

TORCH & SHIELD

SKIRMISH MINIATURES GAME

QUICK START RULES v3

The following includes the rules to run through a basic game of Torch & Shield. These are not the full rules, but give you an overview of the basic concepts in the game, allowing you to play through one scenario. The main rules expand on these rules, giving more options and exciting tactical possibilities.

BEFORE YOU START

You are going to need a few things to play this Quick Start Ruleset:

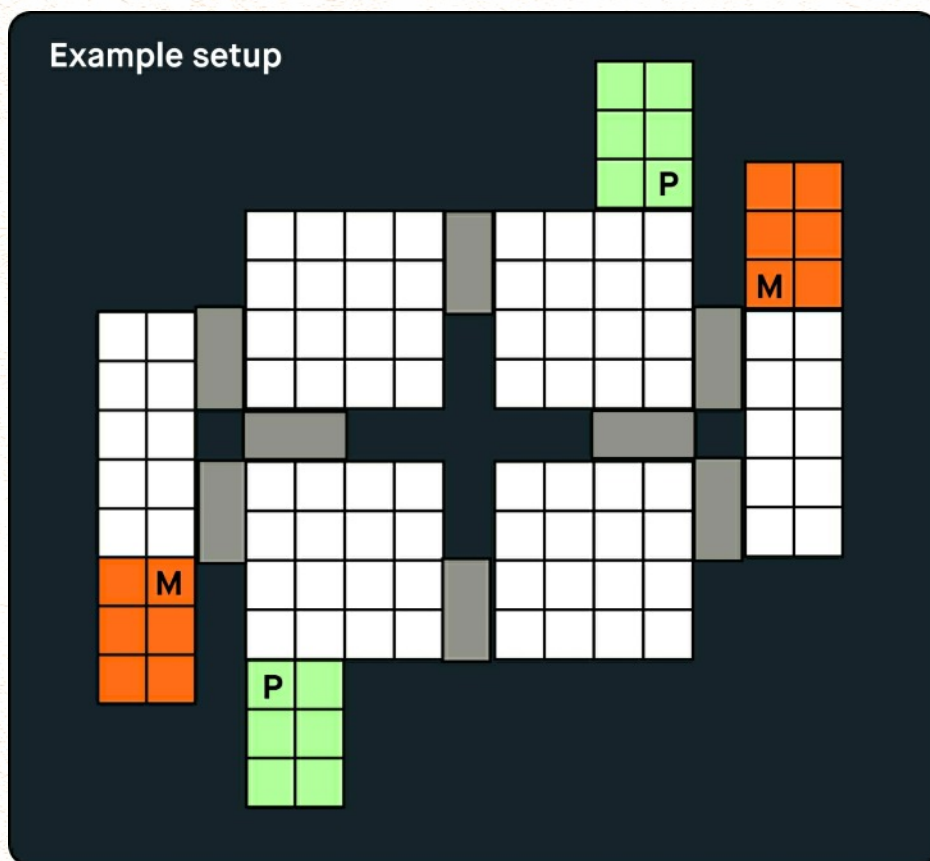
- 12 Dwarf miniatures, standees or tokens
- A few miniatures, standees or tokens to represent the Monsters
- A handful of six sided dice (D6) - eight should be enough to share with your opponent.
- A deck of playing cards to share, shuffled well.
- Print (or draw up) two Crew Sheets from the back of this Quick Start Rules document.
- A gridded area of play (See next section.)
- A coin.



AREA OF PLAY

You can hand draw the map yourself on paper or whiteboard. Alternatively, use a gridded board or dungeon tiles if you have them. Set out your area of play roughly following the example below. It does not need to follow the example below, you can have different sized rooms and a completely different setup.

- The play area must have 4 different rooms that are connected to each other that the Dwarves can fight over.
- Two opposite Player Entrances (marked P) , and two Monster Entrances (marked M), located fairly close to both players.
- The grey rectangles are doorways, but you could just as easily have them as more gridded spaces between the rooms, or gaps in the walls.
- The two side corridors are optional, but they add some extra tactical options during the game.



Once you have your play area ready you can get started! This Quick Start is designed so you can read through as you go, playing through each phase in turn.

DEFINITIONS

A Crew is the group of Models controlled by one Player, a Warrior is a member of your Crew and an Enemy is any Model that is not in your Crew

A Monster is any non-Player controlled Enemy, usually created by a random encounter or determined by the scenario played.

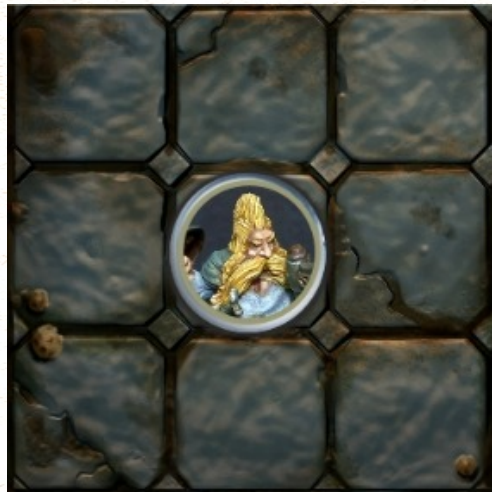
BASIC CONCEPTS

Combat Zones & Adjacent Squares

Where the rules refer to an Adjacent square, it means all squares surrounding the target or occupied square. In the image, all eight spaces around the Dwarf are considered Adjacent.

These eight squares also represent the Dwarf's Combat Zone. The Combat Zone is the area this Dwarf is actively threatening.

Models may not Move if they are within an active Enemy Combat Zone, but may Move into one. Models that have been Engaged, may not Move at all.



If a **Model is Engaged or Knocked Down**, its **Combat Zone becomes inactive**, and Models may move through Adjacent squares freely. There are other occasions where a Model can lose its Combat Zone, and these will be explained in the relevant section of the rules.

Line of Sight and Line of Fire

To check if a Model has **Line of Sight**, draw an imaginary line from the centre of the Model's square, to the centre of the intended target square. If the line does not pass through Structures (walls typically), then the Model is considered to have Line of Sight.

Line of Fire works similarly to Line of Sight, with the following addition. Line of Fire to the target square is blocked if the line passes through squares containing any Models - Enemy or Friendly.

Light and Darkness

All squares in the Area of Play are considered to either be **Shrouded** or **Illuminated**.

All Squares are Shrouded by default. For a square to be Illuminated, it must be in range of an active Light Source.

An active Light Source has a range of 8 squares and will Illuminate every square in the same room or corridor within that range. It will also Illuminate any squares outside of the room (or corridor) within 8 squares and Line of Sight to the Light Source.

The diagram demonstrates Line of Sight and Light Sources. Bort is the Lightbearer. Dorg is Illuminated as he is in the same room. Hurd is Illuminated because he is within 8 spaces and in Line of Sight. Kasin is neither in Line of Sight, nor the same room as Bort. He is Shrouded.



Note: Other Shrouded spaces are also lined

TORCH & SHIELD PRE-GAME

STEP 1 - Choose your Dwarves

Both players select six Dwarves. You can take turns choosing one Model until all twelve are chosen, or if you have two different crews of six, just give one crew to each player.

STEP 2 - Choose your Greyshield

Each player selects one Dwarf to be their leader. They will be your best fighter during the game. Mark the Greyshield entry on the Crew Sheet so that you can remember who they are. (e.g if they have a winged helmet or a big axe, write that on the Greyshield card on your Crew Sheet)

STEP 3 - Choose your Shortbeards

Each player selects two Dwarves to be Shortbeards. These young Dwarves will not be your best fighters.

All remaining Dwarves are Clansmen.

Mark the equipment of your Clansmen and your Shortbeards on the Crew Sheet.

STEP 4 - Choose your Lightbearers

Each player selects one Dwarf, (usually best if it is a Shortbeard) to carry your Light Source. Make a note of it on your Crew Sheet, or place a little light token with that Dwarf.

STEP 5 - Deploy your Crews!

Players flip a coin to see who is The Fated One. The Fated One will choose a Warrior and place them on one of the six spaces of their Player Entrance. Then the other player will place one of their Warriors. Players will alternate back and forth until all six Warriors each have been placed.

Have the Fated One hang onto the coin. The Fated One decides what order fights happen, and any other ambiguities.

STEP 6 - How much Fuel?

Before you get started, we must roll a D6 to see how much fuel all player's lights have:

1-2: 1 Turn **3-4:** 2 Turns **5-6:** 3 Turns

Keep a note of this on a piece of paper or on a spare dice. It will be important later.

THE OBJECTIVE

This scenario is called the Brewery Bash.

Both Dwarf Crews are trying to seize a long forgotten brewery. To do this, they must capture the most rooms in the Brewery before the game ends.

The game ends after **6 turns**.

To successfully capture a Brewery Room, you must have a Friendly Warrior in the room at the end of the game, and there must be no Monsters or Enemy Warriors in the room.

If both players have captured an equal amount of rooms at the end of the game, the winner of the game will be the player whose Crew suffered the fewest casualties.

NOW YOU ARE READY TO GET STARTED WITH THE GAME!

Play through the four phases

Delving Phase, Monster Phase, Fight Phase & Event Phase



THE DELVING PHASE

STEP 1 - Draw Activation Cards

Players draw one action card for each of their Warriors in play at the start of the turn. If this is the first turn, they will also draw one additional card for their Greysheild. (So seven all up on your first turn.)

STEP 2 - Activate your Warriors

In descending card order (A, K, Q, J, 10-2, A), and suit order (♥, ♦, ♣, ♠) if card order is equal, players Activate their Warriors one at a time.

Activation cards are placed on the relevant Warrior Profile on the Crew Sheet as they Activate.

Jokers may be used at any time to steal priority, red taking priority over black.

Aces may be used either first in the Activation Order, or last.

Once activated, your Warriors can perform either a Standard Action, or a Special Action. To use a Special Action, the Warrior must be Activated with a card that matches the suit of the Action. E.g. Activating with Hearts ♥ can be used to perform a normal Action or to Fury.

All Warriors must activate. If you skip using cards in your hand (either by accident or on purpose) and you still have Warriors un-activated at the end of the sequence, those Warriors count as activating, but do nothing this turn.

Knocked Down Models can only Stand Up, Jump Up or crawl spaces equal to half their Mv Characteristic (rounding down). If they Crawl they may not Stand Up, but may Engage. Knocked Down Models may not use a shield.

Standard Actions

Move/Engage

Move your Warrior spaces up to their Move (Mv) Characteristic.

If your Warrior ends in a space Adjacent to an Enemy Model, they may Engage it in close combat. Place both Model's bases in contact. They will fight a Contest in the Fight Phase.

If the Enemy is already Engaged, it will break off its previous engagement to face the new opponent, provided all Models are still Engaged. Otherwise it will remain Engaged with both the previous Model it was fighting, and the new Model.

Stand Up

A Knocked Down Model may stand up if it has not been Engaged yet this turn, AND is not in a Combat Zone. Stand the Model up and then Move the Model spaces up to half their Mv Characteristic (rounding down).

Circle

An Engaged Model that is standing up may attempt to circle their opponent. Roll dice equal to the Warrior's Agility (A) Characteristic. If any dice roll 5 or 6, you may Move your Warrior one space, but you must remain Adjacent and Engaged with your opponent. If the Agility test fails the Warrior may not Circle. Warriors Engaged by multiple Enemies may not Circle.

Move and Reach Attack

Models with a Reach Attack weapon may Move spaces up to their Mv Characteristic, and then Reach Attack a Model in Line of Fire two spaces away. Roll two dice. If either or both of the dice roll a 5 or 6, you have scored one single hit. Follow 'Resolving Hits' on page 12.

Move and Ranged Attack

Models with a Ranged Attack weapon may Move spaces up to their Mv Characteristic, and then attempt a Ranged Attack at a Model in Line of Fire. Roll dice equal to the **second value** of the Warrior's Martial Skill (MS) Characteristic - with the following modifiers:

- 1 D6 if the Model moved any spaces before attempting the Ranged Attack.
- 1 D6 if the Enemy is Shrouded.
- 1 D6 if the target Enemy is seven squares or greater away from the attacking Model.
- 1 D6 if the target is Defending.
- +1 D6 if the target Enemy is three or less squares away from the attacking Model.

If any of the dice roll a 5 or 6 you have scored a single hit. - Follow 'Resolving Hits' on page 12.

After all this, mark the 'Ammunition Spent' box on the Profile on the Crew Sheet. The weapon needs reloading before it can fire again.

Evade and Move

A Model in an Enemy Combat Zone (but not Engaged) may try to Move away. Roll dice equal to the Warrior's Agility (A) Characteristic. If any dice roll 5 or 6, you may Move your Warrior spaces up to their Move (Mv) Characteristic out of the Combat Zone. Otherwise they stay put.

Move and Reload

A Model with Spent Ammunition can Reload by rolling dice equal to their Craft (C) Characteristic. If any of the dice roll 5 or 6 the Ranged Attack weapon is reloaded.

If the Model does not Move, roll no dice. The weapon is reloaded automatically.

Leaping

Once, as part of any Action where a Model Moves, it may Leap over a Knocked Down Model. Roll dice equal to the Model's Agility (A) Characteristic. If any dice roll 5 or 6, you may Move your Warrior over one Knocked Down Model for each 5 or 6. If the Leaping Model does not roll any 5 or 6's, it is Knocked Down in the space where it tried to Leap from and ends its Activation. Any spaces leaped count toward a Model's used Move (Mv) value for that action.

Special Actions

♥ - Fury

Must have an Enemy Model in Line of Sight. Move your Warrior spaces up to their Mv Characteristic + 1, and if they end in a space Adjacent to an Enemy Model they must Engage it in close combat. Place both Model's bases in contact. Your Warrior gains +1 MS in the Fight Phase.

♦ - Rush

Move your Warrior spaces up to double their (Mv) Characteristic, and if they end in a space Adjacent to an Enemy Model they may Engage it in close combat. Place both Model's bases in contact.

♣ - Jump Up

A Knocked Down Model may Jump Up. Stand the Model up for free, even if it is Engaged or in a Combat Zone. You may now complete a Standard Action with the Model as if it started its Activation standing.

♠ - Defend

Move your Warrior spaces up to their Mv Characteristic, but you may not Engage an adjacent Model at the end of your Move. If this Warrior is Engaged by an Enemy, it gains +2 dice to its MS characteristic in the Fight Phase. If this Warrior wins the Fight, it causes no hits.

Further, this Warrior can not be Driven Back and Enemy Ranged Attacks and Reach Attacks suffer -1 dice to try and hit this Warrior.

STEP 3 - Sheathe a Card

Once all the Warriors have activated, Crews that still have a living Greyshield may keep one unused card for next turn's Delving Phase - place it face down in front of you. All other cards are discarded.

If your Greyshield has been removed as a casualty this turn, you must discard all unused cards.

THE MONSTER PHASE

STEP 1 - Danger in the Dark

For each Shrouded Warrior in their Crew, players must roll two dice to see what happens in the dark:

- 2: Remove the Warrior as a casualty. Something has dragged them away!
- 3-9: Nothing happens, the Warrior is okay for now.
- 10-12: A Monster appears. The Player whose Warrior is affected places a Monster Adjacent to and Engaged with this Warrior. Any Enemy Warriors that were already Engaged with that Warrior are no longer Engaged.

STEP 2 - Activate Monsters

Monsters will Activate starting from the Monster closest to a Warrior.

1. If the Monster can see any Warriors, it will move up to ten spaces and Engage the Warrior fighting the fewest Monsters it can see.
2. If the Monster can not see any Warriors, it will Move up to five spaces toward the closest Warrior, Engaging it if possible.

IMPORTANT: Any Enemy Warriors that were fighting a Warrior that has been Engaged by a Monster are no longer Engaged. Dwarves will stop fighting their kin to allow them to fight monsters without distraction - there will be time to settle grudges later!

NOTE: Monsters always get driven directly back when hit (except by Hammers which have their own rules), and are never Knocked Down.

Warriors may never enter a Monster Entrance. If they do for any reason, they are removed as a Casualty immediately.

THE FIGHT PHASE

There are a couple of things to bear in mind before resolving the Contests.

DAMAGE

Each Damage suffered reduces a Dwarf's Resilience (R) Characteristic by one.

If a Dwarf's Resilience is reduced to zero, it counts as Wounded - all its other Characteristics are reduced by one, to a minimum of one. If a Dwarf's Resilience is reduced below zero, it is removed as a Casualty.

If a Monster suffers any Damage at all, it is removed as a Casualty.

MONSTERS IN THE DARK

When Monsters are Shrouded, they gain +1 to their Martial Skill (MS) in the Contest.

Furthermore, they win any Draws in a Contest, causing a single hit.

KNOCKED DOWN MODELS IN CONTESTS

If a Warrior is Knocked Down in the Contest, it reduces its MS by 1, to a minimum of 1. It also counts as having no empty spaces to be Driven Back into, and may not use any shield.

STEP 1 - Check your Contests

First check all engagements to make sure all the Contests are either one against one, or one against many (called Outnumbered Contests). There can be no two-on-two contests for example.

In Outnumbered Contests, the side with multiple Models chooses one to be the Attacker, and the rest to support. The Attacker gets +1 Martial Skill in the contest for each supporting friendly Model.

STEP 2 - Resolve Contests

1. Both Players roll a number of D6 equal to their Warrior's Martial Skill (MS - first value). If there is a Monster fighting, the other player will roll for the Monster.
2. The Model that scores the most 5's or 6's will win the Contest.
3. If both Models roll the same number of 5's and 6's, or both Models roll none, then the result is a Draw.
4. In a Draw, both Players will add another D6 to their pool and re-roll the dice and see if there is a winner. Continue doing this until one Model wins the Contest.

5. The winning Model will score a number of Hits on its opponent equal to the difference in successful dice rolled.
6. The amount of Hits scored can never exceed the winning Model's current Agility. Any excess hits will be ignored.
7. Resolve each Hit as described in Step 3.

STEP 3 - Resolve Hits

1. **Drive them Back.** If the Hit was inflicted by an Enemy in a Contest or by a Reach Attack, the Model will be Driven Back - move the Model back into any three spaces behind it - chosen by the player who controls it. If a Model has no empty squares to move back into, the Hit will be resolved at + 1 Strength.



Example Drive Backs

2. **Press the Attack.** If a Model is Driven Back by an enemy Hit in a Contest, the Model that inflicted the Hit may Press the Attack, and Move into the previously occupied, now vacant square.
3. **Save Rolls.** If the Model Hit has a shield and is not Knocked Down, roll a dice. If it rolls 5 or 6 the Hit has no further effect.
4. **Subtract the Resilience of the target from the Strength of the Hit,** to a minimum of one. The Player then rolls dice equal to the remaining value. Reach Attacks and Hits in the Fight Phase from Warriors or Monsters will be equal to the Strength on the Model's Profile. The Strength of Ranged Attacks is 5 for blackpowder and 4 for crossbows.
5. **Resolve Damage.** For each 5 or 6 rolled, the target suffers one Damage and is Knocked Down.

THE EVENT PHASE

STEP 1 - End all Engagements

All Models that were Engaged are no longer Engaged, and all Combat Zones are active again.

STEP 2 - Check to Turn Back

If your Crew has lost four or more Warriors, the Greyshield must roll dice equal to their Nerve (N) Characteristic. If any dice roll a 5 or 6, the crew keeps fighting. If there are no 5's or 6's, the game is over. The crew has turned back and has lost.

STEP 3 - Check Objectives

If it is the last turn of the game, check to see which side controls the most rooms.

To successfully capture a Brewery Room, you must have a Warrior in the room at the end of the game, and there must be no Monsters or Enemy Warriors in the room.

If one Crew controls more rooms than the other, that Crew wins. Otherwise the side that has taken the fewest casualties wins.

If it is not the last turn, skip this step.

STEP 4 - Light Sources

Reduce the Fuel Counter by 1.

If the Fuel counter is already at zero when you reach this step. Players then roll a dice for each Light Source they have. If they roll a 1, the light burns out. Remove it from the table.

STEP 5 - Events

The Fated One must flip a card to see what Event occurs:

♥ Trap sprung! Randomly determine a Warrior in your crew by rolling a dice. That Warrior will need to roll dice equal to their Craft Characteristic. Unless the Warrior rolls a 5 or 6, they will take a Strength 4 Hit. Resolve the hit as described on page 12.

♦ Time's Running Out Reduce the Fuel Counter by 1 again. If the Fuel is on zero already, remove your Light Source from the game.

♣ Monster! Place one Monster on the Monster Entrance nearest to your Player Entrance.

♠ Monsters! Place three Monsters on the Monster Entrance nearest to your Player Entrance.

STEP 6 - Your Opponent gains control of the Fated One Coin, and becomes "The Fated One" for the next turn of the game.

WEAPONS

When you select your Dwarves at the start, you will no doubt have some with equipment different to others. Different equipment has different rules in the game, as follows:

Swords

Models with swords win draws, causing a single Hit. If the opponent has this advantage, they cancel each other out.

Axes

Models with axes add 1 extra Damage for each of their Hits that cause Damage.

Picks

Picks ignore the effect of any armour the target is wearing, except shields.

Hammers

Hammers will always Knock Down models Hit, even if the Hit causes no Damage. Furthermore, Hammers may choose the space enemies are Driven Back into.

Reach Attack Weapons

Weapons like spears or polearms may perform Reach Attacks. In the Fight Phase they provide no additional bonus, but Warriors may still use them to fight if engaged.

Gunpowder Weapons

These weapons are Strength 5 and ignore the effect of any armour the target is wearing, except shields. They have unlimited range.

Crossbows and Bows

These weapons are Strength 4. Crossbows add 1 extra Damage for each of their Hits that cause Damage. They have unlimited range.

ARMOUR

If your Dwarf has armour, increase their Resilience by 1 when conducting the Resolve Hits step.

SHIELDS

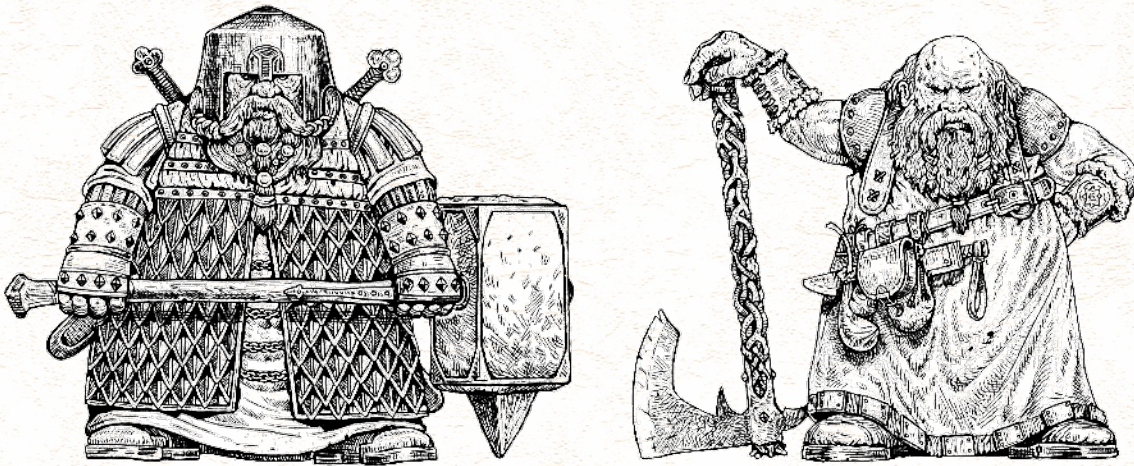
If your Dwarf has a shield, they get a Save Roll against Hits as described in the Resolve Hits section. If a Model is Knocked Down, it may not use the shield.

DWARF BERSERKERS

Some Dwarves choose to charge into battle half-naked, without armour or shields for protection, instead using their wild assault as the best form of defence. If you have one of these Dwarves in your Crew, you may conduct the Fury Special Action with Hearts ♥ or Diamonds ♦. These Dwarves may never Defend and always Press the Attack.

VALOR

Once per game, the Greyshield can use their Valor point to turn any one of their rolled dice into a 5 or a 6.



Once you have played a couple of games using these quick start rules, you will be ready to advance on to the full Torch & Shield rules.

The full rules add more actions, more weapons and unit types, and more narrative and tactical flexibility for you to explore. Plus a load of different scenarios and enemies await!

Even more new content will be available on the Torch & Shield website, check it out:

WWW.GRIMSKALD.COM

Torch & Shield PROFILE CARD

NAME: _____ Cost: _____



TYPE: **Greysshield** Ren: _____

Mv	MS	S	R	A	N	D	C
4	5/3	5	2	3	4	3	2

EQUIPMENT:

TRAITS:

- Sheathe one card a turn
- Valor


 Ammunition Spent
 Damage


Torch & Shield PROFILE CARD



NAME: _____ Cost: _____

TYPE: **Clansman** Ren: _____

Mv	MS	S	R	A	N	D	C
4	4/2	5	2	2	3	2	2

EQUIPMENT:

TRAITS:


 Ammunition Spent
 Damage


Torch & Shield PROFILE CARD



NAME: _____ Cost: _____

TYPE: **Clansman** Ren: _____

Mv	MS	S	R	A	N	D	C
4	4/2	5	2	2	3	2	2

EQUIPMENT:

TRAITS:


 Ammunition Spent
 Damage


Torch & Shield PROFILE CARD



NAME: _____ Cost: _____

TYPE: **Clansman** Ren: _____

Mv	MS	S	R	A	N	D	C
4	4/2	5	2	2	3	2	2

EQUIPMENT:

TRAITS:


 Ammunition Spent
 Damage


Torch & Shield PROFILE CARD



NAME: _____ Cost: _____

TYPE: **Shortbeard** Ren: _____

Mv	MS	S	R	A	N	D	C
4	3/2	4	2	2	2	2	1

EQUIPMENT:

TRAITS:


 Ammunition Spent
 Damage


Torch & Shield PROFILE CARD



NAME: _____ Cost: _____

TYPE: **Shortbeard** Ren: _____

Mv	MS	S	R	A	N	D	C
4	3/2	4	2	2	2	2	1

EQUIPMENT:

TRAITS:


 Ammunition Spent
 Damage



Print two of these pages, one for you and one for your opponent.


WANDERING MONSTER CARD

Mv	MS	S	R	A	N	D	C
5	3/0	4	1	2	2	3	1

EQUIPMENT:
Sharp Claws

NOTES: Never Knocked Down,
+1 Martial Skill and wins Draws when Shrouded


 If the Monster can see any Warriors, it will move up to ten spaces and Engage the Warrior fighting the fewest Monsters it can see.


 If the Monster can not see any Warriors, it will Move up to five spaces toward the closest Warrior, Engaging it if possible.