

# School Fighters v0.3

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## General Principles

**The Most Important Rule:** Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

**Line of Sight:** If you can draw a straight line from the attacker to the target without passing through any solid obstacle, then he has line of sight.

### Before we begin...

**Army Composition:** Each player may take up to 5 or 10 units in his gang (you decide). Each gang may only have 1 Boss unit.

**Preparation:** The game is played on a flat 4'x4' surface, with at least 10 pieces of terrain on it. The players roll-off, and the winner chooses on what side to deploy and places his army first within 12" of his table edge, then the opponent does the same.

**Mission:** After 5 rounds the game ends, and both players sum the point value of all enemy units they knocked out or that are fazed. The player with the most points wins.

## Playing the Game

The game is played in rounds, in which players alternate in activating units throughout several phases. The player that won deployment goes first during each phase on the first round, and in each new round the player that finished activating last in the previous round goes first during each phase.

### Phases

During each phase the first player has to activate all of his units before play passes to the second player. Once all units have acted during a phase the game passes to the next phase, and this continues until all phases have been played. This is the phase order:

1. Movement Phase
2. Shooting Phase
3. Combat Phase

## Movement Phase

Units may use one of the following actions, which dictate how the unit moves and what it may or may not do in subsequent phases:

Action	Move	Notes
Hold	0"	May shoot.
Walk	6"	May shoot after moving.
Run	12"	May not shoot.
Charge	12"	Move into base contact.

Units may move and turn in any direction regardless of the models facing, and they may only move within 1" of other units if charging.

## Shooting Phase

Units may shoot as long as they did not Run, and they may not shoot into or out of melee. If the unit is within range and line of sight of an enemy unit it may fire one weapon at it. The attacker rolls as many dice as its Fight value, and the defender rolls as many dice as its Block value. Compare the results, pairing up the dice from highest to lowest roll, and for each pair in which the attacker's score beats the defender's score the target takes one hit. For each hit the defender loses one bruise, and if it is brought down to zero bruises then it is Fazed.

## Combat Phase

Units that moved into base contact with an enemy unit may attack it in close combat, which is resolved like shooting. At the end of both players' combat phases all units must be separated by 1".

## Fazed Units

Whenever a unit is fazed place the model on its side to indicate this. Fazed units may not be activated, units attacking them in close combat get +2 Fight dice, and if they take any hits they are knocked out (remove model from play). At the end of the next round the unit stops being Fazed and stands back up, re-gaining one bruise.

## Moxie Tests

If at the end of a round a gang is down to half of its original size, then it must take a moxie test. Pick one model that is not Fazed, roll two dice, and add the number of friendly models that were knocked out during that round to the result. Compare the result is equal or lower than the unit's Moxie value nothing happens, however if the result is higher then the gang flees from the brawl and the player loses the game. Note that if there are only Fazed units left, then the test is failed automatically.

## Terrain

**Cover (tables, bushes, lockers, etc.):** Units within or behind cover terrain get +1 Block die when targeted by ranged attacks.

**Difficult Terrain (mud, wet floors, fences, etc.):**

Units moving through difficult terrain may never move more than their Walk action distance.

**Elevation (stairs, roofs, jungle-jims, etc.):** Units charging from higher elevation/being charged from lower elevation get +1 Fight die, and units taking shots from lower elevation count as in Cover.

## Hall Monitors/Teachers/Principals

If you and your opponent agree to it you may play with a hall monitor, teacher or principal, by placing the model at the center of the table. At the start of each round, before the movement phase, the player that is going second may take control of the model. The player may move the model by up to 6" in any direction, and if at the end of its move it has line of sight to a unit within 6", then that unit must take a moxie test. If failed the unit goes to detention and is immediately removed from the game. If there is more than one unit within range and line of sight, then you must randomly pick which one is tested.

## Gang Units

### Boss

*This is the guy you can rely on. When the going gets rough and the bruises start showing, you know he'll stand his ground.*

Fight	Block	Moxie	Bruise
3	3	7	3

**He's the Boss:** When taking a moxie test roll one extra dice and remove the highest result.

**Gang Leader:** At the beginning of the movement phase this unit may issue one order:

- **Run Forrest!:** All friendly units within 6" move 2D6" toward the nearest enemy.
- **Be Ready for 'Em!:** All friendly units within 6" get +1 Block die for this round.
- **Get on your Feet!:** Target friendly unit within 6" immediately stops being fazed.

### Thug

*The typical shmuck you see everywhere. No gang is complete without one.*

Fight	Block	Moxie	Bruise
2	1	5	2

**The Mob:** Whenever this unit is within 3" of another friendly Thug it gets +1 Block die in close combat.

### Muscleman

*A cut above the others. Generally athletes, runner or jocks can take a hit, and then some.*

Fight	Block	Moxie	Bruise
2	2	6	3

**Quarterback:** Whenever this unit charges in a straight line it may move +3".

## Nerd

*If a guy falls down and he can't get back up, this guy is your answer.*

Fight	Block	Moxie	Bruise
1	1	5	1

**Smelling Salts:** During the shooting phase this unit may heal all friendly units within 3", making them re-gain one lost bruise each.

## Biker

*Nutjob on wheels, likes to cruise around pestering others. Sadly he's weaker than he looks.*

Fight	Block	Moxie	Bruise
2	1	6	2

**Need for Speed:** This unit may move +3" when using Walk and +6" when using Run/Charge.

## Skater

*The coolest kid on the block for some, the biggest loser in school for others.*

Fight	Block	Moxie	Bruise
2	2	6	2

**Ollie:** This unit ignores the effects of difficult terrain.

## Shooter

*Guy with a slingshot. Only good for plinking away at idiots. At least he does this job well.*

Fight	Block	Moxie	Bruise
1	1	5	2

**Slingshot:** This unit has a shooting attack with a 12" range and gets +1 Fight die when shooting.