

WELCOME TO BLADESTORM

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INTRODUCTION



Have you ever wondered how great it would be to find this special set of rules for miniature gaming that lets you fight hideous monsters and historic figures alike? Right now, it's here in your hands.

Welcome to *Bladestorm*, a fast and highly customizable set of rules for miniature gaming that can be played with any kind of 25 to 28mm miniatures of your choice. The Quick-Start Rules in this booklet contain everything you need to get started with your first game. But before we venture further into the details of this game, let's take a look at the scope of *Bladestorm* as compared to other miniature gaming systems.

The use of miniature figurines and miniature terrain to represent, recreate, and refight battles has been going on for centuries. This type of gaming has ranged from children playing with toy-soldiers to elaborate military simulations conducted in war colleges. Today, such "miniatures" battles are an extensive hobby that encompasses wargaming, role playing, and the collection and painting of miniatures.

A set of rules that governs battles using miniatures is often referred to as a "miniatures system" or "tabletop rules." However, in order to distinguish between a mass combat miniatures system and a skirmish miniatures system, we will refer to *Bladestorm* as a "skirmish system." A skirmish system emphasizes rules for battles involving individual combatants, while a mass-combat system emphasizes rules for battles involving "units" (i.e., large groups of individual combatants).

Bladestorm deals primarily with a medieval, fantasy-type environment. The rules however, are laid out in a way that offers compatibility with any background setting you can imagine.

Settings are important, as they contain all the information that brings life to a role playing game or a historic event. If you are new to tabletop gaming you can find a full world of adventures inside the *Bladelands Sourcebook*, which is set in the Shadow World RPG setting from Iron Crown Enterprises.

HOW MUCH GAME IS IN HERE

The full *Bladestorm* rules have four parts:

- The Basic Game
- The Intermediate Game
- The Standard Game
- The Optional Rules

The Quick-Start Rules of this booklet comprise the rules for **The Basic Game** of the *Bladestorm* Rulesbook.

GETTING STARTED

Novice skirmish players can start immediately by reading the Quick-Start Rules and try out the provided scenarios. If you like the mechanics of dice rolls, movement and damage in *Bladestorm* you may want to consider the full game which offers lots of possibilities to bring life to your miniature hobby.

Don't despair! *Bladestorm* rules are explained with examples and build on top of each other to satisfy the need for detail.

Note: For readability purposes, *Bladestorm* uses standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/his, etc.

MEASUREMENTS

These rules use English measurement (i.e., inches and feet). An equivalent Metric measurement is provided in brackets after each occurrence of an English measurement.

The Metric measurements have been rounded to the nearest millimeter, centimeter, or meter, and thus are not exactly equal to the English measurements.

MOUNTING MINIATURES ON BASES

When fighting a miniatures battle, it is very useful to have each individual miniature mounted on a "base." A base can be made of thick card stock or cardboard or even thin plastic sheets. Each miniature should be pasted or glued onto its base. Typically, miniatures come with a slot that slides into a base or they already include some ground to give them safe footing.

A base gives a miniature stability, and it also gives a representation of the minimum space required for the miniature to move and fight. *Bladestorm* rules assume that each miniature is mounted on a base. We suggest a 1"x1" base [or 25mm x 25mm] for miniatures representing human sized combatants (i.e., 5'-7' [2m] tall). Other sized combatants can use proportionally smaller or larger bases, e.g., 5/8"x5/8" [15x15mm] for Halflings, 1.25"x1.25" [40x40mm] for 7'-9' [2.5m] Trolls, 1"x1.5" [25x40mm] for cavalry, etc.

Note: These rules assume the use of "25mm" or "28mm" miniatures. If a different scale is to be used, the figures used in this product must be adjusted accordingly.

Note: A base is used to abstractly represent the 6' [1m] area influenced by a combatant during combat. Certain abnormal situations arise due to the use of a square base. For example, the diagonal of a 1"x1" [25x25mm] square is ≈ 1.4 " [≈ 36 mm], so a miniature on such a base could not turn around in a 1" [25mm] wide corridor. Use common sense in such cases (e.g., a combatant can turn-around in a 1" [25mm] wide corridor).

NUMBERING MINIATURES

In a miniatures battle, figures of the same type and painting scheme are often used (i.e., members of the same military unit). During play it is necessary to be able to distinguish between miniatures of the same type. So, for each type of miniature, you should place a unique number on each figure's base (start with '1' each time). This can be accomplished with a marking pen or scotch tape and small bits of paper.

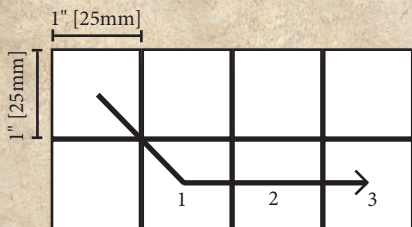
MEASURING DISTANCES

In a miniatures battle it is necessary to measure distances. Regular tape measures can be acquired from any hardware store. However, players may find it also useful to use real rulers and/or tape measures specifically made for gaming purposes.

String is also often useful for measuring distances that do not occur in straight lines. Just lay the string along a route whose length needs to be determined; then straighten the string and measure the route's length.

Note: Normally, a player may measure a distance (e.g., for the purposes of movement, missile fire, etc.) only after committing to perform the action being measured.

A popular alternative to free movement across terrain are map sheets that feature a square tile background. The **Bladestorm Basic Game** can easily be played on these maps by using 1" [25mm] square tiles to determine distances for the purpose of movement. Creatures that occupy fractions of floor tiles because of their base size are considered to be occupying the entire tile.





TERMS

Attack Roll — The dice roll that determines the success or failure of an attack.

Attack — An attempt by one combatant/unit to damage another.

Chance — Sometimes an event has a "chance" or a "percentage chance" of occurring, and this chance is given in the form of "%." To determine if the action occurs, roll 2D10 — one die is the tens, the other is the ones, for a result between 1 and 100 (treat 00 as 100). If the result is less than or equal to the "%", the event occurs.

Combatant — Each individual participant in a skirmish battle is called a combatant and is represented by a miniature.

Endurance — A statistic indicating how much damage a combatant a unit can absorb before being removed from play.

Facing — After each combatant is moved, it must be "faced" in a specific direction. Facing determines a combatant's front, flank and rear.

Impassable Terrain — Terrain that totally prohibits ground movement (e.g., a wall, a sheer cliff, a ravine, etc.).

Melee Attack — An attack against a target adjacent to the attacker (e.g., hand-to-hand attacks with swords, axes, pole arms, etc.).

Miniature — A small figurine or statue used to represent an individual participant in a skirmish battle.

Movement Rate — The distance that a combatant or unit may move in a given turn.

Playing Surface — A playing surface can be any regular surface on which the miniatures can be set up and moved (e.g., a table top, the floor, etc.).

Skirmish System — A miniatures system that emphasizes rules for battles involving individual combatants.

Stat — One of the statistics representing the capabilities of a combatant/unit.

Target — A combatant or unit being attacked is called the "target of the attack".

Terrain — Terrain consists of objects placed on the playing surface to represent various features of the battlefield (e.g., trees, bushes, buildings, roads, walls, etc.).

Turn Sequence — The order in which activities occur during a turn of play.

Turn — Combatants/units fight and move in terms of a fixed period of battle time called a turn. Each turn represents 10-30 seconds of battle time, but a given turn may take much longer for the players to actually resolve.

THE BASIC GAME

2.0

THE BASIC GAME



The *Bladestorm* Basic Game is designed to introduce players to some of the key elements of resolving a battle in the skirmish system. First a few basic conventions concerning die rolling and other factors are presented; then the measurement scale and playing surface are discussed.

Game mechanics presented in the Basic Game are:

Environment	Section 4.0
Combatants	Section 5.0
Turn Sequence	Section 6.0
Movement	Section 7.0
Melee Combat	Section 8.0
Damage	Section 9.0

Multiple Dice — If more than one die is to be rolled, the number of dice precedes the "D".

Example: "3D6" indicates that three 6-sided dice are to be rolled. 2D10 indicates that two 10-sided dice are to be rolled.

An Addition: A fixed number may be added to a given die roll.

Example: "1D10+4" means: the result of a 10-sided die plus four. If the 10-sided result is a 7, then the result of the roll is $11 = 7 + 4$.

A DICE "ROLL"

The result of a dice roll is the total of all dice rolled — after modification by additions and multipliers.

Example: "2D6+1D10+4" means: two 6-sided dice plus the result of a 10-sided die plus four. If the two 6-sided results are 2, 5 and the 10-sided result is a 7, then the result of the roll is $18 = 2 + 5 + 7 + 4$.

3.0

CONVENTIONS



3.1 DICE ROLLS

In most games, it is necessary to generate a random number in order to determine the result of an action (e.g., an attack).

A *Bladestorm* player generates such random numbers by rolling dice.

There are two types of dice used in *Bladestorm*: 6-sided dice and 10-sided dice. A 6-sided die gives a result between 1 and 6, inclusive. Such a die is referred to as "D6". A 10-sided die actually gives the results: 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9 — but the 0 is treated as a 10. Thus, a 10-sided die gives a result between 1 and 10. Such a die is referred to as "D10".

3.2 TIME SCALE

In *Bladestorm*, combatants fight and move in terms of a fixed period of battle time called a turn (see 6.0). Each turn represents 10-30 seconds of battle time, but a given turn may take much more time for the players to actually resolve. During a given turn each combatant may only move once (see 6.0).