

BRUTAL

Big Bad Ball Busting Bloody Battles

GAME RULES RELEASE 2.0

BRUTAL is a Hack-and-Slash
Fantasy Horror Game
Created and freely distributed by
DAVID J. STANLEY

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ILLUSTRATORS

Originally this game had little to no images. However, thanks to the many suggestions and to the amazing talent of numerous artists, this second release looks much, much better.

David Wong, "Primary Illustrator" Original character races, and many of the initial monsters
Zac Henderson Additional drawings of the newly created character races
James Bolinger Lot's and lot's of Catlings
Andy Hopp Many more, amazing monsters to fill our pages
Larry Elmore The creator and owner of the Zeetvah character race
Eric Barnett Awesome clipart and horrific images of a fearful sort

EDITORS

Special thanks to everyone else involved, especially the editors. If you find any errors, typing mistakes, etc. PLEASE visit www.BrutalRPG.com and submit feedback to David J. Stanley.

Kristina Stanley Daughter of David, and best damn proof-reader in the world
Catherine Stanley" Wife of David, beautiful lady, very supportive

BRUTAL

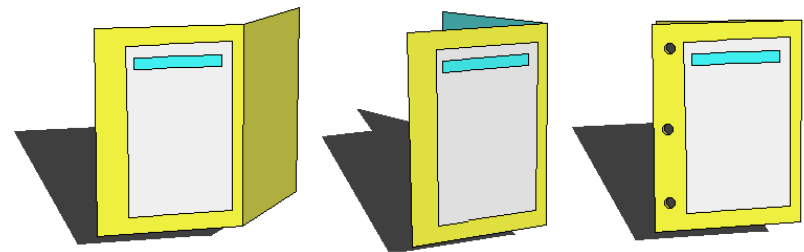
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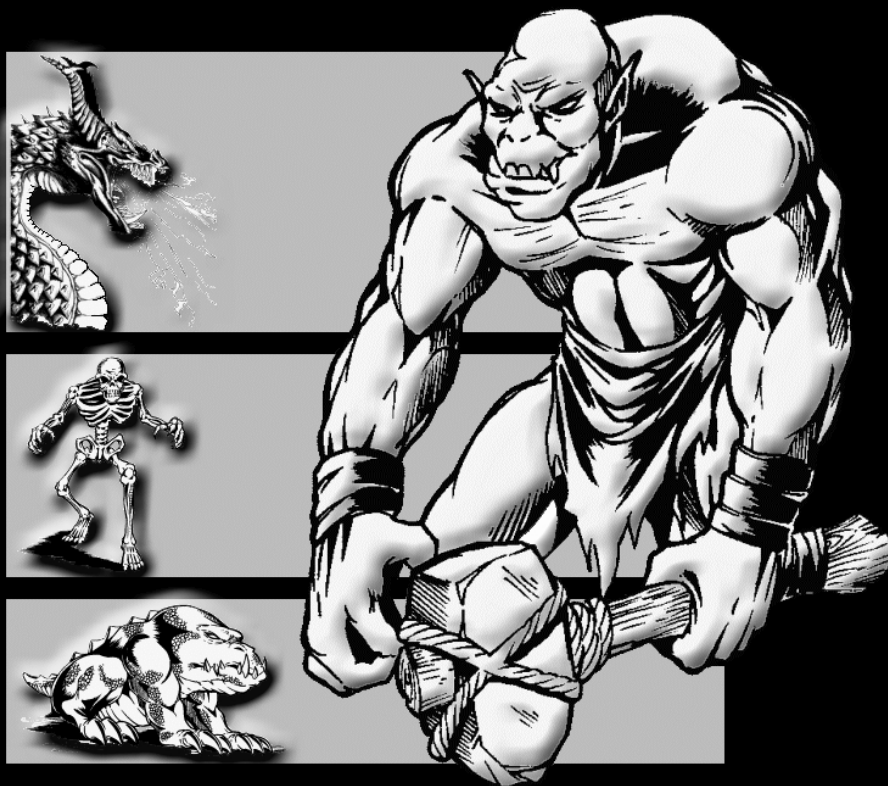
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BRUTAL

Big Bad Ball Busting Bloody Battles

SECOND EDITION



A Hack-and-Slash Fantasy Horror Game

David J. Stanley

BRUTAL

Big Bad Ball Busting Bloody Battles

GAME RULES RELEASE 2.0

March 2, 2004

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FORWARD

It is with great pride that David J. Stanley finally release BRUTAL Second Edition. This comes as no small achievement and a great many people put a lot of effort into its completion.

BRUTAL is not simply a game made up overnight by a couple of old gamers. David spent three years, traveling all across the United States, attending dozens and dozens of game conventions asking other gamers like yourself to fill out a questionnaire with questions like: "What rules don't you like about your current game?" and "What new rules would you like to see in a new game?"

David obtained hundreds of these forms and has spent almost a decade on his quest to include everything that you asked for: (1) Easy to learn so a child can play, yet complex enough to challenge the strategy lovers as well. (2) Fast and furious battles with built in dodge rolls. (3) Role-playing characters within wargame battles. (4) And, less predictable and more realistic random odds like picking locks and climbing walls.



GAME RULES

BRUTAL is both a role-playing game and a wargame. Characters and Troops easily translate from one game to the other, due in large part to the simple but elegant combat system. The basic idea is to roll some six-sided dice against each other. Whoever rolls the highest wins.

Before you begin playing, you will need to get your hands on some miniatures to represent your characters on the table. These miniatures serve as placeholders and tell the other players where your characters, generals, and troops are in relation to one another.

These rules are distributed freely and are available for download on-line at <http://www.BrutalRPG.com>. However, these rules are still under © copyright law. Any reproduction may only be done so with the permission (in writing) and at the sole discretion of David J. Stanley.

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AS A ROLE-PLAYING GAME . . .

Before the game begins, each player must create one or more role-playing characters and obtain miniatures to represent them. Meanwhile, one of the players must also volunteer to serve as the referee and storyteller, a.k.a. Game Master ("GM"). It is the responsibility of the GM to obtain an adventure booklet (purchase, download, etc.) and familiarize themselves with the adventure thoroughly before the start of the game.

During the game, the players pretend to be their characters while the GM serves as the story teller, reading from the booklet and guiding the characters through an interactive, shared adventure.

The characters work as a team to survive and enjoy many long adventures together. Over time they earn experience points ("e.p.") that they may use to improve their favorite abilities, and become famous heroes (or villains).

AS A WARGAME . . .

Before the game begins, the players must all agree to begin with an equal amount of experience points ("e.p.") and gold. Though these may be any amount, the recommended values are 150 experience points and 1000 gold coins. Optionally, a more advanced player (or someone who simply seems to win more often) can be dealt a handicap such as ("-20 experience points and -100 gold coins").

To prepare for the battle, the players use their e.p. to create a general and purchase troops. Next they use their gold to buy armor, weapons, siege weapons, and other equipment. Finally, they obtain miniatures (a lot of them) and place one miniature on the table for each troop, general, etc. One of the players must also volunteer to serve as the referee and time keeper, a.k.a. Game Master ("GM").

With no battle scenario, The battlefield is assumed grass with a Terrain Rating of 2 dice and the players simple place their miniatures in front of them, within 5 inches from the edge of the table.

If a battle scenario is used (purchased, downloaded, etc.) then the battle scenario will (1) Describe the battle field in greater detail, (2) Designate various Terrain Ratings and Obstacles, and (3) Define special locations where players may initially place their miniatures.

Each new battle begins with fresh new armies, and during the battle the basic goal is to defeat the other army (or armies) by slaughtering their troops, or by capturing or killing their general.

PUTTING THEM TOGETHER

The general of an army is a role-playing character. At the discretion of the players, role-playing characters may also join armies as well. Characters who swear loyalty to generals must serve a general until the general dies or releases them from their oath. Characters who wrongfully leave must add 3 to their Corruption, unless they wanted the Corruption points (Some evil players seem to like Corruption).

You and your players may play BRUTAL within the borders of an imaginary world with maps, mountains, rivers, and kingdoms. As such, battles may be fought over treasure and territorial rights to collect taxes or mine for gold.

Characters and generals earn experience points on the battlefield, and may use these to purchase additional troops. Characters may bring troops with them on BIG adventures. Over time, characters may become generals of their own and perhaps rule over the most powerful army in the realm.

ROLLING DICE

Everything is resolved with an aposed roll of a certain number of 6-sided dice. Abilities are defined in terms of number of dice rolled. This value applies to attempting an Action as well as defending oneself from the use of that Action.

BRUTAL only uses 6-sided dice. The more dice you get to roll the better. Phrases like "3d" mean to roll three 6-sided dice together and add the results, generating a value between 3 and 18. Phrases like "+2d" mean you get to roll two extra dice. It's fast. It's simple. You roll some dice and add them up. Whoever rolls the highest wins. Ties always go to the defender.



ABILITY RATINGS

In the game of BRUTAL, there are no classes and no levels. Only Abilities such as ("Strength"), and Ratings such as ("6 dice"). Together these form an Ability Rating ("Strength = 6d"), and characters may use their Ability Ratings to attempt and resist Actions. Various shorthand methods may be used to record ability ratings. Some equivalent examples are ("Strength of 6 dice"), ("Strength=6d"), ("Strength:6"), ("ST of 6"), ("ST6"), etc. Players may use their e.p. to select and improve the Abilities that appeal to them. With each improvement to an Ability comes the advantage of rolling more dice.

MIND ABILITIES	PURPOSE
WP Will Power	Attempt to resist fear and resist mind affecting magic spells.
IN Intellect	Attempt to find treasure, traps, and secret doors.
NT Nature	Attempt to build shelters, predict weather, and detect surprise.
CR Corruption	Attempt to Trip, Nudge, Lie, and pick pockets.

BODY ABILITIES	PURPOSE
ST Strength	Attempt to bend bars, force open doors, and use big weapons.
MV Movement	Attempt to leap, land, sprint and overcome obstacles.
CN Coordination	Attempt to avoid traps and open locks.
CB Combat	Attempt to attack others while defending yourself.

FIXED ATTRIBUTES	PURPOSE
SP Speed	How fast your character moves (Number of inches).
DV Dark Vision	How far your character may see in the dark (Number of inches).
LF Life Force	Determine amount of Hit Points.
SZ Size	Required to use big weapons.

MIND ABILITIES

WILLPOWER ("WP")

Willpower measures your character's courage, discipline and determination. Without a high Willpower Ability rating your characters and troops may likely: (1) flee in panic when frightened, (2) break formation and charge the enemy like wild fools when taunted, (3) refuses to enter the "Haunted Woods", (4) turn to stone when they catch a glimpse of a female warrior with a head full of snakes, (5) collapse to their knees and vomit upon seeing disgusting images, and (6) be easily influenced by mind altering and mind controlling spells.

Resist	Battle Cry, Battle Song, Horror, Intimidate, Some Magic, and Taunt
Attempt	Encourage

INTELLECT ("IN")

Intellect measures your character's ability to think quickly and accurately. It also measures your character's knowledge of history, math, literature, etc. Without a high Intellect Ability rating your characters and troops may likely: (1) never find any secret doors, (2) never find any treasure, (3) never find any deadly traps (until it is too late), and (4) never know how much some piece of treasure is truly worth.

Resist	Sneaking
Attempt	Appraise, Read Runes, Check History, Spot (Hidden, Secret, Invisible), Comprehend Languages

NATURE ("NT")

Nature measures your character's wisdom, instincts, and love of nature. Without a high Nature Ability rating your characters and troops may likely: (1) fail to identify and follow tracks, (2) suck when fighting blindly, (3) get lost easily, (4) be easily fooled by disguises and lies, (5) fail to notice when their pockets are being picked, (6) be easily surprised, and (7) be at a total loss when it comes to detecting and neutralizing poison.

Resist	Surprise, Tracking, Pick Pockets, Blind Fighting, Listen
Attempt	Blind Fighting, Identify Tracks, Follow Tracks, Determine Direction, Detect Lie, Detect Disguise, Detect Poison, Neutralize Poison, Listen

CORRUPTION ("CR")

Corruption measures your character's ability to deceive others. Without a high Corruption Ability rating your characters and troops may likely: (1) fail to disguise themselves, (2) fail to lie, (3) fail to pick pockets, and (4) fail to trip and nudge others. Corruption (like bad luck) is used to find random targets. In BRUTAL, bad things happen to bad characters. Characters and troops with a High CR are more likely to be the recipient of a random attack. For example, the character with the highest Corruption roll steps in the trap. "Honor" is thought of as the reverse of "Corruption" and when your character does something that is harmful to the group, a unanimous chanting of "Corruption" by all the other players results in a +1 to your character's Corruption.

Resist	Detect Disguise, Detect Lie
Attempt	Disguise, Lie, Nudge, Trip, Pick Pockets, Taunt

BODY ABILITIES

STRENGTH ("ST")

Strength measures your character's ability to push, pull, lift and bend things. Without a high Strength Ability rating your characters and troops may likely: (1) be unable to open locked doors, (2) be unable to hold a door closed when a monster is trying to open it, (3) take a long time to chop a door down, and (4) be unable to wield massive weapons that can be used to cause extra damage.

Resist	Battle of Strength
Attempt	Battle of Strength, Bash to Bits

MOVEMENT ("MV")

Movement measures your character's ability to overcome the Terrain and various other Obstacles. Without a high Movement Ability rating your characters and troops may likely: (1) fail to leap far enough, (2) fail to catch a rope swaying in the breeze, (3) be unable to jump up on top of a table in a single Action, and (4) fail to sprint on the battlefield, ...i.e., move faster.

Resist	Ride Beast (resist being ridden by others!)
Attempt	Climb, Grab and Hold, Jump, Leap, QuickStand, Sprint

COORDINATION ("CN")

Coordination measures your character's hand-eye coordination, dexterity, and balance. Without a high Coordination Ability rating your characters and troops may likely: (1) Trip a lot, (2) fail to avoid traps, (3) suck at sneaking and hiding, (4) fail to pick locks, (5) fail to surprise the enemy, (6) and fail to ride a wild beast.

Resist	Nudge, Spot (hidden)
Attempt	Hide, Sneak, Surprise, Remove Trap, Pick Lock, Overcome Obstacle, Ride Beast

COMBAT ("CB")

Combat measures your character's ability to attack others while defending themselves at the same time. Without a high Combat Ability rating your characters and troops may likely: (1) fail to hit anything or anyone, and (2) get killed very quickly and easily.

COMBAT is the delicate balance between attacking others, while defending yourself at the same time. To be aggressive means you are using more of your Combat ("CB") to attack others, and less of your CB to defend yourself. It is up to you to decide how you will distribute your character's CB. The number of dice you choose to attack with is called your character's "Attack Adjustment", and the number of dice you then keep for your character's defense is called your "Defense Adjustment".

Notes:

- (1) The Max Attack Adjustment = 5d
- (2) The Max Defense Adjustment = 3d

Resist	Defend (i.e., Resist Attack)
Attempt	Attack

FIXED ATTRIBUTES

LIFE FORCE ("LF")

Life Force measures how much damage your character can sustain. Without a high Life Force Attribute rating your characters and troops will likely have low "Hit Point" values and die more easily. Your character's LF is a fixed attribute and may never be changed during the life of your character.

HIT POINTS ("HP")

You must roll your character's Life Force attribute rating one time (when you first create your character). The resulting value defines your character's maximum Hit Point value. Your character's maximum Hit Point value is a fixed numeric value (not dice) and may never be changed during the life of your character.

As your character is wounded you subtract points from their current Hit Point value. When a character's current Hit Point value falls below zero, they die.

As your character is healed you add points to their current Hit Point value. When a character's current Hit Point value reaches their maximum Hit Point value they are said to be "fully healed". A character's current Hit Point value may never exceed their maximum Hit Point value without the use of powerful magic.

SIZE ("SZ")

Size measures how much body mass your character has, and not simply how tall they are. Without a high Size Attribute rating your characters and troops will likely wield smaller weapons.

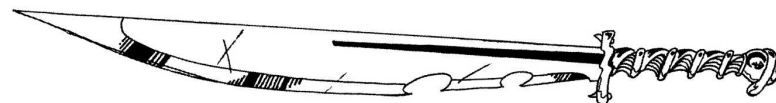
SPEED ("SP")

So far, every ability and attribute has been measured as the number of dice you roll. Speed and Dark Vision however, are measured in inches.

On the tabletop, or on the kitchen floor, BRUTAL is meant to be played using miniatures available in most hobby stores. All distances and ranges are defined as a number of inches on the tabletop. To the characters in the game, 3 inches on the table roughly equals 10 feet.

DARK VISION ("DV")

Dark Vision measures how far your character can see in the dark.



EXPERIENCE POINTS

After each role-playing adventure or wargame battle, all surviving characters who did not run away or get captured, are awarded some e.p. Typically, your character will earn 2 to 6 e.p. during a wargame battle, and 6 to 12 e.p. during a role-playing adventure. You may use e.p. to improve your character's Ability Ratings, purchase troops to join your character's army, or save them up to be used later. It costs 2 e.p. to advance an Ability rating from 1d to 2d. It cost 3 e.p. to advance from 2d to 3d. It cost 4 e.p. to advance from 3d to 4d, and so on.

SEGMENTS OF TIME

During the role-playing adventure, the GM keeps track of time so your characters are aware of time vaguely, such as "early evening", and such. But when battles occur, time is far more strictly enforced. However, during a wargame, you are constantly in a battle, ...therefore time is always strictly enforced.

During any battle, time is always divided into "Rounds" of combat. Each round is intended to provide every character (and monster) a chance to take their turn. Each "Round" is seen by the characters as 30 seconds of time.

"Rounds" are further divided into 60 "Segments". The Game Master ("GM") counts down the "Segments" by 5's starting with the first segment group 55 and up, then 50 and up, then 45 and up, then 40 and up, ...and so forth, until the round ends with 10 and up, then 5 and up, and finally Last Call.

There are a total of 12 different segment groups. As the countdown of segments progress, different players continuously reach out, move their characters, and attempt actions. At first glance, everyone seems to be moving at the same time. This chaos is at the very heart of BRUTAL's fast-paced, action-packed battles!

WHO GOES FIRST

Not every character is permitted to start attempting Actions right away. Before the start of each new round of combat, every character must find their Countdown Segment Group ("CSG") by rolling their Movement rating and adding 10 to it. For example, if your character has a Movement ability rating = 2 then you should roll 2 dice then add the value "10" to the result, generating a value between 12 and 22. Let's now pretend that you rolled a 7 and added 10 for a total CSG = 17. With a 17, your character may not begin attempting Actions until the GM calls out the 9th CSG, "15 and up".

It is very likely that your character will share their CSG with one or more other characters. Every character with the same CSG may begin attempting Actions at the same time. If two characters with the same CSG attack each other, their attacks occur at the same time. The exact moment of attack is the same for all characters with the same CSG.

Note:

Your character does not have to start attempting Actions right away. Your character may choose to "Hold" one or both of their Actions until a later CSG is called.

ONLY TWO ACTIONS PER ROUND

During each round of combat every character is permitted to attempt two different Actions. Each Action must be attempted during a different CSG. With each Action attempt, a character may also turn and move as many inches as their "Speed" indicates, ...typically 3 inches. During any single "round" of combat, a character may only attempt a maximum of two Actions. Even if a character didn't use all of their Actions during a previous round, they may still only attempt a max of two Actions. Even if both Actions were completed successfully before the end of the round, a character may still only attempt a max of two Actions. There are no exceptions!

Notes:

- (1) The first and second Actions attempted may never be the same Action.
- (2) Each Action requires its own countdown segment.
- (3) If you Hold your first Action until Last Call, then your second Action is lost.

WHAT HAPPENS IF I FAIL?

Before a player has their character attempt an action, it's a good idea for the player to try and understand what will happen to their character if they roll poorly. If a character is standing on a balcony for example, and wants to leap out and grab a rope swaying in the breeze (two separate actions), then the player should be aware that if their character fails either the "Leap Across" or the "Grab and Hold" Action, their character will fall off the balcony and suffer "Damage from Falling".

DAMAGE FROM FALLING

Falling results in 0 dice of damage for the first 10 feet, plus 1 dice for the second 10 feet, plus 2 additional dice for the third 10 feet, plus 3 additional dice for the fourth 10 feet, and so on. And if they fall onto spikes, additional damage may occur.

Distance	Damage	Total Damage
3 inches, 10 feet	0	0
6 inches, 20 feet	+1d	1d
9 inches, 30 feet	+2d	3d
12 inches, 40 feet	+3d	6d

DAMAGE FROM FIRE

Fire results in 1 dice of damage for the first round, plus 2 dice of damage for the second and all other rounds. Fire can be put out during the first or second round by requires two actions. After the first and second round, you must make a Willpower check vs. 6d. or be run about madly, and be unable to put the fire out on your own. Though damage caused from burning can be healed, horrible scars may occur.

Despite what you may have seen or heard, flaming arrows cause no special damage and often extinguish themselves upon striking their target. A flaming arrow is only good for igniting flammable objects, including loose fitting clothes such as a dress or cape.

Fire cause by burning oil sticks to the individual, causes 1d of additional damage each round, and requires 4 actions to extinguish. This could be 2 full rounds by 1 individual, or a single round by 2 individuals.



ON SECOND THOUGHT

If the player decides that the risk is too great, they are free to change their mind and have their character attempt something else. There is no penalty for a player who changes their mind only once. If the player changes their mind a second time, then they lose one of their actions. If they've already attempted their first Action, then their turn ends. If they change their mind a third time, then they lose both Actions. It can be said that their character spent the entire round of combat contemplating, "what should I do?"

INANIMATE OBJECTS

In the game of BRUTAL, characters are not the only ones who have Ability ratings. Monsters, traps, poisons, terrain, doors, treasure, etc. all have their own set of individual ability ratings. No two doors need be the same. Some are easier to force open, while others are extremely difficult.

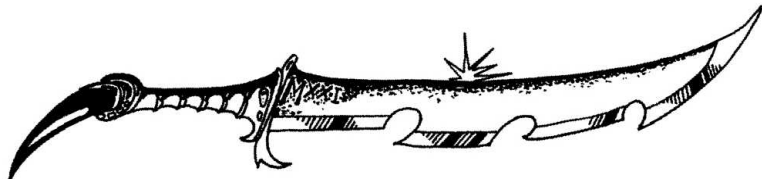
GROUP ACTIONS

Some Actions must be attempted on multiple targets at the same time. For example, a character who is attempting to Sneak, must successfully Sneak past everyone in the area who might notice them. Some actions may combine the ability ratings of multiple characters. For example, a standard size door may be pushed upon by two characters at the same time. In such a case, the characters may roll their Strength ("ST") ability ratings individually, then add them together against a single roll of the door's Strength. Now imagine that your characters are on the other side of the door, and don't want a monster to force the door open. Up to two characters may combine their Strength rolls together, with the door's Strength to help the door from being forced open.

FLYING

A character who is flying may only increase or decrease their altitude by using one of their Actions, and may only increase or decrease their altitude by as many inches as they have speed. Flying is NOT an Action. It is a method of movement that may occur with each Action attempted.

A character who is flying straight down may decrease their altitude by twice their speed the first round, and three times their speed the second round. A character who was diving straight down last action may "swoop" and transfer their momentum into a forward movement of as many inches as they "dove" last action.



SWIMMING

Swimming speed is always 1/3rd the character's normal speed. If a character has a speed = 3" then they may only swim 1" (one inch) per action. Pay close attention to flowing water, and how fast the current is moving. If the current is flowing at a rate of 2" per round in the opposite direction, then the character may spend both actions swimming 1" and the result is the character actually swims nowhere. Swimming is NOT an Action. It is a method of movement that may occur with each Action attempted.

AVOIDING TRAPS

In BRUTAL we don't detect traps, we Spot them. Just like a hidden thief or a secret door, we find traps attempting the Spot Action (See page 37). Only then, when a trap is found, may we attempt the Remove Trap action to disable its mechanism. (See page 35). But more often than not, characters seem to find traps by setting them off and releasing whatever dangers that might hold.

Some traps literally attack us, like a shooting arrow, a swinging blade, or a massive log that swings down on ropes to strike us hard. With these kinds of traps, the character(s) affected must roll their Defense Roll vs. the trap's Attack roll, ...just like in Basic Combat (See page 16).

Other traps cause immediate damage, like burning oil, falling rocks, and deep dark pits filled with nasty spikes at the bottom. With these kinds of traps, the trap itself is attempting an action, and the character(s) effected use their CN vs. the trap to avoid the trap or their MV to get out of the way.

Each trap created by the authors, must detail how the trap functions and what the characters may do, if anything, to avoid the trap. The following table lists some examples of BRUTAL traps:

Rating	Description
8d	As each character passes by, there is a 1 in 6 chance that they step on a trip wire and set off a trap that releases a huge log that swings down on mighty chains to strike the character as well as any and all characters with 3 inches behind him. The log has an attack rating of 10 dice. Have each of the effected characters roll their defenses individually.
5d	A 9-inch deep pit, 30 feet, suddenly opens up along the entire hall. All characters in the hall fall and suffer 3d of damage. Those near the ends of the hall may roll their CN vs. the Trap's rating to avoid falling in.
6d	The stone your character just stepped on seemed to sink just a bit and then "click"? Looking up your character notices the sharp rusty points of many metal spikes. Roll your character's MV vs. the Trap's rating to dive and roll out of the way, else suffer 1 to 6 spikes that each cause 1 to 6 points of damage.

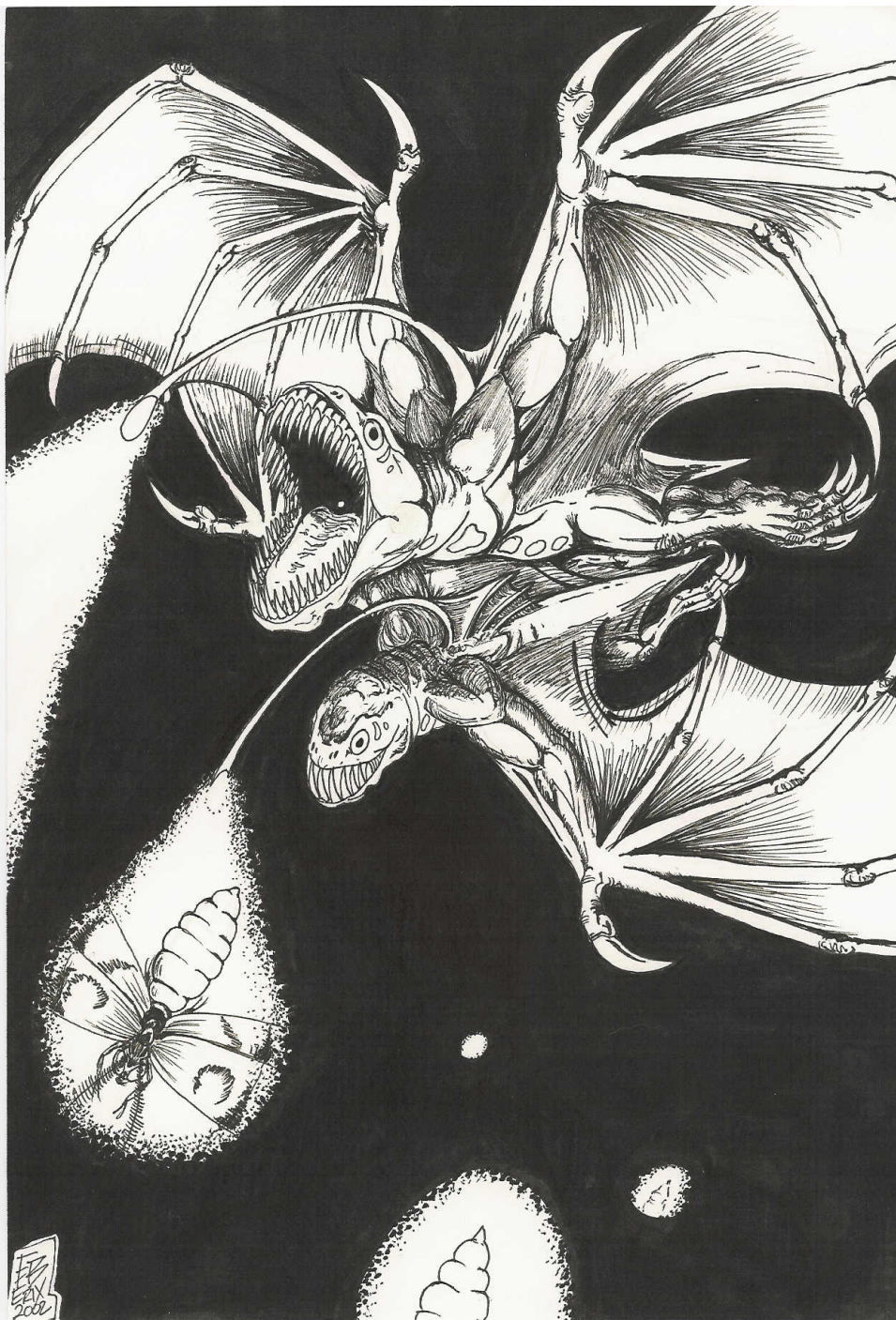
SPLAT MARKS

Though not exactly a RULE, the use of Splat Marks is highly recommended. Before you can use Splat Marks however, you first need to make them. To make Splat Marks you simply visit your local craft store, buy a small bit of red felt, then cut it into fifty or so wildly shaped blood stains (approximately one and a half inches around). Yes, ...your fingers will hurt, but it's worth it!

To use Splat Marks, distribute 5 or so Splat Marks to each player before a battle begins. Then as kills are made, the players are permitted to remove the miniature of the "dead guy" from the table and replace their dead bodies with a Splat Mark. Encourage the players to enjoy the moment and call out loud, "SPLAT!"

As the Splat Marks pile up, the Game Master may optionally increase the Terrain rating of an area on the battlefield. Meaning that it is getting more and more difficult to move as the dead bodies accumulate.

Hint: Splat Marks work especially well when playing on a large sheet of black felt.



CREATING A CHARACTER

Creating a new character is very fast and easy. You'll be thankful for this later, once you discover how quickly they can die! You only need to list Abilities with a rating of 2 or more. Ability Ratings not shown are assumed to have a rating = 1 dice.

1. Choose a race and sex, then make up a name.
2. Copy the default ability ratings of the race you've selected, onto a blank character sheet. Find the character race page of the character race you selected, and copy down the Ability Ratings as they appear. Use a pencil and be ready to erase and change some of the Ability Ratings if needed.
3. Add +1 to five different ability ratings, or +2 to two different ability ratings, or +3 to a single ability rating of your choice. If you plan to do any fighting, you will need to improve your character's Combat ("CB") to a minimum of 4, and even then you are merely a squire at best.
4. Repeat step #3. If you are comfortable with your CB, then consider having a higher Movement ("MV") Ability Rating for your first character. Going first can save your character's life.
5. If you're creating a role-playing character, then add +2 to your character's Life Force (Only +1 For Nightstalkers). Wargame troops, non-player characters, peasants, etc. do not get this bonus. This will help your character survive, but don't be afraid to run away if things get too hot.
6. Roll your character's Life Force one time. This determines your character's maximum Hit Points. Good or Bad, your stuck with it! Some GM's have been known to offer the option of placing the first dice down with a value of 6, then roll the rest of the dice.
7. If your character has a CB of 4 or higher then place 3 of their CB into their Defense Adjustment keep the rest of their CB for their Attack Adjustment. If your character has a CB of 3 or lower then place 1 of their CB into their Attack Adjustment keep the rest of their CB for their Defense Adjustment. These can be changed later (see Basic Combat)
8. If you're creating a role-playing character, then give your new character 100 gold coins, then go shopping for armor, weapons, and equipment. Armor first is my best advice. And if your character can bite or kick, you might consider purchasing two shields. Otherwise, the staff is an excellent weapon that provides defense as well.
9. Find their total Defense Roll by adding up the ratings of their armor and Defense Adjustment. If your character race has a natural armor, you may use their natural armor or buy armor, but you may not combine them.
10. Find their total Attack Roll by adding up the rating of their weapon and Attack Adjustment. If your character ends up with two or more weapons, pick the one you want to use and put the other one away and remember that it only requires one action to swap weapons. If your character is a Tundra race and they are wielding two weapons, they gain a +1d modifier to their Attack Roll, but may still only attempt one attack per round using the Basic Combat rules. If your character is an Elf race and they are wielding a bow, they gain a +1d modifier to their Attack Roll.
11. During combat, your character may counter attack the first opponent to attempt to attack them using an Attack Adjustment = 3d. Add this to your character's weapon rating to find your character's Counter Attack Roll.

BRUTAL

Big Bad Ball Busting Bloody Battles

DESCRIPTION		FIXED ATTRIBUTES	
Name	Marley Monez	Life Force	6
Race	Human	Size	3
Gender	Male	Speed	3"
Age	23	Dark Vision	0"
MIND ABILITIES		BODY ABILITIES	
Willpower	2	Strength	2
Intellect	2	Movement	4
Nature	1	Coordination	2
Corruption	3	Combat	7
HIT POINTS			
Maximum		19	
19			

ARMOR, WEAPONS & EQUIPMENT		COMBAT	
Leather Armor with a Chain Shirt,		Defense Adj.	3
Wooden Shield, Small Sword		Defense Roll	7
(Total Cost = 85 gold)		Attack Adj.	4
		Attack Roll	6
Total Armor Rating = 4d		Counter Attack	5
Total Weapon Rating = 2d			
GOLD & TREASURE			
15 gold coins			

SPECIAL ABILITIES & KNOWN SPELL GLYPHS	
Humans get to alter their CR by +/-1 at any time.	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

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NATURAL ATTACKS AND DEFENSES

Different character races have different types of natural attacks and natural defenses. For example, an Adventure Beetle has a natural defense of SHELL=1d when no armor is worn, and a Catling has a natural attack of CLAWS=1d when no weapon is used. Natural attacks and natural defenses may never be combined with normal armor and weapons. However (just like with armor) the shield, staff, and taking cover may all be used to improve your characters total defense roll.

WEAPONS

In the game of BRUTAL, weapons are defined by how they are used. Examine the table below and find the description that best fits the weapon you're looking for. For example, the "Katana" (an oriental blade) may be used as either a 1 or 2 handed melee weapon, and may be thought of as weapon #3. With 1 hand the Katana is a 2d weapon, but with 2 hands the Katana is a 3d weapon.

MELEE	HANDS	SIZE	RANGE	RATING	GOLD	EXAMPLES
1. Sharp	1	Small	0"	1d	10	dagger, knife
2. Sharp	1	Normal	0"	2d	25	small sword, axe
3. Sharp	1 or 2	Large	0"	2d or 3d	50	big sword, big axe
4. Sharp	2	Very Big	0"	4d	100	2-hand sword
5. Blunt	1	Normal	0"	1d	5	small club
6. Blunt	1 or 2	Large	0"	1d or 2d	10	big club
7. Blunt	2	Very Big	1"	2d	15	staff, pole-arm
8. Hammer	2	Large	0"	3d	50	war hammer

RANGE	HANDS	SIZE	RANGE	RATING	GOLD	EXAMPLES
9. Thrown	1	Small	3",9",15"	1d	5	dagger, knife
10. Thrown	1	Small	3",12",18"	1d	10	sling
11. Shot	2	Normal	3",18",27"	2d	25	bow
12. Shot	1	Normal	3",18",27"	3d	150	crossbow

SIEGE	HANDS	SIZE	RANGE	RATING	GOLD	EXAMPLES
13. Held	2-man	Very Big	0"	3d	50	small ram
14. Held	8-man	Massive	0"	8d	550	large ram
15. Shot	2-man	Very Big	9",21",33"	4d	550	balista
16. Shot	2-man	Very Big	18",27",36"	6d	1,250	catapult

Notes:

- (1) 20 arrows cost 2 gold, or 12 gold if tipped with real silver.
- (2) Range Modifiers: short range +1d, medium +0d, long -1d.
- (3) +1d defense modifier when wielding one or more swords, (see Parry on page 17)

More Notes:

- (1) Crossbows and Slings may be shot with one hand, but require 2 hands to reload.
- (2) Crossbows require one action to reload.
- (3) Balistas require one round to reload.
- (4) Catapults require two rounds to reload.



ARMOR

	ARMOR TYPE	RATING	GOLD	EXAMPLES
1.	Armor - Worn	0	2	common clothes, sheets
2.	Armor - Worn	1d	10	leather armor, furs, and hides
3.	Armor - Worn	2d	50	leather armor with a chain shirt
4.	Armor - Worn	3d	150	padded clothing with full chain mail
5.	Armor - Worn	4d	400	padded clothing with full plate mail
6.	Armor - Carried	1d	10	wooden shield - floats
7.	Armor - Carried	1d	25	steel shield - doesn't burn
8.	Armor - Carried	2d	15	2-handed staff or pole-arm

Notes:

- (1) Only the best worn armor is counted
- (2) Up to two shields may be used, but only with two free hands.
- (3) The staff acts as both a weapon and a shield.

EQUIPMENT

BRUTAL is all about combat, kick butt battles and horrific things that go bump in the night. BRUTAL is not about pages and pages that try to list every possible thing you might possibly find on the back of the very top shelf. If you don't see something you're looking for, then make up a price.

	EQUIPMENT	GOLD
1.	Backpack	3
2.	Leather belt + common belt pouch	2
3.	Large sack	1
4.	Candles - 1 dozen (last 1 hour each)	2
5.	Clothing - peasant garb	3
6.	Clothing - fancy (like a matching outfit with vest)	8
7.	Clothing - add a cape, buckler, hat, etc.	3
8.	Flint & Steel - a kit for starting fires	1
9.	Food - some fresh fruit, or bread, or cheese	1
10.	Food - 1 weeks rations (dried meat and dried bread)	5
11.	Food - fancy dinner for two by candle light	5
12.	Hammer (small steel) and 12 iron spikes	5
13.	Lantern (hooded) and a skin of lamp oil (last 20 hours)	15
14.	Lock Picks	35
15.	Torches - bundle of 24 (last 15 minutes each)	3
16.	Water, 1 Skin (last 1 day)	1
17.	Wine, 1 Skin (sip for a week, or all at once!)	8
18.	Wool blanket - 6x4 (for sleeping and putting out fires)	2
19.	50 feet of rope (15 inches)	2

45 PACK

For the cost of 45 gold, a character can QUICKLY purchase a complete adventurer's backpack kit including: backpack, 6 candles, flint and steel, 2 weeks dried food, 3 skins of water, 1 skin of wine, 1 skin of lantern oil, 1 hooded lantern, 24 torches, 2 wool blankets, a 50 foot rope, a small steel hammer and 12 iron spikes. This is a 55 gold piece value, saves the character some money, and saves the player some time.

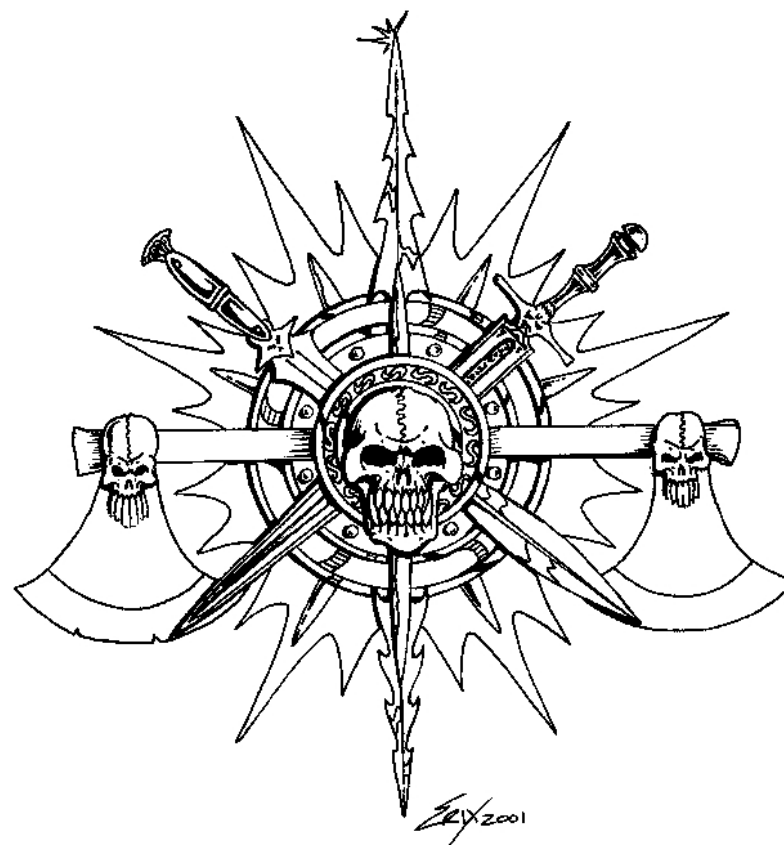


BASIC COMBAT

COMBAT is the delicate balance between attacking others, while defending yourself. To be aggressive means you are using more of your Combat ("CB") on attacking, and less of your CB on defending. It is up to you to decide how you will distribute your character's CB. The number of dice you choose to attack with is called your "Attack Adjustment", and the number of dice you keep for defense is called your "Defense Adjustment".

Notes:

- (3) Your "Attack Adjustment" plus your "Defense Adjustment" must never exceed your total Combat ("CB") ability rating.
- (4) The maximum Attack Adjustment = 5d
- (5) The maximum Defense Adjustment = 3d
- (6) Notice that the sum of the maximums 3d + 5d = 8d. Using these BASIC combat rules, a character may never use more than 8d of Combat.



DEFENDING YOUR CHARACTER

Before your character may defend themselves, you need to determine their total Defense Roll. To do this, simply add their armor rating and their defense adjustment. A character wearing leather armor (1d), holding a shield (1d) and with a defense adjustment (3d), would have a total Defense Roll of 5d.

Notes:

- (1) A character's total Defense Roll may be used again and again, each time they are attacked.
- (2) Armor may not be combined. Only the best armor may be used. This includes natural armor such as a shell, spikes, scales, etc.
- (3) Shields may be combined with armor. Characters holding a shield may not use two-handed weapons such as a bow, a staff, or a large melee weapon.
- (4) Two shields may be combined with armor at the same time. Characters holding two shields may not wield any weapons, but some of them may still be able to attack by biting, or kicking.
- (5) The staff is a special weapon that has both a 2d weapon rating and a 2d armor rating. The staff, like a shield may be combined with armor.

THE BASIC ATTACK ACTION

The "Attack" action attempts to injure (and possibly kill) other characters (or monsters) within the range of the weapon currently being used. Before your character may attack others, you need to determine their total Attack Roll. To do this, simply add their weapon rating and their attack adjustment. A character wielding a staff (2d) and with an attack adjustment (4d), would have a total Attack Roll of 6d.

To attempt the Attack Action, roll your character's total Attack Roll vs. the defending character's total Defense Roll. If the attacker rolls higher, then the attack was successful and damage is found as the difference between the two rolls.

Notes:

- (1) The Attack action requires one Action.
- (2) To change weapons, requires one Action.

COUNTER ATTACKS

The first time, and only the first time your character is attacked each round, your character is permitted a free, single counter attack using an attack adjustment of 3d.

If holding a bow and arrow, chair, iron spike, or anything else for that matter, you can counter attack with it as a 1d weapon. This is the only way you can attack with an arrow. With a 3d Counter Attack adjustment, this gives you a total counter attack roll of 4 dice.

ALL OUT ATTACK

If a character chooses a "Defense Adjustment" of 0d, then think of them as swinging madly with no effort spent on dodging blows. Remember that the max "Attack Adjustment" of 5d still applies. Though not exactly the safest option, the "All Out Attack" does have it's moments, and when using an "All Out Attack" your character gains a +1d to all of their attack rolls.

PARRY WITH SWORD

Characters wielding a one-handed sword gain a +1d defense modifier for parrying. If they wield two or more swords, they only get the modifier for the first sword. However additional modifiers for magical sword also apply.

ALL OUT DEFENSE

If a character chooses an "Attack Adjustment" of 0d then they are said to be using an "All Out Defense". Remember that the max "Defense Adjustment" of 3d still applies. Though a character using an "All Out Defense" is not permitted to attack anyone, they may still run around pretending to attack others, so that no one knows they are really a coward. Oh yes, they also gain a +1d to all of their defense rolls, and they still get to use their Counter Attack.

TAKING COVER

Standing behind a tree, rock, or wall offers a +1 defense bonus.

STAYING ALIVE

You must roll your character's Life Force attribute rating one time (when you first create your character). The resulting value defines your character's maximum Hit Point value. Your character's maximum Hit Point value is a fixed numeric value (not dice) and may never be changed during the life of your character. As your character is wounded you subtract points from their current Hit Point value. When a character's current Hit Point value falls below zero, they die.

HEALING AND RECOVERY

As your character is healed you add points to their current Hit Point value. When a character's current Hit Point value reaches their maximum Hit Point value they are said to be "fully healed". A character's current Hit Point value may never exceed their maximum Hit Point value without the use of powerful magic.

Notes:

- (1) Binding Wounds heals 1d of points, but may only be used on a character once per day.
- (2) Characters heal at a natural rate of 3 points a day. Apply this at the start of each new day.
- (3) Characters gain 2 additional points if they rest and do not move for the entire day. Or 1 point for half a day.
- (4) Characters gain 1 final point if they drink a lot of hot soup.
- (5) Without the use of magical healing potions, a character may heal at a maximum rate of (1d+6) = (7 to 12) points per day.

RUNNING AWAY

When a player announces that their character is, "Running Away!" their character immediately gets to move first. At the beginning of each new round, all characters who are currently running away, and wish to continue running away, automatically get to move first. While running away, a character must Move toward an exit, then attempt the Sprint action of 3 inches or more. If they fail the Sprint, then their turn ends and there is a 1 in 6 chance that they trip and fall. If they succeed the sprint, they immediately take their second action which in most cases is a simple move combined with a "Scream for Help" or the "Spot" action to see if anyone is chasing them.

TRIP AND FALL

If your character trips and falls, there is a 1 in 6 chance that they drop their weapon, shield, or anything else they might be holding. It will require 2 actions to get back up, plus 1 additional action to pick up each item that was dropped. Optionally, the GM may require a roll on the "Stumble Table" (page 23).



ADVANCED COMBAT

The following rules are optional. It is not recommended that you start off using them all right away. It seems to be a better experience for new BRUTAL players if these advanced combat rules are introduced one or two at a time, sometime after the first or second game.

MULTIPLE ATTACKS

With the Basic Combat rules, a character's CB is divided into one "Defense Adjustment" and one "Attack Adjustment". With the Advanced Combat rules, a character's CB may be divided into one "Defense" and one or more "Attack Adjustments". Each attack adjustment represents a different attack.

For example, a character with a CB of 6d may choose to play it safe and use the max "Defense Adjustment" of 3d leaving them 3 CB for attacking others. These 3 CB may be used as a single "Attack Adjustment" of 3d, or as two different "Attack Adjustments" of 2d and 1d, or three identical "Attack Adjustments" of 1d each.

Notes:

- (1) Multiple attacks are still considered to be a single Action.
- (2) Multiple attacks may be all used at once, or spread out over different initiative count-down segments ("CSG").
- (3) Multiple attacks may be all used on a single target, or spread out on different targets.



HOLD AN ATTACK

Powerful characters often "Hold" one or more attacks until the end of the round.

HIT AND RUN

Fast moving characters may pass within attack range of two or more different targets during a "Sprint" action. It only makes sense that they be allowed to strike at one or more targets as they pass by, ...The "Hit and Run" action is actually a pair of actions: Sprint & Attack, that both occur at the same time (during the same count-down segment).

The Hit and Run action must be declared before either action is attempted. The Sprint action must then be attempted first, and if successful, the player may simultaneously attack one or more targets who were passed by within the weapon range of the weapon being used.

Notes:

- (1) They may only attack as many targets as they have Multiple Attacks.
- (2) If they fail the Sprint action, then their turn ends and they lose all of their attacks (except for the Counter Attack).
- (3) You must remember to stop after each attack and allow for a counter attack, but only if this attack is the first attack this round against the target.

MULTIPLE WEAPONS

When a character chooses to wield two weapons at the same time they are not permitted to use any shields. However, with a Coordination = 6+ and Combat 6+ they do gain a +1d to each of their attacks.

Note:

- (1) Both weapons must be used equally as often.
- (2) The +1d modifier still applies, even if they only attempt one attack each round.

FEINT

At the beginning of the round, a character may exchange 5 combat dice for 1 Feint dice. This Feint dice may then be used as a +1d bonus to any single attack or any single defense roll during the same round that the Feint was declared.

Notes:

- (1) Characters with a lot of Combat (10 or more) may purchase multiple Feint dice.
- (2) Multiple Feint dice may be used separately, or combined.

MASSIVE WEAPONS

Every weapon (big or small) has its own Size rating. Most weapons found by the characters will have a Size rating between 2 and 3. The size of a weapon is determined by the size creature it was created for. Humans are size 3, so a human-sized weapon has a size = 3. Bigger weapons mean more damage, but require more Strength to wield effectively.

A weapon is "Massive" to your character if it has a Size rating that is 2 or more greater than your character's Size rating. Any character wielding a Massive weapon must compensate for their lack of Size through an extraordinary Strength, equal to or greater than the difference in Sizes.

A simple formula for calculating the minimal Strength is:

Minimum Strength Needed = (2 x Weapon Size) - (Character Size)

For example: A character with a Size = 3 finds a weapon with a Size = 5 (which means +1d damage from the chart below). However, to wield this new big weapon, we must find the minimal strength using the formula above. We substitute 5 for the Weapon Size, and 3 for the Character size and we get $(2 \times 5) - 3$. We then solve the equation by multiplying $2 \times 5 = 10$, then subtracting $10 - 3 = 7$.

The character in the example above with a Size = 3, needs a minimum Strength = 7 to wield the massive weapon of Size = 5.

Character Size	Weapon Bonus
1 to 4	+0d
5 to 7	+1d
8 to 9	+2d
10 to 11	+3d
12 to 13	+4d
14+	+5d

IMPACT

Every time a "Big and Strong" character successfully attacks and causes damage with a hand-held blunt weapon (Staff, Hammer, Club, etc.), there is a chance that the defender stumbles backward, breaks formation, and possibly even trips and falls down.

BIG AND STRONG

An attacker is "Big and Strong" if their Size and Strength are both equal to or better than the defender's Size.

After a successful attack with a hand-held blunt weapon, a Big and Strong character may immediately check for "Impact" by rolling their Strength vs. the defender's Coordination. If the attacker rolls higher than "Impact" occurs, and the defender stumbles backwards as many feet as the difference between the two die rolls. Convert feet to inches by dividing by three (3 FEET = 1 INCH).

Notes:

- (1) A check for Impact does not require any Action, but may only be attempted immediately after a successful attack with a hand-held blunt weapon.
- (2) When a character stumbles backwards 1 inch then there is a 1 in 6 chance that they trip and fall, if they stumbled backwards 2 inches then there is a 2 in 6 chance that they trip and fall, and so on...

CRUSHING BLOW

Crushing Blow is identical to Impact, except the defender is near a solid wall (within 1 inch), ...so instead of stumbling back, they get SLAMMED against the wall and suffer an additional 3 points of damage for each inch they would have stumbled.

Note:

- (1) Large attackers vs. small defenders, may check for a Crushing Blow instead of an Impact by declaring before their attack that they will be attacking with a downward blow, thus attempting to CRUSH the defender into the ground.

FUMBLE DICE

During combat, when a character attempts a Jump, Sprint or Attack there is a chance that they fumble. Fumbles are found by rolling two dice. Some players roll two additional dice separately. Others players use different size dice or different color dice to indicate which two dice within their normal roll will also serve as their "Fumble" dice. The following table indicates the results:

2 Dice	Results
2	Removes highest dice, and roll a "Stumble"
3 - 11	No Results
12	Roll 2 additional dice

Notes:

- (1) Removing the highest dice does not automatically indicate a failure.
- (2) Adding 1 or 2 additional dice does not automatically indicate a success.

STUMBLE TABLE

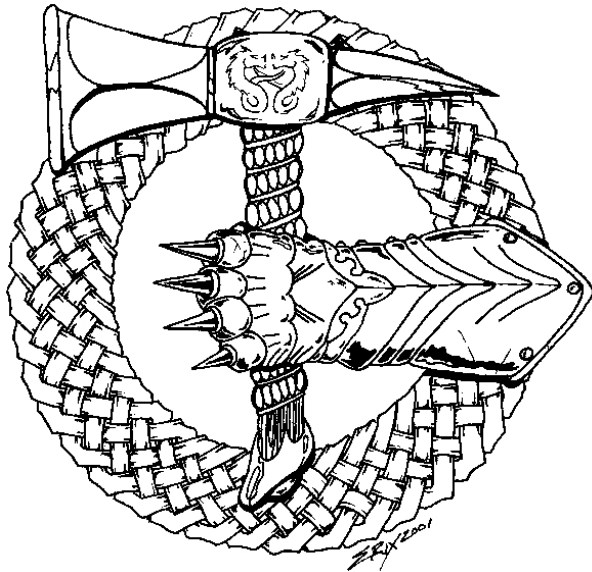
2 Dice	Results
2	You accidentally strike yourself.
3	You accidentally strike a near by friend within 3 inches by accident.
4 - 5	Trip and Fall
6 - 8	No Results
9 - 10	You fall and lie unconscious for 1 to 6 rounds.
11	You bump a near by friend causing them to "Stumble", and you must roll again.
12	You notice a secret door, find some hidden treasure, catch a glimpse of an invisible creature, or something else of good fortune

Notes:

- (1) Near by friends are friendly characters and creatures within 3 inches. If there are no near by friends then nothing happens. If there are two or more near by friends then have them all roll their Corruption ratings. Highest roll gets hit.
- (2) When striking yourself or a near by friend, If you were Jumping or Sprinting then roll a new Attack roll, otherwise use the existing Attack roll

NEGATIVE DICE MODIFIERS

When a negative dice modifier (such as -1d) is applied to a rating, the minimal rating can never be less than one dice. So a character with a Nature rating = 2d who is suffering from a -3d modifier to all of their Nature rolls, still gets to roll 1d when attempting Nature actions.



ATTEMPTING ACTIONS

This chapter lists all of the (non-magical) Actions defined within the game of BRUTAL. If you can't find an Action (such as "Cook Dead Orc") then try to relate the Action to one of the Abilities using your knowledge of the Abilities. Perhaps "Cook Dead Orc" should require a Nature roll due to concerns with fire, food, and possibly even poison.

ACTION	ATTEMPT	RESIST	PAGES
Appraise	IN	Treasure	25
Bash to Bits	ST	--	
Battle of Strength	ST	ST	
Battle Cry, or Song	--	--	26
Bind Wounds	--	--	
Blind Fighting	NT	NT	
Check History	IN	Lore	
Climb	MV	Terrain	27
Comprehend Languages	IN	Language	
Cure Disease	NT	Disease	28
Detect Disguise	NT	CR	29
Detect Lie	NT	CR	
Detect Poison	NT	Poison	
Determine Direction	NT	Terrain	
Disguise	--	--	
Encourage	WP	--	30
Grab and Hold	MV	Terrain	
Hide	--	--	
Intimidate	CB	WP	
Jump Up	MV	Terrain	31
Leap Across	MV	Terrain	
Leap into Saddle	MV	Terrain	32
Lie	--	--	
Listen	NT	NT	
March	CB		
Neutralize Poison	NT	Poison	33
Nudge	CR	CN	34
Overcome Obstacle	CN	Obstacle	
Pick Locks	CN	Lock	
Pick Pockets	CR	NT	
Quick Stand	MV	Terrain	35
Read Runes	IN	Lore	
Remove Trap	CN	Trap	
Resist Horror, or Gore	WP	Horror, Gore	
Ride Beast	CN	MV	36
Sneak	CN	IN	
Spot vs. Hidden, Invisible, Secret	IN	CN, Invisible, Hidden, etc	
Sprint 3", 6", 9"	MV	Terrain x2, x4, x8	37
Surprise	CN	NT	
Taunt	CR	WP	38
Track Identify, or Follow	NT	NT	
Trip	CR	CN	
Yell Out	--	--	

APPRAISE

The Appraise action may be attempted on a gem, jewelry, piece of art, etc. The character attempting the Appraise will use one action, and roll their Intellect vs. the Treasure Rating. Failure indicates that your character has no idea what the item is worth.

ACTION	ATTEMPT	RESIST
Appraise	IN	Treasure

BASH TO BITS

The Bash to Bits action may be attempted by any character attempting to chop a door down, break open a chest, smash a lock, etc. The character attempting the Bash to Bits will use one action, and cause as many points of damage as they have in their Strength Ability Rating. All inanimate objects have the LP and HP ratings. The character may continue until the object's HP drops to zero or below (i.e., "bashed to bits"), but this may take quite some time, make a lot of noise, and attract a lot of attention.

ACTION	ATTEMPT	RESIST
Bash to Bits	ST	--

BATTLE OF STRENGTH

The Battle of Strength action may be attempted by any character attempting to bend bars, lift gates, force open a locked door, etc. The character attempting the Battle of Strength action will use one action, and roll their Strength vs. Strength.

ACTION	ATTEMPT	RESIST
Battle of Strength	ST	ST



BATTLE CRY

The Battle Cry action must be the first Action a character makes during a round, and can be described as a short yet wild scream that helps the character who is screaming by providing them with a +1d modifier to their WP, ST and CB for the rest of the current round.

ACTION	ATTEMPT	RESIST
Battle Cry	--	--

BATTLE SONG

The Battle Song is a long song (that last as long as the character concentrates). During the song, the character singing can do nothing else but sing and move normally. However all friendly forces within 18" gain a +1 to their WP, ST and CB while all opposing forces suffer a -1 to their WP, ST and CB.

ACTION	ATTEMPT	RESIST
Battle Song	--	--

BIND WOUNDS

The Bind Wounds action may be attempted by any character trying to help themselves or another wounded friend. The Bind Wounds action may only be "RECEIVED" once per day, regardless of how many different people attempt to perform the action on the same character. The Bind Wounds action instantly heals 1d of damage.

ACTION	ATTEMPT	RESIST
Bind Wounds	--	--

BLIND FIGHTING

The Blind Fighting action may be attempted when fighting in the dark, blinded, or against invisible opponents. Normally a blind character suffers a -2d handicap to all of their attack rolls. The character attempting the Blind Fighting action will use one action, and roll their Nature vs. the Nature of the opposing character. Failure has no effect, but success removes the -2d handicap and allows them to attack that character normally. Each new opponent must be checked individually and the Blind Fighting action may only be attempted once per opponent.

ACTION	ATTEMPT	RESIST
Blind Fighting	NT	NT

CHECK HISTORY

The Check History action may be attempted by any character who is trying to dig up a memory of some ancient legend or something. This action only applies when the Game Master has a piece of secret information, and challenges the characters to see if any of them know the secret. The character attempting the Check History action will use one action, and roll their Intellect vs. Lore. Success indicates knowledge of the secret, and the Game Master may reveal the information out loud to all of the players, or as a private note written down and passed to the players who's characters were successful.

ACTION	ATTEMPT	RESIST
Check History	IN	Lore

CLIMB

The Climb action may be attempted by any character climbing up, down, or along any surface. Every surface may have its own individual Terrain rating. Some surfaces are easier to climb than others. Some surfaces also have changing Terrain ratings with some easy spots, and some not so easy. The character attempting the Climb action will use one action (and all of their limbs), and roll their Movement vs. the Terrain rating of the surface being climbed. Success indicates that the character may move across the surface safely during that Action only. Movement is based on their Speed divided by 3 so a character with a Speed = 6" may climb 2" with each successful Climb Action. Though the rules state that the first and second Actions of each round may not be the same Action, Climbing is an exception, and realize that large surfaces will require numerous checks round after round, action after action, to finally climb completely up, down or along the entire surface. At any time, a failure indicates that the character has lost their grip and falls. Some standard climbing Terrain ratings are provided below.



Rating	Description
3	Tree with strong limbs
6	Brick wall, or Rocky mountain side
9	Smooth wall, or Brick wall with loose bricks
12	Slippery wall with water running over it

ACTION	ATTEMPT	RESIST
Climb	MV	Terrain

COMPREHEND LANGUAGES

The Comprehend Languages action may be attempted by any character trying to listen to the speech of another intelligent creature. Each time a character successfully comprehends a specific language, they gain a +1d modifier to comprehend that same language the next time. A character may attempt to comprehend a language as many times as they want, but they may only earn one +1d modifier per language per week. Eventually their bonus for a language equals the rating for that language and they are said to "know" that language so no roll is necessary. The character attempting the Comprehend Languages action will use one action, and roll their Intellect vs. the Language rating of the language being spoken. Some standard Language ratings are provided below.

Rating	Description
3	Human, Zeetvah and Common Trade
7	Adventure Beetle, Catling, Cesspooler, Cyclopsling, Dwarf and Tundra
11	Cyclops Turtle, Warrior Fly and Nightstalker
13	Pirates Code and Thieves Chant
15	Elf
19	Dragon, Necromancy

ACTION	ATTEMPT	RESIST
Comprehend Languages	IN	Language

Cure Disease

The Cure Disease action may be attempted only after the proper natural components have been acquired. To attempt the Cure Disease action, the character uses the natural components to make a medicine (i.e., a brew, tonic, salve, wrap, etc.), and administers the medicine to the diseased individual then rolls their NT rating vs. the Disease rating. If successful, the disease will be cured in 1 to 6 hours. Some sample diseases are listed below. The Cure Disease action can not be used to cure the vampire disease, lycanthrope, or any other unnatural disease.

Rating	Description
3	Fever and Stomach Ache Effect: Drowsiness, cold sweats and stomach pains resulting in a -2d modifier to ST, MV and CN as well as a Speed being reduced to 1/3rd as many inches as normal for 1 to 6 days. Cure: Use the flowering tops and leaves of Horehound together with a bit of Fenugreek, Black Alder, Lemon Verbena, Calendula flowers and Celery all chopped up and used as a tea.
6	Migraine Headache Effect: Severe aching of the mind accompanied with tunnel vision making it impossible to concentrate resulting in a -1d modifier to all attack and defense rolls for 1 to 6 days. Cure: Simmer the flowers of Chamomile with mashed elderberries, dried Stinging Nettle, Stinking Iris and dried Willow Bark then strain to make a strong tonic.
9	Diarrhea and Flatulence Effect: Occasional farting and intermittent loss of bowels causing embarrassing moments and loud noises making it impossible to attempt the Hide, Sneak, and Surprise actions for 1 to 6 days. Cure: Chew Catnip leaves and flowers fresh out of the ground, and use the leaves of Purslane crushed and blended with a 1/2 cup of Shepherds Purse to make a strong astringent.
9	Itching Rash Effect: Loss of 1 action each round due to uncontrollable fits of scratching for 1 to 6 days. Cure: Ground Chamomile, Burdock Root, Rose Petals and Calendula into a fine powder then mix with the gel of a Aloe Vera leaf, then rub gently over effected areas.
9	Retching Vomit: Effect: Constant barfing and dry heaves causing -2d modifier to ST for 1 to 6 days. Cure: Bring dried Valerian, Milk Weed, Chamomile, Raw Oats and Lemon Balm leaves to a boil, then let cool and drink as much as you can.
9	Whooping Cough Effect: Random uncontrollable fits coughing making it impossible to cast spells for 1 to 6 days. Cure: Boil Elecampane and Boneset, then strain well and add 1 pint of honey to make a mild expectorant. Then combine Borage leaves, Comfrey Root, Coltsfoot and ground Horehound with 2 cups of Beeswax, then rub the salve on the chest of the patient.
9	Laryngitis: Effect: Unable to speak above a low whisper making it impossible to attempt the Battle Cry, Battle Song and Yell Out actions for 1 to 6 days. Cure: Mix Lemon Verbena, Throat Root and Lovage Leaf together then blend with 2 ounces of honey for a nice sweet and mild tonic.

ACTION	ATTEMPT	RESIST
Cure Disease	NT	Disease

DETECT DISGUISE

The Detect Disguise action may be attempted by any character attempting to determine the true appearance of another character. The character attempting the Detect Disguise action will use one action, and roll their Intellect vs. Corruption. Success not only identifies the existence of the disguise, but also reveals the character's true appearance.

ACTION	ATTEMPT	RESIST
Detect Disguise	NT	CR

DETECT LIE

The Detect Lie Action attempts to determine if a character is telling the truth or perhaps omitting something. To attempt the Detect Lie Action, a character must roll their Intellect against the Corruption of the character suspected of lying.

ACTION	ATTEMPT	RESIST
Detect Lie	NT	CR

DETECT POISON

The Detect Poison action may be attempted by any character who stops and checks for poison before touching, eating, or drinking something. The character attempting the Detect Poison action will use one action, and roll their Nature vs. Poison. If successful, the character not only recognizes the presence of the poison, but understands the nature of the poison and how it will react as well.

ACTION	ATTEMPT	RESIST
Detect Poison	NT	Poison

DETERMINE DIRECTION

The Determine Direction action may be attempted by any character needing to determine which direction is North, or from which direction they have recently come. The character attempting the Determine Direction action will use one action, and roll their Nature vs. the Terrain rating.

ACTION	ATTEMPT	RESIST
Determine Direction	NT	Terrain

DISGUISE

The Disguise action may be attempted by any character wanting to alter their physical appearance. All disguises enable a character to appear as either sex, use wigs and change clothes. Humans and Elves may also pretend to be Elves and Humans. The character attempting the Disguise action automatically succeeds, unless someone else attempts to Detect their Disguise.

ACTION	ATTEMPT	RESIST
Disguise	--	--

ENCOURAGE

The Encourage action may be attempted by any character attempting to share their Willpower rating with all of their friends within 9 inches for 1 to 6 rounds. The character attempting the Encourage action will use one action, and instantly raise the Willpower of all friendly characters within range to that of the character attempting the Encourage action.

ACTION	ATTEMPT	RESIST
Encourage	WP	--

GRAB AND HOLD

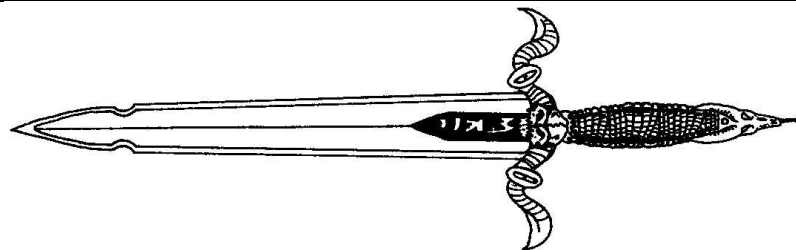
The Grab and Hold action may be attempted by any character Leaping Across from a balcony to grab a rope swaying in the breeze, or Jumping Up to grab a balcony above to climb up on, etc. Additionally the Grab and Hold action may be attempted by a character already climbing something, who wishes to hold on with only one hand while using the other hand to perform a different action such as fighting off a gaggle of gargoyles or perhaps tie a knot in some rope. The character attempting the Grab and Hold action will use one action, and roll their Movement vs. Terrain. Failure indicates that the character fails to Grab and Hold. If they were already climbing, then they fall.

ACTION	ATTEMPT	RESIST
Grab and Hold	MV	Terrain

HIDE

The Hide action may be attempted by any character who stops moving and gets behind, inside, or under something. The character attempting the Hide action is already hidden. It is up to the others to attempt the Spot action to find them.

ACTION	ATTEMPT	RESIST
Hide	--	--



INTIMIDATE

The Intimidate action may be attempted by any character who wants to force one or more other characters to run away. This is an excellent way to break the ranks of a formation on the battlefield. The character attempting the Intimidate action will use one action, and roll their Combat vs. the Willpower of everyone within 9 inches. All who fail, must run away for 1 to 6 rounds.

ACTION	ATTEMPT	RESIST
Intimidate	CB	WP

JUMP UP

The Jump Up action may be attempted by any character who wants to jump up and grab something (Max Height), or jump up on top of something (Max Top). Normally, a character may climb up on something (like a table) with no action roll, but this requires two actions. By attempting to Jump Up on top of the table, they are attempting to get up on top of the table in a single action. The character attempting the Jump Up action will use one action, and roll their Movement vs. Terrain. If they fail, nothing happens, but the action is lost.

Race	Max Height - Jump up and touch or grab	Max Top - Jump up and on top of
Adventure Beetle	2" = 6 feet	1" = 3 feet
Catling	5" = 15 feet	4" = 12 feet
Cesspooler	2" = 6 feet	1" = 3 feet
Cyclops Turtle	2" = 6 feet	1" = 3 feet
Cyclopsling	4" = 12 feet	3" = 9 feet
Dwarf	2" = 6 feet	1" = 3 feet
Elf	4" = 12 feet	3" = 9 feet
Human	4" = 12 feet	3" = 9 feet
Nightstalker	3" = 9 feet	2" = 6 feet
Tundra	4" = 12 feet	3" = 9 feet
Warrior Fly	N/A	N/A
Zeetvah	3" = 9 feet	2" = 6 feet

ACTION	ATTEMPT	RESIST
Jump Up	MV	Terrain

LEAP ACROSS

The Leap Across action may be attempted by any character who want to jump over something (Max Distance). The character attempting the Leap Across action will use one action, and roll their Movement vs. Terrain.

Race	Max Distance - Jump across / over
Adventure Beetle	3" = 9 feet
Catling	5" = 15 feet
Cesspooler	3" = 9 feet
Cyclops Turtle	3" = 9 feet
Cyclopsling	4" = 12 feet
Dwarf	2" = 6 feet
Elf	4" = 12 feet
Human	4" = 12 feet
Nightstalker	4" = 12 feet
Tundra	4" = 12 feet
Warrior Fly	N/A
Zeetvah	3" = 9 feet

ACTION	ATTEMPT	RESIST
Leap Across	MV	Terrain

LEAP INTO SADDLE

A character with a MV of 5 or more may attempt the "Leap Into Saddle" action to begin riding a mount within a single Action. Even if the mount has fallen down, the character simply steps into the saddle as the mount rises to their feet, all within a single Action.

A character may leap into the saddle of a mounted troop, even if another troop is already riding the mount. In such cases, the riders may choose to fight each other and use opposing CN rolls to see who throws who off first.

ACTION	ATTEMPT	RESIST
Leap into Saddle	MV	Terrain

LIE

The Lie action is a "bad" action, and may be attempted by any character who tries to tell a false statement or omit part of the truth. The character attempting the Lie action has already lied. It is up to the others to attempt the Detect Lie action to notice them.

ACTION	ATTEMPT	RESIST
Lie	--	--

LISTEN

The Listen action may be attempted by any character who is trying to eavesdrop or overhear something their not supposed to hear. Listening through doors is a common example. The character attempting the Listen action will use one action, and roll their Nature vs. the Nature rating of who their trying to listen to. If there are two or more individuals talking, then it is possible that the character can only hear one of them and therefore only picks up half the conversation.

ACTION	ATTEMPT	RESIST
Listen	NT	NT

MARCH

The March action may be attempted by any character with a Combat ("CB") rating = 6+, standing within 9' of two or more characters in formation. Using one action to call cadence and yell out commands, the character is able to move the squad while maintaining their formation.

ACTION	ATTEMPT	RESIST
March	CB	--



NEUTRALIZE POISON

The Neutralize Poison action may be attempted by any character who is attempting to stop the effects of a poison, either before or after a character has come in contact with it. The Neutralize Poison action may be attempted only after the proper natural components have been acquired. To attempt the Neutralize Poison action, the character uses the natural components to make a medicine (i.e., a brew, tonic, salve, wrap, etc.), and administers the medicine to the poisoned individual then rolls their NT rating vs. the Poison rating. If successful, the poison will be neutralized within 1 to 6 rounds. Some sample poisons are listed below.

Rating	Description
3	Ammonia Effect: Internal bleeding causes spastic coughing up of bits of lungs and stomach lining causing 1 point of damage each round for 2 to 12 rounds or until neutralized. Cure: One entire Purplemoon fungus (mushroom) must be eaten raw immediately.
6	Iodine Effect: The lips and tongue turn black, the face becomes very pale and the pupils dilate causing a -1d modifier to ST every other round for 2 to 12 rounds. When their ST = 0 they collapse and pass out. They remain unconscious for 1 to 6 hours or until the poison is neutralized. Cure: Elephant Ear leaf ground with mandrake root and made into a tonic.
9	Opium Effect: Drowsiness, a slow strong pulse and shallow breathing. They must sleep immediately for 24 hours or slip into a coma for 1 to 6 years, unless the poison is neutralized. Cure: Skullcap and Dragon root can be ground and mixed with honey to form a chewy gum.
9	Arsenic Effect: Fever, irritation of the throat and stomach, cramps in the calf muscles and restlessness cause random occurrences of fainting. There is a 1 in 6 chance each round that the character faints, and once they have fainted they wake up in 1 to 6 rounds or until slapped. This random fits of fainting continues for 1 to 6 hours or until the poison is neutralized. Cure: Epicap syrup will cause the victim to vomit up and out the arsenic poison.
9	Digitalis Effect: Severe nausea, vertigo, fatigue, dilated pupils cause the loss of sight (blindness) for 24 hours or until the poison is neutralized. Cure: Verbena leaf and or Vervain root mixed with a sprig of Wolfsbane to make a salve rubbed over the eyes.
9	Ergot Effect: Drooling, diarrhea, mental depression, a staggering gait and labored breathing cause bouts with self pity, hours of sobbing and crying, and a -3d modifier to WP for 1 to 6 days or until the poison is neutralized. Cure: Rub the leaves of Mullein on Stinging Nettle all over the body.

ACTION	ATTEMPT	RESIST
Neutralize Poison	NT	Poison

NUDGE

The Nudge action is a "bad" action and may be attempted by any character who wants to move another character 10 inches in any direction. Typically, the Nudge action is used to Nudge another character forward when asking for volunteers, or to perhaps Nudge another character off a balcony, or forward during combat so that the monster attacks them first. The character attempting the Nudge action will use one action, and roll their Corruption vs. Coordination.

ACTION	ATTEMPT	RESIST
Nudge	CR	CN

OVERCOME OBSTACLE

The Overcome Obstacle action may be attempted by any character attempting to overcome any obstacle set within an adventure by the author. For example, an adventure may include a situation where the characters must swing from a rope, through an open window. The adventure may define the Obstacle as having a Obstacle rating of 8 dice and specify that if the character fails they will swing into a solid brick wall and suffer 3 dice of immediate damage. The character attempting the Overcome Obstacle will use one action, and roll their Coordination vs. the Obstacle rating.

ACTION	ATTEMPT	RESIST
Overcome Obstacle	CN	Obstacle

PICK LOCKS

The Pick Locks action may be attempted by any character with a set of lock picks. Without a set of lock picks, this action may not be attempted. The Pick Locks action may be attempted again and again (once per round) for as long as it takes. The character attempting the Pick Locks action will use one action, and roll their Coordination vs. Lock.

ACTION	ATTEMPT	RESIST
Pick Locks	CN	Lock

PICK POCKETS

The Pick Pockets action is a "bad" action and may be attempted by any character trying to take something from someone else without being noticed. The character attempting the Pick Pockets action will use one action, and roll their Coordination vs. Nature. If they fail, they are noticed and they must both roll their Movement rating to determine who ends up grabbing the item. Many expensive belt pouches have been designed so as to resist being "picked" (jingle bells, twisted wire knots, etc.). They often provide a +1d or +2d bonus to the defender. Other belt pouches have been known to contain traps!

ACTION	ATTEMPT	RESIST
Pick Pockets	CR	NT

QUICK STAND

The Quick Stand action may be attempted by any character who has fallen down during combat, and wants to stand back up in a single action. Normally it requires two actions to stand back up. The character attempting the Quick Stand action will use one action, and roll their Movement vs. Terrain. If they fail, they remain on the ground, the action is lost, and their turn ends.

ACTION	ATTEMPT	RESIST
Quick Stand	MV	Terrain

READ RUNES

The Read Runes action may be attempted by any character who is attempting to read strange writing or decipher the meaning behind a series of strange drawings. The character attempting the Read Runes action will use one action, and roll their Intellect vs. Lore. Be warned, some runes will curse those who read them, or hear them being read, yet others serve as important warnings.

ACTION	ATTEMPT	RESIST
Read Runes	IN	Lore

REMOVE TRAP

The Remove Trap action may be attempted by any character who has already Spotted a Hidden trap. The character attempting the Remove Trap action will use one action, and roll their Coordination vs. Trap. If they fail, then the trap is immediately released.

ACTION	ATTEMPT	RESIST
Remove Trap	CN	Trap



RESIST HORROR

The Resist Horror action may be attempted by any character attempting to muster the courage to approach a bleeding tree, or not turn to stone when catching a glimpse of a medusa, or not running in terror when spotting a dragon, etc. The character attempting the Resist Horror action will use one action, and roll their Willpower vs. Horror. Some samples of Horror are listed below.

Rating	Description
3	A superstitious symbol has been made out of human bones and now hangs oddly from the branch of a dead tree. The characters must resist horror to advance beyond this point, otherwise they are filled with fear and strongly feel the need to turn around and go back.
6	A tree is slowly bleeding human blood. Dripping from its branches, the blood forms a muddy puddle on the ground. There's something scratched into the bark of the tree but characters must resist the horror to approach close enough to read it.
6	A woman's head is covered with living snakes. Characters who catch a glimpse of her hideousness must resist the horror to avoid turning to stone, and even if they succeed they are still forced to look away.
9	As the dragon swoops by far overhead, the panicked villagers scatter to the four winds. Characters must resist the horror of run as fast as they can in a random direction for 2 to 12 rounds.
9	As the massive evil knight slowly approaches, you find yourselves suddenly frozen stiff with fear. The characters must resist the horror in order to move, attack or even run away.
9	The gaze of the seductive vampire pierces through your heart. The male characters feeling the burning eyes upon them must resist the horror or run away for 2 to 12 rounds. Meanwhile the female characters begin to understand his plight, despair his pain, and cherish his love. The female characters must resist his horror or fall madly in love with him, run to him, and be willing to die for him.

ACTION	ATTEMPT	RESIST
Resist Horror	WP	Horror

RESIST GORE

The Resist Gore action may be attempted by any character attempting to stomach a disgusting site without loosing their lunch. The character attempting the Resist Gore action will use one action, and roll their Willpower vs. Gore. Failure indicates that the character bends over and vomits for all of this round plus 1 or 2 additional rounds. Some samples of gore are listed below.

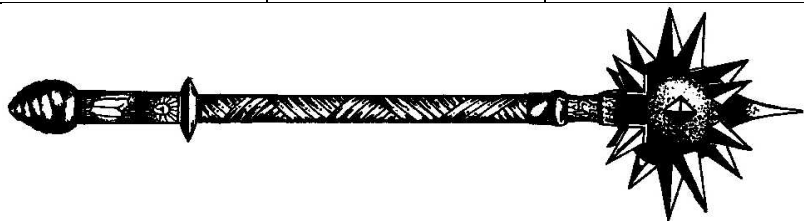
Rating	Description
3	Some disgusting beast has pulled the head and spinal cord out of its latest victim, and hung it from a large tree branch to warn away intruders. The characters must resist the gore, or gag and spit uncontrollably for 1 to 6 rounds.
6	As the savage creatures are killed in battle, other creatures stop attacking you and begin to feed upon their own dead friends and family members. You see them rip off the hard outer shells of their own deceased and ravenously slurp on the juicy wet inner muscles and veins. The characters must resist the gore, or spend their next two actions vomiting.

ACTION	ATTEMPT	RESIST
Resist Gore	WP	Gore

RIDE BEAST

Before the Ride Beast action may be attempted, the character must already be on top of the beast with a firm grip (just like in a rodeo). A common method is to use the "Leap into Saddle" and "Grab and Hold" actions during the previous round. Once on the beast, the Ride Beast action must be used each round to stay on the beast and force the beast to move in the direction the character desires. The character attempting the Ride Beast action will use one action each round, and roll their Coordination vs. Movement. This action may be attempted on other characters as well as beasts. If they sit on the ground and refuse to move, then this action mimics the idea of a tackle, wrestle, pin and hold maneuver.

ACTION	ATTEMPT	RESIST
Ride Beast	CN	MV



SNEAK

Before a character may sneak, they must already be hidden. The character then attempts the "Sneak" action, ...usually followed by another "Hide" action to sneak from one hiding place to another. The character attempting the Sneak action may not be wearing more armor than leather with a chain shirt, though shields and weapons may be carried. The character will use one action, and roll their Coordination vs. the Intellect of everyone within 12 inches.

Notes:

- (1) Just because one witness character notices the sneaking character, doesn't mean that everyone else does. In many cases, the "Yell Out" action must be used to share this information with other characters.
- (2) The Sneak Action may also be used to move from a hiding place and move in to attack with surprise. (See SURPRISE page 35)

ACTION	ATTEMPT	RESIST
Sneak	CN	IN

SPOT - Hidden, Invisible, Secret

The Spot action may be attempted by any character who takes the time to stop and look around. The character attempting the Spot action will use one action, and roll their Intellect vs. everything that might be spotted. All hidden characters must roll their Coordination vs. the Spot to remain hidden. All invisible characters must roll their Invisible rating vs. the Spot to remain invisible. All Secret (doors, treasures, traps, etc.) must roll their Secret or Hidden rating vs. the Spot to remain secret.

ACTION	ATTEMPT	RESIST
Spot vs. Hidden, Invisible, Secret	IN	CN, Invisible, Hidden, Secret

SPRINT

Within the game of BRUTAL, your character's Speed defines the number of inches your character may move each time they attempt an action. The Sprint action may be attempted by any character to move even farther (an additional 3, 6, or 9 inches). The character attempting the Sprint action will use one action, and roll their Movement vs. a multiple of the Terrain rating.

As the terrain rating increases, it becomes more and more difficult to sprint. To attempt the Sprint Action, roll your character's Movement rating vs. the following table.

Notes:

- (1) The Sprint Action must always be attempted as the first Action, and if your character fails the Sprint Action, there is a 1 in 6 chance they trip and fall. (Page 18)
- (2) All terrain ratings are subject to definition by the authors of Adventures and Battle Fields. Some standard Sprinting Terrain ratings are provided in a table below.
- (3) The accumulation of dead bodies may increase the terrain rating and make it more difficult to Sprint.

Terrain	Rating
Flat Ground	2d
Tall Grass	4d
Rocky ground or shallow water	6d
Sinking in mud, icy slick, or fast rushing water	8d
Deep marsh, thick vegetation, or shaking earth	10d

ACTION	ATTEMPT	RESIST
Sprint +3", or +6", or +9"	MV	Terrain x2, or x4, or x8

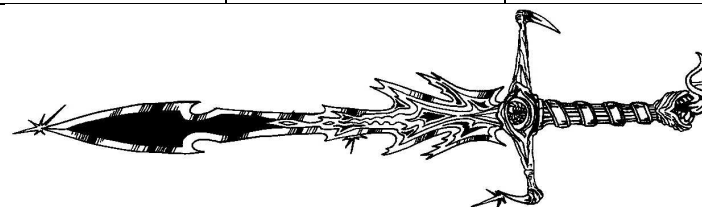
SURPRISE

The Surprise action may be attempted by any character who attacks from a hidden location. The character attempting the Surprise action will use one action, and roll their Coordination vs. Nature. Success indicates surprise, where the character may then choose to attack the unsuspecting opponent with a +2d Attack roll modifier, then double the damage if there is any.

Note:

- (1) With multiple attacks, the surprise attack bonus only counts for the first attack.
- (2) To Surprise attack opponents out of range from a hiding place, the Sneak Action may be used to move from a hiding place and move in to attack range. (See SNEAK page 34)

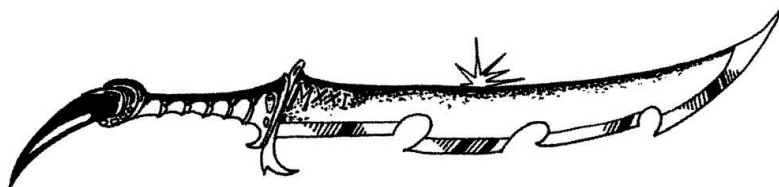
ACTION	ATTEMPT	RESIST
Surprise	CN	NT



TAUNT

The Taunt action may be attempted by any character attempting to force all opposing forces within 18" to stop what they're doing and move toward the character as fast as they can to attack them. This is an excellent way to break the ranks of a formation on the battlefield. The character attempting the Taunt action will use one action, and roll their Corruption vs. Willpower.

ACTION	ATTEMPT	RESIST
Taunt	CR	WP



TRACKING

The Tracking action may be attempted by any character attempting to follow someone or something else. The defender (being followed) gains a +1d modifier for every 6 hours since the time they passed through the area, for a total of +4d modifier per day. The character attempting the Tracking action will use one action, and roll their Nature vs. Nature.

ACTION	ATTEMPT	RESIST
Track Identify, or Follow	NT	NT

TRIP

The Trip Action is a "bad" action that attempts to force another character to fall down. This is an excellent Action to be used on someone running away from a monster. To attempt the Trip Action, a character must roll their Corruption against the Coordination of the character being Tripped.

ACTION	ATTEMPT	RESIST
Trip	CR	CN

YELL OUT

The Yell Out action may be used by any character to scream for help, point out a sneaking thief, etc.

ACTION	ATTEMPT	RESIST
Yell Out	--	--



ARGAME RULES

Every player will have one or more armies, and armies may team up and form alliances, or all fight individually. It's really up to the players as to who trusts who.

THE GENERAL

Every army is led by one "General", a powerful ROLE-PLAYING character in command of an army made up of other non-role-playing characters often called troops. If the general is captured or killed, then all of the troops under their command must immediately flee the battlefield and are lost forever.

COMMUNICATIONS

Communication on a battlefield is very important. The troops in an army may never advance beyond 12 inches from the General, unless some method of long-range communication is used. Communication is transferred immediately between two or more communication officers who beat on drums, wave flags, blow horns, etc. While acting as a communication officer, they may not attack others. If killed in battle, another character may use one action to pick up the flag, drum, or horn and become a new communication officer.

One communication officer must always stay within 12 inches of the General and all other communication officers must stay within 12 inches of the long-range troops.



SIEGE WEAPONS

Your army may attack with Siege Weapons like normal weapons. The only difference is that a Siege Weapon will have greater ranges, cause more damage, but likely need two or more troops to operate.

However, when attacking inanimate objects, like a stone tower, a standard weapon will cause 1 point of damage per strength per round, where a Siege Weapon will cause a great deal more damage. To attack inanimate objects with a Siege Weapon, simply roll the Siege Weapon's RATING. There is no defensive roll, no attack adjustment, and the entire attack roll is PURE DAMAGE.

FORMATIONS

Characters standing or marching side-by-side are said to be in formation. Enemies are NOT permitted to move through a formation. Instead, they must move around or over the formation.

Formations might seem foolish (at least for the characters who form them), but to the mighty siege weapon, powerful spell casters, or cowardly generals who hide behind them, the use of Formations is extremely valuable.

The "Impact", "Taunt" and "Intimidate" Actions may all be used to attempt to break formations. However, characters belonging to a broken formation may use their next action to try to move and close (i.e. "repair") the broken formation.

INFILTRATORS

Characters and troops with a Willpower, Combat and Movement of 5+ may be used as "Infiltrators". Infiltrators typically advance across the battlefield alone. They are given their orders and perform them (or die trying) prior to returning to the general. Infiltrators do not need communication officers.

BUILDING YOUR OWN ARMY

All players must agree to begin with an equal amount of Experience Points ("e.p.") and gold. These values may be any amount that you and your players agree upon, but a good (small) starting amount might be 150 e.p. and 1000 gold.

- (1) Create a role-playing character to serve as the general.
- (2) Define a non-role-playing character (i.e., troop) and determine their cost (e.p. and gold).
- (3) Use your e.p. and gold to purchase one or more of these troops.
- (4) Repeat steps #2 and #3 as desired.
- (5) With the remaining e.p. and gold, improve the abilities and equipment of your general.

CREATING A GENERAL

Your general is a role-playing character, and the steps to create them can be found on page 23 of these rules. As a role-playing character, do not forget to add +1 or +2 to their LF before rolling for their maximum Hit Points.

CREATING TROOPS

Troops are created in a way similar to the way role-playing characters are created, with the following three exceptions. First, they do not get to add +1 or +2 to their LF. Second, they do not begin with any gold. And third, they do not roll their LF to determine their maximum Hit Points. Instead, a troop's maximum Hit Point is found as 5 for the first Life Force dice, then 4, then 3, then 4, then 3, then 4 etc. So a Human troop with a LF=4 generates a maximum Hit Point = 5+4+3+4 = 16.

GOLD - It is up to the general to provide the troops with food, clothing, and equipment. The minimum a general may provide is leather armor, staff, 1 week rations, 1 water skin, and 2 gold coins for a minimum gold purchase of 33 gold each.

EXPERIENCE POINTS - Every troop will cost an initial 15 e.p. to purchase them. Additional e.p. may be used to improve them as desired.

THE BATTLEFIELD

Every wargame battle should take place on a well defined "Battlefield". At the very least, a Battlefield should include a global Terrain rating. More complicated Battlefields will define different areas of the Battlefield with different Terrain ratings. Other options for a Battlefield include complex obstacles such as river crossings, moats, magical mushroom patches, or maybe even large holes scattered about from which random monsters can leap out. Some Battlefields may define areas where the players may initially setup their armies. If this information is not provided, then assume that the players may only setup their armies along one edge of the Battlefield, within 5 inches of the Battlefields edge.

Before each new battle, the players position their armies on a battlefield. Infiltrators (if any) are placed on the battle field last, one at a time, player by player, anywhere on the OPEN battlefield, meaning anyplace 15" or more from a place designated as the setup area for another army.



MASS COMBAT

When battles get big - like the name says, "BRUTAL - Big Bad Ball Busting Bloody Battles", the "Basic Combat" and "Advanced Combat" rules still apply for individual characters and troops attacking other individuals, but the following mass combat rules for squads may be used to really speed things up.

SQUADS

A "Squad" is defined as a group of identical, fully-healed characters who stay together on the battlefield. When using squads, players can save a lot of time by rolling a single set of dice rolls when attempting actions. Every character in the squad succeeds or fails together. They move and attack as one.

JOINING INDIVIDUALS TO MAKE A SQUAD

To join a group of individuals to make a squad takes no action, but all of the individuals must be identical and fully healed. If different armor, weapons, or ability ratings are found among the individuals of the group, then the lowest of each of these will be used by the group when acting as a squad. Additionally, the individuals of a squad must all be fully healed. One option is to allow two wounded individuals to join a squad as a single individual fully healed.

SPLITTING SQUADS TO MAKE INDIVIDUALS

When resisting horror and when looking for treasure, are two excellent examples of times when you will likely want to split your squad to make individuals. It is far better to lose half a squad to horror by rolling their Willpower abilities individually, then it is to take the chance that a single Willpower roll could lose your entire squad. It requires no action to split a squad to make individuals, and the choice when to do so is up to the player.

Note:

It is possible to split one or more individuals out of a squad, while leaving the remaining individuals to form a smaller squad.

SQUADS FIGHTING WITH INDIVIDUALS

When a squad fights with one or more individuals, the squad must split out one or more individuals to fight the individual one-on-one. Realize that if an individual becomes wounded (not fully healed) while fighting another individual, then the wounded character may not rejoin the squad.

SQUADS FIGHTING WITH SQUADS

Squads are made up of fully-healed characters. When squads fight with other squads, the rules change a bit. We no longer think of individuals with Hit Points ("HP"). Instead, we now think of Squads with Total Troop Counts. "Damage" is still found as the difference between the attack and defense rolls, but now "Damage" defines the number of troops lost, ...killed in battle. All surviving characters in a squad are still fully healed. There is no need to keep track of individual HP's, and this saves a lot of time!

SIMULTANEOUS ATTACKS

When squads fight with other squads both squads roll their Squad Attack Rolls and a Squad Defense Rolls at the same time. Characters are removed when damage occurs, and new Squad Attack Rolls and a Squad Defense Rolls are calculated at the beginning of each new round.

CALCULATING YOUR SQUAD ATTACK ROLL

- (1) Begin with the Total Attack Roll of the identical characters within the squad.
- (2) Add +1 for every full "max" attack using an Attack Adjustment = 5
- (3) Add +1 for every 10 characters (1-9=0, 10-19=1, 20-21=2, 30-39=3, etc.)

Notes:

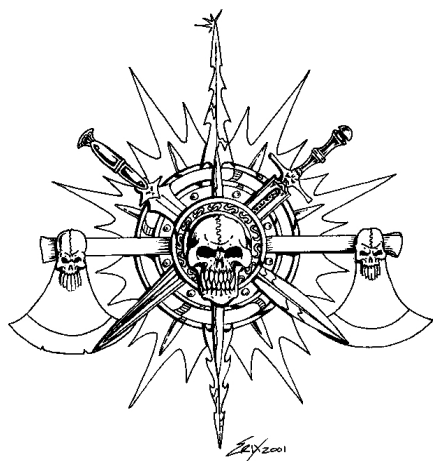
- (1) Warrior Fly Squads gain +1 to their squad attack when flying
- (2) Cyclops Turtle Squads gain +3 Attack when swimming
- (3) All other character races gain +1 to their squad attack when mounted
- (4) +1d modifier if your squad has the higher CSG roll.

CALCULATING YOUR SQUAD DEFENSE ROLL

- (1) Begin with the Total Defense Roll of the identical characters within the squad.
- (2) Add +1 for the Life Force Rating of the identical characters within the squad.
- (3) Add +1 for every 10 characters (1-9=0, 10-19=1, 20-21=2, 30-39=3, etc.)

Notes:

- (1) Pole-arms and the Staff gain a +2 defense vs. mounted troops.



MASS COMBAT ROLE-PLAYING

These mass combat rules are not strictly for wargames. Role-playing adventures may take advantage of these rules as well.

In the game of BRUTAL, you can easily march a small army against an evil temple "Adventure" filled with Orcs and Goblins. Though the temple isn't really a battlefield, and the Orcs and Goblins don't have a general, the mass combat and role-playing game rules work beautifully together.



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