

3D10 Skirmish Games by *Burton Campbell* (burtonjcampbell@yahoo.com)

3D10 SKIRMISH GAMES: *So...do you have a bunch of toy soldiers or wargaming models stored away, just waiting to be used in new ways? 3D10 Skirmish Games are the answer you need! Each player controls a faction of 3-12 figures to pursue objectives, complete scenario's, and eliminate the enemy. You supply the figures, the terrain and a handful of 10 sided dice; we supply the rules, the action, and the fun! For 2-8 players.*

NEEDED TO PLAY:

- 1 Deck of 3D10 Skirmish Games ACTION CARDS
- 3 – 12 miniature models (figures, vehicles, etc.) for each player.
- 3 10 sided dice (3D10) per player.
- Playing surface and/or terrain sufficient to accommodate your creative game scenario!

HOW TO PLAY:

1. **Someone should act as the "GAME MASTER."** Their role is to help interpret rules, settle disputes, create the scenario, advance the story as needed, and service the successful flow of the game. A good GAME MASTER will work to ensure fair treatment and interaction for all players and a consistent application of all rules.
2. **Players will operate FACTIONS** (2 or more), and be provided with a small squad of models to oversee (3 -12). Each faction and/or individual squad should be supplied with a scenario specific objective.
3. **Distribute ACTION CARDS to players** (2 players = 6 cards ea., 3 = 5 cards ea, 4 = 4 cards, 5+= 3 cards). At the start of each turn, cards previously expended are replenished. Players who did not use a card during the previous turn can trade 1 for replacement.

Example: Players 1 and 4 each played an ACTION CARD during their previous turn. At the start of the new turn, they each draw a new card. Players 2 and 3 both opted NOT to play an ACTION CARD during their previous turn. Player two chooses to keep all of his cards for the new turn. Player 3 chooses to trade 1 to the discard pile and draw something new.

4. **Factions and/or squads should be numbered and play in an alternating pattern.** However, players roll 1D10 for **STARTING INITIATIVE** each turn and then follow the established rotation; highest roll begins.

Example: Today's game has four players. Each is assigned a number, 1-4. Players 1 and 3, and 2 and 4, each play on factions together. Play order is established as player 1 (side A), player 2 (side B), player 3 (side A) and player 4 (side B). Turn begins, players roll for initiative, and player 3 wins. Play for this turn will execute as Player 3, then player 4, then player 1, and finally player 2.

5. Each figure/model is assigned a specific number of **ACTIVATION DICE** (typically **3D10**). Standard **ACTIONS** require at least 1D10.
6. During the turn, players execute any of the following **ACTIONS** for each figure/model: **MOVE, SHOOT, AIM, MELEE, RESERVE** (with **DODGE, RALLY** and **SNAP FIRE** options), **REPAIR**, and **CREATIVE ACTION**. See descriptions.
7. **ACTION CARDS** may be played according to directions on the card, 1 per player per turn. This is a **FREE ACTION**, and does not require any **ACTIVATION DICE**. When the **ACTION CARD** deck is exhausted, the discard pile is reshuffled and reused. **CARDS** are marked by **icons** that indicate which factions can act on them. Opponent cards can be traded in OR held to prevent that faction from having access.
8. Play continues until **SCENARIO** objectives are completed or opposing factions are eliminated.

PRE-GAME NECESSITIES:

CREATE AND BALANCE YOUR FORCES

- Select any appropriate figures/vehicles/tripods/aliens already in your wargame collection. All 3D10 Skirmish Games utilize a **"What You See Is What You Get"** (WYSIWYG) approach to gaming. What kind of figure/model/vehicle is it? What weapons are visible? That's what you get to use!

- Compare your models to the **MODEL ATTRIBUTES** and **WEAPONS TABLE** provided. For each model, assign the appropriate **Attribute Ratings**.
- Do your figures have weaponry/armor that are not listed in our **MODEL ATTRIBUTES**? Using the existing list and **WEAPONS TABLE** as a guideline, establish parameters for your specific models. Attributes for each model can be modified per special options, armor, etc. at GAME MASTER discretion!

EXAMPLE TEMPLATE:

----- available D10 ----- ----- die roll (after modifiers) must = or exceed # -----									
NAME	ACTIONS	MOVE	SHOOT	DEFENSE	ARMOR	INTELLIGENCE	AGILITY	STRENGTH	MORALE
EX: Civilians	3	2	2	6	5	6	5	7	6
YOUR MODEL	___	___	___	___	___	___	___	___	___

ACTION SUMMARY:

- Each model typically has 3 available **ACTIONS** represented by **1D10** per **ACTION (ACTIVATION DICE)**. (*Exceptions occur; see chart.*)
- Available **ACTIONS** include: **MOVE, SHOOT, AIM, MELEE, RESERVE** (with **DODGE, RALLY** and **SNAP FIRE** options), **REPAIR**, and/or **CREATIVE ACTION** in any order. Players should be careful to anticipate **MOVEMENT** needs, **SHOOTING** options, potential **MELEE**, and so forth.
- Models can duplicate **ACTIONS** (Double Move, Multiple Shots, etc.,) but only according to chart limitations. (EX: 3 actions = 2 **SHOTS** and 1 **MOVE**; OR 1 **SHOT** and 2 **MOVES**; OR 1 **AIM**, 1 **SHOT**, 1 **RESERVE**, etc.). See relevant **Faction Chart** for individual **SHOOTING, MOVE** limitations.
- When all **ACTIVATION DICE** have been expended, no **ACTIONS** remain for that model during the turn.

ACTION DESCRIPTIONS:

MOVEMENT

- Movement is imprecise and determined by die roll. This represents that each model is subject to terrain, physical limitations, or sudden happenstance...and may not perform according to player intentions.
- Roll at least 1D10 **ACTIVATION DIE** per **MOVEMENT** attempt for each model (as determined by the faction chart).
- Result is converted to the number of **CARD WIDTHS** for figures and **CARD LENGTHS** for vehicles. All distances are measured in either **CARD WIDTHS (CW's)**, approx. 2 ½ " per) or **CARD LENGTHS (CL's)** – approx.. 3 ½ " per). You can opt to use measuring sticks instead. Simply round ½ inches up to the nearest inch. *Example: Die roll of 4 for ground troops = MOVE 4 CW's...or 10 inches.*
- Facing, pivoting, etc., are free **ACTIONS**. Total **MOVEMENT** attempts per turn are limited; see faction chart.

SHOOTING

- Figures utilize an **ACTION** and roll **1D10 ACTIVATION DIE** for each shot they want to take (see Faction Chart for shooting limitations). Figure must have clear **LINE OF SIGHT** and **RANGE** to the target. See chart. All distances are measured in either **CARD WIDTHS (CW's)**, approx.. 2 ½ " per) or **CARD LENGTHS (CL's)** – approx.. 3 ½ " per).
- Die roll must equal or exceed Defenders **DEFENSE** Rating for successful **HIT** after adjusting for any possible weapon and/or terrain modifiers. *See Terrain Modifier Chart.*
- Successful **HIT** is followed by a **DAMAGE** roll which must equal or exceed opponent's **ARMOR** rating, including any weapon **ARMOR bonus**.
- Successful **DAMAGE** results in additional roll on **DAMAGE TABLE** to determine consequence.
- Multiple shots (1D10 per shot) can be taken at the same target. Models have a limited number of shots per turn (see Faction Chart).
- Shots can be fired at multiple targets with a -1 **HIT** modifier per each successive shot. *EX 1: Model 1 uses 2 dice for one shot on two separate targets. Second shot then suffers -1 to the die roll to HIT.*
- "Dead" figures are removed. Destroyed vehicles or large creatures may be left on table as potential cover.

- **NOTE:** Players may opt to **AIM** with any weapon. This requires 1 **ACTION** but results in a +2 **HIT** modifier. (Total **ACTIONS** = two: one to **AIM**, one to **SHOOT with +2 to die roll.**)
- **NOTE:** A player being attacked can utilize unused dice for **RESERVE ACTIONS** such as **SNAP FIRE** (in reaction to a **SHOOTING** attack) with a -1 **HIT** modifier. *EX: Figure B is being shot by figure A and survives the attack. Figure B chooses to immediately shoot back with **SNAP FIRE** (requires 1 Action; -1 modifier is applied to the **HIT** die roll).*

MELEE

- Upon base contact, **MELEE** occurs, provided at least 1 **ACTION** remains for the attacking figure.
The Defending player then has options:
 - Defender may attempt a **SNAP FIRE** attack (-1 to die roll for **HIT**) before the **MELEE** begins if at least 1 **ACTION** remains. **MELEE** only ensues if the charger survives the **SNAP FIRE**.
 - Defender could also declare a **DODGE** (Requires successful roll greater or equal to **AGILITY** rating) before the **MELEE HIT** attempt if they have at least 1 **ACTION** available. Successful **DODGE** cancels **HIT** and = **MOVE 1D10 away from attacker after base contact.**
 - Defender could opt to **RETURN STRIKE** (Requires successful roll less than or equal to **AGILITY** rating) after the **MELEE HIT** attempt if they survive the attack and have at least 1 **ACTION** available.
- **MELEE HIT** occurs if die roll equals or exceeds Defender **DEFENSE** rating.
- If **HIT** is successful, a secondary roll then must equal or exceed **ARMOR** rating for **DAMAGE**.
- Successful **DAMAGE** Impact results in additional roll on **DAMAGE TABLE** to determine consequence.
- **MELEE** continues until one side is eliminated or no dice remain. Unresolved **MELEE** continues at the start of the next turn according to initiative. Continuing Attacks are now considered simultaneous and both sides have to declare intention to **STRIKE** or **DODGE** before rolling dice. Once engaged, **SNAP FIRE** is no longer an option.
- **NOTE:** It is possible for each side to attempt to **DODGE** but then fail the required **AGILITY** roll. If this happens, each model remains where it is and the die is wasted. Perhaps both stumbled or became otherwise entangled!

MORALE, ROUTS & RALLYING

- **MORALE CHECKS** (MC) are immediately required :
 - When figure within 3 **CARD WIDTHS** is seen killed. (8 inches)
 - Within 3 **CARD WIDTHS** of **FEARSOME** opponent. (8 inches)
 - If Commander within 5 **CARD WIDTHS** is seen killed. (-3 to die roll) (12 inches)
 - When the **DAMAGE TABLE** requires it.
 - When an **Action Card** requires it.
- Models failing a **MORALE** Check will **ROUT** 1D10 away from the enemy and will cease to initiate attack.
- **ROUTING** Models may defend themselves through **SNAP FIRE** or if engaged in **MELEE**, provided **ACTIONS** remain, with an additional -1 to all die rolls.
- Models attempting to recover from a failed **MORALE** check can attempt to **RALLY**, but must utilize an **ACTION** by rerolling 1D10, if available, and only if within 5 **CARD WIDTHS** of a Commander OR at least 5 **CARD WIDTHS** from any opponent model.
- Models can use any same-side, in-range Commander's die as a substitute for their own if the Commander is willing. EX 1: Model has utilized all actions and therefore cannot rally on it's own. Commander within proximity and a remaining action can attempt to rally the routing model.
- **MORALE** modifiers do not apply to subsequent rolls, only the first one.
- Models that **ROUT** off the table are eliminated from the game.
- **NOTE:** Aliens do not process emotions like humans and never experience **MORALE** checks.

RESERVE

- Models can **RESERVE** any and all dice for use later in the turn. Unused dice are placed next to the model for potential future actions. However, **MOVEMENT** is now forfeit for the turn.
- **RESERVE** dice are always subject to a -1 modifier to the die roll.
- Reserve dice can be used to **DODGE** or **STRIKE** in a **MELEE**, **RALLY** from a failed **MORALE** Check, or utilize **SNAP FIRE** in response to a **MELEE** Charge or **SHOOTING** attack.

REPAIR

- Figures/Models that experience a movement restriction OR a weapons malfunction can opt to attempt a repair.

- All repair attempts require expenditure of two **ACTIONS** (2D10) and a successful Intelligence roll.
- Successful repairs will NOT improve Armor ratings. Such field repairs would require time beyond the game.

CREATIVE ACTION (*Creativity is encouraged!*)

- The spontaneous inspiration of players sometimes makes a **CREATIVE ACTION** necessary.
- Such **CREATIVE ACTION** may require the successful role of greater or equal to a model's **INTELLIGENCE, AGILITY, or STRENGTH** rating at either the discretion of a Game Master or the agreement of the Players.
- **INTELLIGENCE, AGILITY, and STRENGTH** rolls each require an ACTION roll of 1D10 and it could be quite reasonable that a **CREATIVE ACTION** might require a combination of up to all three aspects.

SCENARIOS: (*charts are provided with this set of BETA Rules for the following game ideas*)

ALIEN OCCUPATION - PREMISE: After the devastating success of the last Great Alien Invasion, a rag-tag group of Civilian, Militia, and Military Survivors fight back against the extraterrestrial occupiers and their menacing tripods in a post-apocalyptic world. Do they have what it takes to make it through another day? Can the invaders be pushed back? Now YOU get to fight it out! *A 25/28mm skirmish game for 2-8 players.*

You can design the scenario any way you want! Potential ideas include:

- **Humans are held captive in a certain area of the table and need to be rescued.**
- **Necessary resources need to be obtained or transported across the playing field.**
- **Section is infested with enemy figures and needs to be cleared out.**
- **Alien tech needs to be captured for future reverse-engineering.**
- **Humanoids need to be captured, lobotomized, and converted for service as slaves.**
- **Crossroads has come under attack and must be maintained.**
- **Downed allies are in need of assistance and must be rescued or aided.**

THE ZANESVILLE MENAGERIE – PREMISE: Based on the true events of October 18, 2011, near Zanesville, Ohio. A depressed man decides to let all of the exotic animals in his private reserve go free. Suddenly the countryside is overrun with lions, tigers, and bears (and a host of other creatures). With members of the local police and representatives from the Columbus zoo on the scene (and in each other's way), the challenge is to find and eliminate the threat to the surrounding community. But now the local yahoos are also arriving with their own sense of sport...and who knows what else might be lurking in the woods? It's cops vs. zoo keepers vs. rednecks vs. animals in one wild game of hide and seek and kill or be killed. *Designed for 2-10 players with 25/28mm figures.*

DAMAGE TABLE: Roll 1D10 per successful armor penetration.

- **1 = Glancing impact/Suppression;** lose 1 ACTION (-1D10, if remaining) this turn.
- **2-5 = Light HIT,** -1 Armor, MC Required
- **6 = Weapon Malfunction** (Immediate miss-fire if ACTION remains, expending 1D10; -2 HIT on nearest model regardless of faction!), -2 Armor, -1 MC Required
- **7 = Moderate HIT,** Movement reduced by 1/2, permanent 1 ACTION Loss (1D10), -2 Armor, -1 MC Required
- **8 = Severe HIT,** Movement is 1/2, permanent 2 ACTION loss (-2D10, if remaining), -4 to Armor, -1MC Required
- **9 = Critical HIT = Dead**
- **10 = Horrifying Death/Catastrophic Display** (Figures: closest figure/model within 2 **CARD WIDTH** radius (5 inches) = immediate -2MC. Machinery: models within 2 **CARD WIDTH** radius = 3 **AUTOMATIC HITS** and roll -2 **ARMOR** modifier)

TERRAIN MODIFIERS

PARTIAL COVER PROVISIONS

Full cover = No **Line of Sight**

Applied to attacking die roll

TERRAIN	Infantry	Artillery	Vehicles/Tanks	Machines/Tripds	Movement
Deep Water	None	None	None	None	Impassable to all
Marsh/Swamp/Mud, etc	None	None	None	None	Infantry: Rough Ground* Everything Else: Difficult Ground**
Light Woods, Orchards	HIT -2	HIT -1	None	None	Rough Ground*
Red Weed, Scrub, Crops	Arm 0	Arm 0			except Infantry
Dense Woods, Forest	HIT -3	HIT -2	HIT -1	HIT -1	Infantry: Rough Ground* Everything Else: Difficult Ground**
≥ 1CW from edge = No L.O.S.	Arm 0	Arm 0	Arm 0	Arm 0	
≥ 2CW within = No L.O.S.					
Boulder-strewn, steep	HIT -3	HIT -2	HIT -1	None	Difficult Ground**
Heavily cratered or pitted	Arm -2	Arm -1	Arm 0	None	except Infantry
Low, ruined or partially ruinous	HIT -3	HIT -2	HIT -1	None	Infantry: Rough Ground*
Buildings or rubble	Arm -2	Arm -1	Arm 0	None	Everything Else: Difficult Ground**
Towering ruins or lg buildings	HIT -4	HIT -2	HIT -1	HIT -1	Infantry: Difficult Ground**
Buildings or rubble	Arm -2	Arm -1	Arm 0	Arm 0	Everything Else: Impassable
Fortifications, trenches, fox holes	HIT -4	HIT -4	HIT -1	None	Infantry: Rough Ground*
Gun pits, bunkers & earth works	Arm -2	Arm -2	Arm -1	None	Everything Else: Difficult Ground**
Intervening Topography	HIT -3	HIT -3	HIT -3	HIT -3	
Target partially obscured	Arm -2	Arm -1	Arm 0	Arm 0	

Rough Ground* = 3/4 MOVEMENT; Difficult Ground = 1/2 MOVEMENT

Building Defense = 2

Armor Values:

Tent	4	When shooting stationary terrain pieces, "1" = Fail to HIT . 1D10 roll must be equal or greater than Armor to check Damage Table.
Small Trees and Shrubbery	5	
Trees, Crates, Barrel's Stone Wall	6	Roll 1D10 against DAMAGE TABLE to determine impact.
Wooden Bldg/Sheet Metal/1 story Brick	7	BUILDING DAMAGE TABLE: 1-5 = -1; 6-7 = -2; 8-9 -4; 10 = -6.
Multi-story Brick Bldg	8	
Steel-framed, Stone, Concrete Multi	9	Building Armor must be reduced to zero for destruction. Models caught in a destructive blast (inside bldgs, etc.) can attempt to dodge IF they have remaining ACTIONS . Otherwise, check for HITS and ARMOR piercing with a +2 to each die roll.
Earth/Hills/	12	

VEHICLE MOVEMENT AND ARMOR

NOTE: Vehicles can be operated by individual figures, but are subject to that figure's available **ACTIONS**. **MOVEMENT** is still according to available D10, but results are multiplied by 2 and converted to inches. As a general rule, Defense experiences -1 or -2 as vehicle gets larger while armor experiences +1 or +2 respectively. Faction chart provides examples. Figures trying to operate **ALIEN** machinery/vehicles must achieve an Intelligence roll with -2 to the die roll.

3D10 SKIRMISH - MODERN HUMAN FACTION ATTRIBUTES:

NOTE: Be sure to designate a squad leader/commander figure for every human faction.

TURN SEQUENCE: 1) Card distribution, 2) Initiative roll, 3) Action execution, 4) Morale Checks (immediate as needed).

POSSIBLE ACTIONS: Move, Aim, Shoot, Melee, Reserve (Snap Fire, Dodge, Rally), Repair, Creative Action.

FREE ACTION: Play 1 Action Card per turn.

MODERN HUMAN FACTION CHART

| ----- available D10 ----- | ----- die roll (after modifiers) must = or exceed # ----- |

NAME	ACTIONS	MOVE	SHOOT	DEFENSE	ARMOR	INTELLIGENCE	AGILITY	STRENGTH	MORALE
Civilians	3	2	2	6	5	6	5	7	6
Militia	3	2	2	6	5	5	5	7	5
Troops	3	2	3	6	5	5	4	6	4
Powersuits	3	2	3	6	6	4	3	5	4
Police	3	2	2	6	5	5	5	6	5
Specialists	3	2	2	6	5	4	5	6	4
Motorcycle	3	3	2	6	5	5	4	5	4
Reg Car	3	2	2	5	6	6	6	5	5
Reg Truck	3	2	2	5	6	6	6	5	5
Armr Car	3	2	2	5	7	5	6	5	4
Armr Truck	3	2	2	5	7	5	6	4	4
Half-Track	3	2	2	5	7	5	7	4	4
Field Artillery	2	1	2	5	7	5	9	8	4
Tanks	3	2	2	4	8	5	8	3	4

WEAPONS TABLE HUMAN RANGE WEAPONS (WYSIWYG, 1D10 per attack – use as a basis for other weapons)

Weapon	Range	HIT MODS	ARMOR	DAMAGE	SPECIAL
Pistols:	3CL (10")	N/A	+0		-2 HIT every CL beyond normal range
Compound Bow:	3CL (10")	-1 HIT	+0		-2 HIT every CL beyond normal range
Crossbow:	4CL (14")	N/A	+0		-2 HIT every CL beyond normal range
Rifles:	5 CL (18")	N/A	+0		-1 HIT every CL beyond normal range
Tranquilizer	4 CL (14")	N/A	+1, DAMAGE: 1=counter charge; 2/3= -1D10,4-5= -2D10, 6-9 = -3D10, 1=kill		
Shotguns:	4 CL (14")	+1 HIT	+1	1 Card Template, Multiple Targets struck with -2 HIT	
SMG's:	4 CL (14")	+1 HIT	+1	1 Card Template, Multiple Targets struck with -2 HIT	
HMG's:	5 CL (18")	+2 HIT	+1	1 Card Template, Multiple Targets struck with -2 HIT	
B.A.R.:	5 CL (18")	N/A	+2		-2 HIT every CL beyond normal range
Rocket Launchers:	8 CL (28")	+1 HIT	+2	+1 DAMAGE	-2 HIT every CL beyond normal range
Grenades:	2 CL (7")	+2 HIT	+3	+1 DAMAGE	1 CARD template
TNT (set charge):	1 CL (4")	+3 HIT	+3	+1 DAMAGE	2 CARD template
3" Tank Gun:	8 CL (28")	N/A	+2	+2 DAMAGE	-2 HIT every CL beyond normal range
4" Tank Gun:	8 CL (28")	N/A	+3	+2 DAMAGE	-2 HIT every CL beyond normal range
7" Tank Gun:	12 CL (42")	N/A	+4	+3 DAMAGE	-2 HIT every CL beyond normal range
Field Artillery:	18 CL (64")	-1 HIT	+3	+2 DAMAGE; HIT failure = drift 1D10 = inches and direction; 2 CARD template	

HUMAN MELEE WEAPONS (WYSIWYG, 1D10 per attack, base contact required)

Weapon	HIT MODS	ARMOR BONUS	SPECIAL
Hand to Hand Combat	N/A	+0	
Blunt Object	N/A	+1 against individual figs	
Blade	+1	+1 against individual figs	
Chain Saw	+1	+2 against individual figs	
Taser	+1	+1 only against unarmored figs, and -1 on DAMAGE TABLE	
Other:			

3D10 SKIRMISH - ALIEN FACTION ATTRIBUTES:

TURN SEQUENCE: 1) Card distribution, 2) Initiative roll, 3) Action execution, 4) Morale Checks (immediate as needed).

POSSIBLE ACTIONS: Move, Aim, Shoot, Melee, Reserve (Snap Fire, Dodge, Rally), Repair, Creative Action, Play Card

FREE ACTION: Play 1 Action Card per turn.

ALIEN FACTION CHART

| ----- available D10 ----- | ----- die roll (after modifiers) must = or exceed # ----- |

NAME	ACTIONS	MOVE	SHOOT	DEFENSE	ARMOR	INTELLIGENCE	AGILITY	STRENGTH	MORALE
Alien Troops	3	2	2	6	7	4	4	6	N/A
Sm Tripod	3	2	2	4	10	4	7	4	N/A
Med Tripod	3	3	2	4	11	4	7	3	Fearsome
Lg Tripod	4	3	3	4	11	4	7	2	Fearsome
Drones	2	2	2	6	8	7	3	6	N/A
Alien Artillery	3	1	2	4	8	7	6	5	N/A

WEAPONS TABLE

ALIEN RANGE WEAPONS (WYSIWYG; 1D10 per attack)

Weapon	RANGE	HIT MODS	ARMOR	DAMAGE	SPECIAL
• Alien Artillery:	15 CL (54")	-2 HIT	+2	+2	1 CARD Template
• Alien Targeter:	8 CL (28")		N/A	NONE	+3 HIT to Artillery
• Alien Sm Heat Ray:	3CL (10")	N/A	+1	+2	
• Alien Med Heat Ray:	6CL (20") /3CL (10")	N/A	+2	+3 / +2 SWEEP	1 CARD SWEEP Template
• Alien Lg Heat Ray:	8 CL (28") /4 CL (14")	N/A	+3	+4 / +3 SWEEP	2 CARD SWEEP Template
• Alien SUN GUN	8 CL (28") /4 CL (14")"	N/A	+4	+5 / +4 SWEEP	3 CARD SWEEP Template
• Alien Green Gas:	3CL (10")	N/A	+2	+6	No Terrain Mods; 1 CARD Template
• Alien Black Dust:	3CL (10")	N/A	+3	+6	No Terrain Mods, 2 CARD Template

ALIEN MELEE WEAPONS (WYSISYG, 1D10 per attack, base contact required)

Weapon	HIT MODS	ARMOR	DAMAGE	SPECIAL
• Alien Drone Reaper Tentacles :	N/A	+1	+1	Only 1 target permitted
• Alien Sm Tripod Tentacles:	+1 HIT	+1	+1	Only 1 target permitted
• Alien Med Tripod Tentacles:	+1 HIT	+2	+2	Only 1 target permitted
• Alien Lg Tripod Tentacles:	+2 HIT	+2	+2	Multiple targets = -1 Hit per
• Alien Green Gas:	+2 HIT	+2	+6	Multiple targets permitted
• Alien Black Dust:	+3 HIT	+3	+6	Multiple targets permitted
• Other:				
• Other:				

3D10 SKIRMISH – ANIMAL FACTION ATTRIBUTES:

TURN SEQUENCE: 1) Card distribution, 2) Initiative roll, 3) Action execution, 4) Morale Checks (immediate as needed).

POSSIBLE ACTIONS: Move, Aim, Melee, Reserve (Counter-Charge, Dodge, Rally), Repair, Creative Action, Play Card

ANIMAL FACTION CHART * = “AGGRESSIVE ANIMAL”

| ----- available D10 ----- | ----- die roll (after modifiers) must = or exceed # ----- |

<u>NAME</u>	<u>ACTIONS</u>	<u>MOVE</u>	<u>SHOOT</u>	<u>DEFENSE</u>	<u>ARMOR</u>	<u>INTELLIGENCE</u>	<u>AGILITY</u>	<u>STRENGTH</u>	<u>MORALE</u>
*Ape - Chimp	3	2	N/A	5	5	6	5	6	6
*Ape - Gorilla	3	2	N/A	5	6	6	6	5	5
*Ape - Mutant	3	3	N/A	6	7	5	4	4	4
*Black Bear	3	2	N/A	4	6	6	6	5	6
*Brown Bear	3	2	N/A	4	6	6	6	4	5
Chicken	2	1	N/A	2	2	10	5	10	9
Caribou	2	2	N/A	3	4	8	4	6	8
Deer – buck	2	2	N/A	3	3	7	4	6	8
Deer – doe	2	2	N/A	3	3	8	4	7	9
Deer – fawn	2	2	N/A	2	3	9	7	9	9
*Dog - Lg	3	2	N/A	4	3	6	6	6	4
*Dog – Med	3	2	N/A	4	3	6	5	7	6
Elk	2	2	N/A	3	4	7	5	6	8
Fox	2	2	N/A	4	3	6	4	7	8
Lion Cub	2	2	N/A	4	4	7	6	8	8
*Lion Female	3	3	N/A	5	6	5	4	5	5
*LION KING	3	3	N/A	6	6	4	3	4	3
*Lion Male	3	3	N/A	5	6	6	5	5	5
Moose	2	2	N/A	3	5	7	7	6	7
*Panther	3	3	N/A	5	5	5	4	5	5
Raccoon	2	1	N/A	3	3	7	6	8	4
*Sasquatch	3	2	N/a	6	7	4	4	3	4
*Snake	2	1	N/A	3	4	8	4	8	9
*Tiger	3	3	N/A	5	5	4	3	4	3
*Wolf	3	3	N/A	4	5	6	5	5	4

ATTACK OPTIONS

ANIMAL MELEE (WYSISYG, 1D10 per attack, base contact required)

<u>Weapon</u>	<u>HIT MODS</u>	<u>ARMOR</u>	<u>DAMAGE</u>	<u>SPECIAL</u>
Animal Counter Charge	+1	N/A	N/A	2D10 = Full move and MELEE attack. <i>Animal Counter Charge requires a successful MORALE ROLL, but can be used if shot at OR within 3CL (10") of an opponent.</i>
Animal Melee	+? or -?	N/A	Strength differences = plus or minus to HIT SCORE.	<i>Example: Lion King vs Raccoon; Strength is 4 vs. 8. Lion is +4 to HIT against Raccoon; Raccoon is -4 to HIT against Lion King.</i>

SPECIAL RULES:

- Animal figures are deployed with a **blip marker** instead of their actual model. Blip markers move 1D10 in the direction the die is pointing. Blip markers are revealed when: 1) Animal attacks, 2) Animal is spotted (requires Intelligence Roll), 3) Animal is openly within 2CL (7") of another spotted animal, 4) Animal is openly within 3CL (10") of opposing faction.
- Aggressive** Animals within 2 CL (7") of another species animal will automatically attack that animal after failing a mandatory Intelligence Roll.

3D10 SKIRMISH – FACTION ATTRIBUTE CHART TEMPLATE: BUILD YOUR FACTION!

NOTE: Be sure to designate a squad leader/commander figure for every human action (may not be needed for aliens, animals, zombies, etc. per GAME MASTER discretion).

TURN SEQUENCE: 1) Card distribution, 2) Initiative roll, 3) Action execution, 4) Morale Checks (immediate as needed).

POSSIBLE ACTIONS: Move, Aim, Shoot, Melee, Reserve (Snap Fire, Dodge, Rally), Repair, Creative Action, Play Card

NAME OF FACTION: _____

| ----- available D10 ----- | ----- die roll (after modifiers) must = or exceed # ----- |

MODEL NAME	ACTIONS	MOVE	SHOOT	DEFENSE	ARMOR	INTELLIGENCE	AGILITY	STRENGTH	MORALE

WEAPONS TABLE

RANGE WEAPONS (WYSIWYG) 1D10 expended per attack)

Weapon	Range	HIT MODS	ARMOR	DAMAGE	SPECIAL
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•					
•					
•					
•					
•					
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•					
•					
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•					

MELEE WEAPONS (WYSIWYG) 1D10 expended per attack, base contact required)

Weapon	HIT MODS	ARMOR	DAMAGE	SPECIAL
•				
•				
•				
•				
•				
•				

OTHER NOTES/SPECIAL RULES: