

Gangfight Core

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.

Unlike other miniature wargames, Gangfight is a multi-genre gaming experience where you can choose to play in one of the three settings detailed in this book (Chronicle: Fantasy Battles, Aeon: Futuristic Combat, or First Strike: Modern Warfare), or you can combine the settings to make your own. In addition to this, Gangfight produces no miniatures of their own (well, ALMOST no miniatures of their own) - this means you get to customize your force any way you want, using the miniatures you want. Although we have some fantastic partners to whom we promote our players to use, the world really is the limit when it comes to choosing the models you want to represent your force.

Whichever models you decide to use, Gangfight is a strategic game involving a dozen or so miniatures, dice, and a measuring tape - and a great deal of imagination.

The Game Summary

A game of Gangfight is typically played where both players have an equal amount of points - this gives the game 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 band. 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.

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 band. Although there is no standard base sizes in Gangfight, we suggest the following guidelines listed below.

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

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

Action Points (AP): The resource allocated to each individual Model and to make them perform the various Standard Actions and Special Actions available to them in game. When talking about the Action Points (AP) in the plural, it is referred to as the Action Point Pool.

Standard Action: Actions that can be applied to a single Model that cost a single Action Point (AP).

Special Action: Actions that can be applied to a single Model. These Actions 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.

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 or 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 a piece of paper to keep track of your roster.

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". Small Models can be mounted on a base no smaller than 20mm or larger than 25mm.

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". Medium Models can be mounted on a base no smaller than 20mm or larger than 32mm.

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". Large models also inflict 2 Wounds per successful hit in Melee Combat, rather than the 1 Wound that Medium and Small models inflict. Large Models can be mounted on a base no smaller than 40mm or larger than 60mm.

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". Huge models also inflict 4 Wounds per successful hit in Melee Combat, rather than the 1 Wound that Medium and Small models inflict. Huge Models can be mounted on a base no smaller than 75mm or larger than 120mm.

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.

Size	Base Size	Threat	Damage
Small	20mm - 25mm	0.5"	1
Medium	25mm - 32mm	1"	1
Large	40mm - 60mm	2"	2
Huge	75mm - 120mm	3"	4

Line of Sight

A model in Gangfight has a 360 degree Line of Sight. They can see all around them, but their vision is blocked by models of equal or greater volume than themselves, and pieces of terrain that are larger than the model. A model that doesn't have Line of Sight to an opponent cannot declare an action against that target.

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.

Threat

Every model generates threat - which is the area in which a model can interact with their environment. When a model is within another model's threat range, the models can interact with one another - such as attack one another in melee, or perform other actions. A model that moves through another model's threat range without stopping, or leaves another model's threat range provoke a Free Strike, which is an attack that can be made without spending AP against the offending model. As with any distance or measurements in Gangfight, you always measure from the edge of the model's base.

Rolling Dice

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 match or 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 the 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 match or 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 equal or 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 an 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, veterans and regulars - 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 1000 points. This point level will give you enough points to outfit your Party with two to three Heroes, a handful of Models, and a few points left over to purchase special equipment.

There is no set way to assemble a party in Gangfight. You can choose as many heroes, veterans or regulars as you would like, and there are no penalties for mixing and matching units. In a fantasy setting or a sci-fi setting, it is assumed

that the party has gotten past their cultural differences and are working together towards a common goal.

For Campaigns, it is recommended that you begin play with 500 points. This will allow you to purchase a Hero or two and a 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.

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 involving Bravery, 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 (this player is known as the Attacker). Models are deployed 12" on opposing table edges, unless specified differently in the selected scenario. In case of a tie, both players reroll until there is a winner.

The Round

The Round is completed when both players have completed their turns.

The Turn

A turn belongs to each player. During the turn, each player follows the Game Sequence. During an active player's turn, a player can spend their Action Points when they activate a model. Once a model has been activated, they must spend all of their action points, or hold them in reserve to use as interrupts during their opponent's turn.

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.

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 both players must take. *Both players take part in this phase on the first Round. After the first Round, each player performs Upkeep during their own turn.*

Calculate your Action Points: You must calculate how many Action Points each model has access to during the player phases. To calculate this, you follow the following formula.

Individual Models: Generate Action Points equal to their Initiative Value (IV).

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 active player has Activated each model and 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.

End of Turn

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

Actions and Action Points

Throughout the Player's Turn, they will be required to spend Action Points (AP) so their

models can perform Actions. There are two types of Actions - Standard Actions and Special Actions.

Standard Actions

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

Move

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

Charge!

A model can declare a charge against an enemy model. To declare a charge, a model 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 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 perk or ability contradicts this rule. Charging models that have an enemy model in their threat range may immediately make a Fight! Action for free. For example, if a model has MV 4 and gets 2 successes - the model will move a total of 6".

If a model fails a charge, they still move the entire distance they rolled to cover. For example, as per the example above, the model still moves 6" even if they did not successfully end with an opponent in their Threat range.

Fight!

A model 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 declared a charge! against their target, they may make a free attack. When a model declares this Action, they may must 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 it by using an Action Point. A model may not fire if they are in close combat, or have not reloaded with a previous Action. 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 can run. When this Action Point is declared, a model declaring the Action move twice their Movement Value. Their activation ends immediately after they complete this action. You cannot run through Difficult Terrain.

Stand Up

Models that have been knocked over must spend an Action Point to stand back up. When this Action Point is spent, a model can stand up if they are knocked over (see page X for more details).

Special Actions

Special Actions are Actions that can only be applied to a single model. A model declaring a special action must spend a single Action Point (AP) to do it.

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 (MOV) check (TN 4) as well by spending a single Action Point. Each success is equal to 1" of Movement. It should be noted that this is for sheer surfaces - using a ladder or rope is considered simply a Move action.

Banding Actions

Banding Actions are coordinated actions that can be performed by multiple models. To perform a Banding Action, a model must be nominated as the leader of this action. To do this, a model must be chosen and that model must spend an Action Point (AP). Once this is done, that model can nominate up to four other models within 6" to join him in committing to one of the Banding Actions listed below by spending an additional Action Point (AP). Once the Banding Action is complete, the models are no longer connected in any way and count as individuals.

A model can only perform a Banding Action with models of their rank or lower. Thus, a Hero can incorporate other Heroes, Veterans, or Regulars into their actions, where as a Veteran can only include other Veterans and Regulars. Regulars can only include other Regulars when executing a Banding Action.

A model can not be incorporated into a Banding Action if they have already finished their activation, even if they have Action Points (AP) held in reserve for an Interrupt.

With Me!

When this Banding Action is performed, the models involved can either Move or Charge! Models that end in base to base contact with another model can immediately execute a free Fight! Action immediately after the order ends. Once this action is completed, the nominated model's Activation ends.

Bring it Down!

When this Banding Action is performed, the models involved can strike a single model in melee. To coordinate this action, all of the models that are part of this Banding Action must be in melee combat with the same model. The nominated model then makes a single Attack, but adds +1 to their ATT skill and +1 to their DAM for each model involved. Once this action is completed, the nominated model's Activation ends.

On my Mark!

When this Banding Action is performed, the models involved can target a single model with a Ranged Attack. To perform this action, each model involved must have a loaded Ranged Weapon and be within range of their target. The nominating model then makes a single Ranged Attack, but adds +1 to their MRK and +1 to their DAM for each model involved. Once this action is completed, the nominated model's Activation ends.

Action Points

Action Points are generated by each model which is a reflection of their Initiative Value (IV) Attribute. Thus, a model with an Initiative Value (IV) of 3 would generate 3 Action Points.

Interrupts

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. Interrupts must be declared before any models are moved, and only a Model that is targeted can declare an Interrupt.

Counter-Charge

If a model declares a charge against a model that still has remaining Action Points, that model may declare a counter-charge. A counter-charge essentially allows that model to charge and resolve their attacks in tandem with the attacks being made against them. This means that even if a model is incapacitated after the active player

resolves their attacks, they still get their attacks before being removed from the battlefield.

To resolve a Counter-Charge, the Charger first moves their full distance. If any models did not reach their target, then the models declaring the Interrupt then charge the models that failed to reach them.

Dodge

A model 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. Each success is added to your Armour Roll to soak the damage.

Flee!

A model 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 that has a loaded ranged weapon may attempt to fire on a model that is within the range of their weapon. A model 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 may attempt to form a bulwark and defend against their opponent's attacks. This gives the defending model +1 to their defense attribute.

Fight!

A model that is already in close combat can declare a fight! Action. After the active player has resolved his combat, then the non-active player may resolve their own attack. This means that even if a model is incapacitated after the active player resolves their attacks, they still get their attacks before being removed from the battlefield.

The Action Sequence

Actions do have a sequence in terms of how they are executed. When in doubt, the model who declares the action is the one who executes the action first. This is especially important to remember during Interrupts, where both players act - the player who declared the Action rolls first.

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.

Melee 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. If you are unable to reduce the target number to 6, you can only hit on 6s, though rolls of a natural 6 still count as a Critical Success.
3. Each die that matches or beats the target number is considered a hit. For each success you score against your opponent, you inflict 1 Wound.
4. Your opponent then has to attempt to negate the Wounds. 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. If you are unable to reduce the target number to 6, you can only hit on 6s, though rolls of a natural 6 still count as a Critical Success.

5. Each die that matches or beats the target number manages to negate 1 Wound inflicted from the attack.
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. You are in combat until a model moves out of that model's Threat range, or one of the models is incapacitated.

Ranged Combat

Ranged combat begins when a model falls within another model's Line of Sight and is equipped with a loaded Ranged weapon. To make a ranged attack, a model must have a loaded weapon, and cannot have any models in their Threat range.

1. Check to see if the model you are rolling to attack is within your model's Line of Sight.
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 you are unable to reduce the target number to 6, you can only hit on

6s, though rolls of a natural 6 still count as a Critical Success.

3. 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.
4. If your target is within Short Range (ie. the weapons range or less), you can add +1 die to your Marksmanship for being within Point Blank Range.
5. If your target is within Long Range (ie. 6" or more of your weapon's range) from your model, you must subtract 1 die from your Marksmanship, and you lose an additional die for each additional increment of 6".
6. Each die that matches or beats the target number is considered a hit. For each success you score against your opponent, you inflict 1 Wound on your target.
7. Your opponent then has to attempt to negate the wounds. 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. If you are unable to reduce the target number to 6, you can only hit on 6s, though rolls of a natural 6 still count as a Critical Success.
8. Each die that matches or beats the target number manages to negate 1 Wound inflicted from the attack.
9. 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.

Once this action has been resolved, the Shoot! Action has been completed.

Area of Effect Attacks

An Area of Effect attack is a special sort of ranged 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 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.

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.

Damage

Damage is the result of successes being scored against a model during an Attack, whether it is a Melee Attack or a Ranged Attack. The more successes you score during an attack, the more Damage you will inflict and the more Wounds will be resolved.

For Example, a Human Veteran is battling an Orc Brave. He strikes the Orc, rolling a 3, 5 and another 5. That's two successes. Thus, he inflicts 2 Wounds onto the Orc.

Armour

You use armour to negate wounds. Once you have had Wound inflicted, you use Armour to negate the wounds. Each success you roll against your opponent's Damage is 1 wound that is inflicted.

The Orc, having taken 2 wounds makes an Armour check. His Armour attribute is for, so he rolls 4 dice against the Human Veteran's Damage (DAM) attribute of 4, and scores a 2, 4, 4, and 5 - thus scoring 3 successes - negating both wounds he was caused.

Wounds

When a model scores a successful hit against a target, that model has scored Wounds against that target. If a Wound is not negated by an armour check, the Wound is applied to the model's Endurance (EN) attribute. When you have sustained more wounds than your Endurance (EN) attribute, that model has become Incapacitated and is replace with an Incapacitation Token.

The Orc Brave has scored 4 hits against the Human Veteran he is currently in combat with. The Human Veteran has an Armour attribute of 4, and the Orc Brave is using a Double Handed Weapon, bringing his Damage attribute to 6. The Human Veteran player drops 2 dice, bringing his Target Number down to 4+, and rolls the dice. The dice come up 4, and 5 - negating two of the Wounds he's been caused. He applies those wounds to his Endurance (EN) attribute of 4, and marks off that he has sustained 2 wounds. He can

sustain another 2 wounds before becoming Incapacitated.

Incapacitation

When a model suffers more Wounds than they have Endurance (EN), the model becomes Incapacitated. An Incapacitated model is removed from the table and replaced with an Incapacitation token. While incapacitated, a model cannot generate Action Points (AP), and cannot perform any actions. For all intents and purposes, a model is removed from the game unless a condition is applied where the incapacitated state is removed.

A model that sustains any damage once they are Incapacitated are immediately removed, as those models are Dead.

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 down.

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.

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 +1 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. 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.

Falling

Taking damage from falling is something that most warriors are something they will have to contend with at some point in their career. If a model falls further than their model's height (1" for Small Models, 1.5" for Medium Models, 2" for Large Models, and 3" for Huge Models), that model will suffer 1 Damage 4 Hit for each increment they fall afterwards, rounding up. Thus, if a Large Model falls 6 inches, that model will suffer 3 Damage 4 Hits.

Free Strikes

A Free Strike occurs when a model moves through the threatened area of an enemy model. A Free Strike is a free action. Models making a

Free Strike may not drop dice to lower a Target Number.

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.

Knocked Down

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 an Action Point to stand up before performing any additional actions.

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 hard cover are much safer from projectiles than those hiding behind soft cover. 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 $\frac{1}{2}$ of the model's volume.

Fear and Bravery

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 model, fear caused by large or particularly horrible models, and fear caused from loss of fellow warriors.

When a model sees a hero 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 model can only generate as many Action Points as successes scored on this test.

When confronted with a particularly terrifying creature, a model 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.

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 are 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 wants 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

Core Perk

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

Natural Born Killer

Core Perk

Effect: 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

Core Perk

Effect: 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

Core Perk

Effect: 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

Core Perk

Effect: 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

Core Perk

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

Healer

Core Perk

Effect: 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

Core Perk

Effect: 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

Core Perk

Effect: 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 their full movement in any direction without provoking a free strike from any opposing enemy models.

Dash

Core Perk

Effect: 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

Core Perk

Effect: 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

Core Perk

Effect: 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

Core Perk

Effect: 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

Core Perk

Effect: You are always ready to accept a charge. When a model with this perk is charged, you gain a free strike against your 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

Core Perk

Effect: 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

Core Perk

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

Target Shooter

Core Perk

Effect: 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 for the remainder of the turn.

Power Shot

Core Perk

Effect: 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

Core Perk

Effect: 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

Core Perk

Effect: 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. You may only drop dice after you have split your pool for the attack.

Executioner

Core Perk

Effect: Having learned 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.

Solid

Core Perk

Effect: 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 this model does not go prone afterwards.

Large and In Charge

Core Perk

Effect: 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 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.