

SHIELD BREAKER

v0.8

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Introduction

“Whatever you have, someone else is eager to take by force.”

Shieldbreaker is a game about warbands battling it out in a world of legends. It is intended for use with about 6-20 miniatures in the most common 28mm scale. Buy, borrow or steal any fantasy miniatures, compose a warband and you are ready to play.

Shield Breaker is a hobbyist's game at heart. It is a rule set for people who want to collect and battle with miniatures, without having their choices dictated by a specific manufacturer.

It's easy to start as you can use any miniatures. Composing a warband can be done in minutes and in millions of different ways. The basic idea is that you compose your models by combining a number of classes. A model may be as simple as a Spearman, or you can make him a Legend Savage Spearman of Chaos. Use your imagination and have fun!



Before the game

“Seeing that onrushing horde of undead boneheads almost makes an old mercenary wish he’d listened to his mother.”

A game

In *Shieldbreaker*, warbands face each other in fierce combat. Players take turns moving and fighting with their models until one warband is sufficiently beaten. A warband wins when it meets two out of three winning criteria; halving opponent’s warband, killing the opponent’s leader and holding the center of the battle field.

What you need

You need the miniatures for your warband. See *Building a warband* to find out how to compose it. You need a playing field of 24 x 24 inches. You also need some terrain pieces. We recommend at least 3-5 pieces. You need something for measuring inches, and a few six-sided dice.

Placing terrain

Roll a die each. Lowest score choose and place terrain. Highest score will choose side and deploy first. Deploy one player’s warband at a time within 2 inches of that player’s board edge. When both players have deployed, roll again. Highest score takes first turn.

Your board must contain at least one piece of terrain that blocks line of sight and one piece that counts as rough. This can be a single piece that meets those criteria, like a grove of trees. You may not place any rough terrain within 3 inches of the center point.



Playing the game

“Whaddaya waitin’ for, you sniveling fool? For them orcs to get bored and kill themselves? Get to it!”

A round

A round consists of one turn per player. During your turn you move, shoot or use magic in any order with one model at a time. A basic model has one move and one action.

In each turn you play one model at a time, in an order of your choosing, completing the move and action of that model before moving on to the next.

Actions can be close combat attacks, shooting or using magic. You may also do it the other way around, with action first and move last.

Measuring distance

Distance is measured in inches. In terms of movement it means how far a model may be moved. In terms of range, you measure the distance between the models. You may measure at any time.

Model stats

All models have two stats; Move and Combat. Move is how far the model can move in his turn. Combat is used when models are fighting in base to base contact and when being targeted by ranged attacks. Models using ranged weapons have two more stats for range and ranged strength, as stated in the rules for ranged classes.

Winning the game

A player has won when he has met two out of three winning criteria; **halving the number of models in the opponent’s warband, killing the opponent’s leader** and **holding the center of the battle field**. Only the point from holding the center can be lost. If you lose the center, you lose the point. Sum up your points at the beginning of your turn.

You are holding the center if you are the only player with a model within 3 inches of the absolute middle of the board at the end of a turn.

You must win with at least one more point than opponent.



Moving

“Before the headbashing, a short jog is good to get yer blood pumpin’”

A basic model has a move distance of 4 inches per turn. The *Move* stat differs from the *Combat* stat in that it is not a cumulative modifier. Only the highest *Move* stat is used. You may turn models freely during movement.

When moving into base contact with an enemy model you must move your model the shortest route possible. Once a model is in base to base contact with an enemy model, he can attack. A model already in base contact with an enemy model may only make close combat or magic actions until the close combat has been resolved.



Close combat

A model in base contact with an enemy may choose to make a close combat attack. Turn the attacker to face the model he is attacking. Both players roll 1 die each. Both add the model's *Combat* and any applicable modifiers (see below).

Close combat results in one of the following situations:

- If both sums are equal, nothing happens.
- Sums are not equal. The lower scoring model *Recoils*.
- The higher sum is double or more than the lower sum. The losing model is killed.

"Come on girls. S'time for the inevitable conclusion of failed diplomacy!"

Modifiers in close combat

These are modifiers that you add to attack dice under certain conditions.

- Enemy model is on higher ground than opponent; **Combat -1**
- Enemy model is in rough terrain; **Combat -2**
- Supporting models. For each additional enemy model in base contact; **Combat -1**

Winning a close combat

When you win a close combat, i.e. the opponent has recoiled or been killed, and there are no other enemies in base contact, you may make a *follow up move*. Such a move must be made in the direction of the defeated model. You move 4 inch straight in that direction until you encounter any obstacle or model. If you end up in base contact with an enemy model, both models are considered to be in close combat in subsequent turns, but will not fight in this turn.





Recoiling

“REGROUP!”

Roll a D6. You get -1 on the result for each enemy model in base contact. If your result is 0 or less, the model has been overpowered and is killed. Otherwise move the model a number of inches equal to the result straight away from the model that caused the recoil, moving through and past those models that were in base contact.

If your model encounters an enemy model while recoiling (not counting those that were in base contact before the recoil), your model is killed. If you encounter impassable terrain or a board edge, the model stops. If you are unable to recoil at all because the model is in base contact with impassable terrain or a board edge, the model is removed. If you encounter friendly models, move past them and continue until all friendly models have been cleared.



Shooting

“Arrows are sooo annoying.”

To shoot, pick an unengaged target within range. You need to be able to draw a clear line of sight from the center of shooting model's base to the center of target's base. Friendly foot models do not block line of sight. Large models and enemy models block line of sight unless the shooter is on higher ground. You may not shoot into a close combat.

Roll for the shooting attack exactly like a close combat attack, except the shooter must use his *Ranged Strength* instead of his *Combat*. The shooting model is of course unaffected when losing the combat roll.

Modifiers when shooting

- Large target; *Ranged Strength* +1
- Target in rough terrain; *Ranged Strength* -2



Magic

“Never look a magician in the eye. ‘Tis safest to close yours and swing your sword in the direction of the smell of sulphur.”

Magic users wield terrifying mystical powers. With such power comes terrible danger. When a magician tries to cast a spell, he must first see if he can master the supernatural forces, by rolling for *Preparation*. The magician is likely to chant in forgotten languages, wave hands in the air and possibly burn incendiary powders for effect.

Casting

First decide on how strong you want the attack to be from 1 to 6. Roll a dice for casting. If you fail to roll higher than the chosen strength, roll two dice for miscast. If you again fail to get a sum higher than the strength, the magician has failed in controlling the powers of magic and is consumed in a pillar of black flame (or similar nasty effect). Remove model from play.

If you roll higher than your selected strength, the magician’s casting were successful and is now ready to cast his *Spell*. **The rules for *Spells* are specified in the various magic-using classes.**

Spells

Magical attacks have unlimited range but does require a line of sight. Spells always consist of an opposed roll where the magician uses the strength determined during casting and the target uses *Resistance*, which is 3 for a standard model. The effect of a successful magical attack varies based on the rules stated in the magic-using class. You can use spells even when in base contact, but it counts as an action, i.e. you cannot make a close combat action if you’ve used a spell.

Example: A Warlock is trying to use his magic on a Spearman. The warlock player decides he needs at least strength 3 magic to defeat the spearman’s combat of 2. He rolls one dice for casting. To succeed with casting he has to roll higher than 3 as that was the strength he chose. He rolls 5, and can proceed with the magical attack. The spearman and wizard both roll a regular combat roll using the spearman’s combat of 2 and the warlock’s chosen strength of 3. If the spearman player wins the roll, nothing happens. If the warlock wins the spell is successfully cast and is resolved not as a combat, but as specified in the warlock class.

If the warlock had failed with the first roll (the casting roll) he would have to roll a miscast roll against the chosen strength, but this time using two dice. If the roll is higher than the strength the spell has just failed an nothing more happens. If this roll is equal or less than the chosen strength, the miscast is fatal. Remove the warlock from the game.



Terrain

There are different types of terrain. Make sure you and your opponent agrees on how to classify each piece of terrain before you start. Terrain pieces can be one or more of the following types:

Open terrain

Grass, sand or dirt. Normal movement applies.

Impassable

Models cannot move over or through this terrain.

Rough

An area filled with rough terrain, for example ruins and forests. Models moving in Rough terrain count as being *Slow*.

Built up

A piece of terrain that blocks line of sight. A built up piece will block line of sight between models that are on either side of it, but not within, into or out of it.

High ground

Hills and slopes. The model on a hill or slope that is closest to the center of the terrain piece counts as being on higher ground.

Hedges/fences

A terrain feature that is basically only a line does not count as rough. However if you want to move a model over them, the model counts as *Slow* this turn. A model that has moved more than 4 inches or has already made an action thus cannot move over a hedge/fence.



Shield Breaker Gameplay Summary

Before the game

1. Roll one dice each. Lowest scoring player places terrain. Highest chooses side and sets up first.
2. Roll again. Highest takes first turn.

Summary

1. Player 1 checks winning conditions. Two points wins the game. You must have one more point than opponent to win.
 - a. One point for halving opponent's warband.
 - b. One point for killing opponent's *Leader*.
 - c. One point for being the only player with models within 3 inches of center point.
2. Player 1 plays one miniature at a time in any order. One action and one move per model in any order.
3. Player 2 ditto.
4. Repeat from 1.



Building a warband

Basic warband member

You have 64 points to spend on your warband. A basic unequipped model costs 2 points. Such a model can be used as is, without adding classes. That would be the equivalent of a person equipped with a simple weapon like a club or knife. **Models may have up to two classes added to them. Each warband has one leader. That leader may have up to four classes.** If your leader only has two or fewer classes, be sure to mark which model it is.

The basic model's stats look like this:

Move	Combat
4	2

Model recommendations

Human-sized models on foot should be mounted on a base about one inch wide. Large models should be mounted on bases two inches wide and/or deep. The rules are intended for round bases.

Large models should be at least twice the size of a human model. It is best if your model looks suitable for the model's choice of classes. Failing that you should at least be able to justify the classes you use with some background story. Make sure your opponent knows your force.

***TIP!** Use multiples of models to be able to play more efficient.*

***TIP!** The easiest and best way to build your warband is to use our online Warband Builder at www.shieldbreaker.net/warbandbuilder. Totally free of course! (At beta stage. The tool will not check if you follow the rules for building a warband. Also only compatible with modern web browsers.*

“Biggest orc I ever saw. Twice the size of me and then some. Had me pinned. Was getting ready to meet my maker when I found out, gods be praised, poor beast had a glass jaw.”



Common class special rules

With the exception of *Move (M)*, stat bonuses are cumulative as long as their prerequisites apply. A model can only take a class once. Unless stated otherwise, a bonus to a stat refers to *Combat*.

Unique

Your warband may only have one model with a *unique* class. Ever. You may not have two different unique classes, on a single model or on two models. Only one *unique* class in your warband!

Foot

All models count as a *Foot model* until given a *Large*, *Mounted* or *Flying* class.

Impetuous

Impetuous models that kills an enemy in close combat or causes it to recoil **must** make a *follow up move*.

Large

This model cannot be combined with other *Large* classes. Model should be visibly larger than normal models.

Flier

May move over impassable and rough terrain, but not end their move in either. Rough terrain counts as impassable for *Fliers*. A flier may move past any model including enemy models during recoil without taking a wound.

Impact

Impacting models get *Combat* +1 in any turn during which they have moved (not counting recoil moves). This model cannot be combined with other classes that have *Impact*.

Slow

Model moves at a maximum of 4 inches each turn. May not make an action if moved in the same turn or vice versa. May not make follow up moves.

Cause fear

When you want to move into base contact with a model that causes fear, roll a D6. On 4+ the model has overcome it's fear and may move into base contact with the feared model. If failed, the model is frozen in hesitation and may not move at all. A close combat draw against a model that causes fear counts as having lost the combat by 1. Models that cause fear are immune to the effects of other models that cause fear.

Agile

No penalty for moving and close combat in rough terrain. This does not let fliers enter rough terrain.

Alignment

Only one type of *alignment* is allowed in a warband.

Ranged (Ranged Strength, Range)

This model may use ranged attacks, adding *Ranged Strength*, instead of *Combat* to the attack roll. A model may only have one class with the *Ranged* special rule.

Wounds(X)

For each Wound, disregard one *killed* result. Keep track of lost wounds. When wounds are zero, model is removed as casualty. Note that the model will still recoil.

Spell

Able to use magic. See *Magic*.

Save (X)

Saving means rolling a dice after losing a combat roll. On a roll of X or more, count the result as one step less. I.e. a double becomes a regular loss; A regular loss becomes a tie.

You can only save once per combat roll.

Classes

“Don’t let them lords and fine gents get to ya. Remember, on the battlefield, at the tip of a spear, most men are anfully equal.”

All modifiers in the class table are applied to the *Combat* stat only, unless stated otherwise. For example; the Legend class states that he “Gets +2 against *Large*”. This is added to his combat stat when in close combat and even when shot at by a *Large* model, but he doesn’t get +2 when he himself makes ranged attacks or uses magic.



CLASS	M	C	SPECIAL RULES	P
Arch Mage	4	+1	Unique. May re-roll cast roll once per turn. Magic strength +1 if roll to cast is successful. Spell: roll against any model in base contact. If you win you may move that model up to 12 inch. Other classes with Spells do not count towards class limit on an <i>Arch Mage</i> .	6
Barbarian	4	-	Agile. Causes <i>fear</i> in rough terrain.	1
Beast	8	-	Impetuous. Agile.	2
Berserker	4	+1	Impetuous. Must attack if in base contact. Make a close combat attack against all enemy models in base contact. One at a time, in order of your choosing, until you lose a close combat.	2
Critter	4	-1	-	-1
Crossbowman	4	-	Ranged (2, 12). All targets counts as having <i>Combat</i> 3 when shot at by <i>Crossbowman</i> .	2
Demon	4	-1	Whenever a <i>Demon</i> kills another model in close combat he gets <i>Combat</i> +1 for the rest of the game. No, you may not attack your own models.	3
Elite	4	-	May re-roll <i>Combat</i> dice once. Must stick with second result.	3
Flier	12	-	May move over impassable and rough terrain, but not end their move in either. A <i>Flier</i> must recoil 4×recoil distance.	4
Healer	4	-	All friendly models within 4 inch of a <i>Healer</i> gets <i>Save</i> (5+).	3
Hunter	4	-	Agile. Gets <i>Combat</i> +2 and +1 to <i>Ranged Strength</i> (if he has a class with <i>Ranged</i> attacks) against <i>Flier</i> , <i>Beast</i> and <i>Critter</i> .	1
Irongut	4	-	Wounds (1).	
Juggernaut	4	+2	Slow. -1 on all recoil rolls.	4
Knight	4	+1	<i>Save</i> (4+).	5
Legend	4	+2	Unique. <i>Wounds</i> : 1. Gets +2 against <i>Large</i> .	7
Marksman	4	+1	Unique. Ranged (4, 18). Re-roll shooting attack once. No negative modifier from shooting into terrain. If you roll a 6 on the dice for a ranged attack, target is killed.	4
Mercenary	4	+1	May not be combined with a <i>Unique</i> class.	3
Monster	4	+1	Large. Wounds (1). Immune to <i>Impact</i> .	6
Mounted	8	-	Impact. Large. +1 against non- <i>Large</i> targets.	4
Necromancer	4	-	Spell: Can make a magical attack against a model that has been killed or removed from the game. If successful place a <i>Zombie</i> in base contact with necromancer under your control.	4
of Chaos	4	-	Alignment. As long as this model is in play, roll a dice at beginning of turn. On a roll of 6 all your models get <i>Combat</i> +1 until the beginning of your next turn. Only once per turn.	3
of Darkness	1	-	Alignment. Sacrifice a friendly within 4" to get +2 on a magical attack or magical preparation.	0
of Light	1	-	Alignment. As long as this model is in play, all your models have a 5+ save against magical attacks. If there is a model with "of Darkness" in play, all your models get <i>Combat</i> +1.	2
of Order	1	-	Alignment. As long as this model is in play, all your models are	1

			immune to Fear.	
Ranger	4	-	Agile. Ranged (2, 18).	1
Ravager	4	-	Move +1D6 each turn. If a <i>Ravager</i> can reach an enemy model, he must move into base contact with the closest enemy model.	1
Savage	4	-	When dead, lay on its side. At the start of your turn roll 5+. If successful, stand up and continue as normal, otherwise remove.	2
Scout	4	-	Deploy at any edge except enemy side after other deployment. If both players have scouts, roll a D6 to see who deploys their scouts first.	2
Shooter	4	-	Ranged (3, 12).	1
Skeleton	4	-	Slow. Save (5+). Immune to fear. If you don't have a <i>Necromancer</i> in play, roll a dice when activating a <i>Skeleton</i> . On 1–2, kill <i>Skeleton</i> (no save allowed).	2
Skirmisher	4	-	Combat +2 against models with the <i>Ranged</i> special rule and <i>Spearman</i> .	1
Sorcerer	4	-	Spell: If the attack is successful, resolve like a close combat. If target is killed, immediately make a new attack (no new preparation) against the model closest (within 2 inches) to the last target. Continue until attack fails, or there are no other legal targets.	5
Spearman	4	-	<i>Combat</i> +3 against <i>Large</i> . Immune to <i>Impact</i> .	1
Terror	4	+2	Unique. Wounds (1). <i>Impetuous. Large.</i> Cause fear. Immune to <i>Impact</i> .	9
Undying	4	-	When dead, roll a dice at the beginning of your turn. On the roll of 6, return <i>Undying</i> to anywhere in your deployment zone.	2
Veteran	4	-	May re-roll recoil and fear rolls.	1
Warlock	4	-	Magical attack. If magical attack is successful, target model must recoil from warlock.	3
Warrior	4	+1	-	4
Witch	4	-	Spell: If magical attack is successful, target model must make a full move towards the witch in such a manner as takes him closest to the witch.	3
Witch Hunter	4	-	Immune to <i>Spells</i> . <i>Combat</i> +3 against models that have magical attacks.	1
Zombie	4	-1	Save (5+). Slow. Immune to fear. Must move full move towards enemy. Must attack enemy models if able. Cannot be combined with any other class.	0

Clarifications

“Just what is it you don’t get? Sword goes up, sword goes down, enemy dies... It’s not complicated, son.”

Opposed rolls.

Many dice rolls in *Shieldbreaker* are *opposed rolls*. This means that both players roll a D6 and add whatever modifiers apply. Equal results usually means nothing happens. A higher result means that player won the roll.

Range.

When a rule requires a model to be “within” a certain range, he doesn’t have to be completely within that distance. If the distance between point of origin and model is less than the range, model counts as being within range.

General vs. Special rules

If a special rule contradicts a general rule, the special rule applies. Should two special rules contradict each other, you should use the rule that benefits the who paid army points for it.

Rounding

Should the rules call for a value to be halved, use the rules for rounding off that you learned in school. I.e. 1.5 is rounded up, any less is rounded down. If you learned it differently, take it up with the Swedish Board of Education.

Moving after having been in close combat

A model that was in base contact with enemy earlier in his round, that has not yet done anything, may move if for some reason all enemies have been removed from said base contact. In effect if a model is tied down in close combat, another of your models can move in, win the combat and thus free the first model for activation later.

Magic attacks

None of the normal combat modifiers apply to magic attacks.

Recoiling straight

When recoiling you should move straight away from the cause of the recoil. In close combat, there will sometimes be enemy models in the way. Models that were in base contact at the start of the recoil, you move around (as they were accounted for in the recoil roll.) Enemy models that you collide with during the recoil, that were not in base contact at the start, kill you.

Removing from play

When a rule states that a model is to be ‘removed

from play’ that is different from being killed. Models removed from play cannot be saved by any means.

Rerolls

Unless specifically stated, a ‘reroll’ means you get to disregard the result of a specific dice roll (like combat or recoil rolls,) and roll again. You can only reroll once per occasion and must stick with your second result. For example, the Elite class lets you reroll your combat dice. Models may end up in close combat more than once per turn and on each occasion he’ll get one reroll.

Rectangular bases

If you use square or rectangular bases, remember that base contact involving only a corner is not a legal contact. A base contact must be made to a side on a rectangular base.

Slow

If a model is Slow, you cannot avoid those effects. I.e. a *Beast Juggernaut* will be slow regardless.

Halving the warband

You need to kill half or more of the number of models to halve a warband. I.e. to halve a warband of 11 models you have to kill 6. You only need to kill models once, i.e. Undying and Necromancers can’t undo the halving of a warband.

Follow up

If your model wins a close combat in the opponent’s turn, you may still make a follow up move. In the case of *Impetuous* models they have to follow up.



Moving through models

Only Fliers or recoiling models may ever move through other models. Fliers can fly over any model, but not end move on them. Recoiling models move through enemy models that were in base contact at the start of the recoil move. Recoiling models move through friendly models. Models with wounds that recoil into enemy take 1 wound and stop in base contact with said enemy if he survives. If there is insufficient space to stop there, continue past until models are cleared, turning the model only in the case of impassable terrain.

Forced moves

Recoil moves and moves due to magic are considered forced moves. Only forced moves let a model move out of close combat. Forced moves are made in a straight line, stopping at impassable terrain or enemy models. Only recoil moves cause wounds when encountering enemy models.

Saving miscast rolls

A failed casting roll is not a combat roll and may not be saved. If the caster has *Wounds* he will however take one wound and thus survive.

Targeting friendly models

You cannot target friendly models with close combat or ranged attacks. You can target friendly models with magic, but in the case of *Necromancer*, the model must first be dead and removed from the board.

