



BURROWS
and
BADGERS



Welcome to the world of Burrows & Badgers.

Burrows & Badgers is a miniatures tabletop skirmish game. We're assuming at this point that you know what that means, and have some experience with wargaming or role-playing games.

This PDF contains the basic core rules for movement, combat and shooting, and stealth. It doesn't include the rules for Company creation, magic, experience or campaigns – they will be added later. This is simply intended as a chance to see how the rules mechanics behind the game work.

Characteristics

When you play Burrows & Badgers each player will control a Company, made up of a small number of characters (usually 6 to 12). Each character is represented on the tabletop by a miniature, and the character's abilities in the game are determined by a number of Characteristics.

These Characteristics are: Movement, Strike, Block, Ranged, Nimbleness, Concealment, Awareness, Fortitude and Presence. All are assigned a numerical value – the higher the number, the better the Characteristic.

Movement determines how far in inches the character can move in a game turn.

Strike is used during close combat, to attack an opponent.

Block is used in close combat to defend against enemy attacks.

The Ranged characteristic determines how well the character shoots with missile weapons.

Nimbleness allows the character to avoid incoming missile attacks, and to climb.

Concealment is used when the character sneaks, hides, or ambushes an enemy model.

The Awareness characteristic is for searching for hidden items, or for spotting ambushers.

Fortitude is a measure of willpower, courage and determination.

The Presence characteristic relates to the character's influence on others, whether through personality, charm or intimidation.

Skills

Certain races begin the game with a Skill or two, but as a general rule Skills are gained when characters earn experience points. Skills either allow the character to perform special actions, or provide modifiers to Tests or other dice rolls.

Skills which provide modifiers will have a number in parentheses after their name. This number is the Skill level, and is the amount added or subtracted. Example: Valen the Furious has the Strong (3) skill. He adds 3 to any Damage results.

There are only two Skills which apply in the Core rules:

Strong - A character with this Skill adds the Skill level to any Damage results they cause.

Tough - A character with this Skill subtracts the Skill level from any Damage results they suffer.

THE CORE RULE MECHANIC

This is an attempt to explain the basic rule behind the whole game; I've tried to make it understandable...

The rules of the Burrows & Badgers game are based around Tests. Each time a player carries out an action with one of his models, he will have to take a Test.

This involves one of the model's Characteristics. Which one will vary depending on the type of action being carried out. The acting player rolls 2d6, and adds the result of this dice roll to the model's Characteristic, plus or minus any modifiers that may apply. This is his Test Score.

The Test Score will then be compared either to a Fixed Value Test Score for some tests, or to the opposing player's Test Score. If the acting player's Test Score is equal to or lower than the opposing Test Score, the action fails. If it is higher, the action succeeds.

To determine how well it succeeds, subtract the opposing Test Score from the acting player's Test Score. This number is the Test Result, and the higher it is, the more successful the action is.

Example 1: Fleabite Hardpad is running over Difficult Terrain. He rolls 2d6, scoring a 3 and a 5, for a total of 8. He adds his Movement characteristic of 6, for a total Test Score of 14. The Difficult Terrain has a Required Value Test Score of 9. Fleabite's action succeeds, with a Test Result of 5 (14-9).

Example 2: Fleabite Hardpad attacks Garrick Longear. He rolls 2d6, scoring a 7, and adds his Strike characteristic of 5, for a Test Score of 12. Garrick Longear rolls 2d6 and scores 9, adding his Block characteristic of 4, for a total Test Result of 13. Fleabite's attack fails.

The Turn Sequence

The scenario you are playing will determine which player goes first. The starting player chooses one of his models to act. He performs the action, and any results of that action are applied immediately. Then the opposing player chooses one of his models to act with. Play passes back and forth in this manner until all models have acted.

Actions are: Move (including Charges), Attack, Shoot, Search, Hide, Ambush, and Cast Spell.



Movement.

A model performing a Move action can move horizontally in any direction a distance equal to or less than its Move characteristic. A model may move vertically up or down a ladder a distance equal to or less than its Nimbleness characteristic. No Tests are required for this.

However, certain types of difficult terrain present more of a challenge, and will require a Test before the model can carry out a move. The Test is made using the Move characteristic for horizontal movement, and the Nimbleness characteristic for vertical movement.

If the acting model's Test Score beats the terrain's Fixed Value Test Score, the move succeeds, and the model can move a distance equal to the Test Result, or the model's characteristic, whichever is lower.

A model may wish to use his Move action to charge an enemy model and make an attack. This is performed in the same way as a normal move. If the moving model does not move far enough to reach base to base contact with the enemy model, the charge fails. The model moves as far as it can, then ends its turn.

If the model moves far enough to reach base contact with the enemy model, he may perform a close combat attack. The attack is at a -1 penalty for each inch the model moved.



Combat

If a model is in base contact with another model, it may make an Attack action. The acting model takes a test on his Strike characteristic plus 2d6, against the opposing model's Block characteristic plus 2d6. If the Attack succeeds, the defending model has been wounded, and will have to mark off a number of Wound boxes on his character sheet - check the chart below.

Test Result		no. of Wound boxes
1 - 2	Bruising	0
(model is at -1 to all Actions until the end of the next Turn.)		
3 - 4	Light injury	1
5 - 6	Medium injury	2
7 - 8	Heavy injury	3
9 - 10	Greivous injury	4
11 - 12	Devastating injury	5
13+	Taken Out	

(The model is out of the game - roll on the Permanent Injuries chart during the Post-game Phase).

For every Wound box marked off, the model suffers a -1 modifier to every Test it has to take.

Cover

If the defending model is at least partially obscured by cover, the acting player suffers a -1 penalty to their Test. If the target defending model is more than 50% obscured, the acting player suffers a -3 penalty to their Test.

Outnumbering

If a model has more than one enemy model in base contact, it is Outnumbered. An Outnumbered model suffers a -1 penalty to Block tests for every enemy model in base contact with it.

Ranged Fire

Models armed with missile weapons may choose to make a Shooting action. The model may move first, but each inch moved causes a -1 modifier to the Shooting action.

The acting model must be able to draw line-of-sight to the target model, and the target must be within the range of the weapon used.

The acting model takes a Test using his Ranged characteristic plus 2d6 against the target model's Nimbleness characteristic plus 2d6. If the Test is a success, the missile has hit, and the target is wounded.

Test Result		no. of Wound boxes
1 - 2	Bruising	0
(model is at -1 to all Actions until the end of the next Turn.)		
3 - 4	Light injury	1
5 - 6	Medium injury	2
7 - 8	Heavy injury	3
9 - 10	Greivous injury	4
11 - 12	Devastating injury	5
13+	Taken Out	

(The model is out of the game - roll on the Permanent Injuries chart during the Post-game Phase).

For every Wound box marked off, the model suffers a -1 modifier to every Test it has to take.

Cover

If the target is at least partially obscured by cover, the acting player suffers a -1 penalty to their Test. If the target is more than 50% obscured, the acting player suffers a -3 penalty to their Test.

Searching

In many scenarios, players will be required to search an area - this will normally be a piece of terrain.

To perform a Search action, the model must remain stationary in base contact with the terrain piece, and make a Test using their Awareness characteristic plus 2d6 against the Fixed Value Test Score of the hidden item. If the Test is a success, the item is found, and the model may add it to their equipment.

Item	Fixed Value Test Score
Easily Spotted	10
Concealed	13
Well Hidden	16

There is a +1 bonus for each successive turn spent searching.

Hiding

Sometimes a model will wish to remain hidden. A hidden model cannot be charged, shot at or targeted with spells.

A model may perform a Hide action, automatically becoming hidden if there are no enemy models within 12 inches. If there are enemies within 12 inches, or if the model wishes to move while hidden, then he must take a Test; his Concealment plus 2d6 against the Awareness plus 2d6 of any enemy models that have line-of-sight to him, with the following modifiers:

No enemy models within 12"	+5
No enemy models within 8"	+2
Enemy model within 2"	-1
In or touching a terrain piece	+2
No terrain within 4"	-2

If the test succeeds, the model may move a number of inches equal to the smallest Test Result, or his Move characteristic, whichever is lower.

Ambushes

If you have a model which is hidden, and there is an enemy model within range (either of your Move for close combat attacks, or of your weapon range for shooting attacks) you may make an Ambush action. Take a Test - your Concealment plus 2d6 against the target's Awareness plus 2d6, with the following modifiers:

No other enemy within 12" +2

No other enemy within 8" +1

Target has line-of-sight to ambusher -1

If the Test fails, the target has spotted the ambusher. The ambusher will still attack, but will resolve the attack using the normal combat / shooting rules.

If the Test succeeds, the ambusher makes a surprise attack. Take the appropriate Test (Strike plus 2d6 for close combat ambushes, Ranged plus 2d6 for shooting ambushes), but the target may not attempt to block or dodge. The Test Score is the Test Result. Apply wounds normally.



Routing

If at any time a Company has more than 25% of its models Taken Out, then the player must begin taking Rout Tests at the start of every turn. The player takes a Test using his leader's Fortitude plus 2d6 against the enemy leader's Presence plus 2d6. If either leader has already been Taken Out, use the model with the next highest characteristic value. If the Test is passed, the game continues. If it is failed, the company routs, ending the game as a loss for that player.

Armour

Armour can be worn by models to reduce the damage they take from attacks.

Light armour reduces the number of Wound boxes the model suffers by 1. Heavy armour reduces the number of Wound boxes the model suffers by 2. A shield reduces the number of Wound boxes the model suffers by 1, and can be combined with Light or Heavy armour.

Weapons

Weapons are divided into 3 types - hand weapons, two-handed weapons, and missile weapons.

Hand weapons have no modifiers; combat proceeds normally. They may be used with a shield.

Two-handed weapons are unwieldy, and have a -1 penalty to Attack Tests. However they have a +2 bonus on the Wound chart.

Missile weapons have no modifiers, but they do have ranges - slings have a range of 12", bows have a range of 24", and crossbows a range of 30".

Some Sample Characteristics....



Mouse	33 points	M	S	B	R	N	C	A	F	P
		5	3	3	3	5	4	4	3	3



Black Rat	33 points	M	S	B	R	N	C	A	F	P
		6	3	3	3	5	4	4	2	3



Hare	37 points	M	S	B	R	N	C	A	F	P
		7	5	4	3	4	3	4	3	4



Fox	38 points	M	S	B	R	N	C	A	F	P
		6	4	4	4	4	5	4	3	4



Badger	Strong (3) Tough (3)	48 points	M	S	B	R	N	C	A	F	P
			5	6	3	2	3	3	4	4	6



Ferret	37 points	M	S	B	R	N	C	A	F	P
		6	5	3	4	5	4	4	3	3



The Kingdom of Northymbra