BLAM! BLAM! AARGH!

SIMPLE SHOOTOUT SKIRMISHES!

WELCOME TO **BLAM! BLAM! AARGH!**
BID FOR **INITIATIVE** AND **COMMAND** A HANDFUL OF SOLDIERS.

LAY DOWN **IMPRESSIVE** AMOUNTS OF **FIRE**.
DESTROY YOUR OPPONENT AND EMERGE **VICTORIOUS**!

COMIC BOOK HEROICS ON THE TABLETOP - PLAY WITH WHATEVER'S ON YOUR SHELF!

WELCOME TO BLAM! BLAM! AARGH!

As the subtle title suggests, these rules are inspired more by comic book heroics than history or science. The rules are semi-abstract and (hopefully) you'll be able to run your own games at a pace that is reminiscent of an action movie. As part of the abstracted gameplay, a gridded table is used to simplify movement, ranges, line of sight, and the effects of terrain.

The rules are simple to pick up, but the Turn Sequence is a little unusual compared to many games: make sure you understand it before playing!

I designed these rules so that I could play games with the diverse but small groups of 'shooty' models in my collection without needing to build up larger squads or invest in new, more complex skirmish rules. It has been a nice way to introduce some of my non-miniature gamer friends to tabletop battles through a simple introductory system but there's tactical depth for experienced players too.

The initial intended setting was near future and sci-fi military or policing actions, involving around a squad's worth of models (usually ten or so), however they're very versatile. I've used them for weird Second World War skirmishes, dime fiction Wild West shoot-outs, Hollywood Colonial adventures, and a World War Two section-level encounter. With a little thought, you could use these rules in Napoleonic, Fantasy, and Superhero gaming.

Essentially, you may use whatever models you wish to and it's a great excuse to build and play with some of those sprues you've received free as Wargames Illustrated cover mounts.

Grids in miniature wargames are nothing new, even if not seen too often: my first experience of them was a very early one, in a series of articles in my Dad's Military Modelling magazines from the mid-1970s, presenting a set of WW2 rules for 'younger gamers'. The offset grid I use combines the convenience of a grid with the easier interaction allowed by hexes. Grids in tabletop games take away many headaches (and arguments) surrounding measuring and ensure that Blam! Blam! Aargh! games rush along.

When I started buying Wargames Illustrated, in the late 1980s, free sets of rules appeared in quite a few issues, and I really enjoyed playing them (the digital magazine Wargames World 6 has a list of some of my favourites). This ruleset is a thank you to the designers who wrote those games and submitted them to the magazine - you helped me get started in this fine hobby. I hope current readers will get some of the same enjoyment from this game that I did all those years ago.

Shoot often, shoot well, and enjoy Blam! Blam! Aargh!

Daniel Mersey

CONTENTS

CREDITS

GETTING STARTED

Assemble a Squad of figures from just about any gun toting period, all the way into the far future! You only need around ten figures per side - it's easy to get gaming with your existing collections. Thanks to Blam! Blam! Aargh!'s grid-gaming, rapid-fire rules, and fiendishly-fun fighting, your games will take no time at all and will leave you hungry for more!

Gather your figures, a handful of D6s, print some tokens from the web, and you're set!

Games are best played on a gridded tabletop (explained later) but if you're not using a grid, you'll need a ruler marked in 6" lengths. That's it!

PLAYING WITHOUT A GRID

The rules are perfectly playable on a non-gridded table.
- Allow every model a zone of 6" around them - for example, Fight Actions allow your model to move up to 6" into contact.
- Make all measurements in 6" steps and treat everything within each 6" increment as one additional area away, as written in the rules - less than 6" away counts as the same area as the figure.
On a 3' x 3' table this allows a little extra room to the recommended grid.
In a non-gridded game, make sure that your terrain areas are well defined and agree any potential areas of dispute before you start playing (or arguing!).

TABLE SIZE AND TERRAIN

The rules are designed to be played out on a 3' x 3'table covered with an offset grid of 6" squares (hexes work just as well). This really speeds things along and makes for fast-playing action. This allows for a grid five high and five across at its maximum.

A maximum of five models per-player are allowed in any one area at a time.

If you have a larger table, it's absolutely fine to play using squares larger than 6". 12" squares allow a very impressive game although changing the number of areas and maximum models per area is not recommended.

The terrain depicted in an area is assumed to cover the entire area - and as such it affects any model in, moving through, or shooting through any part of that area.

TERRAIN TYPES

Each area consists of one or more of the following terrain types. Be sure to agree these with your opponent before the game begins.

Scenarios will either suggest the terrain you must lay out or will indicate the use of the Random Terrain generator (available on the Wargames Illustrated Website).

• BLOCKING - these areas cannot be shot through but can be shot into.

• COVER - these areas can be shot through and into but make targets harder to hit.

• DIFFICULT - these areas impede moving out of them.

• IMPASSABLE - these areas cannot be entered.

• OPEN - these areas have no restrictions, regardless of any minor terrain features they include. Approximately half of the areas on the tabletop should be open terrain.

MORE EXAMPLES

See more example grids and tables online at:
www.wargamesillustrated.net.

Lengths of string mark the divisions on this simple tabletop, which would be perfect for pike and shot or horse and musket gaming. We've used a really small amount of terrain to indicate what each grid area consists of. Open areas need no terrain in them.

Here micro dice mark the lower corners of each grid area. Make sure you use obviously different dice or you might scoop them up to roll in-game! This sci-fi landscape is more visually busy but uses the rules in exactly the same way, grid by grid.

DICE-DRIVEN GAMING

Actions are determined by dice rolls. All dice used in Blam! Blam! Aargh! are standard D6s and a 4+ is commonly needed for success.

In some cases, a roll of 6 counts as two successes.

If you're required to halve or divide the number of dice rolled, always round fractions down.

Example one: Vickers has rolled five dice (firing with his Advanced Carbine) and achieved three successes …

Example two: … but because a shooting roll counts a 6 as two successes it is actually five successes.

x5

For slower, cagier gameplay, count 5+ as a success. This makes it harder to hit but also harder to save and it was how the game was originally played.

TURNS

A game consists of a number of Turns; **each Turn consists of four Phases**. Depending on the Scenario you are playing there may be a fixed number of Turns, or play will continue until only one Squad remains in play.

There is no fixed Phase order, instead players bid to choose what happens and when!

Each Turn follows this process:

1) Blind Bid (see example on page 5)

Players blind bid to have first choice in the first Phase. This is done with Initiative Points (IP). There is no maximum or minimum bid.

Players choose how many IPs to bid in secret, revealing them at the same time as their opponent.

Bid IPs are used up (removed from play) until the beginning of the next Turn. The highest bidder has the Initiative. In the event of a draw, the players 'dice off'.

2) Choose Action

The player with the Initiative chooses one of four possible Actions:

Move, Fight, Shoot, or Recover.

3) Choose Active Models

The player with the Initiative chooses how many of their models to Activate (irrespective of IPs bid).

4) Activation (Initiative player)

The player with the Initiative completes Actions for all of their chosen models. No model can be Activated more than once in any Phase (unless special rules state otherwise - for example, Bloodthirsty models in a Fight Action Phase), but those same models can be Activated in the following Phases.

Models that have no Shooting Dice cannot be Activated with a Shoot Action.

5) Activation (non-Initiative player)

The non-Initiative player chooses up to half as many models (rounded down) to do the same Action.

6) Repeat

Return to the Blind Bid stage and repeat the process, until four Phases have been completed.

If no players have IPs left, end the Turn.

7) Rounding off

When all Phases have been played, a player who has taken any casualties this Turn must lose IPs and take a Rout Test (see page 12).

Note that if the winning player chooses to Activate only one model, other players cannot Activate any models as the halved number is rounded down. At times, this becomes a vital tactic to use.

EXAMPLE OF BLIND BIDDING

In this example our bidding players are represented by two rather marvellous miniatures from the Wargames Illustrated Giants in Miniature range: Sergeant Striker and Captain K.

Phase one

I bid 4!

I bid 2!

Striker chooses Shoot. Both surrender the IPs they bid. The players perform the Phase, shooting with various models.

Phase two

I bid 5!

I bid 5!

It's a draw so they dice off and Capt. K wins. Capt. K also chooses Shoot. Both surrender the IPs they bid. The players perform the Phase, shooting with various models.

Phase three

I bid 6!

I bid 7!

Capt. K chooses Move. Both surrender the IPs they bid. The players perform the Phase, moving various models.

Phase four

I have no IPs so I bid zero!

I bid my last 1 IP!

Striker has used all 15 IPs so with their final 1 IP Capt. K wins. Capt. K chooses Shoot again and surrenders his final IP. The players perform the Phase, shooting once more with various models.

Both players regain all 15 IPs for the next Turn unless they have had models killed.

MOVE ACTIONS

Movement is one of the four possible Actions in Blam! Blam! Aargh! It is kept extremely simple to ensure games hurry along.

SPEED

Speed is the number of areas a model can travel when performing a Move Action. Leaving one grid area and entering another uses up 1 Speed.

Most bipeds on foot will have a Speed of 1, horses and other similar creatures or vehicles have a Speed of 2, but some models' Speed can go up to 3. This is the maximum in-game Speed.

A model does not have to move its full Speed.

Each model's move is unaffected by other models, so long as no more than five of the controlling player's models are in one area at any one time.

Models cannot enter an impassable area (such as a rock face or deep pond).

Moving in difficult terrain may slow models down - to leave (but not to enter) a difficult terrain area, a model must roll a success using a number of dice equal to its Speed value.

Example one
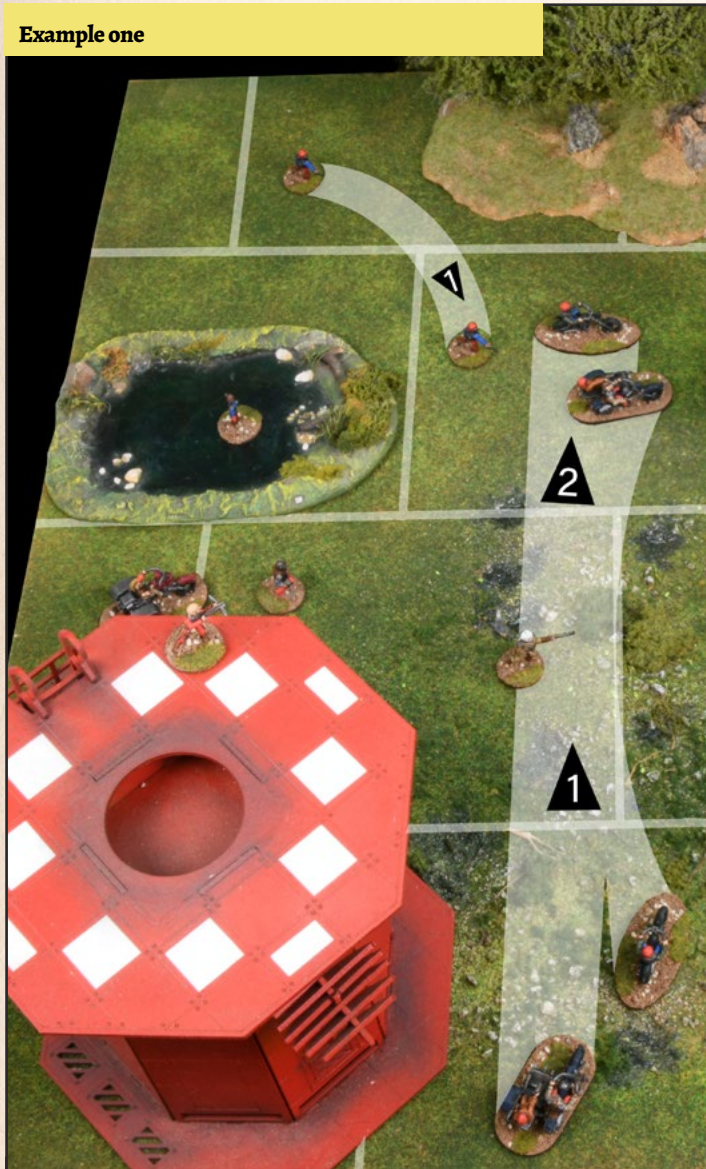
Example two

Example one: The ganger moves to an adjacent grid with their Speed of 1. The bikers with Speed 2 move two grids.

Example two: The trike also has Speed 2. He moves into the swamp grid (this is difficult terrain) with no penalty. In order to leave the difficult terrain grid he must roll a success. With a roll of 6 he moves up one more grid. If he had failed on this dice he could have rolled another (one roll per Speed).

Meanwhile the ganger in the swamp wants to move but with a roll of 1 they fail and cannot leave the difficult terrain. They only have Speed 1 so may only roll 1 dice.

OPTIONAL RULE - KEEPING MOBILE

When one Squad is primarily gun-armed and the other Squad has absolutely no firearms, if the gun-armed Squad chooses a Shoot Action the enemy may use this as an opportunity to take Speed 1 Move Actions (otherwise it would not be able to do anything).

OSPREY WARGAMES

LION RAMPANT
Medieval Wargaming Rules
Daniel Mersey

DRAGON RAMPANT
Fantasy Wargaming Rules
Daniel Mersey

REBELS AND PATRIOTS
Wargaming Rules for North America: Colonies to Civil War
Michael Leck & Daniel Mersey

Take Robin Hood, Richard the Lionheart, Gamelyn, William Wallace and other legends from the colourful, dangerous medieval period to the tabletop with *Lion Rampant* – a new set of rules designed for fighting medieval skirmish games.

Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out against the forces of evil or a Northern barbarian facing claimants to a stolen throne, *Dragon Rampant* allows you to bring those battles to the tabletop.

From the French and Indian War, through the War of Independence and the War of 1812, to the Alamo and the American Civil War, *Rebels and Patriots* allows you to campaign in the era of black powder and bayonet.

THE PIKEMAN'S LAMENT
Pike and Shot Wargaming Rules
Daniel Mersey & Michael Leck

THE MEN WHO WOULD BE KINGS
Colonial Wargaming Rules
Daniel Mersey

DUX BELLORUM
Arthurian Wargaming Rules AD367–793
Daniel Mersey

The Pikeman's Lament captures the military flavour of the 17th Century, and allows you to recreate skirmishes and raids from conflicts such as the Thirty Years' War, the English Civil Wars, and the Great Northern War.

In the true spirit of Victorian derring-do and adventure, *The Men Who Would Be Kings* is a set of rules designed for fighting historical or Hollywood colonial battles in the mid to late 19th Century, from the Indian Mutiny to the Boxer Rebellion.

The Dark Age of Britain was a time of violence and warfare, when charismatic warlords such as King Arthur could carve out their own kingdoms. With this new set of rules, players can take on the role of these warlords and command their own armies on the tabletop.

OSPREY GAMES

SHOOT ACTIONS

Shoot is one of the four possible Actions in Blam! Blam! Aargh!

Choose the number of models shooting at a target. As many Active models as you wish can perform a Shoot Action at a single target, but you may not change this selection once shooting begins.

Note that a shooter must prioritize shooting at a non-Stunned enemy model in its own area ahead of targeting a model elsewhere

Only once this process has been fully completed for each Active Shoot Action model does the opponent take their own Shoot Action Phase.

1) DETERMINE RANGE

Count the shortest number of grid squares to the target for Range.

2) DETERMINE LINE OF SIGHT

Regardless of where models are situated in their grid area, measure from centre point to centre point between the shooting and target model's grid areas.

• There is line of sight unless the Shoot Action passes through blocking terrain.

• A model performing a Shoot Action can see into a blocking area but not beyond.

• A Shoot Action passing through a cover area is allowed, so long as the cover is not also blocking.

• A model with the Indirect Fire Special Rule ignores blocking areas and cover (except for cover in the target's own area).

• You can perform a Shoot Action through areas containing other models.
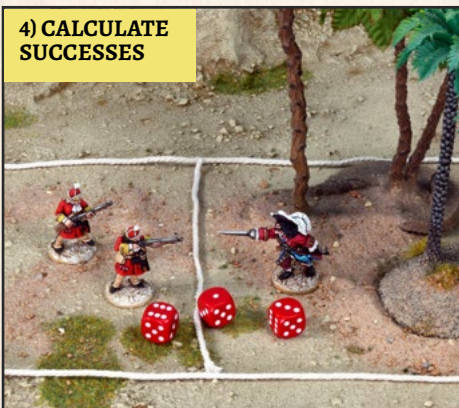
3) CALCULATE THE NUMBER OF SHOOT DICE
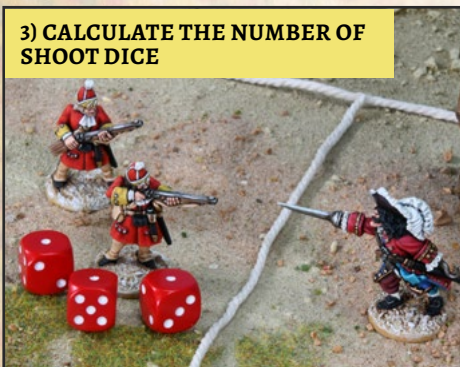
As long as there is line of sight reference the shooting model's weapon stats – the range will determine the number of Shoot Dice.

If your target is in or through an area of cover, roll only half the listed number of dice.

4) CALCULATE SUCCESSES

Roll the shooting dice and count successes. Any 6s equal two successes with Shoot Dice. This is the total number of hits landed on the target.

5) DEFENDER PROTECTS

If hits are landed on the target, the defending player rolls their Protect Dice and totals the successes; any 6s equal two successes with Protect Dice.

Each success cancels one hit.

6) STUN 'EM!

Each remaining hit causes a Stunned Token to be added to the target model; it cannot act until it Recovers.

Any model with three or more Stunned Tokens is automatically killed (some Special Rules affect this).
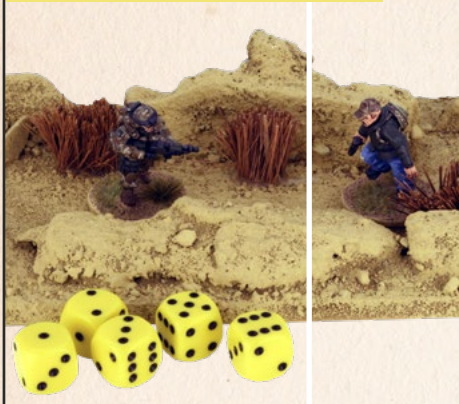
7) FOLLOW UP

If several models perform a Shoot Action at this same target, resolve the next Shoot Action against the same target. Otherwise progress to shooting at the next target.

You can never switch targets after seeing the outcome of an earlier shot.

SHOOT ACTION EXAMPLE AND THE ARMOURY

SHOOT ACTION EXAMPLE

1) Chamberlain makes a Shoot Action at a prepper in the adjacent area with his Advanced carbine. He rolls 5 dice and scores a 1, 2, 3, 5, and 6. The target takes 3 hits (the 6 counts as 2 successes).

2) The prepper wears flak armour so rolls 2 Protect Dice and scores a 1 and 5. 1 success negates the damage of 1 hit.

3) The prepper takes 2 Stunned Tokens and is now extremely vulnerable. If he gets one more he will be killed.

THE ARMOURY

There's nothin' as satisfyin' as a well-aimed shot, right between the eyes of your enemy! Cast your eyes over my emporium of destruction - the goodies here will aid you in your damage dealing! I've got all kinds of ranged goodies for your needs, and some armour options too, just in case the worst happens and it's you at the wrong end of the gunfire!

Ranged Weapons

The number of Shoot Dice is determined by the model's weapon and the target's range. Reference the relevant entry for your model's weapon to determine the number of dice that can be rolled.

It is possible to boost the number of Shoot Dice rolled for models that are especially skilled - see the Good Shot Special Rule.

Weapons appear in the table in size order - relevant to the Stealthy Special Rule.

Weapons are categorized by type, not by the ammunition used (so your model may have a laser carbine, pulse carbine, slug carbine, etc).

Some weapons display a number in brackets - this is for the Advanced version. The first number is for the Primitive version. The technological difference between 'Primitive' and 'Advanced' weapons will vary according to your setting. For example, a musket will count as a primitive rifle in a game where true rifled weapons are used.

	Same Area	Range 1	Range 2	Range 3	Range 4	Range 5
Handgun	4 (5)	2 (3)	1 (2)	0	0	0
Submachine gun	6	3	2	2	2	0
Sawn off shotgun	8	2	0	0	0	0
Carbine	3 (4)	4 (5)	3	2	1	0
Assault rifle	4 (5)	4 (5)	4	3	2	0
Shotgun	6	4	2	1	0	0
Rifle or Musket	2	5	4 (5)	4	2 (3)	0 (2)
Squad automatic weapon	1	3	5	5	5	2

Protect Dice

The number of Protect Dice rolled often reflects armour, but it could also represent good field craft (using cover to its full potential), or extreme dexterity, perhaps even a comic book hero's sixth sense.

Use this table as a guideline for Protect Dice.

Type of Protection	Protect Dice
Nekkid (AKA no armour!)	0
Flak jacket or leathers	1
Flak armour (Full)	2
Power armour or acrobatic ninja style evasion	3

Fight is one of the four possible Actions in Blam! Blam! Aargh!

Using a Fight Action is the only way models within the same grid area can move into contact with one another.

At the end of the Fight Action Phase, move all models that are still in contact apart, but they remain within the same area.

Only after this process has been fully completed does your opponent take their own Fight Action Phase.

Perform the following sequence for Fight Actions:

1) Get Psyched Up

Roll Morale Dice (see page 12) and, as long there is a success, the model's Fight Action will continue to step 2. If not, the model will take no further Action. Repeat this for each Active model.

2) Move up

Move each Psyched Up model into contact with an enemy model already in the same area, ready to make a Fight Action. Models can only double up on enemies if there is no unengaged enemy in the grid area. Likewise, all must be in double contact before tripling, and so on.

3) Attacker rolls Fight Dice

All Fight Actions count as occurring simultaneously. Both players roll their Fight Dice on a per-engagement basis. If several models are fighting against one, the outnumbering player rolls their combined Fight Dice together.

Models with Stunned Tokens roll only half their normal number of dice.

Terrain does not have an effect on Fight Actions - the models are close enough to fight around any obstacles.

4) Calculate successes

Attacker and defender count up their successes; Any 6s equal two successes with Fight Dice. This is the total number of hits landed on the enemy. If your model is fighting against multiple models, choose how to divide successes between these targets.

5) Defender rolls Protect Dice

If hits are landed on a model, the defending player rolls the defending model's Protect Dice and totals the successes, with 6s counting as two successes.

Each success cancels one hit.

6) Stun 'em!

Each remaining hit causes a Stunned Token to be added to the target model; it cannot act until it Recovers.

Any model with three or more Stunned Tokens is automatically killed (some Special Rules affect this).

FIGHT DICE

The number of Fight Dice represent your models' ability to take down an enemy in hand-to-hand combat; some models are better standing back and shooting, others should just get stuck in.

The weapon used is generally less important than a models' willingness to inflict damage or their skill at close quarters fighting - although a very big weapon should grant a higher number of Fight Dice.

The following examples demonstrate average fighting abilities.

Model Type	No. of Dice
Civilian	2
Ordinary Soldier	3
Experienced Soldier	4
Veteran Soldier	5
Elite Soldier	6
Melee Robot, Psycho, or Alien	7

BLOODTHIRSTY

After all Fight Actions in an area have been resolved, any non-Stunned Token model with the Bloodthirsty Special Rule that killed its opponent must immediately move to contact another enemy (preferably unengaged) within the same area and make another Fight Action. It does not need to roll Morale Dice to do so, and will continue to fight until it gets a new Stunned Token, is killed, fails to kill its enemy, or no enemy models remain in the area.

FIGHT EXAMPLE

EXAMPLE OF A DOUBLED UP FIGHT ACTION

1) Claude and Pierre (Fight Dice: 5 each) Get Psyched Up and attack an Elite Afghan Ghazi (Fight Dice: 6) with a Stunned Token.

Claude and Pierre roll a total of 10 dice. The Afghan Ghazi rolls 3 (the 6 is halved due to the Stunned Token).

2) Claude and Pierre roll a 5, 6, and seven dice less than 4 for 3 hits (2 for the 6). The Afghan Ghazi rolls a 5 and two 6s getting 5 hits (2s for the 6s).

The Afghan Ghazi chooses to hit Claude twice and Pierre three times while being hit three times himself.

3) Claude and Pierre fail all of their Protection rolls with no 5s or 6s - Claude takes 2 Stunned Tokens and with 3 Stunned Tokens for Pierre that's game over. The Afghan Ghazi cancels 2 hits with his roll of 6 so only gets 1 Stunned Token

Claude and the Afghan Ghazi will be moved apart and Pierre will be removed from play.

RECOVER ACTIONS

Recover is one of the four possible Actions in Blam! Blam! Aargh!

Your models can shed their debilitating Stunned Tokens during Recover Actions.

1) Rolling and Removing

The player with the initiative rolls Morale Dice for each model and removes one Stunned Token for each success; 6s count as two successes.

2) Recovering

If no Stunned markers remain, your model Recovers; it can be activated as normal unless it becomes Stunned again.

3) Passing over

Once the first two stages are complete the next player takes their own Recover Actions.

STUN, MORALE, ROUT, AND VICTORY

STUNNED

A model with a Stunned Token cannot take any Action until it successfully Recovers. If involved in a Fight Action it is at a disadvantage while Stunned (see page 10).

A model that has a three or more Stunned Tokens is automatically killed (unless it has a Special Rule affecting this).

MORALE AND ROUT TESTS

To represent continued debilitation from combat players will lose Initiative Points. For each of their own models killed in that Turn, players lose 1 IP at the end of the Turn. Remove these IPs permanently and then take a Rout Test.

A player passes a Rout Test by rolling under their end of Turn (modified) IP total on 2D6.

If successful they play on! If not all of their models with Stunned Tokens immediately rout off the table and are removed (lose IPs as above but no further Rout Test is required) while non-Stunned Token models get 1 Stunned Token each.

You may elect to leave the table before this happens, of course.

Example

Winters has lost four men this Turn - IPs drop from 15 to 11. He rolls a 4 and a 6 and the total of 10 is 1 under the end of Turn IP. So they fight on!

> **MORALE DICE**
>
> Morale is a complex mixture of training, bravery, programming, and leadership. Robots and cyborgs still take Morale Tests - if they fail it is down to damaged wiring or faulty programming, rather than losing their bottle.

Model Type	No. of Dice
Civilian	2
Ordinary Soldier	3
Experienced Soldier	4
Veteran Soldier	5
Elite Soldier	6
Fanatic or Robot	7

VICTORY!

When only one side remains on the table, the Scenario ends (some Scenarios may end at other points, which will be outlined in the Scenario notes). The winner is the player who has achieved the Scenario's objective, or in a Scenario with no objective, the 'last man standing' wins - the player who still has models on the table.

INITIATIVE POINT TOKENS
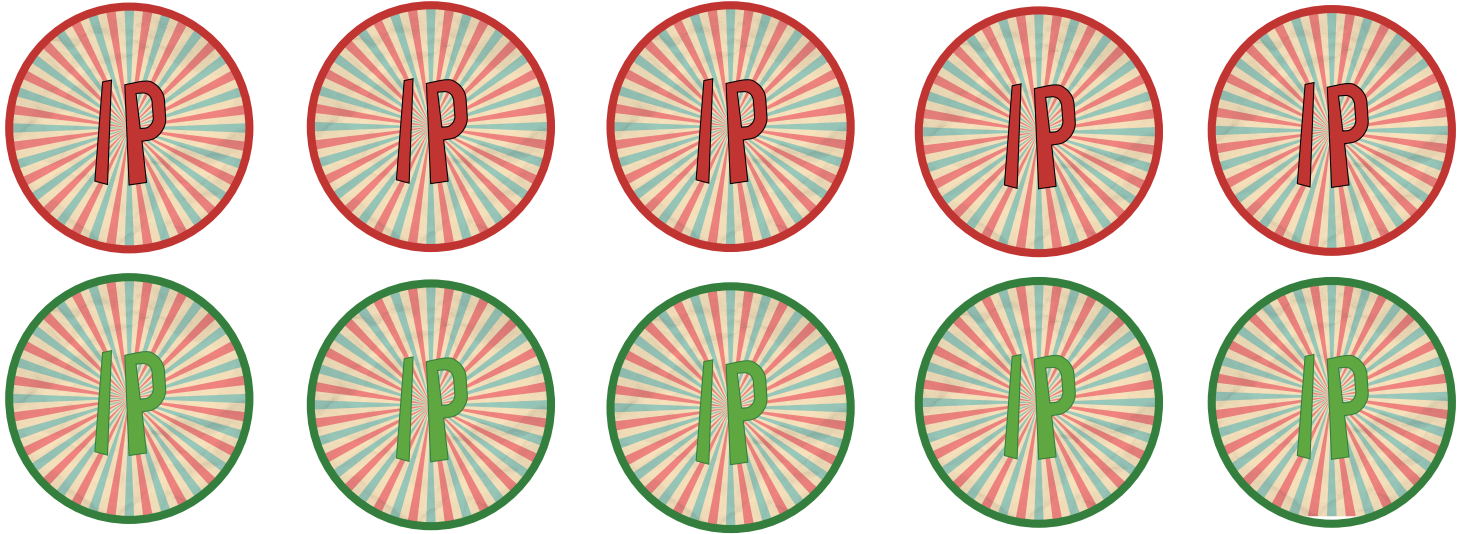
STUNNED TOKENS

SMOKE TOKENS

SEARCH TOKENS

You will need at least three times the number of tokens shown here – download a PDF of this sheet from the Wargames Illustrated website or copy this page.

If you're using balanced Squads then use the points number to determine how many model slots it fills.

AGILE (1/2 point)

Uses two additional dice when testing to move out of difficult terrain areas.

BACK-UP WEAPON (1/2 point)

Model can be equipped with a handgun in addition to other weapon, and can choose which to use every time it shoots.

BALLISTIC SHIELD (1 point)

The model, plus up to one friendly model in base contact, gains an additional 1 Protection Dice when shot at.

BIG MUTHA (3 points)

Requires 5 Stunned Tokens to automatically kill it.

BLOODTHIRSTY (1/2 point)

Any Non-Stunned Tokens model with this Special Rule that kills its opponent must move into contact another (unengaged if possible) enemy within the same area, and Fight again. It does not need to roll Morale Dice to do so.

CAMO (2 points)

This model cannot be targeted beyond Range 2.
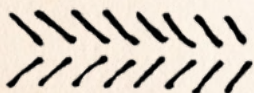
GOOD SHOT (2 points)

Model adds one dice to each Range band when making a Shoot Action. This skill does not increase the weapon's range.

GRENADES OR FLAMETHROWER (1 points)

Usable as a Shoot Action at Range 0-1: every model (enemy and friend, including self at Range 0!) in the area is targeted with 5 dice. Use instead of standard weapon. This Special Rule buys you 3 grenades or a flamethrower.

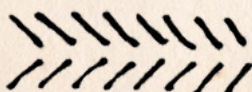### GRENADE OR MISSILE LAUNCHER (3 points)

As above but a Shoot Action up to Range 4. Can be combined with Indirect Fire (see below). Unlimited supply.

INDIRECT FIRE (2 points)

Can fire over or around blocking areas and ignores intervening Cover (but not Cover in the target's area). Another model in your Squad must have line of sight to the target.

LEADER (free)

Add two extra dice to all friendly models' Morale Dice when in the same area as the Leader (including for the Leader model itself). Only one Leader can be included in each Squad.

SMOKE (2 points)

As a Shoot Action, choose one adjacent area and place a Smoke Token in it. Until the marker is removed, that area counts as blocking terrain. At the start of each Turn, roll one dice - on a 4+ the smoke dissipates and the Smoke Token is removed. No more than one Smoke Token in any area at one time! This Special Rule buys you 3 smoke rounds.

STEALTHY (1 point)

When making a Shoot Action (except explosions) at a Stealthy model roll one less dice than normal (if also in cover, halve dice first and then subtract an extra one). Stealthy models can carry no weapon larger than a carbine, but can use grenades.

TOUGH (1 point)

Requires 4 Stunned Tokens to automatically kill it.

TWO GUNS AT ONCE (1/2 point)

Only available if using a handgun or SMG. Add 1 dice to Same Area value. This cannot be used to improve a weapon's range. Only usable by models sculpted with two guns.

BUILDING YOUR SQUAD

Squad building is an art in Blam! Blam! Aargh!, not a science. The game is not a balanced points cost sort of tournament outing - it's a rough and ready pick-up game that will enable you to use whatever models you'd like from your collection.

By far the best way to play is to build two opposing Squads and let your opponent choose which they will take control of - this encourages broadly balanced Squads. Because the game goes by rapidly you should have more than enough time to play again using Squads that your opponent has built.

But if you insist …

Most players want there to be some kind of points system to guide balance. With that in mind, use the following and choose a Squad:

1. Build to a target number of models - 8, 10, or 12 models (or 'points', if you prefer) is a good starting number.

2. Equip them and give them Special Rules suited to the models you're using; you can buy the Special Rules, trading the points cost shown for models in the Squad.

3. Make sure you don't get too hung up on points 1 and 2! Keep selection free and easy - after all, we're not competing for a trophy.

Example

In a 10-model game the commandos have two men with the Stealthy Special Rule - that means reducing their models to 8 in total as each Stealthy model costs 1 model 'point'.

Limits

Each model can carry one firearm and one melee weapon. Back-up Weapons may be purchased as a Special Rule. Except under special circumstances no more than 1 SAW per Squad is recommended.

Higher Fight Dice, Speed, Protection Dice, and Morale Dice should reduce your number of models or be countered by lowering other characteristics, removing firearms, and so on.

Final balance

Raising a characteristic by 1 point is roughly equivalent to removing 0.5 of a model from your Squad total. Tweak this to taste; don't let points get in the way of fielding your perfect Squad.

You can even things out by giving the disadvantaged player more IPs - an increase of 5 IPs for a 'weaker' Squad begins to balance things and you can increase this further if you feel it is necessary.

These Squads are built to approximately 10 points but should be taken as a guide and inspiration. Focus on building a Squad that excites you once you get the hang of the rules.

Each model has its own profile, detailing its relative merits and weaknesses in a skirmish.

Wild West Gang - 15 IPs

Fight Dice	Protect Dice	Morale Dice	Speed	Members, Equipment, and Special Rules
2	0	3 (4 -Leader and gunfighter)	1	- Leader with Primitive handgun + Two Guns at Once. - Gunfighter with Primitive carbine + Back-up Weapon (Primitive handgun). - Gunslinger with shotgun. - Gunslinger with Primitive handgun. (x 5)

World War 2 Infantry Squad - 15 IPs

Fight Dice	Protect Dice	Morale Dice	Speed	Members, Equipment, and Special Rules
4	0	3	1	- Leader with submachine gun. - Gunner with SAW. - Infantry with Rifle (x 8)

Modern/Future Infantry Squad - 15 IPs

Fight Dice	Protect Dice	Morale Dice	Speed	Members, Equipment, and Special Rules
3	1	3	1	- Leader with submachine gun. - Gunner with SAW. - Grenadiers with Advanced carbine + grenades. (x 2) - Infantry with Advanced carbine. (x 4)

Sci-fi Armoured Infantry Squad - 15 IPs

Fight dice	Protect dice	Morale Dice	Speed	Members, Equipment, and Special Rules
4	3	4	1	- Leader with Advanced handgun. - Infantry with Advanced carbine + grenades. (x 4)

Post-Apocalyptic Gang - 15 IPs

Fight dice	Protect dice	Morale Dice	Speed	Members, Equipment, and Special Rules
4 (5 - Leader, 3 - Bikers and Gunman)	1	2	1 (3 - Bikers)	- Leader with Primitive handgun + tough. - Bikers with sawn off shotguns (on motorbike). (x 2) - Gunman with shotgun. - Sneaker with hand weapon + Stealthy. - Warboys with hand weapons + Bloodthirsty. (x 2)

Bug Hunt Aliens - 20 IPs

Fight Dice	Protect Dice	Morale Dice	Speed	Members, Equipment, and Special Rules
6	2	5	2	- Aliens + Agile, Bloodthirsty, Tough. (x 2) - Young aliens. (x 4)

THRILLING ENCOUNTERS ON YOUR TABLETOP!

QUICK FIRE SCENARIOS TO GET YOU STARTED

LAST MAN STANDING

A standard shootout and a great Scenario to learn the rules while playing.

SETUP

At least a third of the table's areas should include cover, blocking terrain, or difficult terrain. The attacker deploys in the areas along one table edge, and the defender deploys on the opposite edge.

VICTORY

The player who still has models on the table wins.

DATA RECOVERY

The attacker must retrieve a number of surveillance devices from an area recently taken by the defender. Once retrieved, the data within will be instantly transferred back to the attacker's HQ. The attacker has 8 Turns in which to complete this.

SETUP

At least half of the areas on the table should provide cover, and there should also be 4–6 areas of blocking terrain, and 3–4 of difficult ground.

Once the terrain is set, the attacker places three devices to collect (no more than one per area, and none in adjacent or edge areas). The defender then deploys his or her models anywhere except in edge areas; the attacker then deploys in any edge areas they wish to.

To collect a device and download the data, the attacker must be present in the area and at the end of any non-Move Action that the attacker won Initiative in, rolls 1 dice if enemy models are in the area or 2 dice if not: on a success (4+) the data is successfully downloaded. Failure means that this must be attempted again at the end of a non-Move Action that the attacker won Initiative in.

Option: Designate one attacking model as a Tech Specialist: this model rolls an additional 2 dice when attempting to download data.

VICTORY

Attacker gains 1 Victory Point for each device successfully downloaded.

Defender gains 1 Victory Point for each device not downloaded by the end of the game.

THE SEARCH FOR SPUCK

An exciting upcoming release! Find out more about this drama-packed adventure on the world wide web: wargamesillustrated.net