

GOALSYSTEM FAST-PLAY SHEET

by Scott Pyle. All material Copyright Scott Pyle and Four-Color Figures.

THE GOAL ROLL

Every goal roll a model has a certain number, or pool of dice which its player must roll. The player rolls the dice and looks for dice rolling 4 or greater (i.e., 4, 5, or 6); this will determine the number of goals collected in that throw. Dice rolling less than 4 are ignored.

THE POWER OF 6

Rolling a 6 on a goal roll is special. Whenever a model rolls a 6 on a throw it counts as two goals.

RE-ROLLS

Some special traits and equipment allow players to re-roll failed dice for their models. For an easy reminder, the number of re-rolls allowed on a throw can be noted in brackets next to the relevant attribute or dice pool.

UNOPPOSED GOAL ROLLS

In an unopposed goal roll, the player rolls a number of dice equal to her model's relevant attribute + special trait, and counts up the number of goals. The result is then compared to a **Target Number** (TN). If the total meets or beats the TN, the model succeeds.

OPPOSED GOAL ROLLS

When one model attacks or opposes another, the attacker's relevant attribute is pitted against the defender's relevant attribute in an opposed contest. The model that gains more goals (dice rolling 4+) wins the contest, and in the case of combat, might successfully strike or dodge.

MODEL MAKE-UP

Models in many versions of the GS possess 4 attributes: Strength, Agility, Mind, and Resolve. These form the basis of their dice pools and other aspects. Models also possess a **Move** value that represents the number of inches they may move during its turn. Models also possess Special traits which give them added depth and flavor. These might include acute senses, claws, iron will, or anything of that nature.

DR and FATE

A model's DR equals its Strength+1, and is used to resist damage target numbers (DN's). A model's Fate is equal to its starting Resolve, and represents a number of free dice a model may add to important rolls during the course of a game. A model must announce it is using Fate before any dice are rolled, and once they have been spent, they are gone for the remainder of the game. A model's Fate dice refresh at the beginning of each new game.

COMBAT AND DAMAGE

Initiative

The warbands' respective leaders make goal rolls, and the winner decides the first side to activate. Play alternates from there.

Attack

Models attack and defend with their Agility + Special traits. This is an opposed goal roll with the defender winning any ties. If the attacker wins, the defender must make a DR check versus the DN of the attack. If the attacker wins by 3+ goals, the DN increases by +1. Close combat (CC) attacks must take place while models are in base contact.

Models normally attack once per round.

Charges

When a model charges it receives +5" to its Move score and gains +2D to CC attacks. It must charge at least 3" to get the +2D.

Gang-Ups

Multiple foes against one model gain +1D to attack for each additional model up to a max of +5D.

Ranged Attacks

Ranged attacks have an ER rated in inches. Attacks beyond the ER grant the target +2D to defense. Attacks beyond twice a weapon's ER automatically miss.

Damage

The defender rolls his DR vs. the attack's DN. If he matches or beats the DN, he's fine. If he fails, the difference he fails by translates into lost Vitality points. When a model loses his last vitality point, he makes a TN3 knock-out (**KO**) check using his Resolve attribute. If this is failed, the model goes down. If the model makes the check, he's up but running on adrenaline alone. Any further vitality loss will take him out of action with no further dice rolls. A KO'ed model may suffer a **coup de grace**. This removes it from the table.

Most human models begin play with 3 Vitality. Some monsters start with more.

THE USES OF FATE

Fate dice may be spent for the following:

* Add +1D to Attack, Defense, or DR rolls. No limit to the number of dice that may be used at one time.

* Add +2" to Move per 1D Fate Spent.

* Spend 2 Fate to gain an extra Attack or Special Action.