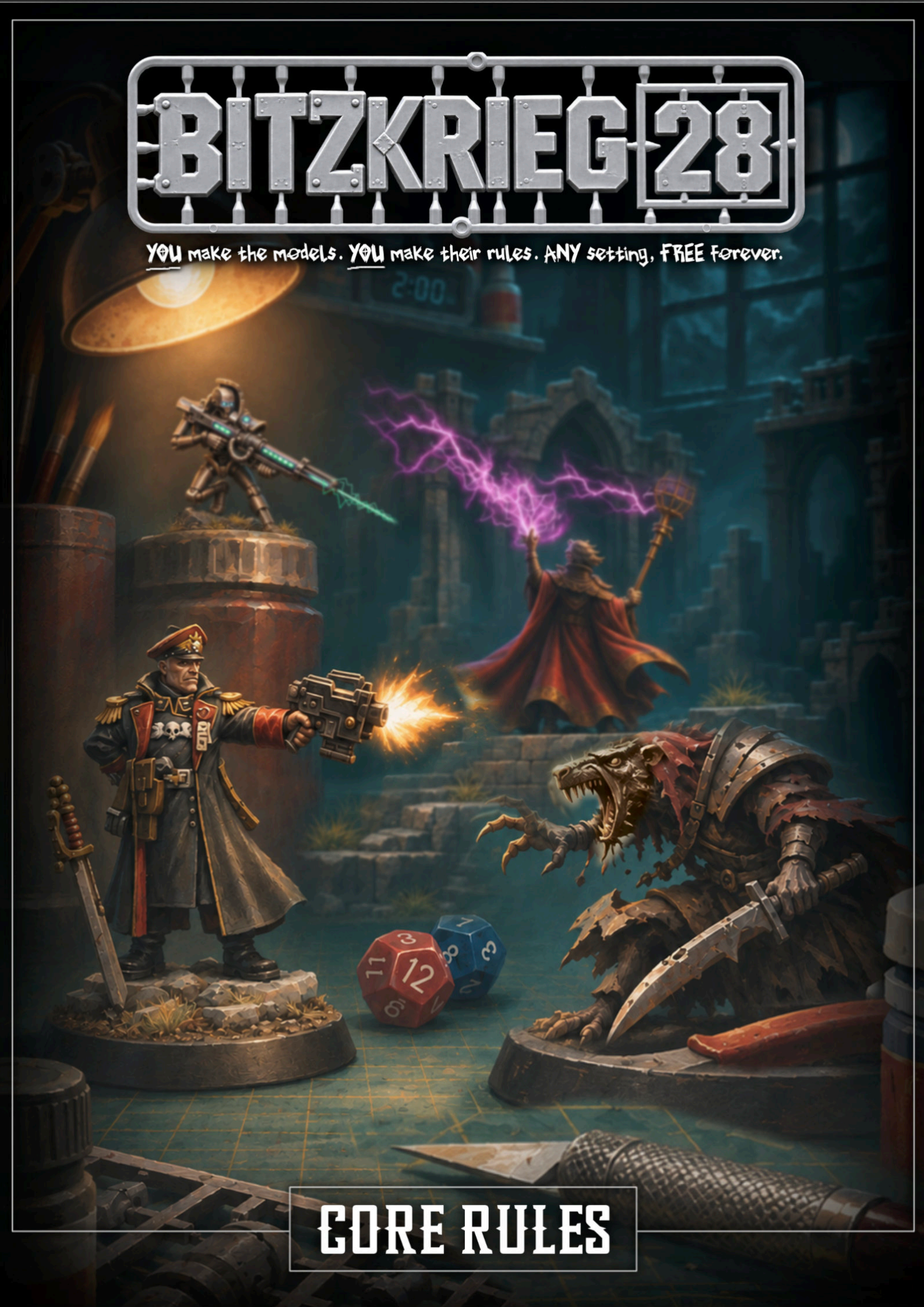
BITZKRIEG 28

YOU make the models. YOU make their rules. ANY setting, FREE forever.



CORE RULES

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+ INTRODUCTION +

"That model is fantastic… but I don't have anything to use it for."
Now you do.

Bitzkrieg 28 is a free, fan-made skirmish game for any setting. Fantasy, the Grim Dark Future, Steampunk, you name it. Most skirmish games hand you fixed factions and preset profiles. Bitzkrieg 28 hands you the tools instead. Using the Fighter Forge App, you design every Fighter yourself: stats, weapons, equipment, Feats and Powers. The app calculates the points and prints ready-to-play Fighter Cards. Rename anything you like. Then you pick the Feats for your Team/Warband.

Build it. Field it.

- Teams or Warbands of typically 5–14 Fighters at 425 points. Every model matters.
- A D12 system where every dice counts. Critical hits on 11–12, glancing hits that still chip away, and a defence roll of three dice every time.
- Alternating activations and Feat Points. Reroll a crucial dice, skip an activation, or steal the initiative, and watch your opponent steal it right back.
- Close combat that matters. Charge in, lock enemies down, and use critical hits to shove them off ledges.
- True line of sight and vertical terrain. Climb, vault, jump between rooftops, and try not to fall.
- Warlocks. Roll Aether Dice to Channel Powers, risk the backlash, and deny the enemy's Powers.
- Solo and co-op play. Team up against hordes of AI-driven enemies with simple behaviour rules.

THE RULE OF COOL ALWAYS APPLIES.

If a model looks awesome, it is awesome. Build the miniature first, then make the stats fit. Bitzkrieg 28 is about telling great stories with your models, not about whose plastic soldiers have the strongest rules.

FREE FOREVER. BUILT BY THE COMMUNITY.

Bitzkrieg 28 is a passion project by the Bitzkrieg Crew & the Bitter Old Painters. The rules, the Fighter Forge and every tool are free and will stay that way.
The rulebook is a living document, updated with feedback from players on our Discord - which we'd love you to join.
We hope you'll enjoy it as much as we do.

All the best from

The Bitter Old Painters & the Bitzkrieg 28 Crew.
https://bitteroldpainters.blogspot.com/

Acknowledgements:

The Bitzkrieg 28 Crew: Rasmus Rask, Thomas Jakobsen, Alexander M. Jensen, Andreas Drægert, Mathias K. Bay, Andreas Kentorp, Martin Lottrup and Kenneth Ryberg Andersen.

A very big thanks must go out to the following great people who have play-tested, contributed great ideas, listened to our endless ramblings and all in some way have helped make this game something that we are quite proud of:
Rune Von Schlosser, Allan Jørgensen, Mattias Savallampi, Yen The, Mathias Bech, Dominik Hupps, Liver Ripamonti and Thomas Tønnesen.

+ THE GAME – ESSENTIALS +

NEEDED TO PLAY:

- **A Team/Warband of Fighters** made using the Fighter Forge App, and miniatures that represent these. We highly recommend using the Fighter Forge App to print Fighter Cards for your Fighters as well to have easy access to the Fighters' rules during the game.

- **A gaming board sized 22" x 30",** preferably filled with cool terrain (you can almost never put enough on a board!)
  Feel free to use any size you want, but this size is readily available from many manufacturers as either a cardboard playing field or a gaming mat, and we find that it's a good size for getting into the action quickly.

- **A handful of 12 sided dice** (henceforth called D12's), preferably 6 per Player, and a couple of standard 6 sided dice (D6's)

- Some sort of **measuring device** that measures in inches - a tape measure, a gaming measuring stick, whatever.

- **Some counters** (be they cardboard tokens, glass beads, or what you may find) to keep track of Spent Fighters. Tokens may also be helpful in remembering certain effects (like Fire/Poison/Stun, etc.) during the battle. If you have access to a 3d printer, we have made our own dedicated Bitzkrieg 28 counters, free to download on the Downloads Page.

- **Objective Markers** - 6 is enough for most Scenarios. We recommend you make some cool 3d objective markers yourself - much more interesting and immersive than little cardboard discs. Objectives are 40 mm in diameter (which is very practical, as 40 mm round bases are widely available - what a coincidence!)

NICE TO HAVE:

- An assortment of other Dice: D3's, D4's (for keeping track of turns), D10's (for scatter dice in some Scenarios) and a couple of extra D12's for keeping track of Victory Points.

- Speaking of which - if you have access to a 3d printer, we have a custom Bitzkrieg 28 Dice Tracker (for Feat Points, Victory Points and Turn Number) as well, on the Downloads Page.

- Dice rolling mat or dice tray - it's a good idea to keep the dice away from your lovingly created models.

ABOUT DICE AND DICE ROLLS:

Bitzkrieg 28 uses 12 sided dice (aka D12's). Any time you are using dice to check for a success, check the Fighters stat (e.g. 7+). In this case, a roll of 7 or higher on the D12 is a success.

Whenever you are rolling a dice (D12) to see if you hit your enemy by Shooting, fighting in Close Combat or saving a Hit by a Defense Dice Roll, a **1 or 2 is always a Miss and an 11 or 12 is always a Success**, regardless of any modifiers (such as Piercing).

Some weapons or abilities refer to a D6 (a regular 6 sided dice) or a D3. You can buy D3's in a gaming store (a 6 sided dice, but with double numbers of 1-3) or you can just use a D6, and use rolls of 1-2 = 1, 3-4 = 2 and 5-6 = 3.

REROLLS

Some abilities or weapons let you reroll dice (typically 1 dice, or any dice you wish). Roll them again and use the new result. You may still use a **Feat Point to reroll** the new result, and you can reroll as many times as you have Feat Points for.
Aether Dice can never be rerolled.

+ THE FIGHTERS – STATS +

Your Team/Warband consists of a number of Fighters, typically between 5 and 14 per Team/Warband. Each Fighter has a number of stats to show his/her prowess and abilities as a fighter. For the experienced war gamer, these should be very familiar, but here is a walkthrough:

Move: Movement. How far the Fighter can move on the battlefield using normal movement.
Measured in inches (")
Note that a Fighter can move further, using either a Dash or a Charge. See Universal Actions (pg. 9).

DEF: Defense. Most fighters wear armour of some sort, perhaps very tough skin or are just unnaturally agile, and can dodge bullets or swords. In any case, this stat shows how well a fighter defends themself from harm. This stat can range from 5+ to 11+, and to deflect a blow you have to roll equal to or above your stat on a D12. This roll is either called a Defense Roll or a Save.

Fight: How well the Fighter can fend for himself in melee/close combat. Most often between 5+ and 9+. To hit an enemy fighter you have to roll equal to or above your stat on a number of D12's corresponding to your Attack Dice.

Shoot: How well the Fighter hits when using ranged weapons. Most often between 5+ and 9+ and to hit an enemy fighter you have to roll equal to or above your stat on a number of D12's, corresponding to the ranged weapons profile.

Note: **You always roll 3 Defense Dice** - no matter how many hits a Fighter takes.

AP: Action Points. Fighters perform a number of actions during the game, such as moving from cover to cover, charging an opponent, shooting at them, or retrieving an important objective. All these actions require an Action Point to perform. Most Fighters have 2 AP, but some elite Fighters have 3.

HP: Hit Points. Some Fighters are much bigger, stronger and tougher than others, and will take much more punishment before they are Slain.
A baseline human has a HP of 7, and a huge monster may have 20-30 or more. The players keep track of Damage Points dealt throughout the game to each fighter, by subtracting the damage from their HP. Once HP reaches 0, the Fighter is considered to be Slain, and no longer takes part in the game - remove the model from the Battlefield.

ATK: Attacks. How many attacks a Fighter can make in close combat. Each attack is symbolized by an Attack Dice.

DESIGNER'S NOTES:

Many Abilities, Equipment or Powers have a Range or Line of Sight, in which they affect Fighters. It is important to note that a **Fighter is always considered to be within Range and Line of Sight of itself.**

+ THE BATTLEFIELD AND TERRAIN +

A game of Bitzkrieg 28 is usually played on a battlefield measuring 22 x 30". The battlefield should be brimming with cool terrain, lots of places to hide, to climb, to gain higher ground and so on. The old saying "the more terrain, the better the game" holds absolutely true here. However, the players should remember to put in open spaces when setting up the battlefield, to make sure there are places to be caught in the crossfire, so the players have to make some tactical decisions.

There are several standard types of Terrain:

TYPE OF TERRAIN	DESCRIPTION	EFFECTS IN GAME
Light Terrain	Trees, thin walls, makeshift barricades, ruined battlements on buildings, etc.	A target partially behind these terrain elements gains the **Weaken (1)** rule against Shooting Attacks.
Heavy Terrain	Ruins, thick walls, metal doors, heavy barricades, intact battlements on buildings, etc.	A target partially behind these terrain elements gains the **Weaken (2)** rule against Shooting Attacks.
Higher Ground	Any time a Fighter is 2" or more above an Enemy Fighter (measured from the top of the base to the top of the base).	A Fighter shooting from Higher Ground gains the **Boost (1) Cover** rule, when shooting at an Enemy Fighter in Light or Heavy Cover.
Accessible Terrain	Hatchways, broken windows, etc.	Can be Repositioned through, at the cost of 1" of movement.
Difficult Terrain	Terrain that is difficult to move through - like a swamp, a thorny bush, or large piles of rubble.	Repositioning through costs double normal Move (2" through a swamp counts as 4" of Move, etc).
Impassable Terrain	Terrain that is impossible to move throught - dense, thorny bushes, locked gates, etc.	Terrain that for one reason or another, cannot be Repositioned through.
Insignificant Terrain	Chains hanging from a platform, small piles of rubble, other decorative items.	Do not contribute to the game, nor do they grant any kind of cover.

DESIGNER'S NOTES:

- Before beginning the game both players should always define which terrain on the table falls into what category, to avoid confusion and especially saltiness later.
- While players may have a diverse Terrain collection, many players have terrain that is quite tall. We find that Bitzkrieg 28 plays best with buildings about 3" per level. It's not a problem at all though - you can just define each level as being 3" tall, and it won't affect Line of Sight (much) or Horizontal Movement at all.

+ SETTING UP THE GAME +

BUILDING A TEAM/WARBAND

First, the players must each build a Warband of Fighters and use models that correspond to each Fighters stats. In the spirit of the hobby, we heartily recommend building some really cool models, and THEN making the stats fit - it makes for a much cooler Warband, frees you from any constraints when building models ("Aww, this guy looks so much cooler with a Halberd, but my lists says he has a Broadsword…") and if you have a tendency to always use the best options, this can also steer you in another direction. Remember - we're trying to tell a cool story, it's not about whose little plastic soldiers has the most powerful rules. You build your Fighters using the Fighter Forge App and it can also print/export PDF Fighter Cards for you. You should also choose between 2-4 Feats (agreed upon with your opponent) using the Feat Sheet function in the Fighter Forge.

SETTING UP THE BATTLEFIELD

First you should place the Scenario Objectives on the battlefield, according to the Scenario, and then the players take turns to place the terrain. Like mentioned on the Terrain page, lots of terrain is great, but remember to leave a few open spaces where Fighters are exposed. Scatter terrain is great for bringing life to the battle, and making small obstacles.

DEPLOYING YOUR FIGHTERS

Both Players split their Team/Warband into 3 parts as equally as possible - 1 Vanguard and 2 Rearguard. Then they both roll a D12 (reroll a tie), and the player with highest roll decides who sets up a part of their Team/Warband first. Then the players takes turns to deploy their Rearguards and Vanguard (any order they like). The Player who deploys first, also gets the first activation in the first turn.

Note: When deploying, all Fighters begin the game Hidden (see **Hide** action p. 9), but the Hidden status is removed as soon as they are activated.

Note: Fighters may not deploy on Higher Ground (2" or more above the ground level).



Here is an example of a Scenario map, showing the deployment zones. You can experiment with all sorts of interesting deployment zones, but as a rule of thumb it's a good idea to have about 10" of neutral ground between the two Team/Warbands.

+ TURNS, FEATS & INITIATIVE +

A game of Bitzkrieg 28 consists of 4 turns, unless the Scenario specifies otherwise.

Each turn consists of these 4 steps:

1. (Each Turn after the first) Roll a D12 each to see who decides who goes first - if it is a draw, the player who went last previous turn decides.
2. Both Players gain 1 Feat Point (FP). The player who goes second gains 1 additional FP.
3. Start the turn, and alternate activating Fighters.
4. Tally Victory Points (VP).

The player who goes first gets to activate a **Ready** Fighter. The player can then spend the Fighters AP to perform Actions as he wishes, and the Fighter is now considered **Spent**. Place a token next to the Fighter to signify its status as Spent. When a Fighter is Spent, the other Player chooses a Fighter to activate, and so forth - the Players take turns to activate all their Fighters, until all the Fighters are Spent. **Unused AP on a Fighter when the activation is over is lost.**

Once every Fighter is Spent, the turn is over, Victory Points are tallied, and the next turn begins.

At the end of the 4th turn (or 3rd or 5th, depending on the Scenario), the game is over, and the player with the most Victory Points wins the game.

How to achieve Victory Points will be detailed in the Scenario's Briefing.

FEATS

Feats are different acts of heroism, twists of fate or just extraordinary abilities the Fighters on your Team/Warband are able to make. A wide range of Feats are available to you when building the Team/Warband. Make sure to pick some that are thematic, cool, and fits your Team/Warband. We recommend you choose 2-4 Feats per Team/Warband, but you can choose more if you agree with your opponent. Feat Points also have some other very important functions - see the dark box below for details.

At any time during the game, even in the opponents activation, a player can use a Feat. (Unless it demands an Action - then it can only be used in your own activations). Use the Feat Sheet Section of the **Fighter Forge**, to choose and print your Feats.

The Player pays the Feats points cost (usually 1 FP) and the Feat is effective immediately.

++ Each player starts the game with 3 Feat Points. At the start of every turn, including the first, both players gain 1 FP, and the player who goes second gains 1 more. ++

OTHER WAYS TO USE FEAT POINTS:

Reroll ANY single Dice. (1 FP)
(any number of times)
Attack, Defense, Initiative, etc. - the exception being Aether Dice, which can never be rerolled.

Skip an Activation. (1 FP)
When it is your turn to activate a Fighter, you can pay 1 FP to skip that Activation, and your opponent must activate one of his Fighters instead.

Steal the Initiative. (2 FP)
When a Player has chosen a Fighter to activate, you can declare you are Stealing The Initiative, pay 2 FP, and activate one of your own Fighters instead. After this, the turn goes back to the other player. Note that the other Player can counter your Stealing The Initiative by Stealing the Initiative himself, thus getting it back. This can go back and forth as long as the Players spend FP to do it. Both Players' Feat Points are still spent.

+ UNIVERSAL ACTIONS +

A Fighter in Bitzkrieg 28 can **perform a number of Actions** in each of their activations, **corresponding to their AP** (Action Points) stat. Most Fighters have 2, some elite Fighters have 3. Unless otherwise noted in the Fighters' special rules, you cannot perform any Action twice in the same activation.

A Fighter that hasn't been activated yet is considered **Ready**, a Fighter that has been activated is considered **Spent**. Once a Fighter is Spent, it cannot be activated again in this turn, unless performing a Counteract action.

Below is a list of Universal Actions that any Fighter can perform. Some Fighters have Unique Actions, which will be described in their rules. **All Universal Actions cost 1 AP** to perform.

MOVE

Reposition the Fighter up to its Move stat (usually 6") in inches, taking into account difficult terrain, climbing, etc.

DASH

Reposition the Fighter up to 4". Can be used before or after a Move.

CHARGE

Reposition the Fighter up to its Move stat + 3". The Fighter must end up within 1" of an Enemy Fighter. Cannot be combined with a Move, Dash or Fall Back action in the same Activation.

FIGHT

The Fighter attacks an enemy within 1" (or 2" vertically) in Close Combat. (See Close Combat pg. 14)

TAKE AIM

The Fighter gains **Boost (1)** if performing a Shooting Action(s) later in this Activation.

SHOOT

The Fighter makes a Shooting attack at a visible Enemy Fighter. (See Shooting p. 12)

INTERACT

The Fighter interacts with Objectives, Mechanisms or other similar items in scenarios. Cannot be performed while Locked in Combat.

HIDE

The Fighter hugs cover, goes to ground or similar, and gains **Weaken (2)** vs. Shooting Attacks until its next Activation (see Special Rules pg. 19)
A Fighter may not use the Hide Action in the same Activation in which it makes a Shoot, Fight or Channeling Action.
A Fighter that has only performed Move, Dash, Brace or Fall Back Actions during it's activation, may Hide as a 0 AP Action at the end of that activation.
A Hidden Fighter that has been Charged loses its Hidden status, and can thus Fight, for example as a Counteract.

BRACE

The Fighter braces for close combat attacks. The Fighter gains **Weaken (1)** in Close Combat until the Fighters next activation.

FALL BACK

If a Fighter is Locked in Combat, it may reposition up to its full Move stat, but it must end up more than 1" away from Enemy Fighters.
May not make Move, Charge or Dash Actions this activation.

COUNTERACTING

When it's your turn to activate a Fighter and all your Fighters are Spent, but your opponent still has Ready Fighters, you may **Counteract**. Choose one of your Spent Fighters that hasn't Counteracted this turn:

- That Fighter immediately performs one Action costing 1 AP or less. Any Reposition is limited to 3".
- The Fighter stays Spent, and play passes back to your opponent.

A Counteract is NOT an activation. It does not trigger effects that happen when a Fighter activates (such as Poison/Fire), and the Fighter cannot make a free Hide action at the end of a Counteract. Each Fighter can Counteract only once per turn.

+ REPOSITIONING +

A Fighter can move around the battlefield in its Activation, using either the Move, Dash or Charge actions. These are all considered Repositions.

A Fighter making a Reposition on flat ground (eg. No obstacles or terrain) is free to reposition up to its whole Move stat (+ any Dash or Charge bonuses - see p.9). The following rules apply to all repositions:

- All repositions are done in **1" increments** (rounding up, eg. 1,5" Reposition = 2" Reposition)
- A Fighter may not come within 1" of Enemy Fighters during a reposition, unless using a **Charge** action
- A **Fighter may reposition through Friendly Fighters** as if they were not there, but not Enemy Fighters.

To interact with terrain, a Fighter must first reposition to within 1" of it. Unless otherwise stated, vertical repositioning works exactly like horizontal repositioning: measure the distance moved (rounding up to the nearest inch), subtract that distance from the Fighter's Movement allowance, and place the Fighter in the new position. Refer to the rules below for how to reposition on different kinds of Terrain:

INTERACTING WITH TERRAIN:

Scaling a wall: When scaling a wall or similar vertical surface, the first 2" of Repositioning is like horizontal Repositioning. After this, each inch scaled counts as 2". The Fighter must also spend 1" of Movement to place its base onto the platform at the top. Then the Fighter can continue repositioning normally.

Scaling a Ladder: Ladders make vertical repositioning function in exactly the same way as horizontal repositioning.
In addition, the Fighter does not spend the normal 1" required to place its base onto a platform.

Climbing Down: To climb down from a platform, the Fighter must reposition to within 1" of the platform's edge. Measure the vertical distance (rounding up), then reduce it by 3" (minimum 0") to represent the Fighter dropping the final part of the descent. Place the Fighter directly below its original position and continue repositioning normally.

Dropping Down: A Fighter may drop down from a platform without climbing if:
- there is no wall directly beneath the platform, and...
- the drop is 3" or less.

Place the Fighter directly below its original position. The Fighter may then continue repositioning normally.

Dropping Down more than 3": A Fighter may drop down from a platform more than 3" high. Place it directly below its original position. It suffers D3 Mortal Wounds, plus 1 Mortal Wound for every full 2" beyond 3".

Vaulting: To vault an obstacle, wall, or barrier, measure its vertical height (rounding up), then add 1" to represent the Fighter moving its base across the obstacle. Place the Fighter on the opposite side and continue repositioning normally.

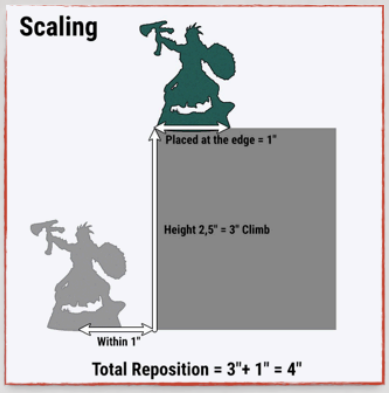
Jumping Between Terrain: The Fighter may Reposition up to 4" horizontally (rounding up) onto another terrain piece. The jump may include up to 2" of vertical movement (up or down). The jump costs Movement equal to the distance jumped (rounding up).Place the Fighter on the new terrain as close to the edge as possible, then continue repositioning.

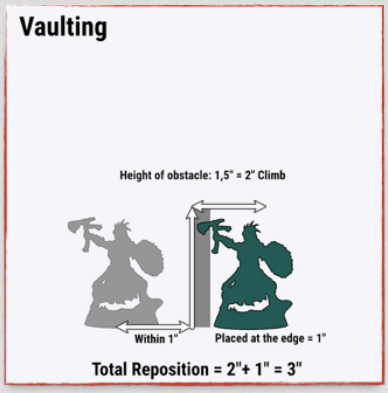
Difficult Terrain: While moving through difficult terrain, each 1" of movement counts as 2" (rounding up). After making it through, the Fighter can continue repositioning normally.

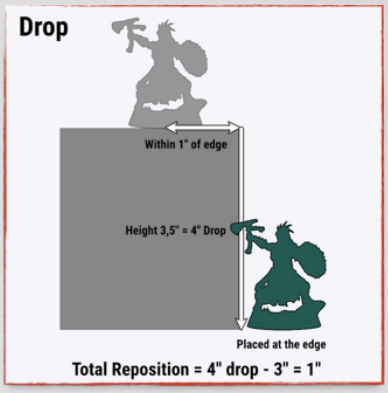
A **Platform** refers to any part of a terrain piece on which a Fighter can be placed. A Fighter must always end its reposition either on the ground or on a platform, and can never stop midway while climbing, descending, or otherwise traversing terrain.

+ REPOSITIONING +

EXAMPLES OF INTERACTING WITH TERRAIN







DOORS:

A Fighter can freely move through any open door, even if the base size won't let it pass through. (It is assumed to duck or squeeze through.)
In the case of **closed doors**, the Fighter must be within 1" of the door, and give up 2" of Movement to open it. Place the Fighter as close as possible on the other side of the door. If the Fighter has any remaining movement, it may continue moving as normal.
Also, see "Accessible Terrain" on pg. 8.

FALLING

A Fighter that takes Damage from a Critical Hit, and is standing **within 1" of an edge of a Platform** or similar on a piece of terrain, risks falling down. Once all the Damage has been resolved, roll a D12 - on a 6 or less, the Fighter falls down. Place the Fighter directly below the Platform. It suffers damage exactly as if it had Dropped Down that distance (see p.10).

MEASURING & WITHIN

ALL distances in the game are measured from and to the edge of a Fighter's base, or in the case of vertical measurement, from the top of the lowest base, to the top of the highest base.

When a rule says "within", it means a Fighters base is wholly or partly within the given range - as long as even the smallest part of the Fighters base is touched by a ruler, it is within.

You may measure ANY distance at ANY time.

+ SHOOTING +

When a Fighter intends to shoot at an Enemy Fighter, the Player must first check to see if there is Line of Sight to the Target; Bitzkrieg 28 uses True Line of Sight - the Player simply bends down to the models eye view to see if the shooter is able to see the Enemy Fighter it intends to shoot at - the Enemy Fighter may be wholly or partially covered by terrain.

LINE OF SIGHT

A Fighter needs **Line of Sight to at least part of the Targets head or torso** in order to choose it as a valid Target.
Arms, legs, weapons, banners and other appendages do not count as granting Line of Sight. Neither does the Targets base.
If the Targets head and/or torso are partially obscured by terrain, the Boost/Weaken rules apply (see next page for details).

Fighters Locked in Combat are NOT valid Targets. (See pg. 15)

If the Target is valid, then check the distance from the Shooting Fighters base to the Targets base, and consult the weapons' characteristics, to see if the weapon has enough range to reach the Enemy Fighter:

WEAPON NAME	ATK	TO HIT	DMG/CRIT	SPECIAL
Rifle	4	5+	3/4	-

+++ Note: All weapons without Range (Rng) in the "Special" bracket, are considered to have unlimited range. +++

If a Fighter is shooting with the above Rifle that has 4 Attacks (ATK) and a To Hit stat of 5+, the Player must roll 4 D12's (Attack Dice) and any rolls of 5 or higher are considered Hits. Distribute the Dice Results according to the chart below:

DISTRIBUTING TO-HIT-DICE:

CRITICAL HITS

Any rolls of 11 or 12 are **Critical Hits** (Crits) and deals Critical Damage according to the Crit stat of the weapon.

(Crit Damage is the second instance of a weapons damage profile e.g. 3/**4**)

Critical Hits can **only be saved by Critical Defense Rolls** (11s or 12s).

NORMAL HITS

Any rolls equal to or above the To Hit stat are Normal Hits and deals Damage according to the DMG stat of the weapon.

Normal hits can be **saved by any Defense Roll,** both Normal and Critical Defense Rolls.

GLANCING HITS

Any rolls below the To Hit stat (but not 1–2) are considered Glancing Hits and deals 1 Damage per Dice roll.

Glancing hits can be **saved by any Defense Roll,** both Normal and Critical Defense Rolls.

MISSES

Any Dice Rolls of 1 or 2 are considered a **Miss** and are discarded.

Tip: When playing the game, it's very helpful to develop a habit of always sorting the Attack Dice into 3 piles on the table: Crits, Normals & Glancing (discarding any Misses).

This makes it much easier to have an overview when you get to Boost/Weaken (next page) and the Enemy Fighter gets to make his Defense Roll.

A **1 or 2 is always a Miss** and an **11 or 12 is always a Success**, regardless of any modifiers (such as Piercing).

+ SHOOTING +

Some circumstances make a Shooting Action more or less deadly and Bitzkrieg 28 simulates this by the Boost/Weaken rules:

BOOST/WEAKEN

THE HIT ORDER: CRITICAL → NORMAL → GLANCING → MISS (DISCARD)

Weaken (x): Step x Hits into the next type down. A Critical Hit becomes Normal, a Normal Hit becomes Glancing, and a Glancing Hit is discarded (as a Miss).

Boost (x): Step x Hits into the next type up. A Glancing Hit becomes Normal and a Normal Hit becomes Critical. Critical Hits and Misses cannot be Stepped up.

Boost/Weaken cancel each other out. Add up all the Weakens and all the Boosts affecting the attack and subtract the smaller number from the larger. Only the player with the larger number applies the difference and the player choose which hits to Boost/Weaken. A Hit can only be Boosted/Weakened once per attack.

A Boosted/Weakened Hit counts as its new type for everything. It uses that type's Damage, can only be saved by the Defense Rolls that can save that type, and gains or loses any effect tied to that type, including MW (x) and Piercing Crits.

SOURCE OF BOOST/WEAKEN	EFFECT
Target behind **Light Cover**	Weaken (1)
Target behind **Heavy Cover**	Weaken (2)
Target has performed **Hide Action**	Weaken (2)
Attacker is on Higher Ground	Boost (1) - only if target is behind Cover
Attacker has performed **Take Aim Action**	Boost (1)

Note: Only one type of Cover may apply, but Cover and Hide may both apply.

RESOLVING THE SHOOTING ACTION

Once all the Hits have been categorized, the Target may roll its 3 Defense Dice, and allocate them to Save the Shooters Hits.

Any Hits that are not being saved by the Targets successful Defense Dice, deals damage to the Target according to the weapon's Damage/Crit stats.

Subtract the total amount of Damage from the Targets HP stat, and remove the Fighter from the battlefield if he is brought down to 0 HP. (The Fighter is Slain.)

DESIGNER'S NOTES:

Many weapons have Special Rules that affects the distribution of To Hit Dice - eg. Crits on 9+, Boost (1), etc. Remember to keep these in mind when distributing the Dice Results.

Example of a Shooting Action:

The Shooter uses the formerly mentioned Rifle, targeting an Enemy Fighter. The Shooter is on Higher Ground (Boost (1)) and the Target is behind Heavy Cover (Weaken (2)). It rolls the 4 Attack Dice, and rolls a 2 (Miss), a 4 (Glancing Hit), a 7 (Normal Hit) and an 11 (Critical Hit).

The Target would usually Step Down two results due to Weaken (2) Heavy Cover, but since the Attacker is on Higher Ground and has Boost (1), the Target can only Step Down 1. The Target chooses to Step Down the Normal Hit to a Glancing Hit. The Shooter now has one Critical Hit and two Glancing Hits.

The Target rolls its 3 Defense Dice, trying to roll equal to or above its Defense stat. It has a Defense stat of 5+, and rolls a 2, a 4 and an 11. The 2 and 4 are failed, but it uses the 11 to save the Critical Hit. However, it cannot save the remaining Glancing Hits and thus takes 2 Damage from the Glancing Hits for a total of 2 Damage, which are subtracted from its HP stat.

+ CLOSE COMBAT +

A Fighter is engaged in Close Combat when it is **within 1" from an Enemy Fighters base (2" vertically).**

A Fighter can only be within 1" of an Enemy Fighters base (measured base edge to base edge) as a result of performing a Charge action or if it is the target of a Charge Action. From here on, the Fighter making the Close Combat Action is referred to as the **Attacker** and the Fighter on the receiving end of the Close Combat Action as the **Defender.**

When an Attacker is engaged in Close Combat and attacking its opponent, consult the Attackers weapons' stats, here using a Great Blade as an example:

WEAPON NAME	ATK	TO HIT	DMG/CRIT	SPECIAL
Great Blade	4	7+	4/5	-

A Fighter using a Great Blade has 4 Attacks (ATK) and a Fight stat of 7+, the Player must roll 4 D12's (Attack Dice) and any rolls of 7 or higher are considered Hits. Distribute the results according to the chart on pg. 12, exactly like making a Shooting Action. However, note that Close Combat uses a different set of Sources for Boost/Weaken:

SOURCE OF BOOST/WEAKEN	EFFECT
Attacker has performed a **Charge** this Activation:	+1 Attack Dice*
Attacker has Friendly Fighters within 1" of Defenders base:	Attacker gains Boost (1)
Defender has Friendly Fighters within 1" of Attackers base:	Defender gains Weaken (1)
There is **Terrain between Attacker and Defender**:	Defender gains Weaken (1) (Light Terrain) Defender Gains Weaken (2) (Heavy Terrain)
Attacker is on **Higher Ground:**	Attacker gains Boost (1)
Defender is on **Higher Ground:**	Defender gains Weaken (1)
Defender has performed a **Brace Action**:	Defender gains Weaken (1)

***This bonus is not granted if the Attacker has performed a Charge using vertical Repositioning. Instead, it counts as the Defender being on Higher Ground.**

RESOLVING THE CLOSE COMBAT

Once all the Hits have been categorized, the Defender may roll his 3 Defense Dice, and allocate them to Save the Attackers Hits.

Any Hits that are not being saved by the Defenders successful Defense Dice, deals damage to the Defender according to the weapon's Damage/Crit stats.

Subtract the total amount of Damage from the Defenders HP stat, and remove the Fighter from the battlefield if he is brought down to 0 HP. (The Fighter is Slain.)

+ CLOSE COMBAT +

LOCKED IN COMBAT

If neither of the Fighters involved in the Close Combat are Slain after the Fight action is resolved, they are considered to be **Locked in Close Combat.**

The only safe way a Fighter may leave the Close Combat is by using a **Fall Back Action (2 AP).** A Fighter may also leave the Close Combat by using a **Desperate Move.** (A normal Move Action except all enemy Fighters within 1" may Attack that Fighter with a Close Combat weapon before it Repositions. Any Attackers roll only a single Attack Dice and the Defender does not roll any Defence Dice.)

Friendly or Enemy Fighters cannot attempt to Shoot at a Fighter Locked in Close Combat, as the risk of hitting their Team/Warband mate would be too great. Fighters are only considered to be Locked in Close Combat if they are within 1" of an Enemy Fighter, regardless of the range of their Close Combat Weapons.

A Fighter Locked in Close Combat **cannot attempt any Actions other than Fight, Brace, Fall Back, Desperate Move or Channel Actions*.**
(*If the Fighter is a Warlock.)

RANGED CLOSE COMBAT WEAPONS

Some Fighters have Close Combat Weapons with Rng 2" or even Rng 3" in their profile. In this case, **they can attack an Enemy Fighter within the weapon's range.**

When making a Charge with a Close Combat Weapon with Rng greater than 1", **the Fighter does not need to end the Charge within 1" of the Enemy Fighter**, as long as they end the Charge within range to make the attack.

If the Enemy Fighter survives the attack and is not Locked in Close Combat, when it is activated the **Enemy Fighter may make a Free (0 AP) Move Action to move within 1" of the attacking Fighter.** This is **NOT** considered a Charge and does not grant a Charge bonus.

Note that Close Combat Weapons with Rng greater than 1" allow a Fighter to make Close Combat Attacks in combination with other Reposition Actions, since the Fighter does not need to Charge to get within 1" of the Enemy Fighter. E.g a 3 AP Fighter could make a Move, make a Close Combat Attack, and then make a Dash.

PUSH:

If the Defender takes damage from a Critical Hit, after resolving all the hits, and is not Slain, the Attacking Fighter is allowed to make a Push. The **Attacker may position the Defender up to 2" away from itself** in any direction (including over the edge of a building!), and the Attacker may then make a free Move of up to 3", ignoring engagement restrictions. If the Attacker ends more than 1" away from the pushed Fighter, the Fighters are no longer Locked in Combat.

Example of a Close Combat Action:

The Fighter has Charged this round, uses the Great Blade and rolls 4 + 1 Attack Dice (Bonus Attack Dice for charging) D12's, rolling a 2, a 4, a 7, an 8 and an 11. The 2 is a Miss and is discarded. The 4 is a Glancing Hit and causes 1 Damage. The 7 and 8 are Normal Hits and causes 4 damage each, and the 11 is a Critical Hit, thus causing 5 Damage.

The Enemy Fighter must now roll its 3 Defense Dice, trying to roll equal to or above its Defense stat. He has a Defense stat of 5+, and rolls a 2, 4 and a 9. The 2 and 4 are failed, but the 9 can save either the Glancing Hit or one of the Normal Hits. However, he has no Critical Defense Rolls (11 or 12) and chooses to save one of the normal hits, thus taking 1 Damage from the Glancing Hit, 4 Damage from the other Normal Hit and 5 Damage from the Critical Hit at a total of 10 Damage, which is subtracted from its HP stat. Since the Enemy Fighter took damage from a Critical Hit and was not Slain, the Attacker may Push it up to 2" away and then make a free 3" Move. The Attacker chooses not to move back in, so the two Fighters are no longer Locked in Combat.

+ WARLOCKS & CHANNELING +

Beyond the visible reality lies the Aether. The Aether is permeating everything in the physical realm, be it cities, forests, the earth, even the very air. Warlocks are beings with a natural affinity for seeking out and manipulating these Aether currents, making use of them to manifest changes in the physical realm. However, this is rarely without cost for the Warlock - the Aether is fickle and require great concentration and skill to use, and it is common, even for experienced Warlocks, for its use to reap a heavy toll on the user.

Warlocks are divided into 2 categories, chosen when you build the Fighter; Warlocks and Master Warlocks:

CATEGORY:	NUMBER OF POWERS:	CHANNEL/DENY ACTIONS PER TURN:	AETHER DICE POOL PER CHANNEL/DENY:
Warlock	**2**	**1**	**1-3**
Master Warlock	**3**	**2**	**1-5**

Each type of Warlock can use the Powers you choose when building the Warlock (using the Fighter Forge App).
A Power can be attempted ONCE per Turn for each Warlock. Attempting to Channel a Power is called a Channeling Action.

THE POWERS:

Each Power has 4 important characteristics:

- **CV - Channeling Value:** Used when trying to Channel the Power.
- **Range:** Some Powers have ranges (from the Warlock to the Target)
- **Effect:** What the Power does if it is successfully Channeled.
- **Critical Channeling:** A more potent version of the Power.

CHANNELING A POWER

The first Channeling Action a Warlock performs in a Turn is a 0 AP Action.
Any subsequent Channeling Actions a Warlock performs in a Turn are 1 AP Actions.

1. **Declare which Power** the Warlock attempts and its Target (Self, Friendly or Enemy). Check for Line of Sight (see pg. 12) and if the target is within range of the Power.

2. **Choose how many Aether Dice (D12s) to roll:** Between 1-3 for a Warlock and between 1-5 for a Master Warlock. This choice is made before rolling, and the resulting roll is final - this is the one case where **Feat Point Rerolls cannot be used.**

3. Roll all chosen Aether Dice simultaneously. Take the **single highest result** (Channeling Result), and compare it to the Powers' Channel Value. If you **meet or beat the Powers' CV, the Power is Channeled successfully.** Resolve its effects immediately.

KEEP THE FOLLOWING IN MIND WHEN CHANNELING :

Critical Channeling applies the Powers' stronger, listed effect instead of its normal one. It triggers if either:

a) **any Aether Dice shows a natural 11 or 12** (regardless of the Powers' CV or modifiers) or...

b) **3 or more of the Aether Dice individually meet or beat the Powers' CV .**

Aether Backlash: if any Aether Dice shows a **natural 1** (regardless of modifiers), **roll on the Aether Backlash table** (pg. 18) after resolving the Power, and apply the effects to the Warlock. This applies regardless of whether the Channel succeeded or failed.

TARGETS IN COVER OR HIDDEN:

If an Enemy Fighter Target is **Hidden or in Cover (Light or Heavy),** the Warlocks' maximum Aether Dice Pool is reduced by 1 for Light Cover, reduced by 2 for Heavy Cover and reduced by 2 if the Target is also Hidden. (Only one type of Cover may apply, but Hide can apply to either.)

Note: A Warlock always has minimum 1 Aether Dice for Channeling.

DENYING A POWER

Each time a Power is successfully Channeled, if the other player has a Warlock as well, that Warlock may try to Deny it, as a duel of the minds.

A Deny Action costs 0 AP, does not count as activating (and can be used by a Spent Warlock!), but counts towards the Warlocks Total Channel/Deny Actions per Turn (Warlocks = 1, Master Warlocks = 2)

1. **Choose how many Aether Dice to roll:** 1-3 for a Warlock, 1-5 for a Master Warlock - same pool size rule as Channeling, chosen fresh for this Deny attempt. This choice is made before rolling, and the resulting roll is final - **Feat Point Rerolls cannot be used.**

2. Roll all chosen Aether Dice simultaneously and **choose the highest result.** This is the Deny Result. If it beats the Channeling Result, the Power is Denied. A tie means the Deny attempt is failed and the Channeling attempt succeeds.

3. **A Critical Channeling cannot be fully Denied.** If the Deny Result beats the Channeling Result, the Power takes its normal effect instead. (A Critical Channeling with a natural 12 can therefore never be downgraded.)

4. **Aether Backlash:** If any of your Deny dice shows a **natural 1**, the Denying Warlock rolls on the **Aether Backlash table** (pg. 18) once the Power has been resolved or Denied. This applies whatever the result of the Deny.

COVEN OF WARLOCKS:

If you have more than one Warlock in your Team/Warband, you may put **all your Warlocks' Channel/Deny Actions together into one shared pool,** to be used by any Warlock in your Team/Warband - eg. Warlock 1 can use all of its own Channel/Deny Actions, and some of Warlock 2's, and vice versa.

DESIGNER'S NOTES:

Rolling more dice always raises your chance of success and Critical Channel, and always raises your chance of Magic Backlash in lockstep - going big is a real, symmetric trade, not a free upgrade. A natural 1 on even one dice in a five-dice pool still triggers Aether Backlash, even if your other four dice are successful. A Master Warlock using all 5 Aether Dice has a 93% chance of a CV 8 Power being a success - but also a 35% chance of suffering Aether Backlash. It's a dangerous gamble, that may be considered a worthwhile risk or a desperate attempt - such is a Warlocks existence.

D6	AETHER BACKLASH TABLE
1	**Aether Surge.** The Warlock suffers **3 Mortal Wounds.**
2	**Aetheric Shock.** The Warlock suffers **1 Mortal Wound and is moved D3"** in a random direction (avoiding impassable terrain).
3	**Reality Buckles.** The Fighter nearest the Warlock within 6" suffers **D3 Mortal Wounds.** If there is no other Fighter within 6", the Warlock suffers them instead.
4	**Aether Eruption.** The Warlock and every other Fighter within 3" suffers **1 Mortal Wound.**
5	**Reality Lurch.** The opposing player may **Reposition the Warlock up to D3"**. This cannot move it into impassable terrain.
6	**It Was Nothing... This Time.** No effect.

Examples of Channeling Actions:

Example 1:
A Warlock attempts to Channel Siphon Life (Channel Value 7): The player chooses 2 Aether Dice, rolls a 5 and an 8 and chooses the highest - the 8 as the Channeling Result.
The CV is met, the Power is Channeled and its effects take place.

Example 2:
A Warlock attempts to Channel Siphon Life (Channel Value 7): The player chooses 3 Aether Dice, rolls a 5, an 8 and an 11, and chooses the highest - the 11 as the Channeling Result. The 11 is a trigger for the Critical Channeling and the Critical Channeling effects take place.

Example 3:
A Warlock attempts to Channel Siphon Life (Channel Value 7): The player chooses 3 Aether Dice, rolls a 1, an 8 and an 11, and chooses the highest - the 11 as the Channeling Result. The 11 is a trigger for the Critical Channelling and the Critical Channelling effects take place. However, since the Warlock also rolled a 1, the Warlock must roll on the Aether Backlash table after resolving the Powers' effects, and apply the Backlash' effects to itself.

Example 4 - Deny:
A Warlock attempts to Channel Siphon Life (Channel Value 7): The player chooses 2 Aether Dice, rolls a 5 and an 8 and chooses the highest - the 8 as the Channelling Result.
The CV is met, the Power is Channeled, and its effects may take place. However, the Enemy Master Warlock attempts to Deny: the opposing player chooses all 5 Aether Dice, rolls a 1, a 3, a 5, an 8 and a 10. The opposing player chooses the highest, a 10, as the Deny Result, and since 10 beats the Channelling Result (an 8), the Power is Denied and its effects negated. Since the denying Warlock also rolled a 1, it suffers Aether Backlash and must roll on the table above and apply the results.

DESIGNER'S NOTES:

Remember that there are several pieces of Equipment and Fighter Abilities that specifically boost or hinder Powers - they can be very helpful for either your Warlock or the Fighters in your Team/Warband facing one on the Enemy side!

+ WEAPON SPECIAL RULES +

- **Aegis Save (x+)** - A special save that ignores all modifiers to the Defence stat, such as Piercing and Piercing Crits. When hit, the defending player chooses whether to use the Fighter's normal DEF or its Aegis Save, and must use the same one for all their Defence Dice.
  Weaken and Boost still apply as normal, including from Cover and Hide.

- **Boost (x)** - Change x Hits into the next type up. A Glancing Hit becomes Normal and a Normal Hit becomes Critical. A Critical Hit cannot be Boosted, and a Miss can never be Boosted. (See pg. 13.)

- **Boost (x) Cover** - If a Fighter gains Weaken (x) by being in Cover, this rule cancels up to (x) Weakens. No effect on Weakens from Hide.

- **Burst (x")** - Choose and attack a Primary Target as normal. Then make the same attack against every other Fighter (Secondary Targets) within x" of it (base to base, in any direction), regardless if the Primary Target was hit. Secondary Targets:

  1) do not need to be visible to the attacker and do not need to be within the weapon's Range.

  2) must be visible to the Primary Target, and Cover and Hide are checked from the Primary Target instead of from the attacker.

  3) can be Friendly Fighters, Fighters Locked in Combat, or the attacker itself.

- **Crits on (x+)** - This weapon makes Critical Hits on x+, usually 9+.

- **Heavy (x)** - x being "Move" or "Dash". If the Fighter uses this weapon in its Activation, the only Reposition it may make in that Activation is the one noted as x.

- **Indirect** - The attacker may target a Fighter it cannot see, if it is within Range and no more than 3" behind the terrain blocking Line of Sight. A target not visible to the attacker counts as Hidden.

- **MW (x) - Mortal Wounds** - For each Critical Hit rolled (after Boost and Weaken), the defender is dealt x Mortal Wounds, which cannot be saved with Defence Dice. This is in addition to the normal Crit damage, and is still dealt if the Defender saves the Critical Hits.

- **Piercing (-x)** - this weapon deals the Defender a -x Defence Stat modifier - eg. Piercing (-2) makes DEF 5+ into DEF 7+. DEF can never be worse than 11+.

- **Piercing Crits (-x)** - If one or more Critical Hits remain after Boost and Weaken, this weapon deals the Defender a -x Defence Stat modifier - eg. Piercing Crits (-2) make DEF 5+ into DEF 7+.

- **Poison/Fire (x)** - If a Fighter suffers damage from an attack made with a weapon with this special rule, it gains x Fire or Poison tokens. Apply this once per Fighter per Shoot/Close Combat action, regardless of how many hits cause damage.
  E.g., a weapon with Fire (2) gives the damaged Fighter 2 Fire tokens.
  At the start of each of that Fighter's activations, resolve each Fire/Poison token separately: the Fighter suffers 1 Mortal Wound, then roll a D12. On 7+, remove that token as the Fire is extinguished or the Poison dissipates. On 6 or less, the token remains.

  Note: Fire/Poison tokens stack. A Fighter may have multiple tokens of either type and resolves each token separately.

- **Quick** - Some weapons are very handy and quick to use - like some pistols and grenades. A Fighter with a Quick ranged weapon may perform an EXTRA Shoot Action with that weapon in its activation - though it still has to pay the AP to do so. Cannot be used with the Sustained Fire Ability.

- **Reroll (x)** - Reroll up to x Attack Dice, once each.
  Note: may still be rerolled again with Feat Points.
  Note: Reroll stacks, e.g. a weapon with Reroll (1) that gains Reroll (2) (due to Feats or similar) has Reroll (3).

- **Risky** - Some weapons are dangerous to use for the user itself. If one or more of the Attack Dice rolls a Miss (1 or 2) after any Rerolls, the user is dealt D3 Mortal Wounds immediately after the Shoot or Fight Action.
  (Only D3 MW and only once per Action, no matter how many Misses are rolled)

- **Versatile** - This ranged weapon may also be used for Fight actions against enemies within 1". Use its listed weapon profile, but use the Fighter's To Hit Fight stat instead of To Hit Shoot.

APPENDIX 1: BUILDING THE TEAM/WARBAND

We (the Bitzkrieg 28 Crew) really enjoy exploring the darker, unsung sides of the Grimdark Future and Fantasy - from the low life scum of the underhive to the mutants of a forgotten village.To make this possible, we've worked hard on making the Team/Warband Building part of the game extremely flexible, letting you have pretty much any combination of miniatures you can imagine - and super easy, using the **Fighter Forge App.**

That being said, the system is made to work with these guidelines for building the Team/Warband:

- The **Team/Warband must have a designated leader** - a Leader may choose 2 Leader Abilities.
- You should only **pick a Special/Heavy weapon for every 3 Fighters** (you can always choose min. 2) on your Team/Warband - e.g. a Team/Warband with 14 Fighters can choose 4 Special/Heavy weapons.
- The standard **Points Limit** for creating your Team/Warband is **425 Pts.** You can of course go lower or higher, but 425 Pts should get you pretty close to the Team/Warband sizes you are used to from other skirmish games.
- Your Team/Warband must have **at least 3 Fighters** and **no more than 20.**

We strongly urge you to go to town, and make up some cool and unique statlines for your Fighters. However, keep the following most important rule in mind;

DON'T BE THAT GUY.

We've tried our best to come up with a system that works pretty well, most of the time, if the players want it to. If you build a Team/Warband of the cheapest Fighters possible , give them all Rifles, and place them as a gun line, in the hardest to reach place possible, your opponent is probably gonna have a bad time. Not just because he'll get blown to pieces, and not be able to kill them all, but also because you abuse the system and you should feel bad.

Make the stats fit the models, make them cool and flavourful, don't make stats to win you the game. Don't be THAT GUY.

Also, be mindful of very high HP models having a high DEF as well - a Fighter with 25 HP and DEF 5+ will be VERY hard to put down. Remember to put a weakness into your Fighters - Superman is boring because he is invincible.

MODELLING YOUR FIGHTERS:

The Rule of Cool should always apply - which means, if a model looks awesome, it IS awesome - regardless of it being a little too big, having the wrong armour type, whatever. This is a visual game, more than anything else, and we want to see more awesome on the battlefield. Go to town, make the models that inspire you, and make some stats that fit.

BASE SIZES:

We find that every size of base has up- and downsides, so use whatever you want, but as a rule of thumb you can use this:

Fighter with 3-11 HP:
25-28 mm base

Fighter with 12-17 HP:
32 mm base

Fighter with 18+ HP:
40-50 mm base

We've done our best to make the Fighter Forge as intuitive and easy to use as possible, but there can be a few hidden functions here and there, so we've added a Quick Guide to the Fighter Forge.

APPENDIX 2: CONFINED SPACES

Bitzkrieg 28 is assumed to be played on what is called an “open board” - with buildings, hills, trees and other terrain elements, that correspond in dimensions to what they symbolize in real life, only scaled down. A building is as high as it is, and can be scaled all the way to the top, a wall can be vaulted, etc. However, when playing a game that is meant to take place in a space ship, dungeon or similarly enclosed space, it is not practical to have a ceiling on corridors, etc. Some abstraction is needed in order to make the game work, and therefore we suggest you use these rules when you fight other Teams/Warbands in Confined Spaces.

WALLS:

You cannot scale a wall in a Confined Spaces. The walls are assumed to go all the way up to the ceiling, thus making any corridor an enclosed space.

You cannot...

- climb up a wall (or at least not cross it)
- fly over it using wings/flight devices
- vault it.

A wall is a hard stop, period. The only way to cross a wall is by using the Teleport device equipment or the Breacher ability.

If any walls on the battlefield differ from this definition (for example, a room that is supposed to go much higher than the normal corridors and pathways in a Confined Spaces - maybe a dragons lair or the bridge of a Space Ship, having multiple levels), be sure to discuss this with your opponent before the battle.

You also cannot shoot through a wall in any way.

DOORS:

Doors also work a bit differently in Confined Spaces - in addition to the normal rules of paying 1” of movement to walk through an open doorway:

A closed Door is Heavy Terrain. You cannot shoot through a closed Door, since you cannot draw a Line of Sight.

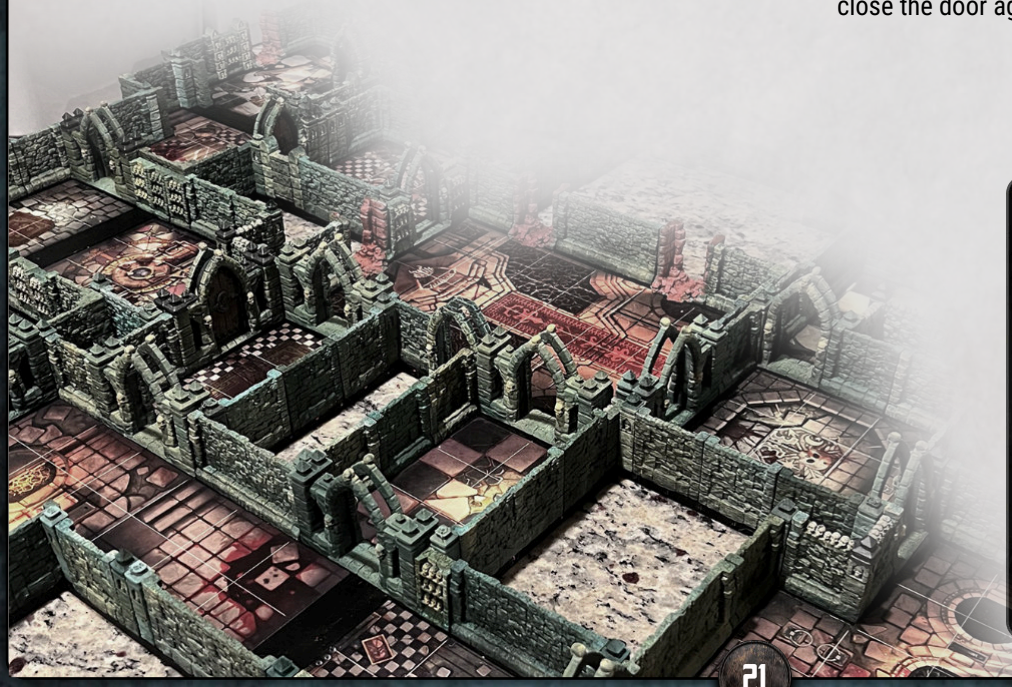
An open Doorway is Accessible Terrain while the Wall around it and the Door itself is Heavy Terrain.

Any Doorsteps are Insignificant Terrain regardless of whether the Door is open or closed.

A Fighter within 1" of a Door can **give up 2" of Movement** at any point during a Reposition to **open or close the door,** and it may continue moving afterwards with any remaining Movement.

This means that the following interactions with doors are possible. A Fighter can…

- Reposition through a doorway with an already open door = -1” Move.
- Reposition past a door and open/close it while continuing to move (but not through it!) = -2” Move.
- Open a door and Reposition through it = -3” Move.
- Open a door, Reposition through it, and politely close the door again = -5” Move.



DOORWAY FIGHTS:

If a Fighter is touching an Open Doorway, it can perform the Fight action against enemy Fighters that are on the opposite side of the Doorway and within 2".

Those Fighters are considered to be engaged in Close Combat for the duration of that Fight action.

APPENDIX 3: SOLO AND CO-OP PLAYING

On these pages you'll find rules for playing Bitzkrieg 28 either Solo (as in, playing by yourself against Non Player Fighters (NPFs)) or as CO-OP (as in two or more players teaming up and cooperating in playing against NPFs). We find either mode, but especially CO-OP to be a lot of fun, working together to defeat hordes of screaming enemies, resulting in laughs, high-fives and lots of good stories. If you haven't tried it, definitely do. It brings an entirely different experience to the table, when you are working together to win, instead of working against each other to win.

Solo play is much like regular Bitzkrieg 28, except you play both sides - your own Team/Warband and the NPFs. You build your Team/Warband just like you would otherwise, and then you need to assemble a Team/Warband of NPFs. It's a good idea to make these a lot simpler than your own Fighter cards, simply to save a bit on the mental load. An important note: Every NPF should have a note in the title, whether they are a **Warrior NPF** (Close Combat Oriented NPFs) or a **Ranger NPF** (Shooting Oriented NPFs). These categories are important, as they dictate the behaviour of the NPFs as described on the next page.

In order to play Solo or Co-op, we need to establish how the NPFs behave. The Warrior NPFs and the Ranger NPFs behave in two distinct ways:

WARRIOR NPF BEHAVIOUR:

Each time you activate a **Warrior NPF,** it follows this prioritized list of actions:

1) **Fight** in Close Combat if within 1" of a Player Fighter.

2) **Charge** the closest Player Fighter, via the shortest route possible, then Fight.

If it cannot perform either of these actions, it will…

3) **Move** towards the closest Player Fighter, to Cover if possible.
If it still has available AP, it will…

4) **Dash** towards the closest Player Fighter, to cover if possible and **Hide.**

RANGER NPF BEHAVIOUR:

Each time you activate a **Ranger NPF**, it follows this prioritized list of actions:

1) **Fall Back** (if within 1" of a Player Fighter) preferably into cover. If possible, to a location where it can draw Line of Sight to a Player Fighter and is within range of its weapon. If not, move to a location where there is an Objective Marker within Line of Sight and within range.

2) **Shoot** at the closest visible Player Fighter. (**Take Aim** first, if AP is available)

If it cannot perform either of these actions, it will…

3) **Move** towards cover. If possible, to a location where it can draw Line of Sight to a Player Fighter and is within range of its weapon. If not, move to a location where there is an Objective Marker within Line of Sight and within range. If it still has available AP, it will…

4) **Shoot** at the closest visible Player Fighter. (**Take Aim** first, if AP is available)

Playing a Solo or Co-op game is very similar to playing Bitzkrieg 28 Player vs. Player - you pick a Team/Warband to play, pick a NPF Team/Warband, and choose a Scenario from the Scenario Pack.

Note: When playing Co-op, while it is tempting to take two whole Team/Warbands, one for each player, and making the NPF Team/Warband twice as big, we find that it takes way too long and gets boring. Instead we recommend sharing the 425 pts, make half a Team/Warband each and fight a 425 pts NPF Team/Warband.

Then you follow the exact same steps as described on p. 8 in these rules, alternating (or using one of the alternative initiative rules) between yourself and the NPF Team/Warband, and make the NPF Team/Warband act in a way that is as difficult as possible for yourself/the two players.

When deploying, distribute the NPF Team/Warband randomly into Vanguard and Rearguard, and deploy them as if you were playing them yourself (as in, make it as tough for yourself as possible).

APPENDIX 4: SCENARIO PACK

USING THE SCENARIO PACK

This pack holds twelve Scenarios and a table of secondary objectives for the Bitzkrieg 28 Core Rules. Every scenario works for both Mortalis and Wrath & Ruin, whether your fighters are clearing a hive deck or a haunted crypt. Treat them as starting points. Tweak them, give them a story, and don't shy away from the asymmetric ones: being the underdog is tough, but it makes for the best tales afterwards.

Each scenario adds a single twist to the Standard game. You can either agree on one with your opponent, or roll a D12 to randomly choose one.

THE STANDARD GAME

Unless a scenario says otherwise, you play on a 22" x 30" board for 4 turns. 3 Objectives are placed in the manner of the next paragraph.

Both sides deploy as described in the Core Rules, splitting their force into a Vanguard and two Rearguards, and every fighter starts the game Hidden.

Objectives use the standard rule:
A fighter within 1" of an objective can Secure an objective as a 1 AP Interact Action, and its side scores 1 VP straight away.

Either side can Secure each objective once per turn, so the same objective can score for both players in the same turn.

Objectives, caches and the Relic are all 40 mm round markers. Bits glued to a 40 mm base make far better markers than cardboard discs, and an orange or other brightly coloured rim keeps them easy to spot on the table.

The side with the most VP at the end of the last turn wins. If the VP are tied, the game is a draw.

PLACING OBJECTIVES

In short: the first objective goes in the middle of the board, and the rest spread out from it in a loose web, each one 6–9" from its neighbours. When a scenario tells you to set up objectives as normal, place them like this:

1. **Who starts.** If the scenario has a Defender, the Defender places the first objective. Otherwise, roll off and the winner places it.
   The first objective goes within 3" of the centre of the board.

2. **The rest.** Players take turns placing the remaining objectives one at a time until all of them are on the board.

3. **Spacing.** Each new objective must be within 9" of at least one objective already on the board, and at least 6" from every objective already on the board.

4. **Edges.** No objective may be placed within 3" of a board edge.

Always measure horizontally, from the edge of the marker. Objectives may be placed on terrain, as long as there's room for a fighter to get within 1" of them. If an objective can't be placed legally, place it as close to a legal spot as possible.

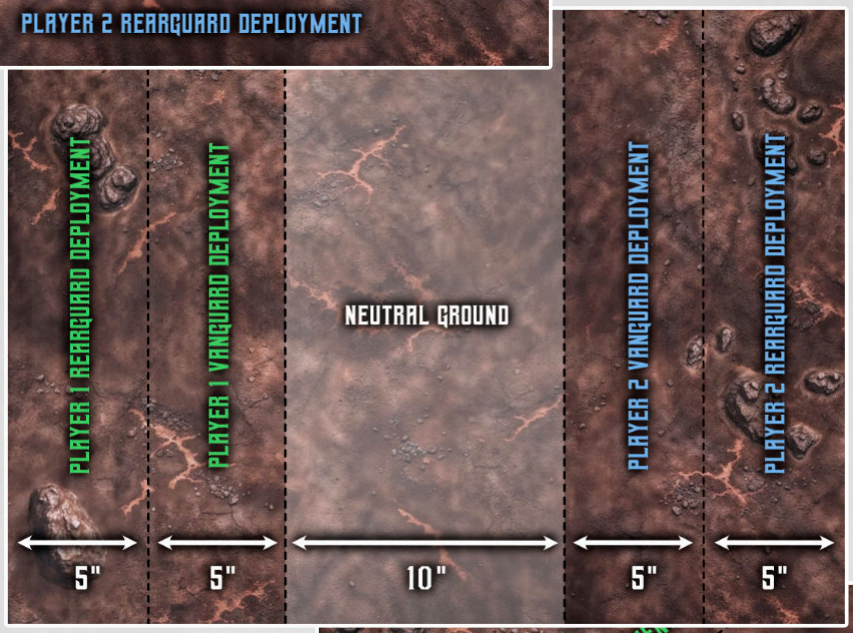
For more precise, competitive play, you can place the Objectives first, and then add the Terrain, each player taking turns to place a piece - that way you ensure that the Objectives are placed fairly, as is the Terrain.

APPENDIX 4: SCENARIO PACK

DEPLOYMENT MAPS



When playing the Scenarios, unless the Scenario specifies otherwise, you can use either of these 3 standard Deployment maps.
You can choose yourself or roll a D3. Feel free to come up with your own interesting maps, but remember the rule of thumb about having about 10" of Neutral Ground between your Teams/Warbands.





1. THE RELIC

A sealed reliquary, a cursed idol, a data-core someone is willing to kill for. Nobody knows quite what it does, only that both sides have been sent to bring it home. Whoever walks away holding it wins the night.

SETTING UP

Place the Relic in the centre of the board, then set up 4 objectives as normal around it.

SPECIAL RULES

A fighter within 1" of the Relic can take a **Pick Up** action (1 AP Interact) to grab it and become the Carrier. The Relic is never Secured like an objective; it only counts while someone is carrying it.

The Carrier has its Hands Full: It can't Charge, Fight, Shoot or conjure, but it can still Move, Dash and Interact as normal. The Relic also glows, hums or whispers, so everyone knows exactly where it is: the Carrier can **never be Hidden.**

Holding the Relic doesn't make anyone safe: If the Carrier is slain or Pushed, the Relic is **Knocked Loose:** place it where the Carrier stood just before it was slain or Pushed.

The Carrier can also choose to **Drop** the Relic (0 AP) at any point in its activation, placing it within 1", for example to hand it to a faster friend.

VICTORY

Objectives score as normal. At the end of each turn, the side whose fighter is carrying the Relic scores 2 VP.

Designer's note:
Hands Full turns the Carrier into a runner: quick on its feet, but unable to defend itself. This stops the obvious tactic of handing the Relic to your biggest brawler or best shooter, and it hits melee and ranged forces equally. The rest of the force has to escort the Carrier, block for it and chase down the enemy's. Because the Carrier can't hide, it can't simply run into a corner and sit on the Relic either. A cornered Carrier can always Drop the Relic for free and fight, but then the Relic stays behind.

Push is the key tool against a Carrier. A crit that Pushes it leaves the Relic lying right in front of the attacker, ready to be picked up.

2. RISING STAKES

At first it's just a skirmish over scraps. But, as the fight drags on, word spreads about what's really out there, and every prize starts to look like the one that could win the war.

SETTING UP

Set up 5 objectives as normal.

SPECIAL RULES

This scenario uses Escalation: when a fighter Secures an objective, its side scores VP equal to the current turn number. An objective is worth 1 VP in turn 1, 2 VP in turn 2, 3 VP in turn 3 and 4 VP in turn 4.

VICTORY

Securing Objectives and completing Secondary Objectives is the only way to score VP.

Designer's note:
Because the last two turns are worth more than twice as much as the first two, a side that falls behind early is never truly out of the game. Expect players to hold back Fate Points and keep fighters alive for turn 4.

3. COLLAPSE

The hive deck is buckling. The crypt is flooding. The old bridge groans under every step. Grab what you can before the ground gives way, because there won't be a second chance.

SETTING UP

Set up 6 objectives as normal and number them 1 to 6. This scenario works best on dense dungeon or boarding-action tables, where losing a room really hurts.

SPECIAL RULES

At the end of turns 1, 2 and 3, there is a Cave-in. Roll a D12, halve the result and round up to find which objective is lost: 1–2 is objective 1, 3–4 is objective 2, and so on up to 11–12 for objective 6. Remove that objective from the board. If it has already collapsed, roll again. Three objectives are left standing for the final turn.

For a more brutal game, add Falling Debris: each fighter within 2" of an objective as it collapses suffers D3 Mortal Wounds, the same as a fall.

VICTORY

Securing Objectives and completing Secondary Objectives is the only way to score VP.

Designer's note:
The board shrinks as the game goes on, squeezing fighters into fewer and fewer places, so close combat becomes almost unavoidable by turn 3.

4. THE BEAST AWAKENS

Something huge sleeps in the ruins between you. The first gunshots of your confrontation are about to wake it up, and it won't care whose side anyone is on.

SETTING UP

Set up 4 objectives as normal, then place the Beast in the centre of the board. Build the Beast in the Fighter Forge at around 70 pts: plenty of HP, one big melee weapon and no ranged weapons. It belongs to neither player.

SPECIAL RULES

The Beast starts the game **Asleep** and does nothing until the start of turn 2, or until it takes damage, whichever comes first.
Once awake, it goes on a **Rampage**. It activates once at the end of each turn, after every fighter has activated, and follows the NPF Warrior priority list from the Solo/Co-op appendix.

It always goes for the nearest fighter, whichever side that fighter is on. If two fighters are equally close, the player with fewer VP chooses which one it goes for.

The Beast answers to no one, so neither player can spend Fate Points on its dice, whether to help it or to hinder it.

VICTORY

Objectives score as normal. The side whose fighter deals the killing blow to the Beast scores 5 VP.

Designer's note. *If the Beast dies too quickly, give it more HP before you give it more damage; a Beast that hits too hard mostly punishes whoever happened to deploy closest to it.*

5. NIGHT RAID

No moon, no lamps, no stars. Just the odd muzzle flash, the scrape of a boot on stone, and the horrible feeling that someone is standing very close to you.

SETTING UP

Set up 4 objectives as normal.

SPECIAL RULES

The whole battle takes place in **Darkness.** Any Shoot action against a target more than 8" away suffers Weaken (1). Fighters can still see each other, but anything further off is little more than a shape in the gloom.
The night also hides those who move carefully. Thanks to the **Darkness**, a Hidden fighter doesn't lose Hidden by taking a Move action. Dashing, Charging, Shooting and fighting in close combat still reveal it as normal.

VICTORY

Securing Objectives and completing Secondary Objectives is the only way to score VP.

6. BREAKTHROUGH

Their line is thin, and beyond it lies everything that matters: the evac point, the city gates, the way home. Get through. Anyone who makes it out the other side is one more who lives to tell the tale.

SETTING UP

Both sides deploy along the long board edges, so the gap to cross is 22". Set up 3 objectives along the centre line of the board, between the two forces.

SPECIAL RULES

A fighter touching the enemy's board edge can Break Through as a 1 AP action. Remove it from the board: it has made it out and scores VP for its side. A fighter that Breaks Through can't return to the game, but it doesn't count as slain. Nobody can Break Through in turn 1.

VICTORY

Objectives score as normal. Each fighter that Breaks Through scores 3 VP, or 5 VP if it's the Leader.

Designer's note:
The interesting choice here is whether to bank VP by sending fighters off the board, or keep them in the fight to Secure objectives and protect the rest of the force. Fast, Flight and Teleport become much stronger in this scenario.

7. SCAVENGERS

Ammo, wargear, trophies, a lucky charm. Everyone who falls drops something worth having, and nobody out here is too proud to loot the dead. The trick is getting to it before someone puts you down next to them.

SETTING UP

Set up 3 objectives as normal.

SPECIAL RULES

Whenever a fighter is slain, its gear is left as **Scattered Gear.**
The player who controlled the slain fighter places a **Cache marker** wholly within 4" of where it fell and more than 3" from every enemy fighter. If there's no legal spot, place the Cache as far from enemy fighters as possible.

A Cache works like a one-shot objective. Either side can Secure it once, as a 1 AP action by a fighter within 1", and then it is removed from the board. Every Death Counts: a Cache drops each time a fighter is slain, so fighters with Endless Horde or Reanimation can drop several over a game.

VICTORY

Securing an Objective or a Cache scores 1 VP.

8. HOLDOUT

They've dug in around their camp, behind sandbags, barricades and whatever else they could drag into place. You've got the numbers, the nerve and the whole night ahead of you. They only have to last until dawn.

SETTING UP

+++ This scenario is asymmetric. Agree on who is the Defender and who is the Attacker, or roll off for it. +++

Set up 3 objectives, all in the Defender's half of the board. Place one 4" from the Defender's short edge, in the middle. Place the other two 12" from that edge, each 5" in from a long edge.

The Defender deploys first, anywhere within 8" of their short edge. The Attacker then deploys within 3" of the opposite short edge, which leaves a 19" gap between the two forces. Up to half of the Attacker's fighters may be kept off the board in Reserve instead of deploying.

SPECIAL RULES

The Attacker's Reserves arrive by **Flanking**. From turn 2 onwards, a fighter in Reserve can enter the board from any point on a long edge that is at least 14" from the Defender's short edge. Its first Move or Dash is measured from that point.

The Attacker also has **Momentum** and gains 1 extra Fate Point at the start of each turn.

VICTORY

The Defender can't Secure objectives; Their job is simply to hold them. When the Attacker Secures an objective, remove it from the board and the Attacker scores 4 VP. At the end of each turn, the Defender scores 1 VP for each objective still on the board.

Designer's note:
The interesting choice here is whether to bank VP by sending fighters off the board, or keep them in the fight to Secure objectives and protect the rest of the force. Fast, Flight and Teleport become much stronger in this scenario.

9. SABOTAGE

Their supply dump. Their shrine. Their precious machines. You aren't here to take any of it home, only to make sure that by dawn there's nothing left for them to use.

SETTING UP

+++ This scenario is asymmetric. Agree on who is the Defender and who is the Attacker, or roll off for it. +++

Set up 5 objectives as normal, then deploy as described in the Core Rules. On top of their normal deployment, the Defender may place one fighter within 1" of each objective that isn't in the Attacker's deployment zone, to stand guard.

SPECIAL RULES

An Attacker fighter within 1" of an objective can **Sabotage** it as a 1 AP Interact Action, as long as no enemy fighter is within 1" of that objective. Remove the objective from the board.

Neither side can Secure objectives in this scenario; the Attacker wrecks them, and the Defender simply keeps them standing.

VICTORY

The Attacker scores 3 VP for each objective it Sabotages. At the end of the game, the Defender scores 3 VP for each objective still on the board.

Designer's note:
Everything in this scenario turns on the "no enemy within 1"" condition. A single guard next to an objective protects it until it's killed or Pushed away.

18. MOVING TARGET

A runaway seer, an escaped prisoner, a mutant savant with secrets in their head. Everyone wants them alive, and they very much don't want to be caught. Worse, the air around them crackles with something nobody understands.

SETTING UP

Place a model representing the VIP in the centre of the board. This scenario uses no other objectives.

SPECIAL RULES

The VIP is **On the Run**. At the start of each turn, the player with fewer VP moves the VIP up to 6" in any direction; if VP are tied, roll off to see who moves it. The VIP can pass through walls less than 1" thick, but never leaves the board. It can't be attacked or harmed in any way.

Every fighter carries one set of **Shackles**. A fighter within 1" of the VIP can use its Shackles as a 1 AP action, but only once per game; after that, they're spent.

The VIP gives off an **Unstable Aura.** At the start of each turn, roll a D3 for each fighter within 6" of it.

1) The fighter suffers D3 Mortal Wounds.
2) The Fighter gets +1" Move this turn, but its attacks suffer Weaken (1).
3) The fighter gains +1 AP this turn.

VICTORY

Each set of Shackles put on the VIP scores 3 VP for the fighter's side.

Designer's note:
Letting the losing player move it instead removes the scatter and works as a built-in catch-up mechanic.

Note: The Unstable Aura can bring a fighter up to 4 AP temporarily.

11. THE DEAD

The dead don't stay down. They don't feel pain, they don't run, and there are more of them every minute. Forget the enemy across the street: the only thing that matters now is the way out.

SETTING UP

This game lasts 3 turns and uses no objectives. Both sides deploy along the long board edges. Place a **Spawn Point** in the centre of the board, and 2 Escape Hatches, each 3" across, placed 3" in from the middle of each short edge.

SPECIAL RULES

The Dead keep **Rising**. At the start of each turn, D3+1 Dead appear within 2" of the Spawn Point. Driven by their **Hunger**, all the Dead activate at the end of each turn, after every fighter has activated, using the NPF Warrior priority list. They go for the nearest fighter they can see, or move towards the nearest fighter if they can't see one.
Neither player can spend Fate Points on their dice.

A fighter wholly within an **Escape Hatch** can Escape as a 1 AP action. Remove it from the board: it can't return to the game, but it doesn't count as slain.

VICTORY

Each fighter that Escapes scores 2 VP for its side, or 4 VP if it's the Leader.

Designer's note:
Everything in this scenario turns on the "no enemy within 1"" condition. A single guard next to an objective protects it until it's killed or Pushed away.

The Dead are built in the Fighter Forge with
Move 5", DEF 9+, AP 2, HP 10, 4 Attacks, Fight 7+
Abilities: Resilient and Regenerate,
armed with:
Infected Claws: Damage 3/4, Poison

Any human-sized models will do to represent them.

12. FALLOUT

Poisoned ground, cursed fog, a reactor leaking into the ruins. The people who sent you swore the area was safe for a few hours. Grab the goods, keep your head down, and pray your transport comes before whatever is in the air finishes the job.

SETTING UP

Set up 4 Assets, placed as normal objectives.

SPECIAL RULES

A fighter within 1" of an Asset can **Pick Up** the Asset as a 1 AP Interact Action and carry it from then on. A fighter can only carry one Asset at a time, and Assets can't be Secured. If a carrier is slain, its Asset is **Dropped:** place it where the carrier stood.

As the game goes on, **Creeping Death** sets in, and it affects every fighter on the board. In turn 2, every fighter has −1" Move. In turn 3, every fighter has −1" Move and all attacks suffer Weaken (1). In turn 4, every fighter has −2" Move, all attacks suffer Weaken (1), and every fighter suffers 1 Mortal Wound at the start of the turn. Each turn's effects replace the previous turn's, so they never add up.

VICTORY

At the end of the game, each Asset that is being carried scores 3 VP for the carrier's side.

Designer's note:
All the scoring happens at the very end, while everyone grows slower and weaker.
Grabbing an Asset early matters, but the carrier still has to survive turn 4.
Tough fighters with high HP and DEF get noticeably better in this scenario.

SECONDARY OBJECTIVES

Secondary objectives give each side a private agenda on top of the scenario: an officer with a grudge, a scout with a side job, a ritual nobody else is meant to know about. They add a second layer of asymmetry and are a great source of stories, so we heartily recommend using them.
Before deployment, each player takes one secondary objective.

You can both roll a D12 on the table below, or both pick one in secret; just agree on which before you start. Keep your secondary hidden from your opponent until the end of the game. If you get one that can't work in the scenario you're playing, or with the force you've brought, roll or pick again. Unless a secondary says otherwise, check whether you've achieved it at the end of the game.

D12	SECONDARY OBJECTIVE	HOW TO ACHIEVE:
1	**Assassinate**	If the enemy Leader is slain: 3 VP If the enemy Leader is at half its starting HP or less: 2 VP If the enemy Leader ends any turn partly within 3" of a board edge, it has fled and counts as slain for this secondary only. It keeps playing as normal. If you wish, you may choose the enemy Caster as the target instead, but make a note of this before the game begins.
2	**Raid**	For each friendly fighter in the enemy deployment zone: 1 VP (max 4).
3	**Occupy**	Before the game, secretly note 2 terrain pieces wholly in the enemy half. For each one with a friendly fighter within 1" and no enemy within 3": 2 VP
4	**King of the Hill**	If a friendly fighter is within 1" (horizontally and vertically) of the highest point on the board, outside your own zone, and no enemy is within 1" of it: 3 VP
5	**The Messenger**	Secretly pick a Messenger. Your opponent picks 2 board edges in their half as Escape Routes. If the Messenger is within 1" of one: 3 VP
6	**Lead by Example**	If your Leader is within 3" of the centre and the enemy Leader isn't: 3 VP
7	**Hold the Line**	If no enemy fighter is wholly within your deployment zone, not counting enemies that are Locked in Combat: 3 VP
8	**Beacon**	Once per turn, one of your fighters wholly in the enemy zone can plant a Beacon (1 AP Interact Action): 2 VP (max 4).
9	**Ritual**	Once per turn, your caster can perform a Ritual (0 AP) within 5" of the centre: 1 VP (max 3). If you have no caster, roll again.
10	**Sweep and Clear**	A fighter within 3" of a terrain piece in the enemy half can Clear it (1 AP Interact Action) if no enemy is within 3" of that piece: 1 VP (max 3) Each piece can only be Cleared once per game.
11	**Dominate the Centre**	If you have more fighters within 5" of the centre than your opponent: 3 VP
12	**Plant Device**	Secretly pick a fighter to carry a Device. It can plant the Device anywhere in the enemy half (1 AP Interact Action). An enemy fighter within 1" that isn't Locked in Combat can destroy it (1 AP Interact Action). At the end of each turn the Device is on the board: 1 VP (max 3).