

Castle Chelsmford Quick Play Rules

Version 0.2

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Actions

All models have a set number of action points with which to perform actions. The following are possible actions:

Move	1 AP	Move 1 square in any direction. You will face the direction you moved in, if diagonal, choose either
Turn facing	1 AP	Turn to face any direction without moving
Heroic leap	2 AP	Leap over a table or similar obstacle
Aimed shot	X AP	Spend any amount of AP and roll that many attack dice as one shot
Rapid Fire	1 AP	Use any amount of shots, but roll only 1 die each. Must declare before rolling
Move and Fire	1 AP	Move one square and fire one shot with one attack die
Charge	Free	Strike one blow against an enemy you just moved into contact with
Fight	1 AP	Strike one blow in existing melee
Reload	1 AP	Reload one weapon
Use item	1 AP	Use a special item
Pick item	Free	Pick up an item in your own square. Item is put in storage or a free hand.
Give item	1 AP	Pass an item to another character in an adjacent square
Change weapons	1 AP	Switch items between storage and hands

Shooting

To hit, your roll must exceed the distance to the target. E.g. if the target is 3 squares away, you must roll 4 or more. Cover counts as an extra square of range.

In aimed fire, you add together the scores but get only one hit no matter how many dice you use.

In rapid fire, each die counts separately but you may get multiple hits. Each shot may be directed against a different target, but only if the target was visible before your shooting action began.

If you are allowed to shoot more than one weapon in one action, they always count separately.

You may not shoot more rounds in one action than your weapon holds.

Weapons

You can only use weapons in your hands. You can have either one two-handed weapon or two one-handed weapons in use. Other weapons are slung, holstered etc. To change weapons, you must use an action.

Melee

Both combatants roll their melee dice (1d6 + equipment bonuses) and pick highest. Loser is wounded. If attacked from side/rear, defender cannot hurt attacker. After the initial exchange, surviving defender may turn to face their attacker for free.

Wounding

Roll 1d6 + weapon power. Must beat target's Defense stat.