

GADZOOKS IT'S THE APOCALYPSE!

Roleplaying Renaissance Skirmish Rules at the End of Time



Actions and Initiative (page 11).

Action Type	No. of Actions
Move	1
Open a door	1
Opening a locked door	3
Climb over a low wall	1
Climb over a high wall	2
Climb through a window	1
Mount/Dismount a horse	1
Firing – aimed shot	1
Firing – un-aimed shot	1
Reload	1
Cast a spell	Variable
Spell Recovery	1

The player's Initiative Score is the number of actions that each figure can take. For example, a player has chosen an Initiative Score of 3 – this means that no figure can use more than three actions that turn. Of course, most figures are limited to the number of actions they can use, this limit will stay in place whatever the player chooses for Initiative. For instance, a character can use up to four actions in a turn and the character's soldiers can use no more than two actions per turn. If the player has chosen an Initiative Score of 4 this means that the character can use all four actions that turn but the soldiers can only use two actions. The table shows some typical actions that figures can use.

Firing, Aiming, Damage Dice, Reloading, Cover Saves, Weapon Damage and Critical damage (pages 14–17).

Master Weapons Table

The table shows the categories of firearms that are available and the stats that are applied to them.

Un-aimed: This is the type of die that is used when testing to hit when the figure is firing an un-aimed shot.

Aimed: This is the type and number of dice that are used when testing to hit when the figure is firing an aimed shot – the die scores are added together.

Damage: This is the die used to test for damage for aimed and un-aimed shots.

Weapon Type	Dice	Short Range	Un-Aimed Range	Aimed Range	Damage	Reload
Pistol	1d6	3	6	12	1d6	1d6
Arquebus	1d8	4	8	16	1d8	1d8
Musket	1d10	5	10	20	1d10	1d10
Double-Barrelled Pistol	1 or 2d6	3	6	12	1 or 2d6	2d6
Volley Pistol	6d6	3	6	–	1d6	6d6
Volley Carbine	6d8	4	8	–	1d8	6d8
Volley Musket	6d10	5	10	–	1d10	6d10
Blunderbuss Pistol	3d6	3	3	–	3d6	1d6
Blunderbuss Carbine	3d8	4	4	–	3d8	1d8
Rifled Pistol	2d6	6	12	18	1d6	2d6
Rifled Carbine	2d8	8	16	24	1d8	2d8
Rifled Musket	2d10	10	20	30	1d10	2d10
Bow	1d6	3	6	12	1d6	–
Crossbow	1d8	4	8	16	1d8	–

Aiming cannot occur in the following circumstances:

- Musket-armed figure moved
- Arquebus-armed figure moved more than once this turn
- Target not visible at the start of the turn
- Firing figure suppressed this turn
- Firing figure reloaded this turn
- Target is within charge range
- Firing a second pistol with the same action.

Cover Saves

There are three types of cover – light, medium and heavy. Light represents undergrowth, hedges or open woods. Medium is a low wall or wooden door. Heavy is large walls, earthworks, etc. 1d10 is rolled to see if the cover absorbs the attack.

Cover	Cover Save
Light	9+
Medium	7+
Heavy	5+

Weapon Damage

Roll the damage die that is shown on the Weapons Table for the weapon that is firing.

Damage Score	Damage Effect
1	No effect
2–4	Suppression
5	One wound
6–10	Two wounds
11–15	Three wounds

For example, a musket has hit a target and a 9 is scored for damage – the target will suffer two wounds.

Short Range: If targets are at this range, 1 is added to the damage total (not each die roll if more than one die is being rolled).

Damage is 16+: For every 5 points of damage, one additional wound is inflicted. Damage from 16 to 20 will be four wounds, up to 25 will be five, up to 30 will be six, etc.

Critical Damage

Any weapon has the potential to inflict critical damage on a target. Critical damage will be caused when the player rolls the highest possible damage score for that weapon. For example, a weapon that causes d10 damage will cause a critical when a 10 is scored on the die. When critical damage is scored, the player rolls another damage die of the same type used when testing for damage and adds the score to the damage total. If the damage score on the critical damage is the maximum for that weapon the damage die is rolled again and this is added to the total (keep rolling and adding the score until the maximum for that die is not rolled). If a 1 is scored on a critical damage roll this is not added to the score.

Critical damage will not occur if a modifier brings the total up to the weapon's maximum. For example, a weapon is fired at short range giving a +1 modifier to the damage. A 9 is scored, bringing the total up to 10 – this will not be critical damage.

Combat, Weapon Damage, Weapons (pages 27–33).

Scoring a Hit: For each attack that a figure has in close combat, 1d10 is rolled. To score a hit, the attacking player must roll equal to or more than the figure's Combat Factor.

Attack Sequence: In the first round of combat, the figure with the longest weapon will resolve their highest scoring hit first, then any other attacks are resolved working up from the lowest successful score to the highest. In the second and subsequent rounds of combat, the side that scores the lowest successful hit will test for damage first (and then the other successful hits in ascending order).

Weapon Damage

Damage will be tested for in the same way as firing. The amount of damage inflicted will depend on the type of weapon being used.

Improvised: Damage die: 1d6.

Unarmed: Damage die: 1d4.

Heavy Weapon: Damage die: 1d10.

Weapons

This section describes the types of close combat weapons that are available. The tables below show the die needed to score a hit (always a d10), the die used for testing damage and the special attack that the weapon can use.

Sword Type	Hit	Damage	Special
Mace	1d10	1d8	Bash attack
Hammer	1d10	1d10	Smash attack
Flail	1d10	1d8	Multiple attack
Zweihänder	1d10	1d14	Crush attack
Shortsword	1d10	1d8	Fast attack
Backsword	1d10	1d10	Slash attack
Broadsword	1d10	1d10	Crush attack
Rapier	1d10	1d10	Lunge attack
Claymore	1d10	1d12	Crush attack

Polearm	Hit	Damage	Special
Half-pike	1d10	1d6	Impale attack
Partizan	1d10	1d8	Impale attack
Pike	1d10	1d6	Impale attack
Halberd	1d10	1d12	Impale/Crush
Farm tool	1d10	1d10	Miss-hit

Improvised	Hit	Damage	Special
Fist	1d10	1d4	-
Clubbed pistol	1d10	1d5	-
Clubbed carbine/musket	1d10	1d6	-

Armour, Armour Types, Armour Saves (pages 16–17).

Armour

The type of armour will determine which die will be rolled for the armour save.

The defending player will be trying to score as high as possible and must roll equal to (or greater than) the damage score to be able to discount all of the damage. The armour save is worked out in the same way that damage is determined. The save die is rolled, a score of 5 will save one wound, a score of 6–10 will save two wounds etc. A score of 4 or less and no damage is saved. The table below shows the types of armour and the dice that will be used for the saving throw.

Armour Type	Save
Ordinary clothing	1d4
Buff coat	1d6
Breastplate	1d8
Breastplate and shield	1d10
Buff coat and breastplate	1d10
Full pike harness	1d12
Half-plate	1d14
Three-quarter plate	1d20

Armour Save	Saving Throw Effect
1–4	No wound is saved
5	One wound is saved
6–10	Two wounds are saved
11–15	Three wounds are saved
16–20	Four wounds are saved
21–25	Five wounds are saved

Armour Save Success: If the armour save score equals or exceeds the attacker's damage score, the target will suffer no damage from that attack.

Armour Save Failure: If the armour save score is 4 or less, no damage has been saved. If the score is less than the damage but a 5 has been scored, one wound is saved.

Critical Armour Save: In the same way that weapons can cause critical damage, defending players can roll critical saves if they score the maximum on their armour save die. For example, a target has been hit and a d6 armour save is made – a 6 is scored. The player rolls again and adds the scores together.

Victory Points, Character Experience, Armour Saves (pages 47–49).

Victory Points

The side that gains the most Victory Points will win the battle. One Victory Point is gained for each of the following:

- Each Instant Reward gained
- Each Heavy Reward gained
- Each Fixed Reward held at the end of the game
- Each enemy Hero killed.

At the end of the battle, players will add up the number of Victory Points that they have. The side that has scored the most wins the battle.

Victory Points Draw: If both sides have the same number of Victory Points at the end of the battle, the side that lost the fewest figures will win.

Experience: The side that wins the battle is likely to gain much more experience than the opposing side. Experience Points are a valuable

resource for improving the profiles of the player's characters and are the main incentive for striving for victory.

Experience Type	Experience Gained
Each 5pt enemy figure killed	½
Each 10pt+ enemy figure killed	1
Each wound inflicted upon an enemy hero	1
Each wound inflicted upon an evil creature	1
Opposing side loses	3
Coup de grâce	1–3
Victorious hero	1–6

Character Recovery (pages 92–93).

When the battle is over, players will need to check to see how well their character or characters have recovered from any wounds that they might have suffered. 1d10 is rolled and the table below is referred to.

Modifiers: A number of modifiers are applied to the die roll. One will be deducted from the score in the following circumstances.

- Testing character lost the battle
- Testing character was killed in the battle
- Testing character reduced to -2 or more wounds
- Testing character is Broke (has less than 2 silver pieces)

Die Roll	Character Recovery
Zero	Character Killed
1	Permanent Harm
2–10	Character Recovers