1910

After years upon years of devastating conflict, the leadership of both Britain and France have met behind closed doors to hash out a peace accord with which both countries can save face. The atmosphere is not a joyous one, and neither side is here because they are willing to admit defeat; rather they are here in an effort to forestall the crippling destruction each of their nations has endured since the Mendlebrot Incident of 1904 that initially ignited the war.

Following weeks of negotiation the parties have drafted a document which will immediately cease all hostilities and lay the groundwork for a future campaign to the east. The keystone clause which brought both sides to this point was the notion that each might instead redirect their mutual aggressions towards the slovenly Kaiser Von Sphincter, whose corpulent form has chuckled in amusement as England and France have ravaged each other like Bastille Cellmates during a guard holiday.

Tensions remain high, however. The years of treachery, deceit, and antagonism have not simply evaporated in the preceding weeks. Each side, while desperate for resolution, fears betrayal and the loss of face in international matters. It is under these electric circumstances that the main players, including the Prime Minister of each nation, have assembled in Versailles to sign the Treaty D'LeCroissant behind locked and secured doors.

The assembled cast holds its breath as France's Prime Minister reaches for the quill.

An English Colonel coughs ...

... and the General seated next to him whispers an aside about clearing the frog in his throat.

The French Prime Minister drops the quill, a look of ill-suppressed fury on his face. He turns to his second and loses a torrent of French babblespeak, gesticulating wildly as he does so.

The attending British page bends down to whisper a hasty translation into the English Prime Minister's ear. The gist, he explains, is that the French Prime Minister has taken great affront to the implication that he and his people are like unto phlegm. The British Prime Minister stifles a laugh, but his bemusement does not pass unnoticed by the French delegation.

Within seconds, the undercurrents of tension and distrust have broken through the surface as wellsprings of adrenaline. Each side scrambles to its feet, clutching for their ceremonial arms and diving for cover. The treaty is destined for obsolescence before it is even signed.

And the Kaiser guffaws.

Objective

The objective of the game is simple: Destroy completely and utterly those vile excuses for human beings whose very proximity has sickened you, and in whose presence you have become sullied by mere association.

Death to the English! Death to the French!

Notes

1. Roll 1d6 to determine who has first choice. Winner may select either:

- To go first or second, or;
- Which side of the room and with which field piece to start.

The loser of the roll gets to decide the second option

2. On the first turn:

- All movements are halved, as everyone is in shock and reacting to a sudden situation

- No attack may be made by either side on the first turn, as all parties are adjusting to the new reality of the situation and reacting, as above
 - All other turns proceed as normal
3. The first team to attack suffers a -1 penalty on all skill rolls during the entire turn in which they first attack. This is due to some residual hesitancy regarding the fact that upon their actions hang the fate of the lives of millions of their countrymen.



It Takes A Pillage

A TL2 NELUG-BrikWars Game : Our Con 17: May 2007

Burlapenstein.

A small village straddling the unclaimed land between the Earl of Brickenshire's fiefdom and the dark mountainous forests of the wilds, Burlapenstein has always remained aloof from local power struggles. Renowned for their sack-making industry, the village has always carried favor with all of its neighbors, and engaged in a vigorous and healthy trade with any and all peoples and races. In times of conflict, their equanimity and famous line of "Pillaging Sacks" has kept them safe and well. Even through the last 4 years, as humans and nonhumans have battled each other for dominance of the region, Burlapenstein has flourished.

But all of this is about to change.

Lately there have been rumors in the inns about a new and fearsome weapon. The story has it that a ranger was walking through some of the mountain passes near Burlapenstein, and stumbled upon a weapon that had lain hidden for eons and eons. He brought it down from the mountain, but was mysteriously killed as he was bringing it to the Earl's keep. His cold dead body, and the weapon beside it, were found by a young boy from Burlapenstein who happened upon both where they lay in the forest. He dutifully mentioned the deceased ranger to the local constabulary, but it seems he failed to mention the weapon. Instead, he found himself fascinated with it, and kept it for himself, taking it back to his village, and sneaking off into the surrounding forest daily to play with it.

Now, this story might have remained a secret had not a wandering merchant stirred up his typical brand of trouble. For recently a gallant and handsome peddler committed some indiscretions with the daughter of a Burlapenstein sack-sewer. This buxom beauty happened, by chance, to be the little boy's sister. In a moment of passion, she let slip the fact that there was a map and key in the village, both of which are needed to locate and obtain this weapon from its hiding spot. It was only a matter of time until the peddler told all in a tavern, and the story spread like the plague itself.

It's now a race between the races, as men, women, unmen, and unwomen converge on the unsuspecting town of Burlapenstein. Small raiding parties from the earldom and the dark mountains have been sent with a singular goal; to obtain the weapon that can bring their side victory in the ongoing war! The town awaits, unaware of the descending hordes

Objective

To control the weapon by the end of the game. Actual victory goes to the player who controls the weapon at the end of the game, as their band of skirmishers will be in a position to usurp their commanders and become lords over the entire land. Secondary victory goes to all of the winner's teammates. If at the end of the game neither team has the weapon, then victory will default to the team that were most successful at acquiring gold, even if it was subsequently spent.

Teams

Each player will control one 5-trooper squad. Each squad on a team will be similarly comprised:

- One "knight"—large shield, sword, armor
- One man-at-arms—small shield, mace/axe/warhammer (all with identical stats)
- One berserker—battle axe, armor
- One crossbowman—crossbow, quiver
- One archer—medium bow, quiver

Reinforcements

Mid-game entries can be accommodated as reinforcements arriving from the direction of the team's initial entrance into the village.

Getting Ahold of the Gold

Burlapenstein, as alluded to above, has a thriving and robust commerce. Most peasants around town will have some gold on their person ... 1d4-1 pieces, to be exact. Once a peasant is killed, they may be looted for their money. Similarly, most houses and buildings will have various containers (barrels, chests, crates, drawers, etc) that may house gold. Searching any container has a 50% chance of turning up anything. If there does turn out to be gold in the container, it will be in the amount of 1d4 gold pieces.

Gold is deposited instantly into a team account. Once there, any team member may use the gold in various appropriate locations – for example, the armory, the apothecary, or to bargain for their lives. Note that merchants (clearly identified) cannot be killed. They can, however, sell you useful items.

Enemy combatants always carry 1d4 gold on them. The looting of this gold does not deduct from their team's coffers.

Peasants

There will be a handful of unsuspecting peasants scattered randomly around the town. For the most part, they stand stock still, panicked at the sight of the looting and pillaging going on around them. However, once a combatant comes within 5" of them, they will flee 1" in the most obvious escape direction. They receive an additional 1" of flight speed for every combatant in their 5" proximity radius, and will always flee towards "safety". Safety, of course, is but an illusion.

Merchants

There will be two regular merchants, with wares: An armorer and an apothecary. There might also be a vending machine or two.

Each turn, the merchants may wander about the village according to a 1d6 die roll. On a roll of 1-4, the merchant will move in the corresponding cardinal direction (N, E, S, W) for as much of their full movement as possible. On a roll of 5, control of the merchant's movement is given to the human team during their movement round. On a roll of 6, control goes to the non-human faction. Note that even when a merchant's movement is controlled by the opposing team, the merchant will perform transactions with any paying customer.

Merchants are invulnerable to damage, and their wares cannot be ransacked, killed, or stolen until after the sale. Note that customers are not invulnerable, and may be mauled or killed by opposing combatants at any time in the company of a merchant.

To purchase an item, a representative from the team must be within CC distance of the merchant. With adequate funds in the team account, they may exchange gold for wares.

The Apothecary will not disclose the actual effects/contents of their wares before the sale (though they will tell you what it is you are buying). However, she will always have every potion in stock (Red, Green, White, Blue, Black, Brown).

The Armorer, on the other hand, has a constantly varying supply of wares. On any given turn, there is only a $[(10-CP) \times 5\%]$ chance that a specific item is in stock. Exception: there is always a 20% chance that a ballista is in stock, and can be purchased for 20 Gold Pieces (Mk I Mass Driver, spears not included).

Maps and Keys

There will be a map or two scattered throughout the town. The maps themselves do not disclose the goal, only identify all of the landmarks (trees, hills, houses, monuments, shops, etc) by name. There are two types of keys in the town, silver (grey) and gold. The silver ones can be used to open black treasure chests. The gold one is needed to unlock the weapon. Conveniently, it is labeled with a little tag disclosing the name of the location of the weapon.

It Takes A Pillage Troops

<i>Knight</i>					
Move:	7" (-1")				
Armor:	1d6 (+4) (+1d6) = 3d6				
Skill:	1d6+2				
Equipment					
	2H	RNG	UR	-CMP"	DMG
Short Sword	—	CC	2	—	1d6
Large Shield					
Plate Armor					

<i>Soldier</i>					
Move:	5"				
Armor:	1d6 (+2) = 1d6+2				
Skill:	1d6				
Equipment					
	2H	RNG	UR	-CMP"	DMG
Mace/Axe	—	CC	2	—	1d6
Small Shield					

<i>Berserker</i>					
Move:	5" (-1")				
Armor:	2d6				
Skill:	1d6+1				
Equipment					
	2H	RNG	UR	-CMP"	DMG
Battle Axe	X	CC	3	-1"	1d6+3

<i>Crossbowman</i>					
Move:	5"				
Armor:	1d6				
Skill:	1d6				
Equipment					
	2H	RNG	UR	-CMP"	DMG
Crossbow	(X)	8"	3 (2)	—	1d6+3 (slow)
Quiver					

<i>Archer</i>					
Move:	5"				
Armor:	1d6				
Skill:	1d6				
Equipment					
	2H	RNG	UR	-CMP"	DMG
Crossbow	X	8"	4	—	1d6
Quiver					

