Gangfight

A New Kind of Skirmish Miniatures Game

Gangfight is a small scale skirmish game involving 28-32mm scale miniatures. Gangfight recreates fantastic battles between two competing forces - whether they are marauding raiders looking to bolster their numbers or a ruthless PMC looking for their next pay day. Regardless of which setting you choose to play in, the goal is to defeat your opponents and complete the objectives put before you.

Unlike other miniature wargames, Gangfight is a multi-genre gaming experience where you can choose to play in one of the settings we have created, or you can combine the components of these settings to make your own. In addition to this, Gangfight is "Miniatures Agnostic" - this means you get to customize your force any way you want, using the miniatures you want. Although we have some fantastic partners to whom we promote our players to use, the world really is the limit when it comes to choosing the miniatures you want to represent your force.

Whichever models you decide to use, Gangfight is a strategic game involving a dozen or so miniatures, dice, and a measuring tape - and a great deal of imagination.

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In memory of Walt Langhans (*April 25th, 1970 - January 19th, 2020*)

"We do not stop playing because we grow old, we grow old because we stop playing."
~ Benjamin Franklin

Game Summary

Gangfight is typically played where both players control a gang, squad or adventuring party worth a number of "points", which defines how strong your force is. This gives the game balance between the two teams. Models have a cost which represents their abilities and basic power, and everything you need to know to play with them can be found in our separate Gameworld Modules.

Once the two players have agreed on the size of the game, each player makes a list detailing the members of their band. Each player determines what models they will have in their list, but they cannot exceed the predetermined point value.

The battlefield is then put together. A game of Gangfight uses a great deal of terrain in their battles. The location of the battle does not matter, but should be agreed upon by both parties. Typically this will be a place where high action can take place, consisting of loot, possibly even NPCs (such as rogue monsters, or even civilians) - and, of course, mayhem.

Once the table is set, the players start the game by deploying their miniatures and markers on the gaming table. The game is organized through a series of Rounds, and in each Round, each player has their own Turn. During their Turn, each player assigns actions to their troops to activate and play with them, moving them about the table, attacking enemy troops, and accomplishing the scenario objectives.

During the game, the Rounds continue until the End-Game conditions are met, which ends the game. Once the game is finished, the players tally their Objective Points and their Victory Points to determine the winner.

Game Terms

There are many terms used in these rules that are used regularly enough to need explanation. These are called Game Terms.

Model: A model is a 32mm miniature used to represent one of the members of your band. Models must be mounted on the bases that are supplied with them, either digitally or purchased as a physical model.

Threat: The threat radius represents the additional footprint that a Model can interact with in their environment. Threat is used to determine the distance a Model can consolidate with Fight! action, how far their melee weapons can reach, and how it interacts with opposing Models moving near it.

Party: The group of individual Models that make up your roster. Sometimes also called a Gang or Warband.

Action Points (AP): The resource allocated to each individual Model and to make them perform the various Standard Actions and Special Actions available to them in game. When talking about the Action Points (AP) in the plural, it is referred to as the Action Point Pool.

Dice Pool: A Dice Pool is a number of dice associated with a particular Attribute in which the player rolls to determine the outcome of their actions. A Dice Pool is an accumulation of their corresponding Attribute, and any bonuses they may have in the form of dice. For example, a model's Attack Pool would consist of their Attack Attribute, and any additional dice the model is granted through equipment or circumstance. Common Dice Pools include Movement, Attack, Marksmanship, Willpower, and Armor Pools.

Standard Action: Actions that can be applied to a single Model that cost a single Action Point (AP).

Special Action: Actions that can be applied to a single Model. These Actions typically confer a particular bonus or special effect.

Target Number (TN): The value you must roll equal to or above to pass a test on a six-sided dice (d6). The target number may never be reduced below 2 as a natural roll of 1 is always a failure.



What You Need to Play Gangfight

You will need the following things to play a game of Gangfight.

- A selection of 28-32mm scale models to represent your party.
- A Measuring Tape.
- A variety of tokens or polyhedral dice to keep track of Action Points, wounds, and conditions.
- A dozen six-sided dice.
- A variety of terrain pieces. Typically you'll need about six large pieces of terrain and about 10 small piece of terrain.
- A 3' x 3' playing area.
- A pencil and a piece of paper to keep track of your roster.

Basic Rules

These are the basic rules of the game and the foundation on which all of the rules are based upon.

Size and Volume

Each model has a size designation, and each size has a particular volume that must be followed. There are three different sizes a model can be in Gangfight.

Standard Models: Models with this designation are of a common size. The majority of tabletop miniatures are typically of this size. Standard Models have a threat range of 1" around the entire model. They have a volume of 1" x 1.5". and are mounted on any size base smaller than 40mm across.

Large Models: Models with the large designation are extremely potent on the battlefield. They have a threat range of 2" around the entire model. They have a volume of 2" x 3". When Medium sized or smaller models are struck by a Large Model, they cannot drop dice from any Armor Saves they must make from such an Attack. Large Models are typically mounted on a 40mm base, and cannot be more than 60mm across.

Huge Models: This is the largest designation that a model can have. They have a threat range of 3" around the entire model. They have a volume of 3" x 6". When Large or Standard sized models are struck by a Huge Model, they cannot drop dice from any Armor Saves they must make from such an Attack. Huge Models are typically mounted a base that is 60mm or larger.

A model's volume is to determine how much room that model takes up on the battlefield. Typically, the volume of a model is eyeballed by the players and agreed upon, though if it does start to be an issue, a measuring tape can be used to accurately show if the model can be seen, and if models are within their threat range.

Model Size Comparison



Model Size	Base Size	Threat
Standard	Less Than 40mm	1"
Large	40mm - 60mm	2"
Huge	Larger than 60mm	3"

Distances and Measuring

Measurements may be taken at any time. All measuring must be made from the edge of a model's base.

Line of Sight

A model in Gangfight has a 360 degree Line of Sight. They can see all around them, but their vision is blocked by models of equal or greater volume than themselves, and pieces of terrain that are larger than the model. A model that doesn't have Line of Sight to an opponent cannot declare an action against that target.



Threat



Every model generates threat, which is the area in which a model can interact with their environment. When a model is within another model's threat range, the models can interact with one another - such as attack one another in melee, or perform other actions. A model that moves through another model's threat range without stopping, or leaves another model's threat range, provokes a Free Strike, which is an attack that can be made without spending Action Points (AP) against the offending model. As with any distance or measurements in Gangfight, you always measure from the edge of the model's base.

Profiles & Troops

Each type of model in Gangfight has a statistics block known as their Profile. These Profiles are made up of attributes and various pieces of information relating to the particular model it represents.

There are three types of troops in Gangfight, detailed below.

Recruits

There are all sorts of fighters in the world, and not all of them are professionally trained. Recruits are poorly trained and come to the table with One (1) Perk or skill that is selected when purchasing the troop and their equipment.

Veterans

These troops are trained soldiers or fighters that have learned to coordinate their actions and fight as a team. Veteran troops come to the table with two (2) Perks that are selected when purchasing the troop and their equipment.

Heroes

There are individuals that stand out among others in command and battle prowess. These models are known as heroes. Heroes are the most customizable model within your force, and can be equipped with various weapons, armors, or even spells or other special abilities. Being best trained models in your force, they come to the table with three (3) Perks that are selected when purchasing the hero and their equipment.

Attributes

Each profile consists of 9 attributes. These are values assigned to traits that a model uses to represent their abilities on the battlefield.

Movement (MOV): This value represents how far a model can move on the battlefield in inches. This attribute is used in tests involving running, climbing, and jumping. A Dice Pool associated with this Attribute is known as your Movement Pool.

Attack (ATT): This value represents how well a model performs in close combat with a melee weapon. This attribute is primarily used to generate the Dice Pool for close combat tests against an opposing Model. A Dice Pool associated with this Attribute is known as your Attack Pool.

Marksmanship (MRK): This value represents a model's hand-eye coordination, particularly when making ranged attacks. This attribute is primarily used to generate the Dice Pool for ranged combat tests against an opposing Model. A Dice Pool associated with this Attribute is known as your Marksmanship Pool.

Defense (DEF): This value represents a model's ability to defend themselves against being struck by an opposing Model. This attribute is primarily used to generate the Target Number (TN) when an opposing model rolls dice from their Combat Pool.

Initiative Value (IV): This value represents how fast your model can act in a combat situation. A model's Initiative Value is primarily used as the base for determining how many Action Points a model allocated to spend turning their turn. A Dice Pool associated with this Attribute is known as your Initiative Pool.

Willpower (WP): This value represents a model's ability to withstand fear and emotional punishment. This value is primarily used to generate the Dice Pool to resist psychological effects, resist fear, and rallying after a particularly devastating assault. It is also commonly used to make and resist certain types of attacks. A Dice Pool associated with this Attribute is known as your Will Pool.

Armor (ARM): This value represents a model's ability to withstand physical damage. This attribute is primarily used to generate the Dice Pool to resist damage after an attack. Any unsaved damage is applied to the defending model's Endurance Value. A Dice Pool associated with this Attribute is known as your Armor Pool.

Endurance (EN): This value is how much punishment a model can withstand before succumbing to an incapacitated state. This attribute is reduced each time a model takes damage. When this attribute reaches 0 or less, the model is considered incapacitated, removed from the tabletop and replaced with an incapacitation token. A Dice Pool associated with this Attribute is known as your Endurance Pool.

Damage (DAM): This value represents how much damage a model inflicts upon a successful melee attack. This attribute is primarily used to generate the base Target Number (TN) when an opposing model is making an Armor Check.

Human	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	4	3	3	4	3	3	3	3	4	35
Veteran	4	3	3	4	3	4	3	4	4	42
Hero	4	4	4	5	4	4	4	5	5	59

Sample Race Attributes

Rolling Dice

Gangfight uses six-sided dice (d6). Each model has a set of attributes that have a number assigned to them which typically represents the number of dice you roll when taking actions. Dice that match or beat the assigned Target Number (TN) are considered successes. The more successes a model has, the more skillfully that model completed the task attempted. Target Numbers are typically assigned (through the difficulty of the task) or are compared to an opposing model's profile. There are three types of rolls to be made in Gangfight - Skill Tests, Standard Tests, and Opposed Tests.

Skill Tests

When one attempts a skill test, they are attempting to complete a task that has an assigned difficulty - for example, charging. When this test is done, the appropriate chart is consulted and rolled against. For each die successful, there is typically a bonus associated with that test. Sometimes, only one success is needed to pass. These rolls only affect the model making the test, and do not involve other models.

Standard Tests

These are the most common tests that a model will make during the game. To perform a standard test, a model rolls the applicable attribute's worth of dice, and attempts to match or beat a target number, which is determined by an opposing model. An example of this is combat, where a model rolls their Attack or Ranged Dice Pools against a model's Defense attribute. Each die that is equal or higher than an opponent's assigned attribute is considered a single success.

Opposed Tests

When a model is attempting to overpower another model, an opposed test is needed to determine the result. When an opposed test is declared, both parties roll the indicated attributes against a designated target number (typically another attribute of the opposing model). The winner of the test is the one with the most successes. Ties always go in favour towards the Defender of the roll.

Dropping Dice

When making a test, sometimes you may be willing to reduce your Dice Pool to better attempt to succeed. If you have more than one die in your Dice Pool, you may drop dice by removing them from the Dice Pool, to lower the Target Number (TN). For each die dropped, the Target Number (TN) of the task is reduced by 1.

For example: A model with an Attack Value of 5 is attempting to strike another model who has a Defense Value of 7. As they cannot roll equal to or above 7 they must lower the Target Number (TN). They must reduce their Dice Pool by at least one die to lower the Target Number to 6, which will leave them with 4 dice to roll against the new Target Number (TN). If they were to reduce their Dice Pool by another 2 dice this would lower the Target Number (TN) to 4 with 2 dice left in their Dice Pool.

Critical Success

When rolling a die, you may achieve a Critical Success. This occurs when you roll a natural "6" on a d6. For every Critical Success you may roll an additional die. If that die scores a success, you count it towards your total successes for that test. Critical Success die may also further generate Critical Success.

It should be noted that if the number you are rolling against is higher than a 6, rolls of 6s are successes, but do not generate extra dice.

For example: Martin rolls 3 dice and gets a 3, 4 and 6. Since the Target Number is 4, he scores 2 successes. Because he rolled a natural 6, he rolls an additional die and gets a 6, this will allow him to roll another additional die where he gets a 5. He adds these two additional successes, giving him a total of 4.

Assembling Your Party

Now that the basics are understood, you can begin building your force. Your Party consists of heroes, veterans and recruits - and potentially powerful creatures or pieces of technology that can help you in the upcoming battle.

For quick Pickup or competitive Tournament games, it is recommended that your party adds up to a total of 750 points. This point level will give you enough points to outfit your team with a couple of Heroes, a handful of Models, and a few points left over to purchase special equipment.

There is no set way to assemble a party in Gangfight. You can choose as many Heroes, Veterans or Recruits as you would like, and there are no penalties for mixing and matching units. In most settings, it is assumed that the party has gotten past their cultural differences and are working together towards a common goal.

Refer to the Gameworld Module of your choice for all you need to know to create the members of your party. You are able to create your characters totally from scratch, though we recommend downloading the pre-made Character Cards from our website at SkirmishGames.com, or use our online Gangbuilder to jump into the action faster.

Point Cost

Every model, magic spell and piece of equipment in Gangfight has a point value that are added to a model's cost. The more points the model, the more that model brings to the battlefield. Simply add togeher the cost of each model to figure out your party size.

Party Leader

Your party must consist of at least one Hero model that is considered your party leader. Models within 12" of your party leader use that model's Willpower (WP) instead of their own when making tests involving Bravery, Fear or Rallying.



Sample Character Card from our Aetherwar Fantasy Gameworld

Game Sequence

Initiative and Deployment

After you have set up the table and built your party, then you are ready to start the game. The first thing you need to determine is who goes first. Each player makes an opposed Initiative Value (TN 4) check with their Party Leader. The player with the most successes decides who deploys first and which side of the table they wish to deploy their band. The player who deploys their party first, also goes first and is designated as the Attacker. The party that acts second is designated as the Defender. Then, Models are deployed as specified in the chosen Engagement. In case of a tie, the player that rolled more dice wins. If this is also tied, re-roll until there is a clear winner.

The Round

The Round is completed when both players have completed their turns.

The Turn

Players alternate taking turns. During their turn, each player follows the Game Sequence. During an active player's turn, a player can spend their Action Points (AP) when they activate a model. Once a model has been activated, they must spend all of their Action Points (AP) or hold them in reserve to use as interrupts during their opponent's turn.

Upkeep Phase

This is the first phase of a player's turn. During this phase, you must calculate how many Action Points each model has access to for the turn. To calculate this, you simply generate Action Points (AP) equal to their Initiative Value (IV). You can keep track of this with extra dice or tokens. As the Attacker goes first, in the beginning of a game the Defender begins with each model having 1 Action Point (AP) for Interrupts.

Player Phase

After all of the upkeep has been tracked, then comes the player phase. The player phase continues until the active player has Activated each model, one at a time, and used up all of their Action Points, or the player decides that their turn is over. The turn itself revolves around the use of Action Points.

All if the actions that may be performed are listed on the next page.

End of Turn

After you've activated all of your models, your turn is over and the opposing player can begin their turn.

Actions

Throughout the Player's Turn, they will be required to spend Action Points (AP) so their models can perform Actions. Actions can be applied to a single model. Each Action uses up 1 Action Point from the model's pool.

Charge: A model can declare a charge against an enemy model. To declare a charge, a model must have Line of Sight on the model. Once the charge has been declared, the controlling player rolls as many dice as their Movement (MOV) attribute. This roll has a difficulty of 2+ on flat terrain, 4+ on light terrain, and 6+ on dense terrain. For each success, a model may add +1" to the distance the model moves towards the enemy in addition to their standard move. Models that successfully reach their target (have the target within their threat range) gain +2 dice added to their Attack Pool in the subsequent *Fight* action should the model have enough Action Points (AP) to execute that action. If a model fails to get within threat range of an enemy, they still move the entire distance they rolled directly towards the intended target. A model may never move through another model, and must take the shortest distance towards the intended target.

Defensive Withdrawal: A model may spend an action point to make a defensive withdrawal from melee combat. When this action is declared, the model moves directly out of a model's threat range. The model may move in any direction, but cannot move further than their Movement (MOV). If a model is unable to move out of the enemy model's Threat (ie. trapped against impassable terrain), this action may not be declared.

Evade: A model may advance cautiously. A model who chooses to Evade may Move a distance equal to their Threat Range. A model that is Evading cannot be targeted by any Ranged Attacks when performing this action.

Fight: A model declares they are going to attack an opponent as long as they are within Threat range of that model. They roll attacks against their opponent and resolve any wounds they may have caused. If the model declared a Charge! against their target as their previous action, they add +2 dice to their Attack Pool to this attack. When a model declares this Action, they must move up to their Threat Range directly towards their target if possible. If they fail to get into base contact with an enemy model, they simply move their Threat Range.

Finesse Attack: An Action Point can be spent for a model to make a Finesse Attack. Finesse Attacks are detailed in the Combat chapter.

Fire: Models armed with ranged weapons may either load their ranged weapon, or fire it by using an Action Point. Making a Ranged Attack within the Threat Range of a model provokes a Free Strike.

Interact: A model who is given the Interact Action can perform actions that involve scenery pieces. Mainly this is interacting with objects such as chests, doors, or objectives, and will be detailed in the specific scenarios when relevant.

Jump/Climb: Models may attempt to climb a structure or other object by making a Movement check (TN4). Each success is equal to 1" of Movement. Models that have not completed a climb may continue to spend more Action Points to continue to climb and may end their turn mid-climb. It should be noted that this is for sheer surfaces. Using a ladder or rope is considered simply a Move action. To jump between two raised points, a model may attempt a Movement (MOV) check (TN 4) as well by spending a single Action Point, with each success equal to 1" of movement. A model that fails to clear the gap will fall (see page X for more details).

Move: A model can spend a single Action Point to move their Movement value in inches across the battlefield. A model can never move through another model on the battlefield.

Power Attack: An Action Point can be spent for a model to make a Power Attack. Power Attacks are detailed in the Combat chapter.

Run: When this Action is declared, the model declaring the Action moves twice their Movement Value in inches. Their activation ends immediately after they complete this action, and is therefore often used after all other Actions have been resolved. You cannot run through Difficult Terrain. A model may never move through another model on the battlefield.

Special Action: Some models may cast spells or will be equipped with gear that can be used during their activation. This is a Special Action.

Stand Up: Models that have been knocked over must spend an Action Point to stand back up. When this Action Point is spent, a model can stand up if they are knocked over (see page X for more details).

Interrupts

If you hold onto Action Points during your turn, you can spend them during your opponent's turn to interrupt an action. These interrupts are specific and are the only actions that can be attempted during your opponent's turn. Interrupts must be declared before any models are moved.

Advance: If a model moves or acts within Line of Sight of a model that still has remaining Action Points, that model may declare an Advance. An Advance essentially allows that model to move their full movement in inches either towards the enemy, or to back away or seek cover. A model that Advances into an enemy model that is declaring a Charge! action counts as having made a Charge! action themselves, gaining the +2 bonus to their Attack Pool for the next attack. Should the model wish to continue their charge without stopping to engage the model that Advanced into their Threat Range, they will receive a Free Strike from the Advancing Model.

Fire: A model that has a loaded ranged weapon may attempt to fire on a model that is within the range of their weapon. A model may not load a weapon during their opponent's active turn.

Fight: A model that is already in close combat can declare a Fight! action. After the active player has resolved his combat, then the non-active player may resolve their own attack. This means that even if a model is incapacitated after the active player resolves their attacks, they still get their attacks before being removed from the battlefield.

Bulwark: A model may attempt to form a bulwark and defend themselves against their opponent's attacks. This gives the defending model a +2 bonus dice to their Armor (ARM) Pool. If a model is armed with a Spear or Polearm, they also negate the bonus a Charging model receives when executing a Charge! action. This bonus only applies for the duration of the corresponding attack.

Evade: A model may choose to Evade as an Interrupt Action. When doing so, they may Move a distance equal to their Threat Range, and by doing this also may ignore any additional effects from a Melee or Ranged Attack that may benefit from the result of Focusing that particular attack.

Focus

A model that has additional Action Points (AP) in their pool prior to declaring a *Fire* or *Fight* Action may focus their attack. When a model declares they are focusing an attack, for each additional Action Point (AP) the player wishes to spend, they may add +1 die to their Marksmanship Pool or Attack Pool and +1 to their Damage Attribute. Thus, if a model spends 1 additional Action Point (AP), they will gain 1 additional Marksmanship die or Attack die and +1 to their weapon's Damage Attribute. If a model spends 3 Action Points (AP), they gain 3 additional Marksmanship dice or Attack Dice and +3 to their weapon's Damage Attribute. Focusing an attack cannot be used in conjunction with a Special Attack. Once a model Focuses an attack, all of their actions immediately end unless specified by another rule (ie. wielding a Martial Blade and using the Follow Through ability). In any circumstance, the maximum bonus that can be achieved by spending Action Points (AP) to Focus is +3.

Action Sequence

Actions do have a sequence in terms of how they are executed. When in doubt, the model who declares the action is the one who executes the action first. This is especially important to remember during Interrupts, where both players act. The player who declared the initial Action typically rolls or completes their action first.

Combat

Melee Combat

Melee combat begins when a model falls within another model's threat range via the result of a *Charge* Action, or a *Fight* Action. Any model with an enemy model within its own Threat range, or that is within an enemy model's Threat range, is considered in Melee Combat. To execute an attack, you must follow the following steps.

1. Check to see if the model you are attacking is within your threat range.

2. If the model you are attacking is within your model's threat range, then you make an Attack Roll by rolling the number of dice in your Attack (ATT) Pool, with the Target Number being your opponent's Defense (DEF) attribute. If the Defense (DEF) attribute of your target is higher than 6, rolls of a natural 6 still count as a Success, but not a Critical success.

3. Each die that matches or beats the target number is considered a hit. For each success you score against your opponent, you inflict 1 Wound.

4. Your opponent then must attempt to negate the wounds by making a Saving Throw. To do this, they roll as many dice as they have in their Armor (ARM) Pool. The target number is your model's Damage (DAM) attribute. If the Damage is higher than 6, rolls of a natural 6 still count as a Success but not a Critical Success. Dice may be dropped from the pool to reduce this target number as usual.

5. Each die that matches or beats the target number negates 1 Wound inflicted from the attack.

6. Apply the remaining damage to the target's Endurance (EN) attribute, and record the amount left. If the remaining amount is 0 or less, your model is now incapacitated and can be replaced with an Incapacitation Token.

Note that even if a model does not take damage from the attack, they will still suffer the effects of the attack (such as those from a *Power Attack* or a *Finesse Attack*).

Once this has been done, the *Fight* Action has been resolved. You are in melee combat until a model moves out of a model's Threat range, or one of the models is incapacitated.



Ranged Combat

Ranged combat begins when a model falls within another model's Line of Sight and is equipped with a Ranged weapon.

1. Check to see if the model you are rolling to attack is within your model's Line of Sight.

2. If the model you are attacking is within the Range of the weapon, then you can make a Marksmanship Roll. To make a Marksmanship roll, you roll dice equal to your Marksmanship (MRK) attribute, with the Target Number being your opponent's Defense (DEF) attribute. If the Defense (DEF) attribute of your target is higher than 6, rolls of a natural 6 still count as a Success but not a Critical Success. Dice may be removed from the pool to reduce this target number as usual.

3. If your target is in melee combat with another model, you can only roll a maximum of 3 dice to hit, even if your Marksmanship (MRK) attribute is higher than 3.

   • If your target is at Long Range (i.e., beyond your weapon's range) from your model, you must subtract 1 die from your Marksmanship (MRK) Pool, and you lose an additional die for each additional increment of 6".

4. Each die that matches or beats the target number is a hit. For each success you score against your opponent, you inflict 1 Wound on your target.

5. Your opponent then must attempt to negate the wounds by making a Saving Throw. To do this, they roll as many dice as they have in their Armor (ARM) Pool. The target number is your Ranged Weapon's Damage (DAM) attribute. If the Damage (DAM) attribute of your weapon is higher than 6, rolls of a natural 6 still count as a Success but not a Critical Success. Dice may be removed from the pool to reduce this target number as usual.

6. Each die that matches or beats the target number negates 1 Wound inflicted from the attack.

7. Apply the remaining damage to the target's Endurance (EN) attribute, and record the amount left. If the remaining amount is 0 or less, the model is now incapacitated and can be replaced with an Incapacitation Token. Note that even if a model does not take damage from the attack, he will still suffer the effects of the attack (such as those from a *Power Attack* or a *Finesse Attack*).

Once this action has been resolved, the *Fire* Action has been completed.

Damage

Damage is the result of successes being scored against a model during an Attack, whether it is a Melee Attack or a Ranged Attack. The more successes you score during an attack, the more Damage you will inflict and the more Wounds will need to be resolved. A model always suffers 1 wound on a successful hit, regardless of the result of the die roll.

Armor

Once you have had Wound inflicted against one of your models, you use your Armor pool to negate the wounds. We call this the Saving Throw. Each success you roll against your opponent's Damage value negates 1 wound. A model always suffers 1 wound on a successful hit, regardless of the result of the die roll.

Wounds

When a model scores a successful hit against a target, that model has scored Wounds against that target. If a Wound is not negated by an armor check, the Wound is applied to the model's Endurance (EN) attribute. When you have sustained more wounds than your Endurance (EN) attribute, that model has become Incapacitated. A model always suffers 1 wound on a successful hit, regardless of the result of the die roll.

Incapacitation

When a model suffers more Wounds than they have Endurance (EN), the model becomes Incapacitated. An Incapacitated model is removed from the table and replaced with an Incapacitation token (or simply tipped over). While incapacitated, a model cannot generate Action Points (AP), and cannot perform any actions unless otherwise specified on the model's profile. For all intents and purposes, a model is removed from the game unless a condition is applied where the incapacitated state is removed.

A model that sustains any further damage once they are Incapacitated are completely removed from the game, as those models are considered Dead.

Special Attacks

There are two types of special attacks in Gangfight: Power Attacks and Finesse Attacks. To execute either of these, the model attempting the strike spends an Action Point like normal.

There are some models that execute special attacks as part of their normal attack. In these circumstances, the amount of successful dice not only apply the effect of the Power or Finesse Attack, but also deal additional damage as well. These are considered more of a "normal attack plus a special attack", rather than simply a special attack. These situations will be called out in a model's profile.

Power Attacks

When a model executes a Power Attack, they are throwing all their weight behind the blow, attempting to knock an opponent back. A Power Attack inflicts less damage, but has the ability to knock back an opponent and put the attacker into a more strategic position. When a Power Attack is declared, the model attacks as normal. If the attack is successful, instead of applying all of the successes to damage, the player may choose to knock a model back 1" per success instead. The successes may be applied to damage and knockback as the attacker sees fit but must be allocated before any dice are rolled. Once the model reaches that specified distance, they must perform an Initiative Value (IV) test, with the Target Number (TN) being the Damage (DAM) value of the Attack. If they score less successes on this test than their opponent allocated to the pushback, they are knocked down.

If a model is pushed back into terrain or another model that would stop their progress, they stop moving and any additional successes are instead added to the Target Number to resist falling down.

Finesse Attacks

A Finesse Attack is a way for a model to disengage opponents and put some distance between them and their foes. A Finesse Attack inflicts less damage but allows for a model to move out an opponent's threat without the model suffering the effects of a Free Strike. When a Finesse Attack is declared, the model attacks as normal. If the attack is successful, instead of applying all of the successes to damage, the player may choose to move their model up to as many inches as successful hits scored. The moving model may not enter another enemy's threat range that they did not begin the action within.

Multiple Attackers

Being swarmed by enemy attackers is a very dicey situation. When multiple allied models have a single model within their Threat Range, they may reduce the threshold needed to score a Critical Hit. This threshold is reduced to a 5+ and is calculated at the time the Fight! action is performed. Thus, if two models are in combat with a single model, Critical Hits will be scored on a 5+ instead of a 6.

If a model cannot move out of combat on their action due to terrain or impeding models, that threshold is reduced once again to a 4+. This condition is known as Isolated.

Note that this only applies if the models declaring their attacks on the model have no other enemy models within their Threat Range.

Falling

Taking damage from falling is something that most warriors will have to contend with at some point in their career. If a model falls further than their model's height (1.5" for Medium Models, 3" for Large Models, and 6" for Huge Models), that model will suffer 1 Damage 4 Hit for each increment they fall, rounding up. Thus, if a Large Model falls 9 inches, that model will suffer 3 Damage 4 Hits. Distance is measured from the bottom of the model's base, and Armor rolls may be made as normal.

Free Strikes

A Free Strike occurs when a model moves out of the threatened area of an enemy model. A Free Strike is a free action and is performed just before the model actually leaves the threat zone, but after the move has been declared and initiated.

Trample

Large or Huge models may attempt to trample those that are smaller. When declaring a Trample, the Large or Huge model advances using their Movement (MOV) Pool, much like they would when declaring a charge, though there is no target in this particular instance (though there can be, which would lead them into combat though they do not receive the subsequent +2 Bonus to their Attack Pool). Any models that are caught under the Trampling Model's base (not threat range) suffer 1 hit equal to the Trampling Model's Damage Value. Each model affected may make a roll using their Initiative (IV) Pool (TN 4). Each success scored is +1 die they can add to their Armor Pool when attempting to negate the Damage. If a model receives no damage from the Trample, they may attempt to resolve a Free Strike against the Trampling Model. Models that score no successes on their Initiative test are Knocked Down. The Trampling Model may not end its move while on top of another model.

Knocked Down

Models that are knocked down are considered Prone. Prone models are always considered to have a Defense Value of 2 (as all rolls of 1 are automatically considered failures) regardless of their original value. A model that is prone MUST spend an Action Point to stand up before performing any additional actions.

Cover

Models being targeted by ranged attacks can greatly benefit from cover. There are two types of cover: Soft cover and Hard cover. You can only benefit from cover if you are within your Threat Range of a piece of terrain that would provide cover to a model and is between the model and the origin of the attack being made.

For a model to be considered in cover, the obstacle or piece of terrain must at least cover ½ of the model's volume. If the model is completely obscured by an obstacle (such as a forest or wall), the model is not within Line of Sight and cannot be the target of an attack.

Soft Cover

Models behind or in soft cover are still in danger of having projectiles penetrating whatever they are shielding themselves with. Soft cover includes forests, shrubs, and fences. When you benefit from soft cover, your opponent suffers a -1 penalty to their Marksmanship Pool, and the target model receives +1 bonus to their Armor Pool. Soft cover counts as Light Terrain for Charging purposes.

Hard Cover

Models behind or in hard cover are much safer from projectiles than those hiding behind soft cover. Hard cover includes rock walls, brick walls, large stones, and the corners of walls and such. When a model is against hard cover, your opponent suffers a -1 penalty to their Marksmanship Pool, and the model receives +2 bonus to their Armor Pool. Hard Cover counts as Dense Terrain for Charging purposes.

Fear and Bravery

On the battlefield, fear is a very real thing and can force a model to act in a very unintended fashion. There are two types of fear: fear caused by large or particularly horrible models, and fear caused from loss of fellow warriors.

Panic Tokens

When a model experiences an event that would cause fear, they accrue Panic tokens. A model can have an unlimited amount of Panic tokens on them. There are two ways to remove Panic tokens. In the Upkeep Phase, the active player can make a Willpower (WP) check (TN 4) for each model that has Panic tokens on them. For each success, 1 token is removed from the model. If there are Panic tokens still left on the model during activation, a model may spend 1 Action Point (AP) to remove a single token. Thus, if a model still has 3 Panic tokens on them at the beginning of the activation, they will need to spend 3 Action Points (AP) to remove those 3 tokens before they can act. If the circumstance arises that the model does not have enough Action Points (AP) to remove the tokens on them, they will be unable to act until they shed the tokens in the next Upkeep phase.

Battle-Shock

When a model has an allied model reduced to an incapacitated state within a single turn within 12" and line of sight of them, they will receive one (1) Panic token. If the model that is incapacitated is the Party Leader, then the model receives three (3) Panic tokens.

Fear

When beginning a model's activation within the Threat Range of a particularly terrifying creature, such as a creature with the Fear attribute, the model receives as many Panic tokens as indicated in the creature's profile under their Fear (X) trait. The X indicates how many Panic tokens the model must take on when activating within the threat range of that particular model.

Magic

Mystical powers can be found in most of our Gameworlds. It can be true magical powers, or also used to represent extremely advanced technology, or special powers that require a great deal of focus and discipline to perform. These rules apply to all special powers in Gangfight. A model will need to have a specific perk, trait or skill to allow them to use magic, and these will be listed in our Gameworld Modules.

Learning Spells

Each Gameworld Module will list spells or powers that are availabel to purchase. Your characters may learn total amount of spells equal to their Willpower (WP) attribute, however you are not required to puchase that many. If you would like to keep your model costs down, you could just select one. Some Gameworlds include special items such as Spellbooks that enhance your spells.

Casting Spells

When a model is ready to cast a spell that they have learned, a Willpower (WP) check must be made, with the difficulty indicated within the spell's description. If the spell is successful, the spell goes off without a hitch, as per the description of the spell. Only one success is required to cast the spell. Additional successes may be added to the effect of the spell, if it is detailed in the spell's description. Casting a spell is a Special Action.

Casting spells within the threat range of an enemy model provokes a Free Strike. A spellcaster that is wounded while casting a spell immediately fails the spell.

Focus

A model that has additional Action Points (AP) available prior to casting may focus their Spell. When a model declares they are focusing a Spell, for each additional Action Point (AP) the player wishes to spend, they may add +1 die to their roll and +1 to their Damage Attribute (if applicable to the spell). Thus, if a model spends 1 additional Action Point (AP), they will gain 1 additional Willpower die and +1 to the Spell's Damage Attribute if applicable. If a model spends 3 Action Points (AP), they gain 3 additional Willpower dice and +3 to their Spell's Damage Attribute if applicable. Once a model Focuses their spell, all of their actions immediately end unless specified by another rule such as a perk or special weapon. In any circumstance, the maximum bonus that can be achieved by spending Action Points (AP) to Focus is +3.

Spell Damage

When a spell is used to cause damage, the effect is devastating. When making an Armor Roll to avoid Damage from a spell, additional bonuses acquired from wearing armor are ignored and the roll must be taken at the base Armor value of the model. This makes magical damage very effective against infantry and far less effective against large creatures with naturally high armor. For example, if your target's ARM is a 4 because they are wearing light armor, they will make their armor roll with three dice against magical attacks instead of four.

Setting Up the Game

Gangfight is a dynamic experience where the game advances in different throughout the game.

A standard Gangfight Table is a 48" x 48" playing space, set up to look like a battlefield. 36" x 36" is commonly used for smaller games. A good table has 7-9 large pieces of terrain on it - such as forests, ruins, buildings, or something similar to that. Each of these large pieces of terrain should also have scattered terrain around it - scatter being things like rocky outcroppings, fences, walls - something that provides cover or is difficult to move over. There should be a piece of this sort of terrain for each 6" to 8" of open terrain.

The Engagement Stage

Once the table is set up, both players roll 1d6 and consult the Engagement below. The highest die roll is the scenario that is going to be played. If the players tie, that is the Engagement that is going to be played. Engagements are defined starting on the next page.

Roll	Engagement	Roll	Engagement
1	Raid	4	Treasure Hunt
2	Point Defense	5	Escort
3	Ambush	6	Hold Your Ground

The Initiative Stage

Next comes the Initiative Stage. In this stage, both players roll an amount of dice equal to their party leader's Initiative Value (IV) with a Target Number of 4. The winner of this test gets to decide if they are the Attacker or Defender. The Attacker deploys first, but also gets to act first. The Defender deploys second, but also acts second and also has the opportunity to change the scenario to the second number rolled instead of the original scenario that was going to be played. The Defender also gets to choose which side of the table they would like to play on.

Deployment Stage

The Engagement's description will list the details for deployment, each one is different and a diagram will be provided for easy reference. Unless otherwise noted, the Defender deploys their entire force, then the other Attacker deploys all of their force.

The Complications Stage

Once Deployment has been completed, the Attacker rolls a die to determine the complication that will be in place for the entire game, listed in the chart below. The complication is a small obstacle that pops up that is in effect the entire game. Complications are defined starting on page ###.

Roll	Complication	Roll	Complication
1	Draw a Crowd	4	Press the Line
2	Bounty Hunt	5	Vicious Storm
3	Kill the Messenger	6	Night Battle

The Conclusion Stage

Once the game has finished, each player calculates how many objectives were scored throughout the game, depending on the rules listed in the Engagement's description. The player who scored the most objectives is declared the winner. In the unlikely event that each player scored the same amount of objectives, the battle was fought to a draw and a new game would have to be played another time to determine who is the actual victor.

Engagements

1. Raid

Deployment: The Attackers deploy up to 18" on the battlefield, and the Defenders deploy up to 12" on the battlefield.

Objective: There are 4 zones on the battlefield.

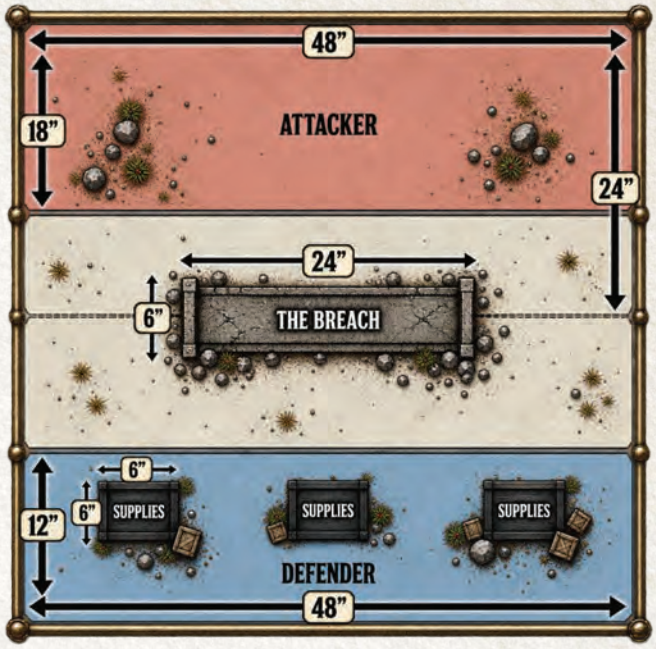
- The Breach: This zone is 24" x 6" along the middle of the board. This area must be kept clear of enemies (typically this is represented by a low wall). If this zone is exclusively held by the Attacker for an entire turn without Defenders in the zone, the Attacker scores 1 Victory Point, and the other zones open up.

- Supplies: There are three supply zones that open up after the Breach has been taken. These zones are 6" x 6", and they can be destroyed. They have DEF 2, ARM 8, and EN 18 and are Huge. When a Supply zone has been destroyed, the Attacker gains 1 Victory Point. These zones cannot be targeted by Ranged Attacks or Spells.

Victory Conditions:

- Capture the Breach, Destroy the Supply Zones (4 Victory Points Total).

- The Defender gains 1 Victory Point each Round that the Breach is not occupied by the Attacker.



- The Defender gains 1 Victory Point each Round that the Attackers are not engaged with any of the Supply Zones.

- The game immediately ends when one of the players reaches 4 Victory Points, or their forces are reduced to less than 25%.

2. Point Defense

Deployment: Both players have Normal Deployment.

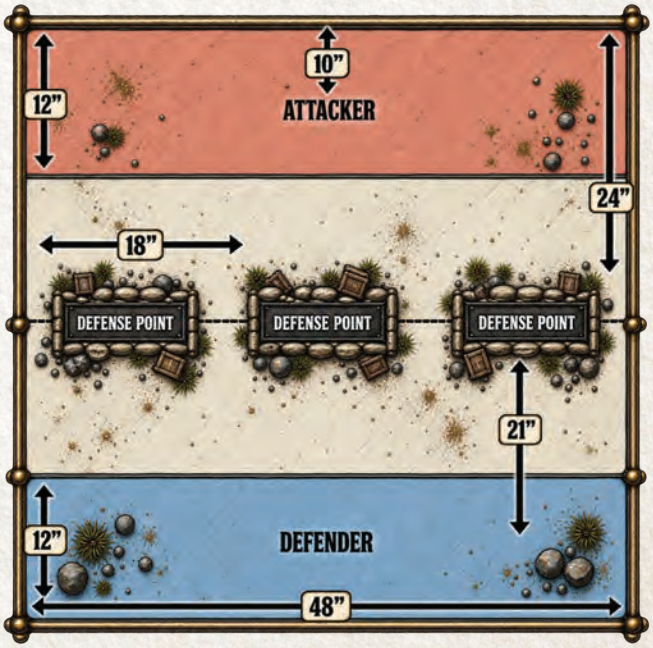
Objective: There are 3 zones on the battlefield.

- Defense Point: These zones are 12" long x 6" wide along the middle of the board, with 3" in between them. This area must be kept clear of enemies (typically this is represented by a low wall). Each turn spent uncontested in this zone is worth 1 Victory Point.

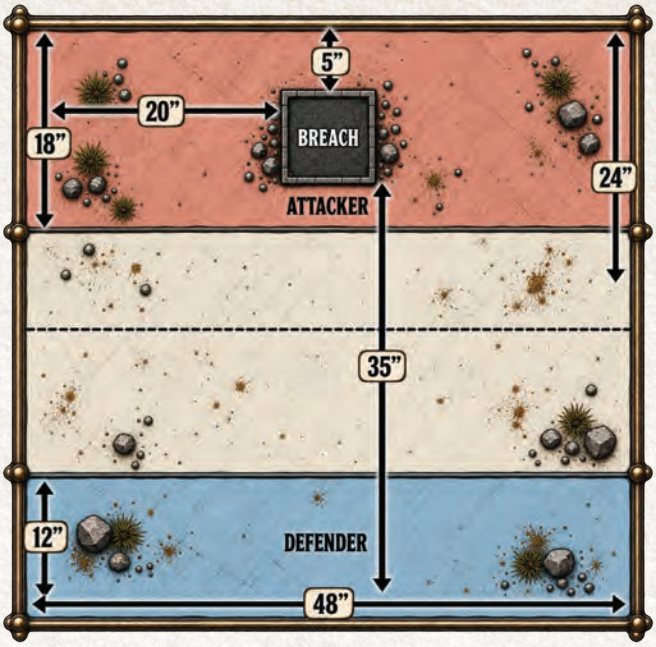
Victory Conditions:

- Capture the Points (5 Victory Points Total).

- The game immediately ends when one of the players reaches 5 Victory Points, or their forces are reduced to less than 25%.



3. Ambush



Deployment: The Attackers deploy up to 18” on the battlefield, and the Defenders deploy up to 12” on the battlefield.

Objective: There is one objective on the battlefield.

- The Breach: The breach is an 8” x 8” Objective Zone located 36” from the side of the board, and 12” away from the Attacker’s table edge. The Attacker gains 1 Victory Point for reach Round the Defender does not have a model in The Breach.

- The Defender gains 1 Victory Point for each Round they spend in the Breach. If there are no Attackers in the Breach at the end of the Round, the Defender gains 2 Victory Points.

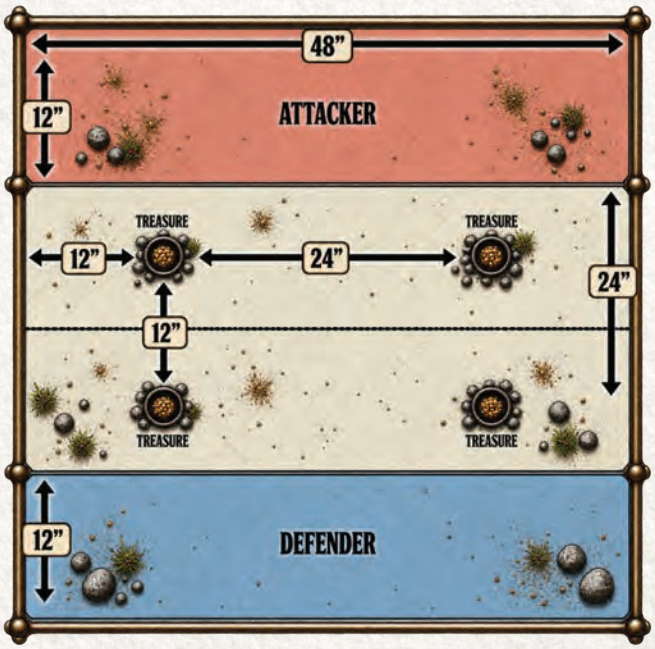
Victory Conditions:

- Hold The Breach (5 Victory Points).

- The game immediately ends when one of the players reaches 5 Victory Points, or their forces are reduced to less than 25%.

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4. Treasure Hunt



Deployment: Both players have Normal Deployment.

Objective: There are 4 objectives on the battlefield.

- Treasure Piles: There are 4 Treasure Piles on the board on 50mm bases. Each one is located 18” away from each player’s table edge and 12” from the side table edge - 24” away from one another.

- Each Treasure Pile can be interacted with by spending an Action Point. A model must interact with a Treasure Pile twice, and once it has been interacted twice - it cannot be interacted with again. Each Interaction is worth 1 Victory Point. A model cannot Interact with a Treasure Pile if it is within the Threat Range of an Enemy model. A Treasure Pile can only be interacted with one per turn, and only resets on the following turn.

Victory Conditions:

- Capture the Majority of the Treasure Piles (5 Victory Points).

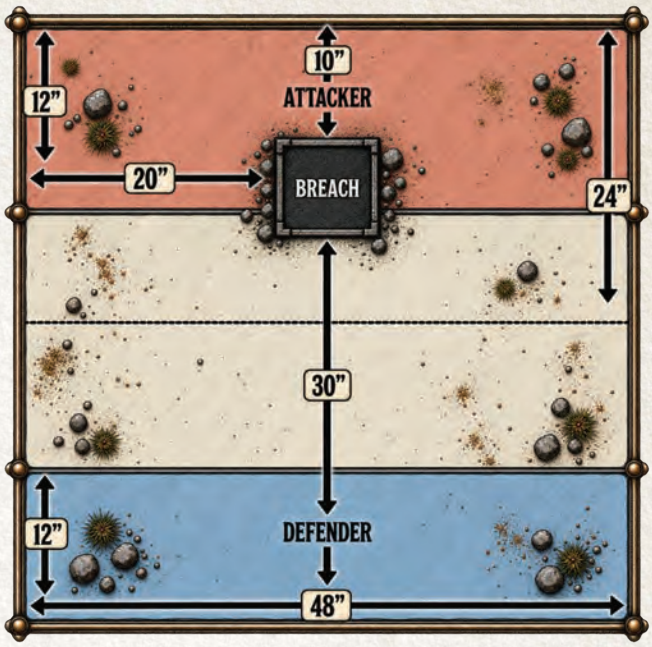
- The game immediately ends when one of the players reaches 5 Victory Points, or their forces are reduced to less than 25%.

5. Escort

Deployment: Both players have Normal Deployment.

Objective: There is one objective on the battlefield.

- The Breach: The Breach is an 8" x 8" zone located 10" away from the Attacker's table edge, and 20" away from the table edge.
- There are four Commoners that must be deployed within 6" of Defender Models. These Commoners must stay within 6" of Defender Models at all times when acting. These models act during the Defender's turn.
- The Attackers can attempt to capture the Commoners by getting within the Commoner's Threat Range and making an Interact Action. Once this happens, the Defender must incapacitate the model in control of the Commoner. The Commoner controlled by an incapacitated model is free and will spend their action moving towards the closest friendly model.
- Each Commoner in The Breach is worth 1 Victory Point.
- The Attacker gains 1 Victory point for each turn that the Defender does not have a Commoner in their possession.



Victory Conditions:

- One of the players gains 4 Victory Points.
- The game immediately ends when one of the players reaches 4 Victory Points, or their forces are reduced to less than 25%.

6. Hold Your Ground

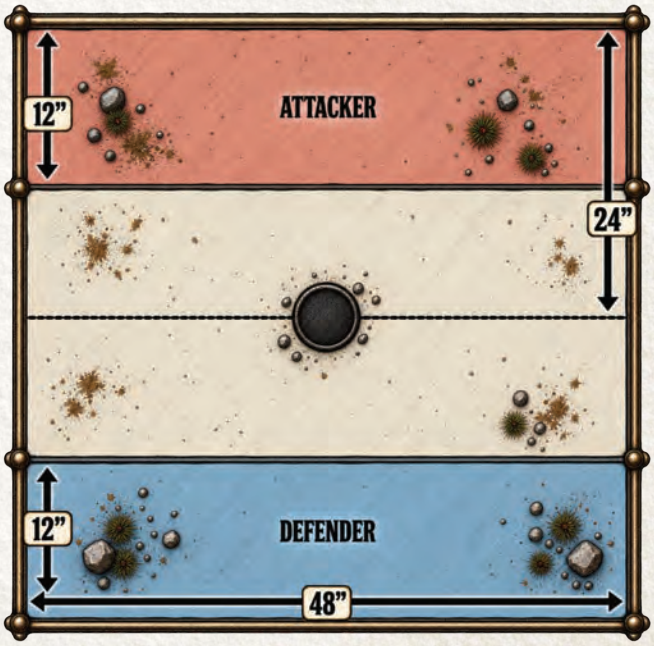
Deployment: Both players have Normal Deployment.

Objective: There is a piece of scatter terrain in the center of the board, such as an ammo crate or cache. It should be on a base at least 75mm in diameter, and no larger than 100mm.

- The goal is to have more of your team securing this piece of terrain, and less of the enemy team.
- At the end of each round, the team with the highest amount of models that have bases fully within 4" of the edge of this terrain piece will recieve 1 Victory Point. If both players have the same amount, no points are awarded.

Victory Conditions:

- The game immediately ends when one of the players reaches 5 Victory Points, this is when significant reenforcements will arrive forcing the opposing team to hastily retreat.
- They game can also end if one team is reduced to less than 25%.



Complications

1. Uninvited Guests

The sounds of battle have attracted some unwanted attention! At the end of each round, 1d6 Uninvited Guests spawn from an Objective Zone on the map. If there are multiple Objective Zones, randomly determine which one they spawn from.

The exact nature of these Uninvited Guests depends on the Gameworld. They might be wandering creatures, hostile locals, dangerous wildlife, security forces, or something far stranger. Use the profile below for these Uninvited Guests.

Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM
Guests	3	3	3	3	3	-	4	4	4

After all players have completed the round, the Uninvited Guests take their own turn. Activate each one individually using the following rules:

1. Fight: If the Uninvited Guests have a Player Model within its Threat Range, it will perform a Fight Action against the Player Model with the lowest Endurance. If multiple Models have the same Endurance, attack the closest one. If no Player Models are within its Threat Range, proceed to the next step.

2. Charge: If a Player Model is within twice an Uninvited Guest's MV, it will attempt to Charge the closest Player Model. If two or more Models are equally close, it will Charge the Model with the lowest Endurance. If no Player Models are within Charge range, proceed to the next step.

3. Advance: The Hostile NPC will make a normal Move toward the closest Player Model.

2. Bounty Hunt

There is a mark on two models on the battlefield - to the victor go the spoils! Pick out the model within each Warband that has the highest value. This model or unit is now a marked target. If this model is incapacitated, the player who dispatched the model or unit first rolls on the End Game Conditions Table and awards themselves 1 Victory Points (VP).

3. Kill the Messenger

There is a messenger among the ranks of the enemy, and they must be stopped. The Defender must choose a single model - this model is now marked and is a target for the Attacker. The model must exit the battlefield via the Attacker's table edge.

4. Press the Line

The enemy has pushed too far into your territory, and you have to get them out! The Attacker must press over the halfway point of the battlefield, and the Defender must keep them out. If the game ends without any of the Attackers more than 24" across the battlefield, the Defender gains 1 Victory Point (VP). If the Attacker has one or more models across the middle point of the board, they gain 1 Victory Point (VP).

5. Bad Weather

A storm rips across the battlefield. All Ranged Attack Penalties are doubled, and a model making a Ranged Attack can never gain a bonus when doing so. All Target Numbers related to a model's Movement Value (MOV) are increased by two, and a model may never run. After each round, both players roll 1d6. If both players roll the same number, the storm ends.

6. Night Battle

The battle takes place under the cover of darkness. Models cannot target any model further than double their Initiative Value (IV) in inches. A model may sacrifice a shield or offhand weapon for a Torch, which means they can target a model within the Initiative Value (IV) range of a target holding that Torch.

Alternate Rules

Gangfight Legacies

Though Gangfight is largely designed to play one-off battles against opponents, there is a way to play the game for extended campaigns in group that feels more like a combined roleplaying experience than a single combat scenario.

Starting a Campaign

When starting a campaign, each player taking part must make a 500 point list. Unlike normal gangs, here all of the members of your gang will start out as Recruits, and you will designate one of them as your leader.

Setting up the Game

As the model count is much smaller in a Legacy game, it can be played on a smaller table size - the most common being 36" x 36", though as your party increases in size, it is recommended that so does the size of the playing space.

Legacy Phases

In a Legacy game, there are five phases that take place outside of the actual game taking place.

The Battle Phase

This is a battle that takes place, like any other game of Gangfight, with one exception. Multiply any Victory Points earned at the end of the game by 10, and save those points for your party's Build Phase. For example, if you earned 5 Victory Points, you would get 50 Build Points.

The Aftermath Phase

After the battle has finished, each model that was Incapacitated must roll two dice and check their result on the Aftermath Table. This will determine the fate of each Incapacitated model. Models that have been "killed" during the battle (ie. removed from the table) roll one die on the Aftermath table instead.

The Advancement Phase

Each surviving model gains an Advancement. Roll two dice and consult the the Advancement table for each survivor and apply that to the model's unit profile. Each advancement will increase the cost of each member of your gang by 5 points.

Each Regular member of your party may advance 3 times, after that they are considered a Veteran. Vetarans also advance 3 times, then become a Hero. Heroes may advance 3 times, maximum.

The Build Phase

Each battle is worth points to help rebuild your losses and resupply. Each battle is worth 50 points, assuming both players have a party that is within 20% of each other's base amount (ie.150 pts on one another at 750 pts). If there is a differential larger than that, the player with the lowest amount of points is considered the Underdog. If the differential is more than 20%, then the underdog gains 2x as many points for completing the battle, regardless of winning or losing. If the differential is 50%, then the underdog gains 4x as many points as they normally would have. It would be recommended that a battle not be conducted with a larger differential than 50%.

These points can be applied to anything points normally can be applied to - recruiting new fighters, buying equipment, or anything else.

Aftermath

Once the battle is done, you must roll 2d6 on this table for each model that was Incapacitated in the Skirmish. If a model was "killed" during the battle, roll 1d6 on this table instead.

Roll	Result
1-2	Dead: The model was struck dead instantly, and did not suffer. Their equipment can be distributed as the party deems fit.
3	Terrible Injury: A traumatic injury to the spine results in a loss of sensation and debilitating shakes. This model suffers -1 to all of their Attributes, which should be immediately recorded on the Party roster.
4	Maimed: A terrible wound to one of the model's limbs has left them permanently injured. Roll 1d6 and apply the results immediately. On a roll of 1-3, the model has suffered a severe injury to their arm, and must reduce their ATT by 1. On a roll of 4-6, the injury was suffered to the model's legs, and as a result must reduce their MOV by 1.
5	Head Wound: A massive wound to the head has left the model permanently wounded. Roll 1d6 and apply the results immediately. On a roll of 1-3, the injury was to the back of the head, and the model suffers from headaches - reducing the model's WP by 1. On a roll of 4-6, the blow was to the model's face, leaving them with a damaged eye - reducing the model's MRK attribute by 1.
6	Remarkable Recovery: The model has recovered from their injuries unscathed, but lost any Relics or Talismans during the course of the battle.
7	No worse for Wear: The model has recovered without any significant injury outside of a few scars to boast about. The model returns to the party roster without any ill effects.
8	Deep Wound: The model has suffered a deep wound that plagues them. Reduce the Model's IV by 1 permanently.
9	Infection: The model survives the ordeal, but the wounds become infected and need to be treated. Roll 1d6 and record the results. On a roll of 1, the treatments do not work, and the model succumbs to fever. On a roll of 2-3, the fever saps the model's strength, and must reduce their DAM attribute by 1 permanently. On a roll of 4-5, the infection seeps into the lungs of the model, reducing their ARM attribute by 1 permanently. On a roll of 6, the infection is particularly virulent, reducing both the DAM and ARM attributes by 1 permanently.
10	Chest Wound: A savage wound to the chest has left the model permanently weakened. The model must reduce their EN attribute by 1.
11	Madness: The model survives the encounter, but has bouts of rage when forced into battle. The model gains the Marauder trait.
12	Insight from the Grave: The model has returned from his ordeal with insight into their failure. The model may roll twice on the Advancement Table instead of just once.

Advancement

Each model that survives the encounter rolls 2d6 on the Advancement Table. This advancement is applied directly to the model's profile, which is recorded on the Party Roster. Each Advancement a member of your party earns will raise their cost by 5 points.

Roll	Result
2	Swiftness: The model has learned how to take more measured steps - gaining +1 to their Movement (MOV) Attribute.
3	Martial Prowess: The model has learned the value of a critical strike - gaining +1 to their Attack (ATT) Attribute.
4	On Target: The model has learned the value of a steady hand - gaining +1 to their Marksmanship (MRK) Attribute.
5	Unwavering: In the face of fear, this model has learned to hold true - gaining +1 to their Willpower (WP) Attribute.
6	Toughness: Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.
7	Knowledge: The model has learned something new on the battlefield - and may choose any ability or trait that can be found in their faction list.
8	Toughness: Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.
9	Fortitude: Using armor to one's benefit is a great skill, and this model has learned how to do just that - the model may apply +1 to their Armor (ARM) Attribute.
10	Strength: Battle is strenuous work, and this model has gained +1 to their Damage (DAM) Attribute because of it.
11	Parry Up: Learning how to avoid a strike is as valuable, if not more so, than learning how to land one - this model gains +1 to their Defense (DEF) Attribute.
12	Combat Reflexes: Watching one's opponent has given the model insight to anticipating an opponent's next move - the model gains +1 to their Initiative Value (IV) Attribute.

Gangfight Ventures

Gangfight can also be played alone or as a cooperative effort. When playing Gangfight in this fashion, it is recommended that smaller point amounts are played. If playing alone, 500 pts to 750 pts is recommended. If playing Gangfight as a joint venture, it is advised that the point amount is split between the amount of players taking part in the game.

When playing these sorts of games, it progresses as any other game of would, but the enemy actions are determined by following a sequence detailed below.

Enemy Model Sequence

1. If a model is wounded, and it has the capacity to heal, it will attempt to do so.

2. At the beginning of the activation, check to see if the model is within the Threat Range of an Enemy Model. If the model has an Enemy Model within its Threat Range, it will execute a Fight Action against the model with the lowest amount of Endurance. If there is no model with the model's Threat Range, go to 3.

3. If there is an Enemy Model within double of the model's Movement (MOV), it will attempt to Charge that model. If there are multiple models within the model's Charge range, it will choose the closest model. If two models are of equal distance, it will Charge the model with the lowest Endurance. Enemy models will ALWAYS attempt to gang up on an enemy model given the opportunity. If there are no models within Charge range, go to 4.

4. If the model is equipped with a ranged weapon, the model will shoot at the closest enemy model. If the model is not equipped with a ranged weapon, the model will Advance towards the closest model or objective (if applicable).

It should be noted that models will ALWAYS use all of their Action Points, and will not save Action Points to use as interrupts.

Enemy Model Exceptions

There are a great deal of different types of models that one may face in solo or cooperative play, and listed below are the exceptions to the sequence listed above.

Hero models will act as above, with the exception that they will always activate last - as they are leading the other models into battle. If they are within the Charge range of another hero, they will always target that hero or a model within range that has the highest Endurance (EN) score, instead of the lowest.

Magic Users or Healers are support characters and act as such on the battlefield. It is advised to keep these models at a minimum with solo or cooperative play, as they are far more complicated to use than normal models, though sometimes it is unavoidable.

Magic Users will always draw mana upon activation, and will attempt to cast a spell as their second activation should they have enough mana to do so. They will always attempt to cast the most damaging spell at the closest opponent. Should they be unable to do so, they will attempt to buff the closest allied model or themselves. Once this is done, they will act as dictated within the Enemy Model Sequence.

Healers will always attempt to heal and/or buff themselves or the closest allied unit before acting. Then they will follow the sequence listed above.

Playing Gangfight in this manner is largely a narrative experience, and is designed to be fun and exciting. The player(s) are expected to have to make a great deal of choices in how the game should advance to achieve maximum satisfaction.

Gangfight Rivals

Gangfight Rivals is a fast-paced game mode designed around small teams of powerful Heroes battling over valuable objectives. Unlike a standard game of Gangfight, there are no point values when building a party. Instead, each player created a party consisting of 4 Hero Models.

Gangfight Rivals uses the standard Gangfight rules except where noted below. Each Hero retains their normal Perks, Skills, equipment and other special rules. However, Rivals uses a simplified Characteristic Profile consisting only of Movement (MOV) and Endurance (EN). Characteristics that are not used in Rivals may be ignored.

Games of Gangfight Rivals are played over 6 Rounds on a 24" x 24" battlefield. The battlefield should contain plenty of terrain, including obstacles and structures that block Line of Sight and provide opportunities for models to take cover.

Weapons and Combat

Combat in Gangfight Rivals does not require dice rolls. When a model attacks with a weapon and has a valid target within Range and Line of Sight, the attack is successful and the target loses Endurance equal to the weapon's Damage.

When using weapons from a Gameworld Module, divide both the weapon's Range and Damage by 2, rounding down. A weapon will always have a minimum Range and Damage of 1.

If a Hero carries more than one weapon, they may choose which weapon they wish to use when making an attack. A Hero may only attack with one weapon during an Action unless a Perk, Skill or other special rule specifically allows otherwise.

Heroes retain their normal three Perks or Skills. Any Perk or Skill referring to a Characteristic or rule that is not used in Rivals should be ignored unless otherwise stated.

Setting Up a Rivals Game

Players begin in opposite corners of the battlefield. Each player deploys their 4 Heroes within 3" of their starting corner.

Place 4 Objective Markers on the battlefield. Beginning with a randomly determined player, players alternate placing Objective Markers until all four have been placed. Each Objective Marker must be at least 12" from either player's starting corner and may not be placed within impassable terrain.

If playing on a board divided into spaces rather than measuring distances, 1 space is treated as 1" for Movement, Range and all other rules involving distance. Models must still follow all normal rules regarding terrain, Line of Sight and movement.

Objectives

When a Hero reaches an Objective Marker, they may Search the objective as an Action. Roll 2D6 and consult the Rivals Objective Table to determine what the Hero discovers. Depending upon the result, an objective may provide Victory Points, valuable items, hazards, enemies or other unexpected effects.

Unless otherwise stated by the Objective Table, an Objective Marker is removed from the battlefield after it has been successfully Searched.

The purpose of a Rivals game is to complete objectives rather than simply eliminate the opposing gang. Defeating enemy Heroes may make it easier to secure objectives, but eliminated Heroes do not award Victory Points unless specifically stated by an objective or special rule.

Defeated Heroes

Heroes do not remain out of the game when defeated. When a Hero is reduced to 0 Endurance, remove the model from the battlefield. The Hero returns to their gang's starting corner with their full Endurance at the beginning of their player's next Round.

Any objective or item being carried by a defeated Hero is dropped in the space or location where the Hero was defeated unless otherwise stated.

Ending the Game

A game of Gangfight Rivals ends after 6 Rounds. At the end of the final Round, each player totals the Victory Points earned by their gang from Objectives and other game effects. The player with the most Victory Points wins the game.

Gangfight Rivals is intended to be a quick and action-packed alternative to a standard game of Gangfight. With only four Heroes per side, no point values and no combat dice rolls, players can concentrate on positioning their Heroes, using their unique abilities and fighting for control of the battlefield.