Gangfight Skirmish

Introduction

The game of Gangfight is a small scale skirmish game involving 28mm scale miniatures. Gangfight recreates fantastic battles between two competing forces - whether they are marauding raiders looking to bolster their numbers or a ruthless PMC looking for their next pay day. Regardless of which setting you choose to play in, the goal is to defeat your opponents and complete the objectives put before you.

Gangfight can be played one of two ways. The first method involves a one-off battle. Two competing forces battling against each other, strategically out-maneuvering one another until one team has been beaten down so badly that they give up.

The second method of play is more of a campaign style, where you keep track of your successes and losses, and gain loot in the meantime.

Whichever way you decide to play the game, Gangfight is a strategic game involving a few miniatures, dice, and a measuring tape - and a great deal of imagination.

The Game at a Glance

A game of Gangfight is typically played where both players have an equal amount of points - this gives the game a semblance of balance between the two teams. Ideally, models have a cost in which represent their abilities and basic power.

Once the two players have agreed on the size of the game, each player makes a list detailing the members of their unit. Each player determines what models they will have in their list, but they cannot exceed the predetermined point value.

The battlefield is then put together. A game of Gangfight uses a great deal of terrain in their battles. The location of the battle does not matter - but should be agreed upon by both parties. Typically a place where high action can take place, consisting of loot, possibly even npcs (such as rogue monsters, or even civilians) - and mayhem.

Once the table is set, the players start the game by deploying their miniatures and markers on the gaming table. The game is organized through a series of Rounds, and in each Round, each player has their own Turn. During their Active Turn, each player assigns actions to the troops to activate and play with them, moving them about the table, attacking enemy troops, and accomplishing the scenario objectives.

During the game, the Rounds continue until the End-Game conditions are met, which ends the game. Once the game is finished, the players tally their Objective Points and their Victory Points to determine the winner.

What You Need to Play Gangfight

You will need the following things to play a game of Gangfight.

- A selection of 28mm scale models to represent your party.
- A Measuring Tape.
- A variety of tokens and polyhedral dice to keep track of Action Points, wounds, and conditions.
- A dozen six-sided dice.
- A variety of terrain pieces. Typically you'll need about six large pieces of terrain and about 10 small piece of terrain.
- A 4' x 4' playing area.
- A pencil and piece of paper to keep track of your roster.

Game Terms

There are many terms used in this book that are used regularly enough to need explanation - these are called Game Terms.

Model: A model is a 28mm miniature used to represent one of the members of your unit. Although there is no standard base sizes in Gangfight, we suggest the following guidelines to be used:

Threat: The threat radius represents the additional footprint that a **Model** can interact with in its environment. Threat is used to determine the distance a **Model** can consolidate with **Fight!**, how far it's melee weapons are capable of reaching, and how it interacts with opposing **Models** moving near it.

Model Size	Base Size (Round or Square)	Threat Range
Small	20mm to 25mm	0.5"
Medium	20mm to 32mm	1"
Large	40mm to 60mm	2"
Huge	80mm to 100mm	3"

Unit: A group of models, consisting of up to five members, that have taken the **Unity Perk**, or have a similar rule. Units act as a single entity when allocating and using **Action Points**. Members of a Unit must stay within 6" of the **Unit Leader**.

Unit Leader: A model is nominated to be the Unit Leader at the beginning of the game. If a Unit Leader falls mid battle each member must make a **Bravery** test (**TN 4**). The unit loses one **Action Point** for every failure. You must then spend an **Action Point** to nominate a new model to be the unit Leader.

Party: The group of individual **Models** and **Units** that make up your roster.

Action Points (AP): The resource allocated to each individual **Model** and **unit** to make them perform the various **Standard Actions** and **Special Actions** available to them in game.

Standard Action: Actions that can be applied to a single **Model** or **unit**.

Special Action: Actions that can be applied to a single **Model** (even a single **Model** that is part of a **Unit**). These Action typically confer a particular bonus or special effect.

Target Number (TN): The value you must roll equal to or above to pass a test on a six-sided dice (d6). The target number may never be reduced below 2 as a natural roll of 1 is always a failure.

Dice Pool: The amount of dice used to when making a **Test Roll**.

Basic Rules

These are the basic rules of the game and the foundation in which all of the rules are based upon.

Size and Volume

Each model has a size designation, and each size has a particular volume that must be adhered. There are four different sizes a model can be in the Gangfight game.

Small Models: Models with the small designation are diminutive in size. They have a relatively small threat range, which is only 0.5" around the entire model. They have a volume of 1" x 1".

Medium Models: Models with the medium designation are of a standard size. The majority of models are typically of the medium size. They have a threat range of 1" around the entire model. They have a volume of 1" x 1.5".

Large Models: Models with the large designation are extremely potent on the battlefield. They have a threat range of 2" around the entire model. They have a volume of 1.5" x 2".

Huge Models: This is the largest designation that a model can have. They have a threat range of 3" around the entire model. They have a volume of 2" x 3".

A model's volume is to determine how much room that model takes up on the battlefield. Typically, the volume of a model is eyeballed by the players and agreed upon, though if it does start to be an issue, a measuring tape can be used to accurately show if the model can be seen, and if models are within their threat range.

Distances and Measuring

Measurements may be taken at any time. When measuring distance in regards to movement, threat range, or any other factor - you must measure from the edge of the model's base.

Rolls

Gangfight uses six-sided dice (d6). Each model has a set of attributes that have a number assigned to them which typically represents the number of dice you roll when taking actions. Dice that beat the assigned Target Number (TN) are considered successes. The more successes a model has, the more skillfully that model completed the task attempted. Target Numbers are typically assigned (through difficulty of the task), or are compared to an opposing model's profile. There are three types of rolls to be made in Gangfight - Skill Tests, Standard Tests, and Opposed Tests.

Skill Tests

When one attempts a skill test, they are attempting to complete a task that has an assigned difficulty - for example, charging. When this test is done, the appropriate chart is consulted and rolled against. For each die successful, there is typically a bonus associated with that test. Sometimes, only one success is needed to pass. These rolls only affect the model making the test, and do not involve other models.

Standard Tests

These are the most common tests that a model will make during the course of a game. To perform a standard test, a model rolls the applicable attribute's worth of dice, and attempts to beat a target number, which is determined by an opposing model. An example of this is combat, where a model rolls their Attack or Ranged attribute against a model's Defense attribute. Each die that is higher than an opponent's assigned attribute is considered a single success.

Opposed Tests

When a model is attempting to overpower another model, an opposed test is needed to determine the result. When an opposed test is declared, both parties roll the indicated attributes against a designated target number (typically another attribute of the opposing model). The winner of the test is the one with the most successes.

Dropping Dice

When making a test, sometimes you may be willing to reduce your **Dice Pool** to better attempt to succeed. If you have more than one die in your **Dice Pool** you may drop dice, by removing them from the **Dice Pool**, to lower the **Target Number (TN)**. For each die dropped, the **Target Number (TN)** of the task is reduced by 1.

[For example: A model with an Attack Value of 5 is attempting to strike another model who has a Defense Value of 7. As they cannot roll equal to or above 7 they must lower the **Target Number (TN)**. They must reduce their **Dice Pool** by at least one die to lower the Target Number to 6, which will leave them with 4 dice to roll against the new **Target Number (TN)**. If

they were to reduce their **Dice Pool** by another 2 dice this would lower the **Target Number (TN)** to 4 with 2 dice in their **Dice Pool**.]

Critical Success

When rolling a die, you may achieve a Critical Success. A Critical Success occurs when you roll a natural "6" on a d6. For every Critical Success you may roll an additional die. If that die scores a success, you count it towards your total successes for that test. Critical Success die may also further generate Critical Success.

[For example: Martin rolls 3 dice and gets a 3, 4 and 6. Since the Target Number is 4, he scores 2 successes. Because he rolled a natural 6, he rolls an additional die and gets a 6, this will allow him to roll another additional die where he gets a 5. He adds these two additional successes, giving him a total of 4.]

Model Profiles

Each type of model in Gangfight has a statistics block known as their Profile. These Profiles are made up of attributes and various pieces of information relating to the particular model it represents.

Troop Types

There are three types of troops in the Gangfight game. They are detailed below.

Regular

There are all sorts of fighters in the world, and not all of them are professionally trained. Regular troops are poorly trained and come to the table with One (1) Perk that is selected when purchasing the troop and their equipment.

Veteran

These troops are trained soldiers or fighters that have learned to coordinate their actions and fight as a team. Veteran troops come to the table with Two (2) Perks that are selected when purchasing the troop and their equipment.

Heroes

There are individuals that stand out among others in command and battle prowess. These models are known as heroes. Heroes are the most customizable model within your force, and can be equipped with various weapons, armours, or even spells or other special abilities. Being best trained models in your force, they come to the table with Three (3) Perks that are selected when purchasing the hero and their equipment.

Attributes

Each profile consists of 9 attributes. These are values assigned to traits that a model has to represent their abilities on the battlefield.

Movement (Mov)

This value represents how far a model can move on the battlefield in inches. This attribute is used in tests involving running, climbing and jumping.

Attack (Att)

This value represents how well a model performs in close combat with a melee weapon. This attribute is primarily used to generate the **Dice Pool** for close combat tests against an opposing **Model**.

Marksmanship (Mrk)

This value represents a model's hand-eye coordination, particularly when making ranged attacks. This attribute is primarily used to generate the **Dice Pool** for ranged combat tests against an opposing **Model**.

Defense (Def)

This value represents a model's ability to defend themselves against being struck by an opposing **Model**. This attribute is primarily used to generate the **Target Number (TN)** when and opposing model performs a combat test.

Initiative Value (IV)

This value represents how fast your model can act in a combat situation. A model's Initiative Value is primarily used as the base for determining how many **Action Points** a model allocated to spend turning their turn.

Willpower (Wp)

This value represents a model's ability to withstand fear and emotional punishment. This value is primarily used to generate the **Dice Pool** to resist psychological effects, resist fear, and rallying after a particularly devastating assault. It is also commonly used to make and resist certain types of attacks.

Armour (Arm)

This value represents a model's ability to withstand physical damage. This attribute is primarily used to generate the **Dice Pool** to resist damage after an attack. Any unsaved damage is applied to the defending model's Endurance Value.

Endurance (En)

This value is how much punishment a model can withstand before succumbing to an incapacitated state. This attribute is reduced each time a model takes damage. When this attribute reaches 0 or less, the model is considered incapacitated, removed from the table top and replaced with an incapacitation token.

Damage (Dam)

This value represents how much damage a model inflicts upon a successful melee attack. This attribute is primarily used to generate the base **Target Number (TN)** when an opposing model is making an Armour Check.

Assembling your Party

Now that the basics are understood, you can begin building your force. Your Party consists of heroes, troopers, and potentially powerful creatures or pieces of technology that can help you in the upcoming battle.

For Pickup or Tournament games, it is recommended that you play with 500 points. This point level will give you enough points to outfit your Party with two to three **Heroes**, a **Unit** or two worth of **Models**, and a few points left over to purchase special equipment. For Campaigns, it is recommended that you begin play with 250 points. This will allow you to purchase a **Hero** or two and few basic **Models** to start you off on your path to glory.

Points

Every **Model** and piece of equipment in Gangfight has a point value. The more points the model, the more that model brings to the battlefield.

Units

A unit of troops consisting of *veteran* models has as many Action Points as their lowest IV plus one Action Point for each additional troop in their unit. Thus, a unit of three models that have an IV of 3, would have a total of 6 Action Points to spend during their turn. If the same unit consists of five models, they would have a total of 8 Action Points to spend on their turn. Most Action Points given to units affect the entire unit, thus when spending an Action Point to have a unit *move*, the entire units moves that required distance.

If a unit Leader falls in combat, each member of that unit must make a Bravery test. A Bravery test is a WP test (TN 4). For each failed roll, that unit loses an Action Point. If it is a complete failure (no successes), the remaining Action Points must be used to exit the battlefield.

Party Leader

Your **party** must consist of at least one hero model that is considered your **party leader**. Models within 12" of your **party leader** use that model's Willpower (WP) instead of their own when making tests regarding fear, or rallying.

Initiative and Deployment

After you have set up the table and built your **Party**, then you are ready to start the game. The first thing you need to determine is which party goes first. Each side makes an opposed Initiative Value (TN 4) check with their **Party Leader** (a hero designated as the leader of the party). The player with the most successes decides who deploys first and which side of the table they wish to deploy their party. The player who deploys their **Party** first, also goes first. Models are as per the selected scenario or if playing a Pickup Game are deployed 12" within the map, unless specified differently in the selected scenario.

Game Sequence

Once both sides have deployed, the game begins. There are two phases that take place in a turn - the Upkeep Phase and the Player Phase.

Upkeep Phase

During this phase, there are a number of steps you must take.

1. Calculate your Action Points: You must calculate how many Action Points each model or unit has access to during the player phases. To calculate this, you follow the following formula.
   1.1. Individual **Models**: Generate **Action Points** equal to their **Initiative Value (IV)**.
   1.2. **Units**: Generate **Action Points** equal to the lowest **Initiative Value (IV)** in the **Unit**. The **Unit** then generate 1 additional **IV** for each **Veteran Model** in the **Unit. Regular Models** do not increase the **units AP**.

[For example: A unit of 3 Regulars and 2 Irregulars with a lowest IV of 3 would generate a total of 6 AP - 3 from their IV and 3 from the Veterans.]

2. Miscellaneous checks: There are some rule specific checks that are also made in this phase, such as regeneration.

The Player Phase

After all of the upkeep has been tracked, then comes the player phase. The player phase continues until the player has used up all of their Action Points, or the player decides that their turn is over. The turn itself revolves around the use of Action Points.

Standard Actions

Standard Actions are Actions that can be applied to a single model or a unit of models. Each Standard Action uses up 1 Action Point from the model or unit's pool.

Move: A model or unit can spend a single Action Point to move their movement value in inches across the battlefield.

Charge!: A model or unit can declare a charge against an enemy model or unit. To declare a charge, a model or unit must have Line of Sight on the model. Once the charge has been declared, the controlling player rolls as many dice as their Movement (MV) characteristic. This roll has a difficulty of 2+ on flat terrain, 4+ on light terrain, and 6+ on dense terrain. For each success, a model may add +1" to the distance the unit or model moves towards the enemy in addition to their standard move. Models that successfully reach their target get to strike against them - unless a particular rule contradicts this (such as the Pre-Emptive Strike rule). Models that have another model within their threat range may immediately *fight* for free. For example, if a model has MV 4 and gets 2 successes - the model will move a total of 6".

Fight!: A model or unit can declare they are going to attack their opponents. They roll attacks against their opponent and resolve any wounds they may have caused. If the model or unit declared a *charge!* against their target, they may make a free attack. When a model declares this Action, they may also move up to their Threat Range to get in base to base with an enemy model. If they fail to get into base contact with an enemy model, they simply move their Threat Range.

Reload/Fire!: Models armed with ranged weapons may either load their ranged weapon, or fire with it by using an Action Point. A model or unit may not fire if they are in close combat, or have not reloaded with a previous Actions. It should be noted that some weapons (such modern day and futuristic guns) do not need to be loaded. This is mainly a function of archaic weaponry.

Run: A model or unit can attempt to run. When this Action Point is declared, all models declaring the Action move twice of their Movement Value. Their turn ends immediately after they complete this action.

Stand: Models that have been knocked over must spend an Action Point to stand back up. When this Action Point is spent, all models in a unit stand up if they are knocked over. Models that haven't been knocked over, simply do nothing when this action is taken (or help their comrades regain their footing, as one is wont to do).

Special Actions

Special Actions are Actions that can only be applied to a single model, not a generic action that can be declared by a unit.

Power Attack: An Action Point can be spent for a model to make a Power Attack. Power Attacks are detailed in the Combat chapter.

Finesse Attack: An Action Point can be spent for a model to make a Finesse Attack. Finesse Attacks are detailed in the Combat chapter.

Slam!: A large or huge model can attempt to Slam! a same size or larger target, or trample a smaller target. Slam! attacks are detailed in the Combat chapter.

Interact: A model who is given the interact Action Point can perform actions that involve scenery pieces. Mainly this is interacting with objects such as chests, doors or objectives.

Jump/Climb: Models that reach a point in which they can climb a structure, may attempt to do so by making a Movement check. To jump between two raised points, a model may attempt a movement check as well by spending a single Action Point. As these are special movements, each Action Point applies to a single model and this cannot be used by a unit.

If you hold onto actions during your turn, you can spend them during your opponent's turn to interrupt that action. These interrupts are specific, and are the only actions that can be attempted on your opponent's turn.

Counter-Charge: If a model or unit declares a charge against a model or unit that still has remaining Action Points, that unit may declare a counter-charge. A counter-charge essentially allows that model or unit to charge and resolve their attacks in tandem with the attacks being made against them. This means that even if models are incapacitated after the active player resolves their attacks, they still get their attacks before being removed from the battlefield.

Dodge: A model or unit may attempt to dodge an attack that causes an Area of Effect. To do this, each model must make an IV test, with the Target Number being the amount of Successes that were scored by the attacker using the Area of Effect Attack. In the case of a unit attempting to dodge, you only roll once using the lowest IV in the unit. Each success is added to your Armour Roll to soak the damage.

Flee!: A model or unit may flee as a reaction to a charge. This means they get to move directly back at their full movement. If models are still caught within the charge, they will still have attacks resolved against them.

Fire!: A model or unit that has a loaded ranged weapon may attempt to fire on a unit that is within the range of their weapon. A model or unit may not load a weapon during their opponent's active turn. It needs to be stated that some weapons do not require to be loaded, and this only applies to archaic weapons, and not modern weapons such as guns.

Bulwark: A model or unit may attempt to form a bulwark and defend against their opponent's attacks. This gives the defending model or unit +1 to their defense attribute.

Fight!: A model or unit that is already in close combat can declare a fight! Action, allowing them to strike in tandem with their opponent. After the active player has resolved his combat, then the non-active player may resolve their own attack. This means that even if models are incapacitated after the active player resolves their attacks, they still get their attacks before being removed from the battlefield.

Interrupts

A model may hold onto as many Action Points as they wish and delay using them until your opponent's turn. This is called an *interrupt*. When a model declares they are using an Action Point, you may use your Action Point to respond to their use of an Action Point with a series of different counter-actions. More can be found in the description of Action Point types below.

It should be noted that special Action can never be used during an opponent's turn.

End of Turn

After you've spent all of your Action Points, your turn is over and the opposing player can begin his turn.

Combat

As Gangfight is a combat based game, close combat plays a huge part in the flow of the game. This chapter details the finer elements of combat in the Gangfight game, and how combats are resolved.

Close Combat

Close combat begins when a model falls within another model's threat range via the result of a Charge! Action, or a Fight! Action. To execute an attack, you must follow the following steps.

1. Check to see if the model you are rolling to attack is within your threat range.

2. If the model you are attacking is within your model's threat range, then you make an Attack Roll. To make an attack roll, you roll your Attack attribute. You roll as many dice as you have in your Attack attribute, with the Target Number being your opponent's Defense attribute. If the Defense attribute of your target is higher than 6, you will need to drop dice from your Attack attribute to reduce the Target Number to at least 6.

3. Each die that matches or beats the target number is considered a hit. For each success you score against your opponent. you add +1 to your damage.

4. Your opponent then has to attempt to soak the damage. To do this, they roll as many dice as they have in their Armour attribute. The target number is your model's modified Damage attribute. If your modified Damage attribute is higher than 6, your opponent must drop dice from their Armour attribute to reduce the Target Number to at least 6.

5. Each die that matches or beats the target number manages to soak 1 point of Damage from the total.

6. Apply the remaining damage to your Endurance attribute, and record the amount left. If the amount is 0 or less, your model is now incapacitated and can be replaced with an Incapacitation Token. Note that even if a model does not take damage from the attack, he will still suffer the effects of the attack (such as those from a Power Attack or a Finesse Attack).

Once this has been done with each model that has an opposing model within their threat range, the *Fight!* Action has been resolved.

Ranged Combat

Ranged combat begins when a model falls within another model's threat with their ranged weapon. To make a ranged attack, a model must have a loaded weapon, and cannot be in close combat.

1. Check to see if the model you are rolling to attack is within your weapon's range.

2. If the model you are attacking is within the threat range of the weapon, then you make a Marksmanship Roll. To make a Marksmanship roll, you roll your Marksmanship attribute. You roll as many dice as you have in your Marksmanship attribute, with the Target Number being your opponent's Defense attribute. If the Defense attribute of your target is higher than 6, you will need to drop dice from your Attack attribute to reduce the Target Number to at least 6. There are some modifiers that will affect how many dice you can roll.

   ○ If your target is within close combat, you can only roll a maximum of 3 dice to hit with, even if your Marksmanship attribute is higher than 3.

   ○ If your target is within *Short Range*, you can add +1 die to your Marksmanship for being within Point Blank Range.

   ○ If your target is within *Long Range* from your model, you must subtract 1 die from your Marksmanship, and you lose an additional die for each increment of 6".

3. Each die that matches or beats the target number is considered a hit. For each success you score against your opponent. you add +1 to your damage.

4. Your opponent then has to attempt to soak the damage. To do this, they roll as many dice as they have in their Armour attribute. The target number is your model's Damage attribute. If your modified Damage attribute is higher than 6, your opponent must drop dice from their Armour attribute to reduce the Target Number to at least 6.

5. Each die that matches or beats the target number manages to soak 1 point of Damage from the total.

6. Apply the remaining damage to your Endurance attribute, and record the amount left. If the amount is 0 or less, your model is now incapacitated and can be replaced with an Incapacitation Token.

Cover

Models being targeted by ranged attacks can greatly benefit from cover. There are two types of cover - soft cover and hard cover. You can only benefit from cover if you are within 3" of an obstacle that would provide cover to a model.

Soft Cover: Models behind soft cover are still in danger of having projectiles penetrating whatever they are shielding themselves with. Soft cover includes forests, shrubs, and fences. When you are against soft cover (within 3"), you gain +1 to your Defense attribute, and +1 to your Armour attribute.

Hard Cover: Models behind hardcover are much safer from projectiles than those hiding behind soft over. Hard cover includes rock walls, brick walls, large stones, and the corners of walls and such. When a model is against hard cover (within 3"), that model gains +1 to their Defense attribute, and +2 to their Armour attribute.

For a model to be considered in cover, the obstacle or piece of terrain must at least cover ½ of the model's volume.

Incapacitated Models

Models that are incapacitated (by their Endurance attribute being reduced to 0). When a model is incapacitated, it is removed from the battlefield and replaced with an Incapacitated Token. Even though the model may still be alive and just severely wounded, the model is no longer in fighting form and must be removed. Where the model fell, place a marker - as some models can benefit from interacting with an incapacitated model.

Fear

On the battlefield, fear is a very real thing and can force a model to act in a very unintended fashion. There are three types of fear - fear caused from witnessing the death of models within 12" of a friendly unit, fear caused by large or particularly horrible models, and fear caused from loss of fellow warriors.

When a unit sees a hero, or an entire unit, reduced to an incapacitated state within a single turn, they must immediately make a Bravery test. To make a Bravery test, one must roll their Willpower attribute (TN 3). During the next turn, that unit can only generate as many Action Points as successes scored on this test.

When confronted with a particularly terrifying creature, a model or unit must pass a Bravery test with the difficulty indicated in the creature's profile, or they may not declare a Charge! or Fight! Action Point against that particular model. Only one success is necessary to withstand the Fear this creature causes.

If a unit falls below 3 models, the unit must make a Bravery test (TN 4). For each success scored, the unit gains 1 Action Point, to a maximum of their Initiative Value.

Special Attacks

There are two types of special attacks in Gangfight - Power Attack and Finesse Attacks. To execute either of these, typically an Action is involved per model attempting the strike.

There are some models that execute special attacks as part of their normal attack, such as creatures larger than medium size, or those with the marauder or skirmisher Perk. In these circumstances, the amount of successful dice not only apply the effect of the Power or Finesse Attack, but also deal additional damage as well - as it is more of a normal attack plus a special attack, rather than simply a special attack.

Power Attacks

When a model executes a Power Attack, they are throwing all of their weight behind the blow, attempting to knock an opponent back and down. A Power Attack inflicts less damage, but has the ability to knock back and opponent and put the attacker at a more strategic position. When a Power Attack is declared, the model attacks as normal - though instead of applying all of the successes to damage, instead that is how many inches the model is knocked back. Once the models reaches that distance, they are knocked prone.

Finesse Attacks

A Finesse Attack is a way for a model to disengage opponents and put some distance between himself and his foes. A Finesse Attack inflicts less damage, but allows for a model to move out an opponent's threat without the model suffering the effects of a Free-Strike. When a Finesse Attack is declared, the model attacks as normal - though instead of applying all of the successful dice to damage, instead that is how many inches the model may move from his current position. A model that successfully executes a Finesse Attack may not move through another enemy's Threat Range, though can move in any direction through the model whom he executed the successful attack against.

Attacking with Two Weapons

A model can fight with two hand weapons - whether it is two axes, two swords, and axe and a sword, a hammer and a sword, or even two pistols. Either way, when a model is attacking with two weapons, they can add ½ of their ATT value to their dice pool. Thus a model with an ATT 3 using two swords could roll 4 dice for their pool rather than their standard 3 (3/2 is 1.5 - rounded down is 1). This is only with hand weapons, and no other weapon can be used in this fashion. A model attacking with two weapons cannot carry a shield, or anything else in their off-hand.

Area of Effect (AoE)

An Area of Effect attack is a special sort of attack that can be implemented by special weapons, abilities, or magic. To determine how an Area of Effect affects the targets in the zone, you need to nominate a target. This target must be in range of your attack. There are two different types of Area of Effect attacks.

Direct Area of Effect

A Direct Area of Effect works as a line to that target. The weapon or ability will have a range, beginning with the user of the Area of Effect, and ending with the target. The player must draw a straight line to the target. The width of the line increases for each success the target using the ability scores - thus, if a dragon is breathing fire at a target 8" away and scores 3 successes with the roll to hit, the line is 3" in width. Any model caught under that area is potentially hit by the flames! The targets of the attack must then make and Opposed Initiative Value Test. If they gain more successes in the roll than the target scored on their roll to hit, they manage to dodge the attack completely. For each success they get, it reduces the damage of the attack by 1, if they don't completely dodge the attack. If they fail, they are hit, and then must attempt to soak the damage using their Armour.

Indirect Area of Effect

An Indirect Area of Effect works as a blast centered on a target. The weapon or the ability will have a range, and the target must be within that range. The player then rolls to hit with their ability or weapon, and for each success scored increases the radius by 1". Any models with even a portion of their base within this area are potentially hit by the blast. For example, if a grenade is thrown at a target, and the attacker has 3 successes, everyone within 3" of the targeted model is potentially hit. Each model affected by the blast must make an Opposed Initiative Value Test. If they gain more successes in the roll than the target scored on their roll to hit, they manage to dodge the attack completely. For each success they get, it reduces the damage of the attack by 1, if they don't completely dodge the attack. If they fail, they are hit, and then must attempt to soak the damage using their Armour.

Prone

Models that are knocked down are considered Prone. Prone models are always considered to have a Defense Value of 2 (as all rolls of 1 are automatically considered failures). A model that is prone MUST spend stand up before performing any additional actions.

Slam!

Large or Huge models may attempt to Slam! models that are of the same size or larger, and trample those that are smaller. These attacks can have two very different effects depending on what type of model it is executed against.

This type of attack against a smaller model than the model executing the attack is called a Trample. To execute a Trample Attack, you must declare it as a special Action. This attack allows the model to execute an attack against all smaller models within the threat range of the attacking model. Models that are being affected by the Trample Attack gain +1 to their Defense, as to help them avoid being struck. When this type of attack is being declared, the model that is performing the Trample can drop dice to lower the Target Number needed to strike his foes, but dice must be dropped for each model that is being struck. For example, if a Knight is attempting to trample three Marksmen, and their Defense is 4 (Defense 3, and then +1 for being trampled), and the Knight has an Attack of 4, he must drop 3 dice to bring all of their Defense down to 3.

He will only be rolling 1 dice to attack, but he can roll this 1 die against all 3 opponents. Once he has resolved his attacks, he continues to move the rest of his movement, as if he had charged.

If a Trample Attack is unsuccessful against a model, that model may opt to make a Free Strike against the model that attempted the Trample.

If this type of attack is executed against a model that is the same size or larger, it is considered a Slam! Attack. A Slam! Attack is resolved almost exactly like a Power Attack, though the successes apply to damage as well as knocking the opponent back, and then over. If the model still has movement available to him after making the Slam! Attack, he may follow through with the rest of his movement, should he wish to do so.

Making a Slam! Attack is risky, because should the attack miss, the model who was the target of the attack may make a Free Strike against the attacker.

Size is of great importance to how a Slam! Attack works. If the model is the same size as his target, then no modifiers are needed. If the Attacker is smaller than the target of the attack, then the model has a -1 penalty to their Attack value. In addition to this, the model who is being attacked gains a +1 bonus to their Defense. If the target of this attack is smaller than the attacker, treat this attack as a Trample instead.

Free Strikes

A Free Strike occurs when a model moves through the threatened area of an enemy model without declaring a Charge. A Free Strike is a free action. Models making a Free Strike may not drop dice to lower a Target Number.

Perks

When generating a troop to fight in your party, not only can you purchase their equipment and determine their loadout, but you can also choose *perks* that differentiate themselves from the various warriors that you will have on the battlefield. Though there a *perks* that are exclusive to specific campaign settings, the majority of them are generic and can be applied to any setting you and your opponent want to play in. The list of generic perks and their effects can be found below. It should be noted that perks can only be chosen once - their effects do not stack.

Fast

You were build for speed. There is no one faster than you. This model's Movement Value (MOV) is increased by 1.

Natural Born Killer

The thrill of combat comes naturally you to, and you can keep up with the best of them. This model's Attack Attribute (ATT) is increased by 1.

Marksman

Tracking your target across a busy battlefield is second-nature to you. A model with this perk has their Marksmanship Attribute (MRK) increased by 1.

Lightning Reflexes

Through intense training and honing your situational awareness, you have become combat ready at a moment's notice. A model with this perk may increase their Initiative Value (IV) by 1.

Stubborn

Either through bravery or stupidity, you have a distinct knack for holding your ground. A model with this perk may increase their Willpower Attribute (WP) by 1.

True Grit

Toughness is your trademark. A model with this perk may increase their Endurance Attribute (END) by 1.

Healer

Either through magic or via medical knowledge, you've learned how to treat the wounded and patch them up well enough that they can enter combat once again. A model with this perk may attempt to revive a model that has been incapacitated. To do this, a model must move into base to base contact with an incapacitated model and make a WP roll (TN 6) - for each success, you can restore 1 Endurance to an incapacitated model. This amount cannot be higher than half of the model's starting EN attribute.

Agile Riposte

Parry. Strike. Parry. Strike - years of training have been drilled into your head, and as a result, you know the best time to strike. If an attack against you completely misses (ie. no successes), you gain a free strike against your opponent immediately. This cannot be a Power Attack or a Finesse Attack.

Sidestep

Sometimes the best offense is a great defense. If an attack against a model with this perk completely misses, the model may make a free IV test (TN 4). For each success, this model may freely move in any direction without provoking a free strike from any opposing enemy models.

Dash

You are used to moving through difficult terrain, to the point where it matters little what sort of ground you're scrambling across. When a model with this perk is charging or moving across difficult terrain, it may always reduce the Target Number needed by 2.

Hard Target

You know how to zig-zag across a battlefield, bobbing and weaving to make you a much harder target than one that moves in a straight line. A model with this perk may increase their DEF by 1 against ranged attacks targeted against them.

Artful Dodger

Dashing across the battlefield while avoiding danger is one of your specialities. A model with this perk may add +1 to their DEF against Free Strikes.

Athletics

The rigours of adventuring life have served you well. When a model with this perk is attempting to Jump or Climb, they can subtract the Target Number needed by 2.

Counter Strike

You are always ready to accept a charge. When a model with this perk is charged, you gain a free strike against our opponent. When a model moves into this model's threat range, it gains a free strike against the charging model using their IV instead of their ATT. The target of this attack gains +1 DEF. This attack cannot be a Power Attack or Finesse Attack.

Bull True

When tested, you stand your ground instead of giving in. If a model with this perk is equipped with a loaded ranged weapon, they can make a free strike against a charging opponent using that weapon without penalty.

Fearless

Nothing much rattles your cage. A model with this perk is immune to the effects of Fear.

Target Shooter

You've spent years launching shot after shot into both stationary and moving targets - and now you can apply this skill on the field. If a model with this perk successfully hits a target with a ranged weapon, that model may add +1 die to their next attack with a ranged weapon against that target. This effect is cumulative.

Power Shot

You know where to hit for maximum impact. A model with this perk can execute a Power Attack against a target with a Ranged Weapon.

Finesse Shot

You are well versed in shooting on the move. A model with this perk can execute a Finesse Attack against a target with a Ranged Weapon.

Vengeance

You are a force of nature on the battlefield. A model with this perk may split your Melee dice pool to strike against multiple opponents within their threat range.

Executioner

Having learnt your trade on the battlefield - where once you've taken out an opponent, there will always be another one waiting for you. If a model with this perk incapacitates a model in Melee Combat, this model may immediately move as many inches as successes you scored in your attack against your opponent - directly towards the nearest foe.

Unity

You've learned how to work as part of a team. A model with this perk can form a unit with up to 5 other models with the Unity Perk.

Solid

You are exceptionally resistant to Power Attacks. A model with this perk can only be knocked back half as far away as one normally would and and this model does not go prone afterwards.

Large and In Charge

You are a massive example of your species. You are one size larger than you normally would be, and you inspire Fear (TN 4).

Setting up the Game

A game of Gangfight is a dynamic experience where the scenario advances in three different stages throughout the game. There are five stages to a game of Gangfight.

A standard Gangfight Table is a 48" x 48" playing space, set up to look like a battlefield. A good table has 7-9 large pieces of terrain on it - such as forests, ruins, buildings, or something similar to that. Each of these large pieces of terrain should also have scatter terrain around it - scatter being things like rocky outcroppings, fences, walls - something that provides cover or is difficult to move over. There should be a piece of this sort of terrain for each 6" to 8" of open terrain.

Deployment and Initiative

The first stage is the Deployment and Initiative Stage. In this stage, both players engage in an opposed Initiative Value (IV) Test (TN 4). The winner of this test gets to decide if they are the Attacker or the Defender. The Attacker deploys first, but also gets to act first. The Defender deploys second, but also acts second. The Defender also gets to choose which side of the table they would like to play on. Deployment is 12" from the table edge, with each player setting up opposite one another. One player deploys their entire force, then the other player deploys all of their force. Once this is finished, you're ready to move onto the second stage of the game - The Engagement Stage.

The Engagement Stage

Once The Attacker is about to begin their turn, they roll 1d6 on the Engagement Table located within the appropriate Campaign Setting to determine why these two forces are going to battle. Each number indicates a series of objectives that need to be met in this stage. Once the conditions for that scenario are met, the next stage of the game commences.

The Complications Stage

Once the conditions of the Engagement Stage have been met, the Defender rolls 2d6 on the Complications Table located within the appropriate Campaign Setting. The complication is a small objective that pops up that needs to have the conditions met before the third stage of the game commences.

The Conclusion Stage

The last stage of the game is the Conclusion Stage. It is the condition that needs to be met to finish the game. To determine the game winning condition, player that met the condition to start this Stage rolls 1d6 on the Conclusion Table located within the appropriate Campaign Setting. The conclusion has a single objective that needs to be scored for the game to conclude.

The Final Stage

Once the game has finished, each player calculates how many objectives were scored throughout the game. The player who scored the most objectives is declared the winner. In the unlikely event that each player scored the same amount of objectives, the battle was fought to a draw and a new game will have to be played another time to determine who is the actual victor.