

Wargrounds Canberra: The Game

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Playtest document

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Theme: Slightly comedic

Players: 2 to lots

Size: Single character per player up to 34 a side.

System: Low dice count (about 3 per miniature), playable Event cards to force random game events, randomised initiative with a standard playing card deck

Needed to play

- 27 Event Cards (13x2+another Kudos)
- Standard deck of playing cards
- Status and Magic Effect tokens (Disarmed, Exposed, Tired, Protect, Frozen, Reflect)
- Character sheet for each miniature
- Cool coloured tokens for Hit Points
- Warm coloured tokens for Stamina/Mana
- Cone markers for setting up scenarios, tokens for table pieces, barrel, bombard, VIP and diplomacy
- Miniatures for characters. Ideally with 1" circular bases.
- At least 4 dice per player.

Event Cards (who it's played on)

- **Forgot the Rules** (self/opponent) - Move randomly through impassable terrain. Move D6" in a random direction immediately - **ADMIN**
- **Heat of Battle** (self/opponent) - Move randomly through impassable terrain. Move D6" in a random direction immediately - **ADMIN**
- **Forgot Count** (self/opponent) - randomise HP or Mana or Stamina (d6/d6/d3). Must be played on a character that has just been Hit for HP, cast a spell for Mana or used a power for Stamina. - **ADMIN** (2 cards)
- **Real Armour, Fake Swords** (self) - ignore the next d6 hits on all characters - they just don't feel them. Place the die on this card to keep track - **ADMIN**
- **Fumble** (opponent) - drop an item or weapon (gets Disarmed status)
- **Shield Hook** (opponent) - shield is pulled aside (gets Exposed status)
- **What do the Bones say?** (self/opponent) - self (Horde only) - move d6 characters non-randomly at start. Opponent (on Horde) - randomly move d6 characters in legal ways. This card is only in play if one of the factions fighting is Horde.
- **Sneaky** (self) - play on a specific character, when they next move, they are ignored. No opponents may move towards them until they activate again and they may freely pass through engagement ranges without being automatically hit. Not playable on Medium or Heavy.
- **Stop Stop Stop** (opponent) - when a character takes damage this card can be played on them. They have been actually injured or had an accident and miss their next D3 activations as they are recovering. All characters on both sides remove any statuses they may have when this card is played. When this character recovers, they restart in the spawn area.
- **All Nighter** (opponent) - play on opponent character - they've not got enough sleep and immediately get the Tired status.
- **Admin Notices** (opponent) - Cancel any card marked with **ADMIN**
- **Kudos** (self) - Cancel any card (Clan get an extra card)

Gameplay

- Roll for Attendance, fill in character sheets for each person, choose spells and create an Initiative deck
- Create Event Card decks for each player. If neither faction is Horde, remove the “What do the Bones say?” cards. If the Clan is playing give them an extra Kudos card.
- Randomly determine scenario and place the field for phase 1
- Place characters as you like in starting areas
- Draw 3 Event Cards from your own deck.
- Shuffle your Initiative Deck
- Randomly start - Each scenario has specific random starts. Roll for each character you control to see what they do on their activation
- Play until finish conditions are met. At the end of each turn you refill your hand of Event Cards to 3. When you run out of cards, reshuffle the discards into a new draw deck.
- Decide if you want to reroll equipment
- Randomly determine scenario and place field for phase 2 and continue in the same way as phase 1
- After phase 2 determine winner

Attendance

Roll for how many characters attend the game and what they are equipped with. Roll for both factions and then roll for Greyscales - which are split as evenly as possible to make both sides even. Technically there are 4 factions always attending but the other factions are blended in and match the stats of the two actually fighting. To further simulate you can optionally roll randomly for the size of the game (1-2 Small, 3-4 Medium, 5-6 Large)

Attendance is split into three areas - Number Appearing, Klankiness and Equipment. A character's class is the only thing that is not random - choose their classes.

Number Appearing

Size of game	# of characters	
	Clans, Empire, Wardens, Greyscales	Horde
Small	D6+1	2D6+1
Medium	2D6+2	3D6+2
Large	4D6+4	5D6+4

Klankiness

D6 Roll	Light	Medium	Heavy
-0	Up to 2	Up to 1	None
1	Up to quarter	Up to 1	None
2	Up to quarter	Up to 2	Up to 1
3	Up to half	Up to quarter	Up to 2
4	Up to three quarters	Up to quarter	Up to quarter
5	Up to three quarters	Up to half	Up to quarter
6	Up to three quarters	Up to three quarters	Up to half
7+	Up to three quarters	Up to three quarters	Up to three quarters

Any leftover characters are unarmoured

Optional weather rules - Summer -1, Winter +1

Equipment

Roll once for the first phase of the game and you may choose to reroll for the second phase. If you do so you must go with the equipment rolled for the second phase.

D6 Roll	Short + Shield	Medium	Long	Pistol or Bow
-0	Up to 2	Up to 1	None	None
1	Up to quarter	Up to 1	None	None
2	Up to quarter	Up to 2	Up to 1	Up to 1
3	Up to half	Up to quarter	Up to 2	Up to 1
4	Up to three quarters	Up to quarter	Up to quarter	Up to 2
5	Up to three quarters	Up to quarter	Up to quarter	Up to 3
6	Up to three quarters	Up to quarter	Up to quarter	Up to 3
7+	Up to three quarters	Up to half	Up to half	Up to 3

Any leftover characters have a Short only and no shield.

Any character may replace their Shield with a second Short - this gives them an additional Hit (ie they now do 4 hits instead of 3) but are now vulnerable to missile fire like Medium and Long.

Up to 4 characters may have thrown weapons (place the appropriate card with their character sheet)

Named Characters

Feel free to make up a bunch of characters (randomly or not) for your own faction. The number of characters turning up for a game is still random, but you get to choose which ones are there. There are no experience points or levels or character advancement of any kind in this game, so it's purely for storytelling fun.

Ranges

Measurement is from base to base. If the template touches both they are in range. If there is any doubt (ie only just touching) then it's always in range.

- Engagement Range is where characters are likely to be hit with handheld weapons. 1" for Short (1h), 2" for Medium (2h), 3" Long (Spear, Polearm)
 - Moving 1" into or through any character's Engagement Range gives you an automatic Hit (the character of that Engagement Range doesn't need to roll) that must be Parried or Blocked. This means a Short trying to engage a Medium will take 1 hit, and if trying to engage a Long will take 2 hits as they close. If entering the Engagement Range of multiple opponents, the Multiple Attackers rule applies as well.
- Missile Range can't engage a character (ie you can run through the range without causing a reaction). 6" thrown, 12" pistol and bow
- Movement.
 - Light / Unarmoured: Walk 4" Run 8"
 - Medium: Walk 4" Run 6"
 - Heavy: Walk 3" Run 5"
 - Tired Heavy: Walk 2" Run 4"

Statuses

- Disarmed - Place a disarmed token next of the character - they have no weapon until their next activation when they pick it up and carry on as normal. So between activations they are unable to Parry.
- Exposed - Place an exposed token next of the character - they have no shield until their next activation when they move it back into position and carry on as normal. So between activations they are unable to Block.
- Tired - Whenever a character respawns more often than their max Stamina they acquire this status until the phase ends (e.g Light character after respawning 4 times). A Tired character moves at the next higher armour level or if Heavy at 2"/4"

Characters

Comprised of a Class, Weapon, Shield, Armour and either no traits or a good and a bad trait

Class (pretty much as per LARP rules)

- Fighter (+1 HP, Protection - 1 Stamina place Protect token on character in 1". Ignore the first damage point they take and remove token)
- Scout (Critical - 1 Stamina, declare before rolling attack. First hit does double damage but is still parried or blocked as normal. Light Weapons - add 3 uses to Thrown Weapon card)
- Mage (May have up to 3 spells)

Weapon

- Short (any 1 hander)
- Medium (any 2 hander)
- Long (spears and other polearms)
- Thrown (up to 3)
- Pistol (unlimited ammunition)
- Bow (unlimited ammunition)

Shield

- Shield (not with Bow, Medium or Long and reduces Mana by 1)

Armour (pretty much as per LARP rules). Armour effects Stamina, Mana, Hits and movement

- None (3 HP, 10 Mana, 5 Stamina)
- Light (5 HP, 7 Mana, 4 Stamina)
- Medium (7 HP, 5 Mana, 3 Stamina)
- Heavy (9 HP, 3 Mana, 2 Stamina)

Good Traits

- Fast - get 1 extra Hit with your weapon
- Veteran - get 1 extra Parry with your weapon
- Practiced Archer - You hit the character you are aiming at with a missile weapon
- Skilled - you get +1 to your attack rolls
- Intuitive - you get +1 to your parry rolls
- Shield specialist - you get +2 to your block roll

Bad Traits

- Parent - after every activation roll a D6, on a 6 you are called away for the rest of the game
- Old - you move at the rate of the next high armour level or 2"/4" if already a Heavy
- Noob - you get -1 to your damage rolls
- Impetuous - before every activation roll a D6, on a 6 your opponent moves you (must be a legal move)
- Dubious - you cannot play any ****ADMIN**** cards on this character. Your opponent may.

Factions

- The Clans
 - Kudos - get an extra Kudos card
- The Empire
 - Klank - +1 to Klankiness roll
- The Horde
 - Keen - +D6 to Attendance roll (in table)
- The Wardens
 - Kewl - +1 to Equipment roll
- Greyscales
 - Knew - -1 on Klankiness and -1 on Equipment rolls

Character Sheet

Easiest way to track health, mana and stamina (otherwise lots of tokens on the table will be confusing). This may be problematic if you have a dozen to keep track of. Currently no abstraction to reduce logistics tracking.

Name	Miniature number	Class	
		Armour	<input type="checkbox"/> Shield
Weapon		Spells	
HP ()		Stamina () or Mana ()	Max
			Current (tokens)

Thrown Weapon - 4 cards with 3 tokens on them for each player to give to one of their characters.

Initiative Deck

Using playing cards and numbers. Each player uses a deck of cards with the same amount of cards and numbers as their miniatures plus a joker as a wild (allowing any one character of choice to be activated a second time).

- Every turn shuffle all the cards back into the deck.
- During a turn each side alternates on activating one character at a time.
- Draw a card.
- You can either activate that character or put it in reserve for later (unless there is already a card in reserve). Your choice each time to draw a new card or use the reserve.
- The turn ends when both players have gone through their Initiative Decks. If one player has more cards, they use those cards up at the end.

Death

Death makes a character lose two turns of action. If reduced to 0 HP, lay the miniature prone.

- They must stay on the field until their next activation in the next turn. If they haven't activated yet this turn, sadly they lose this activation as well.
- When this occurs move them off the field (take the miniature away) - they are now returning to the respawn point.
- On the next turn's activation for this character place them in their spawn point and give them full HP (they do not regain Stamina/Mana). They still get a random start based on the scenario.

Combat

- When a character is activated and Walks within their engagement range of one or more other characters they must choose which one to attack. This occurs after any automatic Hits are defended against if they are entering a larger engagement range.
- A character with missile weapons may use them if they Walk and are within missile range of any opponents.
- If a character Runs they cannot attack.

Before any rolls are made - spells and powers must be declared.

Speed of weapon causes multiple hits. Each hit can do one or two damage (if they hit torso) or 2 or 4 (if using Scout Critical power). Only shields can block Pistol and Bow weapons. Thrown weapons can be parried.

- Short - 3 Hits. Parry 3
- Medium - 2 Hits. Parry 2
- Long - 2 Hits. Parry 1
- Thrown - 1 Hit
- Pistol - 1 Hit.
- Bow - 1 Hit

Missiles

When throwing weapons, spells or shooting a Bow or Pistol at a group of characters that are currently engaged fighting each other - you seldom hit the one you are targeting. For each character engaged with the one you are aiming at roll.

	Shot hits				
# of adjacent engaged	Target	1	2	3	4
1	1-3	4-6			
2	1-2	3-4	5-6		
3	1-2	3-4	5	6	
4	1-2	3	4	5	6

Attack Roll

Roll Hits D6 - Each 5+ scores a Hit that must be Parried or Blocked.

Parry Roll

Roll Parry D6 - Each 4+ stops a Hit

Block Roll

If you have a shield, roll a D6 - it stops as many Hits as you roll (up to 6) - excess blocks are discarded.

Damage Roll

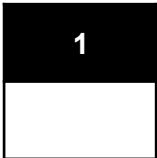
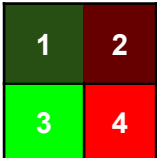
Roll as many D6 as you had Hits land that weren't Parried or Blocked. Each roll of 5-6 is a torso hit (doing 2 damage), 2-4 does 1 damage, each roll of 1 is an ignored area (doing 0 damage).

Multiple opponents

It's harder to defend against more than one attacker. For each attacker after the first, the defender has one less Parry and a cumulative -1 on their Block roll. This also applies to the automatic Hits received when entering the engagement ranges of longer weapons (ie approaching 2 spears when you have a short weapon). This is reset back to normal when the defender is activated.

Facing

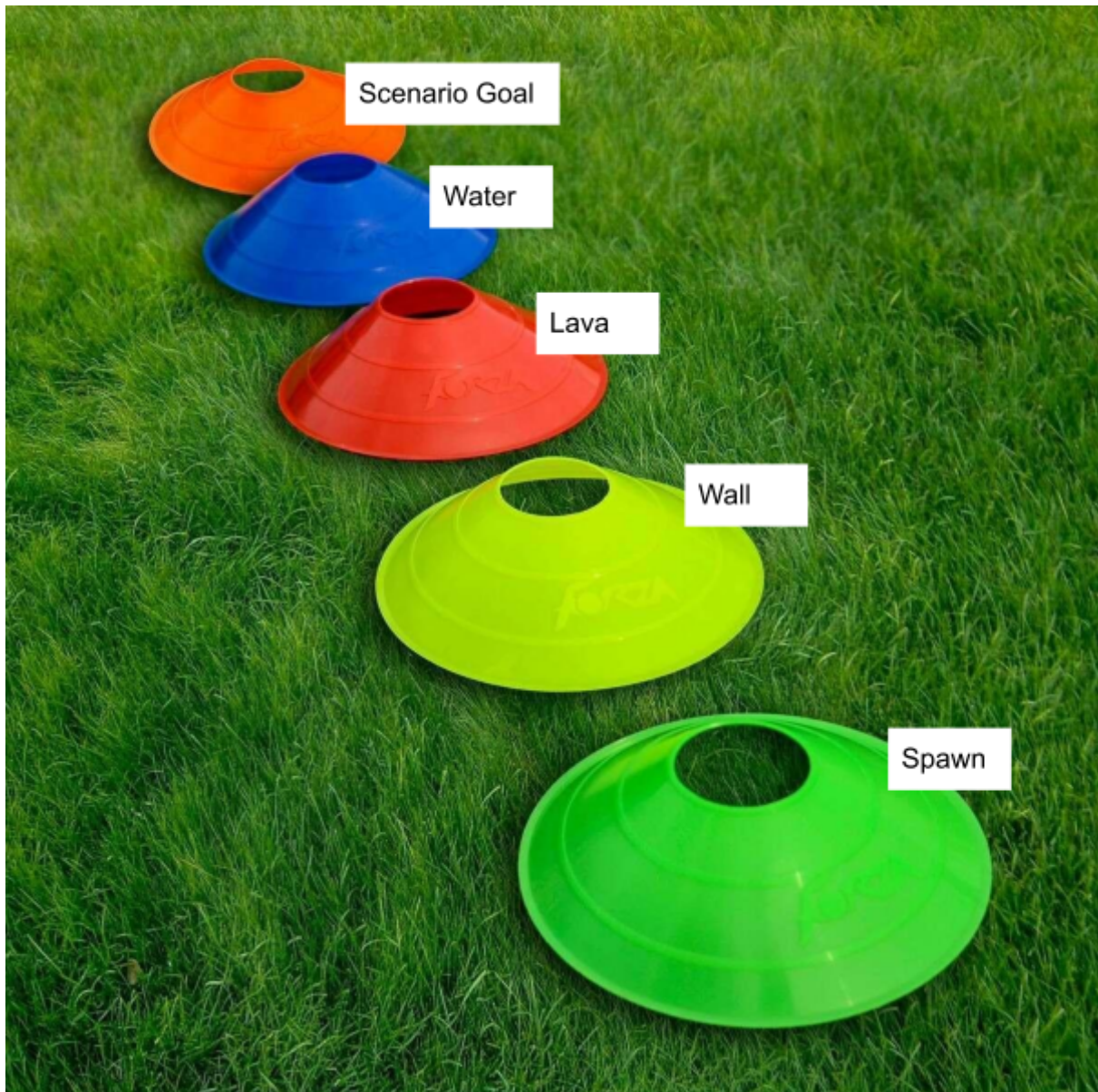
This is optional as it could make the game overly complex. In the standard game no character has a facing and may equally Engage, Shoot, Throw, Cast Spell, Use Powers, Parry and Block in any direction. There are two increasingly realistic options you could use instead:

<p>1. Determine the front of a character (ideally paint their base edge). A character's Engagement Range is only to the front (1). They have none to the rear and are unable to Parry or Block to the rear.</p>	
<p>2. For extra realism, divide a character's base into quarters.</p> <ul style="list-style-type: none">○ The front is their Engagement Range [1&2].○ The front and right side (for right handers) [1,2,4] or The front and left (for left handers)[1,2,3] is the area they can Parry.○ The front and left side (for right handers) [1,2,3] or The front and right side (for left handers) [1,2,4] is the side they can Block.	

Spells

Spells	Mana Cost	Type	Spells
Fireball	1	<i>Thrown or with Long</i>	Target player takes 2HP of damage. May not be Parried or Blocked
Freeze	2	<i>Thrown or with Long</i>	Target misses their next activation. Place a Frozen token
Leech	1	<i>Thrown or with Long</i>	Target takes 1HP damage, you receive 1HP
Drain Life	2	Within 1"	Target must be a prone miniature (ie dead). Regain all your own HP
Reflect	1	Within 1"	Place a Reflect token on the target. Next spell to hit them is reflected back on the caster
Healing Touch	2	Within 1"	Target regains all their HP (not usable on the dead)

Scenarios



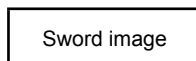
In all cases water and lava is instant death to move into. Walls block movement and all attacks.

- **Capture the Flag** - Random left/right
 - Setup: large rectangle of lava in the middle. Spawn areas on the short sides, Scenario Goal areas on the long sides
 - Special rules: To capture a flag a character must Disarm and pickup the flag in the Scenario Goal area on one activation and have the flag by their next activation without taking any damage.
 - Win Conditions: Capture both flags.
- **Tablet of Summoning** - Random left/right
 - Setup: Scenario Goal are in the middle, at least two water areas around it. Spawn areas in opposite corners and a tablet piece in the other two corners.
 - Special rules: Tablet pieces are carried in either hand. A character may carry more than one. While carrying the character is either Disarmed or Exposed (if they have a Shield) or both.
 - Win Conditions: Assemble all 4 tablet pieces. All characters of the same side in the summoning circle with the pieces end the turn there.
- **Retrieve the Barrel** - Random left/right or attack/defend (if defender)
 - Setup: Spawn areas in opposite corners. Barrel in the corner closest to the defender spawn. At least two water areas one of which must disrupt the line between the Barrel and the attacker's Spawn.
 - Special rules: One side defends the barrel but cannot touch it, one attacks. Carrying the barrel by one character makes them Tired and Disarmed. Two characters can carry and count as Disarmed but must stay within 1" of the Barrel. For two characters to move in unison, the first card to turn up in activation is put in reserve and when the second appears, activate both. After 5 turns the defending side no longer respawns.
 - Win Conditions: When the attacker gets the Barrel to their Spawn area. Note this is timed - count turns and activations for the defender each time. The lowest count wins.
- **Storm the Castle** (river, bridge, bombard) - Random left/right
 - Setup: Scenario Goal are in the middle on the defender's side behind a wall. River divides the field with $\frac{2}{3}$ being the defender side. Spawn areas in opposite sides. Two walls on the attacker's side
 - Special rules: Carrying a bridge section makes you Disarmed and with 1 HP. Two must be placed 4" apart to create a bridge on the river. Carrying bombard is the same as the Barrel. One character must activate in the Scenario Goal area for the scenario to end. After 5 turns the defending side no longer respawns.
 - Win Conditions: Timed - count turns and activations for the defender each time. The lowest count wins.
- **VIP (Monarchs)** - Random attack/defend
 - Setup: Spawn areas on opposite sides. At least two water areas.
 - Special rules: One character on each side is the Monarch and now has 15 HP and cannot have useful magic or powers cast on them. While this character is alive their side may respawn.
 - Win Conditions: TPK
- **Diplomacy** - Random attack/defend
 - Setup: Spawn areas on opposite sides. At least two water areas. Diplomacy starts in the middle.
 - Special rules: Diplomacy instant kills any character hit. But the user has only 1 HP while they use it.

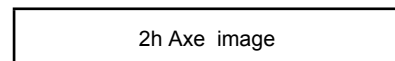
Templates and Tokens

Disarmed	Disarmed	Disarmed	Disarmed	Disarmed	Disarmed	Disarmed	Disarmed
Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed
Tired	Tired	Tired	Tired	Tired	Tired	Tired	Tired
Protect	Protect	Protect	Protect	Protect	Protect	Protect	Protect
Frozen	Frozen	Frozen	Frozen	Reflect	Reflect	Reflect	Reflect
Barrel / Bombard	Diplomacy	Tablet Piece	Tablet Piece	Tablet Piece	Tablet Piece	Flag	Flag
Bridge	Bridge	Bridge	Bridge	Wall		Wall	
Wall		Wall		Wall		Wall	

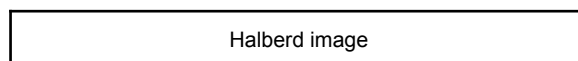
Engagement Ranges



Short



Medium



Long

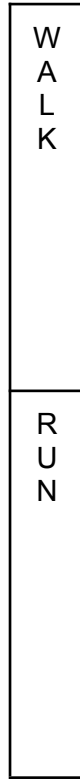
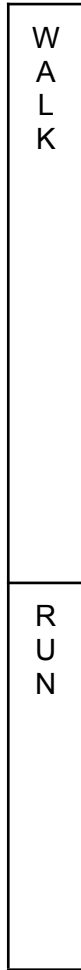
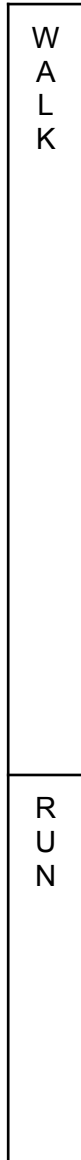
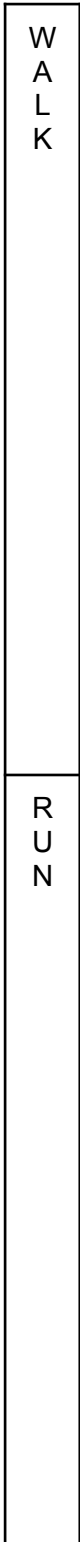
Movement Ranges

Light /
Unarmoured

Medium

Heavy

Tired Heavy



Missile Ranges

Thrown

Pistol / Bow

Join ends



Cards 1

<p>Forgot the Rules (self/opponent)</p> <p>Move randomly through impassable terrain. Move D6" in a random direction immediately</p> <p>**ADMIN**</p>	<p>Heat of Battle (self/opponent)</p> <p>Move randomly through impassable terrain. Move D6" in a random direction immediately</p> <p>**ADMIN**</p>	<p>Forgot Count (self/opponent)</p> <p>Randomise HP or Mana or Stamina (d6/d6/d3). Must be played on a character that has just been Hit for HP, cast a spell for Mana or used a power for Stamina.</p> <p>**ADMIN**</p>	<p>Forgot Count (self/opponent)</p> <p>Randomise HP or Mana or Stamina (d6/d6/d3). Must be played on a character that has just been Hit for HP, cast a spell for Mana or used a power for Stamina.</p> <p>**ADMIN**</p>
<p>Real Armour, Fake Swords (self)</p> <p>Ignore the next d6 hits on all characters - they just don't feel them. Place the die on this card to keep track</p> <p>**ADMIN**</p>	<p>Fumble (opponent)</p> <p>Drop an item or weapon (gets Disarmed status until next activation)</p>	<p>Shield Hook (opponent)</p> <p>Shield is pulled aside (gets Exposed status until next activation)</p>	<p>What do the Bones say? (self/opponent)</p> <p>Self (Horde only) - move d6 characters non-randomly at start.</p> <p>Opponent (on Horde) - randomly move d6 characters in legal ways. This card is only in play if one of the factions fighting is Horde.</p>
<p>Sneaky (self)</p> <p>Play on a specific character, when they next move, they are ignored. No opponents may move towards them until they activate again and they may freely pass through engagement ranges without being automatically hit. Not playable on Medium or Heavy.</p>	<p>Stop Stop Stop (opponent)</p> <p>When a character takes damage this card can be played on them. They have been actually injured or had an accident and miss their next D3 activations as they are recovering. All characters on both sides remove any statuses they may have when this card is played. When this character recovers, they restart in the spawn area.</p>	<p>All Nighter (opponent)</p> <p>Play on opponent character - they've not got enough sleep and immediately get the Tired status.</p>	<p>Admin Notices (opponent)</p> <p>Cancel any card marked with **ADMIN**</p>
<p>Kudos (self)</p> <p>Cancel any card</p>	<p>Kudos (self)</p> <p>Cancel any card. This card is for the Clan only to use.</p>		

Cards 2

<p style="text-align: center;">Forgot the Rules (self/opponent)</p> <p>Move randomly through impassable terrain. Move D6" in a random direction immediately</p> <p style="text-align: center;">**ADMIN**</p>	<p style="text-align: center;">Heat of Battle (self/opponent)</p> <p>Move randomly through impassable terrain. Move D6" in a random direction immediately</p> <p style="text-align: center;">**ADMIN**</p>	<p style="text-align: center;">Forgot Count (self/opponent)</p> <p>Randomise HP or Mana or Stamina (d6/d6/d3). Must be played on a character that has just been Hit for HP, cast a spell for Mana or used a power for Stamina.</p> <p style="text-align: center;">**ADMIN**</p>	<p style="text-align: center;">Forgot Count (self/opponent)</p> <p>Randomise HP or Mana or Stamina (d6/d6/d3). Must be played on a character that has just been Hit for HP, cast a spell for Mana or used a power for Stamina.</p> <p style="text-align: center;">**ADMIN**</p>
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