Vorpal Blade

By Stuffuts, V2.1
Imagine a world in which every thing exists - in great cities standing on magical vortexes, elvish wizards create chickpea boats, deep in hidden caverns narcissistic goblins float over their appearance, and in the darkest realms of them all, humans suffer in silence.

Like what you see?

No. That's a sensible answer, and one that leads to many riots and minor disputes between the many people with power. Important (ish) lords lead mighty (ish) hosts to war (ish). Battle will commence, and some people might actually do something. This is, however, extremely unlikely - in most cases there is a scrap, and some people die, and the rest run away. Typical.

Vorpal blade is a miniature skirmish game. In a skirmish game, small plastic models will be moved around a board and perform actions. There are some important definitions you will have to know:

" - inches.

Model - a model is a small plastic figurine representing a character.

Character - an imaginary character who has a profile and a backstory.

Profile - some stats and words which show a character's various attributes.

Battlefield - a flat table surface covered in plastic terrain.

D6 - a six sides dice.

Tape measure - preferably one which can measure in inches.

A brain - important in most activities, many people fail to recognise the many uses of a brain and so turn theirs off. Do not go down this windy road....
In Vorpal Blade, you control a small band of dedicated warriors. Each one has a profile, a set of words and numbers describing his abilities in certain areas. Here we will see an example profile:

**Cleric of Rhllor - 10 points**

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<th>Prowess</th>
<th>Armour</th>
<th>Traits</th>
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<td>11</td>
<td>Flaming Breath,</td>
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<td>Healer</td>
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Ok, so what does this actually mean?

**Cleric of Rhllor - Everything deserves a name!**

**Prowess** - simply put, prowess is how good a warrior is. The higher the prowess, the better. Prowess is measured on a scale of 1 - 6, 6 being the best, 1 being the worst.

**Armour** - how hard a model is to kill. Armour shows a model's all-round defence - models with lower armour tend to die more easily.

**Traits** - special abilities a model possesses. Used to add a bit of variety to the game, and to represent special abilities models might possess.

**Points** - points are used to show the overall power of a model, and are used to balance games. In most games, you may have a total of 30 points worth of models, so a 10 point model is a hefty investment.
Creating a Warband

Before you can play, both you and your opponent will need a warband. It is a super simple process to create one.

A warband is built of two types of model - heroes and henchmen. You must have 1 hero to start with, and may take 1 additional hero for every ten henchmen.

To create a model, you must first determine if he is a hero or a henchman. Heroes automatically gain the hero ability.

Next you must determine the models prowess, from 1 to 6. Every point of prowess costs 1 point.

Every model starts with 7 armour. Every point more costs 1 point, every point less takes a point from the models costs.

Example:

Zhodani Warrior
Henchman
Prowess - 3
Armour - 9

So far, are warrior costs 5 points

We can then give him some traits, eg:

Zhodani warrior
Henchman
Prowess - 3
armour - 9
Counter attack, Brutal

After this, you must decide the Warriors traits. There are 25 traits, detailed below. Every trait costs 1 point.

Brutal - this model deals 1 more damage than normal in combat
Counter attack - whenever an attack against this model fails, it may immediately make an attack
Death blow - any critical hit by this model automatically causes the target to die
Entangle - this model may make an entangle attack. If it succeeds, no damage is dealt but the target is stunned.
Fast - this model may move 2" further than normal
Fear - this model causes, and is immune to, fear
Fire breath - this model may make one free attack at the start of every turn against a model within 6".
Flying - this model may move through models and terrain as if they weren't there, and may move 2" further than normal.
Frenzy - while the turn number is less than this models renown, this model deals +2 damage in combat
Hero - this model may make heroic feats (only taken by heroes)
Healer - this model may expend an action to heal one model within 2" of all damage.
Hit and run - this model may immediately leave any combat at the end of a turn.
Large - this model deals +1 damage in combat, but all models gain +1 to hit it at range.
Pathfinder - this model is unhindered by terrain
Poison - any model hit by this model has -1 renown for the game
Regeneration - this model may spend an action to heal all of its damage
Scout - this model may deploy anywhere
Small - this model deals -1 damage in combat, but all enemies have -1 to hit it at range.
Stealthy - all enemies suffer -1 to hit this model while he is in terrain
Sweep attack - this model may move and attack as 1 action
Tough - this model may ignore its first dead result
Trapper - this model may place d3 clockwork traps at re start of the game
Vanguard - this model may deploy at the start of any turn, touching any board edge
Vicious - this model may deal +3 damage in combat, at the expense of -2 renown for that combat.
Wizard - this model may use spells.
Playing the game

To begin a game, you and your opponent take it in turns to place the models in your warband on the battlefield, at least 6" away from any enemy model.

Once this is finished, you may begin the game.

To start the game, you and your opponent roll a dice. Whoever rolls higher has priority. He who has priority may attempt to activate a model. He must choose how many actions he wishes the model to make, and roll that many dice. Every roll under or equal to his prowess is a success, and the model may make an action. After he has made all his actions, one enemy model may make a number of actions equal to the models failures.

When a model activates, it may move up to 4" in any direction. It may not move through buildings or other models. If it is moving through tough terrain, it moves only 2". It may then take an action. This action may be either:

Fight
Shoot
Sprint
Feat

Fight: For a model to fight, it must have a combat weapon and at least one enemy model in base contact. He must roll 2d6 and add his prowess. If this beats his target's armour, then he has hit his target.

He now rolls for damage. He must roll 1 dice, and compare it to the following table. If he rolls a 6, then he scores a critical, possibly triggering extra results.

1 - fumble. The attacking model is pushed back 1"
2 - nothing happens.
3 - target pushed back 1"
4 - target takes 1 damage
5 - target takes 2 damage
6 - target takes 3 damage
7 - target dies, and is removed from the board

Add one for every damage the target has taken.

Shoot: Shoot is done in a very similar way to fight, except for a few minor changes;

The weapon used must be a ranged weapon
The target does not need to be in base contact
You must be able to trace a direct line from the shooter to the target, without complete obstruction. If the line is at all obstructed, the shooter suffers a -1 to hit penalty.

Sprint - the simplest action, the model simply moves another 4".

Feat - only models with the hero ability may make mighty heroic feats. There are five steps to performing a heroic feat.
1. You describe what you are trying to do
   Eg. "My leader utters a primal roar, inspiring all troops nearby"
2. Your opponent then gives an exact description of the feat's effect
   Eg. "All models within 6" of you leader have +1 renown until your leader next activates"
3. You describe exactly what will happen if you fail (it cannot be "nothing happens")
   Eg. "My leader becomes a prime target and all your models may make an attack against him"
4. Both you and your opponent roll a dice. If you roll higher, the feat succeeds. If you don't, the feat fails.
5. Resolve the effects of the feat.
There are a couple of advanced rules which are optional, but interesting, additions to basic rules.

Breaking:

Once half an armies models have been killed, every time a model from that five activates, roll a dice. If it beats the target number of the highest quality in that force, on the battlefield, nothing happens. Else remove one model from that army as he flees out of battle.

Magic:

A model may take the wizard ability. If he does so, he may spend his action to cast a spell. To do so, he must roll any number of dice. If all are equal to or under his renown, he may use a heroic feat, counting as having rolled the number of dice he just rolled. If he fails, roll on the miscast table.

Miscast table:

1 - Ezplosion!!' Remove the sorcerer from the board.
2 - 5 - Pop! Your opponent may relocate the sorcerer to anywhere on the board.
6 - A small breeze... - The spell fails, but nothing else happens.

Mounted models:

Mounted models gain the mounted ability. Models with the mounted ability move 6" rather than 4", and may add 1 to their damage in combat.

Campaign

After the end of every battle, roll a dice for each figure dead. On a 1, the figure is truly dead. On a 2, he must miss the next battle. Roll a dice for every figure who survived the battle and add one for every model he killed. If a model rolls a six, improve his renown by 1.

You gain an additional d3 point to spend on armour and traits, or save for new models, at the end of every battle.

Vehicles:

A new type of model is available - vehicles. Vehicles have a rank like any other model, but act slightly differently: They may not make fight actions, but can make shoot actions. They may transport a number of friendly models equal to its capacity. Transported models may not be the target of attacks while they are in the vehicle. They may move out of the vehicle at any time, and friendly models may move into it at any time.

Vehicles always have armour equal to their armour class stat.