

# Shadows of Skavenblight Rules of Play

**Setup:** Everyone rolls a d6 and high roller chooses to set up first or last. Get a piece of terrain or two and place it. Pick a spot and set up your warband. Deployment zones are 8" wide and 8" deep (in from the edge of the table), with at least 12" between players.

**Special Events Phase:** If you've got skills like Tactician or Infiltration, now's the time to use 'em. This is also the time to use Metamagic cards that affect how the game is played. Roll to see who goes first and play proceeds clockwise. The GM always goes last with weather changes, random events, tricks, traps and NPCs.

Phase	Major Action (one per turn)	Free Actions (as many as are reasonable)
<b>Events</b>	<p><b>Voluntary Rout:</b> If you've lost two models you can leave but you also leave any loot or items.  <b>Rout Test:</b> 25% casualties = roll Leadership. If failed, roll for each loot item and keep it on a 4+.  <b>All-Along Test:</b> Outnumbered in Melee and &gt; 6" from allies = test Leadership. Fail = disengage as major action.</p>	
<b>Recovery</b>	<ul style="list-style-type: none"> <li>• <b>Rally:</b> If a model is fleeing, roll vs. Leadership to stop.</li> <li>• <b>Roll Over:</b> Go from Stunned to Knocked Down.</li> <li>• <b>Stand Up:</b> Go from Knocked Down to standing up. You may not shoot.</li> </ul>	
<b>Movement</b>	<p><b>Declare Charges:</b> State which ones will Charge then measure. Out of range = move normal distance along route.  <b>Compulsory Movement:</b> Sometimes a model is forced to move in a certain way. That happens now.  <b>Difficult Terrain:</b> Base movement rate is halved (rounded up). Other modifiers as reasonable and announced.  <b>Falling:</b> D3 hits at Strength = height in inches, you stop moving &amp; can't hide (even if unhurt).</p>	
	<ul style="list-style-type: none"> <li>• <b>Charge:</b> Move double and enter melee combat. You may move around obstacles within reason. Enemies within 2" may intercept.</li> <li>• <b>Disengage:</b> Roll WS vs. WS to leave melee combat and move 1" directly away from your enemy. Your enemy gets one attack before the contested roll.</li> <li>• <b>Overwatch:</b> Wait until you have a valid target and fire in another player's Movement Phase.</li> <li>• <b>Run:</b> Move double if you start with no enemies within 8".</li> <li>• <b>Walk:</b> Move normally.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Climb Down:</b> Initiative Test. Success = you make it. Failure = you fall.</li> <li>• <b>Climb Up:</b> Initiative Test. Success = you make it. Failure = you stop.</li> <li>• <b>Disengage:</b> Leave melee combat and move 1" directly away from your enemy. Before you leave, your enemy gets all his attacks and they all hit.</li> <li>• <b>Hide:</b> If you Walked and are in cover. Depends on model and terrain.</li> <li>• <b>Crawl:</b> If you're in melee combat and Knocked Down, you can crawl half your move (round down). Unless your opponent is distracted (or merciful), he gets all his attacks right now and they all hit.</li> <li>• <b>Jump Down:</b> Initiative Test for every full 2" (maximum 6"). Success doesn't count against your movement allowance, and if you're Charging you get +1 To-Hit and +1 Strength. Failure = you fall.</li> <li>• <b>Leap:</b> Initiative Test at -1 per inch over 3". Success = you make it. Failure = you fall.</li> <li>• <b>Move a Little:</b> If you Stood Up or Disengaged, move half (round up).</li> </ul>
<b>Melee</b>	<p><b>Valid Targets:</b> Adjacent standing models must be attacked before adjacent injured ones.  • <b>Attacking a Knocked Down model:</b> You hit. Any wound takes the enemy OOA.  • <b>Attacking a Stunned model:</b> Any attack takes the enemy OOA.</p>	
<b>Magic</b>	<ul style="list-style-type: none"> <li>• <b>In Melee:</b> +1 difficulty and you must target an opponent.</li> <li>• <b>Stationary:</b> -1 difficulty if you could have Walked but didn't.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Cast a Spell:</b> Zap!</li> <li>• <b>Use an Item:</b> Herbs, potions and the like.</li> </ul>
<b>Missile</b>	<p><b>Valid Targets:</b> Nearest model in any 3" coherence group. Shooter elevation or a large target = any target.  <b>Blackpowder Weapons:</b> Yes, the misfire rules are in effect. Roll a 1 To-Hit and you're in trouble.</p>	
	<ul style="list-style-type: none"> <li>• <b>You Moved:</b> -1 To-Hit</li> <li>• <b>Long Range:</b> -1 To-Hit if over half maximum</li> <li>• <b>Cover:</b> -1 To-Hit for light &amp; medium, -2 for major</li> <li>• <b>Weather:</b> -1 To-Hit for wind/rain, -2 for severe storms</li> <li>• <b>Light:</b> -1 To-Hit for darkness or very bright light</li> <li>• <b>Big Target:</b> +1 To-Hit for ogres, giants, buildings</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Shoot:</b> Fire one weapon. You may not shoot if you Ran or are in melee combat.</li> <li>• <b>Shoot Pistols:</b> Shoot one or two pistols.</li> <li>• <b>Reload:</b> Reload one blackpowder weapon. You can only do this once per turn, and not if you Ran or are in melee combat.</li> </ul>

<b>Frenzy</b>	Always Charge nearest enemy. Double base Attacks and Immune to Psychology. Lost if injured.
<b>Hatred</b>	Reroll any misses against Hated enemy on the first turn of melee.
<b>Fear</b>	Test Leadership if you're Charged by a Fearful enemy. Fail = you only hit on a 6 (this turn only). Test Leadership if you Charge a Fearful enemy. Fail = you stop d3" away.
<b>Stupid</b>	Test Leadership every Events Phase. Fail = model doesn't shoot, cast or strike back in melee. If model is not in melee, roll again: <b>1-3</b> = Move forward at half speed. <b>4-6</b> = Stand and drool.
<b>Hidden</b>	May not be targetd by charges, spells or missiles. Detection range = Initiative in inches. Lost if attacks or casts.

**Ending the Game:** When victory conditions are met, one player remains or 8 turns have passed. Multiple players may win.

**Injuries & Loot:** Roll on the after-game tables. If you really want a wyrdstone, they're Rare 10 and cost 25 gc each.

**Purchases & Paperwork:** This is the only time you can make purchases, hirings, firings and rare item rolls - you can't do it before or between games. Fill out an After-Action Report and turn it in. In return you get one or more Metamagic cards.