METAL EXPRESS ™

BLADESTORM ™

QUICK-START RULES
SECOND EDITION

BLADESTORM™
QUICK-START RULES

QUICK-START CREDITS

Designer/Developer: Coleman Charlton

Cover Illustration: Nicoleta Stavarache
Interior Photographs: Sebastian Klapdor
Layouts: Sebastian Klapdor
Playtesters and Proofreaders:

Sheldon Greaves

Leland Erickson

Jan-Philip Wallenborn

Sebastian Klapdor

Special Thanks to Terry K. Amthor, Günther Orlowski, John van Schaik, Stefano Grazzini, Tony Francis and Bernd Siepmann

---

OTHER CREDITS

Miniatures: Brigade Models, Excalibur Miniatures, Mirliton Miniatures and RAFM.
Maps: Brian Travis Thompson, David Martin, Peter C. Fenlon.

Stock # 7601

WELCOME TO BLADESTORM

1.0
INTRODUCTION

Have you ever wondered how great it would be to find this special set of rules for miniature gaming that lets you fight hideous monsters and historic figures alike? Right now, it's here in your hands.

Welcome to *Bladestorm*, a fast and highly customizable set of rules for miniature gaming that can be played with any kind of 25 to 28mm miniatures of your choice. The Quick-Start Rules in this booklet contain everything you need to get started with your first game. But before we venture further into the details of this game, let's take a look at the scope of *Bladestorm* as compared to other miniature gaming systems.

The use of miniature figurines and miniature terrain to represent, recreate, and refight battles has been going on for centuries. This type of gaming has ranged from children playing with toy-soldiers to elaborate military simulations conducted in war colleges. Today, such "miniatures" battles are an extensive hobby that encompasses wargaming, role playing, and the collection and painting of miniatures.

A set of rules that governs battles using miniatures is often referred to as a "miniatures system" or "tabletop rules." However, in order to distinguish between a mass combat miniatures system and a skirmish miniatures system, we will refer to *Bladestorm* as a "skirmish system." A skirmish system emphasizes rules for battles involving individual combatants, while a mass-combat system emphasizes rules for battles involving "units" (i.e., large groups of individual combatants).

Bladestorm deals primarily with a medieval, fantasy-type environment. The rules however, are laid out in a way that offers compatibility with any background setting you can imagine.

Settings are important, as they contain all the information that brings life to a role playing game or a historic event. If you are new to tabletop gaming you can find a full world of adventures inside the *Bladelands Sourcebook*, which is set in the Shadow World RPG setting from Iron Crown Enterprises.

How Much Game Is In Here

The full **Bladestorm** rules have four parts:

•   The Basic Game
•   The Intermediate Game
•   The Standard Game
•   The Optional Rules

The Quick-Start Rules of this booklet comprise the rules for **The Basic Game** of the **Bladestorm** Rulesbook.

Getting Started

Novice skirmish players can start immediately by reading the Quick-Start Rules and try out the provided scenarios. If you like the mechanics of dice rolls, movement and damage in **Bladestorm** you may want to consider the full game which offers lots of possibilities to bring life to your miniature hobby.

Don't despair! **Bladestorm** rules are explained with examples and build on top of each other to satisfy the need for detail.

Note: *For readability purposes, Bladestorm uses standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/ she, her/his, etc.*

Measurements

These rules use English measurement (i.e., inches and feet). An equivalent Metric measurement is provided in brackets after each occurrence of an English measurement.

The Metric measurements have been rounded to the nearest millimeter, centimeter, or meter, and thus are not exactly equal to the English measurements.

Mounting Miniatures On Bases

When fighting a miniatures battle, it is very useful to have each individual miniature mounted on a "base." A base can be made of thick card stock or cardboard or even thin plastic sheets. Each miniature should be pasted or glued onto its base. Typically, miniatures come with a slot that slides into a base or they already include some ground to give them safe footing.

A base gives a miniature stability, and it also gives a representation of the minimum space required for the miniature to move and fight. **Bladestorm** rules assume that each miniature is mounted on a base. We suggest a 1"x1" base [or 25mm x 25mm] for miniatures representing human sized combatants (i.e.,5'-7' [2m] tall). Other sized combatants can use proportionally smaller or larger bases, e.g., 5/8"x5/8" [15x15mm] for Halflings, 1.25"x1.25" [40x40mm] for 7'-9' [2.5m] Trolls, 1"x1.5" [25x40mm] for cavalry, etc.

Note: *These rules assume the use of "25mm" or "28mm" miniatures. If a different scale is to be used, the figures used in this product must be adjusted accordingly.*

Note: *A base is used to abstractly represent the 6' [1m] area influenced by a combatant during combat. Certain abnormal situations arise due to the use of a square base. For example, the diagonal of a 1"x1" [25x25mm] square is ≈1.4" [≈36mm], so a miniature on such a base could not turn around in a 1" [25mm] wide corridor. Use common sense in such cases (e.g., a combatant can turn-around in a 1" [25mm] wide corridor).*

Numbering Miniatures

In a miniatures battle, figures of the same type and painting scheme are often used (i.e., members of the same military unit). During play it is necessary to be able to distinguish between miniatures of the same type. So, for each type of miniature, you should place a unique number on each figure's base (start with '1' each time). This can be accomplished with a marking pen or scotch tape and small bits of paper.

Measuring Distances

In a miniatures battle it is necessary to measure distances. Regular tape measures can be acquired from any hardware store. However, players may find it also useful to use real rulers and/or tape measures specifically made for gaming purposes.

String is also often useful for measuring distances that do not occur in straight lines. Just lay the string along a route whose length needs to be determined; then straighten the string and measure the route's length.

> **Note:** *Normally, a player may measure a distance (e.g., for the purposes of movement, missile fire, etc.) only after committing to perform the action being measured.*

A popular alternative to free movement across terrain are map sheets that feature a square tile background. The ***Bladestorm Basic Game*** can easily be played on these maps by using 1" [25mm] square tiles to determine distances for the purpose of movement. Creatures that occupy fractions of floor tiles because of their base size are considered to be occupying the entire tile.
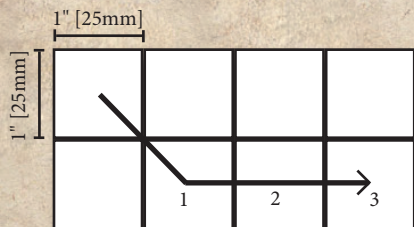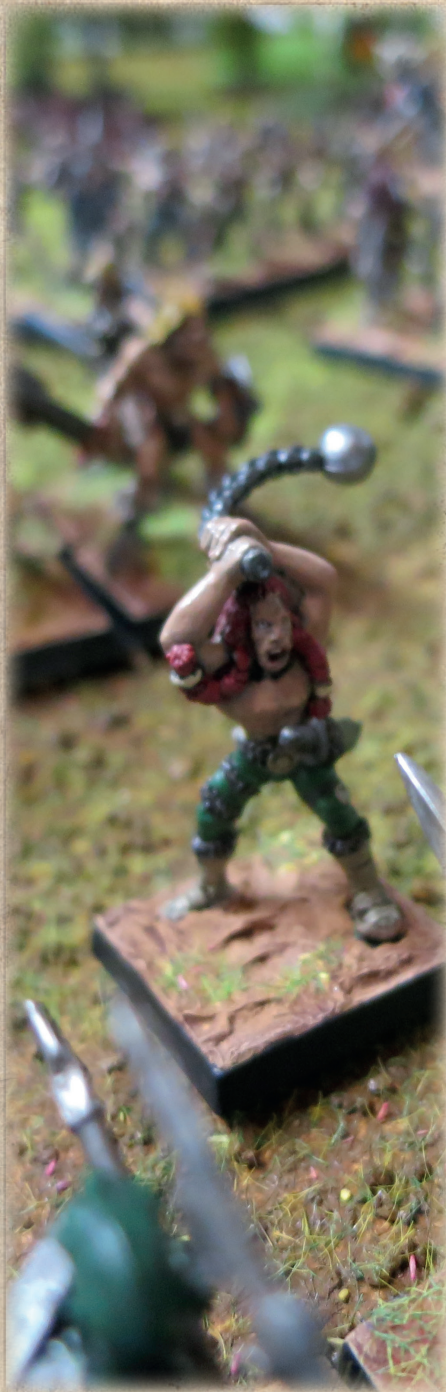
TERMS

Attack Roll — The dice roll that determines the success or failure of an attack.

Attack — An attempt by one combatant/unit to damage another.

Chance — Sometimes an event has a "chance" or a "percentage chance" of occurring, and this chance is given in the form of "#%." To determine if the action occurs, roll 2D10 — one die is the tens, the other is the ones, for a result between 1 and 100 (treat 00 as 100). If the result is less than or equal to the "#%", the event occurs.

Combatant — Each individual participant in a skirmish battle is called a combatant and is represented by a miniature.

Endurance — A statistic indicating how much damage a combatant a unit can absorb before being removed from play.

Facing — After each combatant is moved, it must be "faced" in a specific direction. Facing determines a combatant's front, flank and rear.

Impassable Terrain — Terrain that totally prohibits ground movement (e.g., a wall, a sheer cliff, a ravine, etc.).

Melee Attack — An attack against a target adjacent to the attacker (e.g., hand-to-hand attacks with swords, axes, pole arms, etc.).

Miniature — A small figurine or statue used to represent an individual participant in a skirmish battle.

Movement Rate — The distance that a combatant or unit may move in a given turn.

Playing Surface — A playing surface can be any regular surface on which the miniatures can be set up and moved (e.g., a table top, the floor, etc.).

Skirmish System — A miniatures system that emphasizes rules for battles involving individual combatants.

Stat — One of the statistics representing the capabilities of a combatant/unit.

Target — A combatant or unit being attacked is called the "target of the attack".

Terrain — Terrain consists of objects placed on the playing surface to represent various features of the battlefield (e.g., trees, bushes, buildings, roads, walls, etc.).

Turn Sequence — The order in which activities occur during a turn of play.

Turn — Combatants/units fight and move in terms of a fixed period of battle time called a turn. Each turn represents 10-30 seconds of battle time, but a given turn may take much longer for the players to actually resolve.

2.0

THE BASIC GAME

The **Bladestorm** Basic Game is designed to introduce players to some of the key elements of resolving a battle in the skirmish system. First a few basic conventions concerning die rolling and other factors are presented; then the measurement scale and playing surface are discussed.

Game mechanics presented in the Basic Game are:

3.0

CONVENTIONS

3.1 DICE ROLLS

In most games, it is necessary to generate a random number in order to determine the result of an action (e.g., an attack).
A **Bladestorm** player generates such random numbers by rolling dice.

There are two types of dice used in Bladestorm: 6-sided dice and 10-sided dice. A 6-sided die gives a result between 1 and 6, inclusive. Such a die is referred to as "D6". A 10-sided die actually gives the results: 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9 — but the 0 is treated as a 10. Thus, a 10-sided die gives a result between 1 and 10. Such a die is referred to as "D10".

Multiple Dice — If more than one die is to be rolled, the number of dice precedes the "D".

> **Example:** "3D6" indicates that three 6-sided dice are to be rolled. 2D10 indicates that two 10-sided dice are to be rolled.

An Addition: A fixed number may be added to a given die roll.

> **Example:** "1D10+4" means: the result of a 10-sided die plus four. If the 10-sided result is a 7, then the result of the roll is 11 = 7 + 4.

A DICE "ROLL"

The result of a dice roll is the total of all dice rolled — after modification by additions and multipliers.

> **Example:** "2D6+1D10+4" means: two 6-sided dice plus the result of a 10-sided die plus four. If the two 6-sided results are 2, 5 and the 10-sided result is a 7, then the result of the roll is 18 = 2 + 5 + 7 + 4.

3.2 TIME SCALE

In **Bladestorm**, combatants fight and move in terms of a fixed period of battle time called a turn (see 6.0). Each turn represents 10-30 seconds of battle time, but a given turn may take much more time for the players to actually resolve. During a given turn each combatant may only move once (see 6.0).

3.3 SIZE/DISTANCE SCALE

To fight skirmish battles it is impossible to use the real sizes/distances for the combatants and the area in which they fight.

Instead we will use "scaled down" sizes: every one inch of size/distance in a **Bladestorm** skirmish battle represents six feet in the "real world." In metric terms, 25 millimeters represents two meters.

6 feet = 1 inch ≈ 25 millimeters = 2 meters

Example: *A 1" [25mm] high miniature can represent a 6' [2m] tall man, while a 1.5" [40mm] high Troll miniature can represent a 9' [3m] tall Troll. If a Troll can move 42' [14m] in 10 seconds, the miniature representing the Troll can move 7" [18cm] in a turn.*

Note: *These rules use English measurement (i.e., inches and feet). An equivalent Metric measurement is provided in brackets after each occurrence of an English measurement. The Metric measurements have been rounded to the nearest millimeter, centimeter, or meter and thus are not exactly equal to the English measurements.*

Note: *Normally, a player may measure a distance (e.g., for the purposes of movement, missile fire, etc.) only after committing to perform the action being measured.*

3.4 BASES

The **Bladestorm** rules assume that each miniature is mounted on a base that is proportional to its size. A base gives a miniature stability, and it also gives a representation of the minimum space required for the miniature to move and fight. See page 4 for guidelines for base sizes and for mounting miniatures on bases.

I had picked this one up at a convention last summer. Never thought that I would get around painting it anytime soon. Yet, it found it's way onto the primer box and I didn't think twice when I sprayed it with a thin light grey.

Suddenly the details started to show vividly and I knew that I had to flesh out this wanderer's gear . Who would have thought that so much attention was given to ... are those lock-picks dangling from her belt?
Someone's got to try and open some doors in a very short amount of time...brilliant!

4.0

ENVIRONMENT

The combatants in a skirmish battle fight in an environment which consists of a playing surface and any special terrain. The playing surface can be any regular surface on which the miniatures can be set up and moved (e.g., a table, the floor, etc.).

Terrain consists of objects placed on the playing surface to represent various features of the battlefield (e.g., trees, bushes, buildings, roads, walls, etc.).

These terrain features can be purchased commercially or they can be created from common every day objects. For example, you can use a box to represent a house, a couple of pieces of stacked cardboard to represent hill contours, balls of cotton to represent bushes.

If using map sheets with 1" [25mm] square tiles, it is also possible to obtain maps that include environment as part of the printed map sheet.

For the *Basic Game* the only terrain used totally prohibits movement. Such terrain is called *impassable terrain*. For example, movement through a wall is prohibited.

Example: *The following terrain is used in the first Basic Game Scenario: the impassable walls of a cavern and four impassable pillars (see below).*

EXAMPLE SCENARIO "WARRIORS OF ASH"
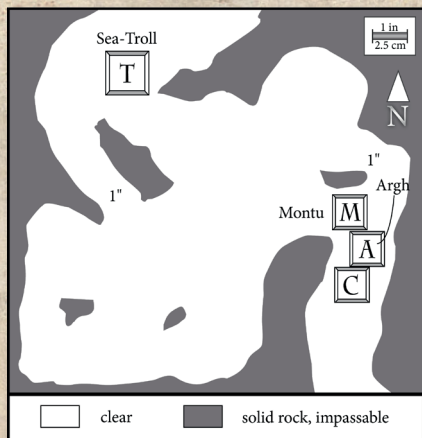
Scenario Type: Skirmish

The Tale: Beneath the Folenn Spikes lie labyrinthine caverns known as the Ash Lairs. Within these dark passages, foul creatures incessantly battle one another.

Terrain: The impassable walls of a cavern and four impassable pillars. Note that the gaps marked as 1" [25mm] cannot be traversed by the Troll — his base is 1.25" [40mm] wide.

Victory Conditions: To win, a player must eliminate all of his opponent's combatants.

Player #1 — Controls three Goblins: Monto, Argh and Cro. Monto and Cro are lesser Goblins and Cro, the greater Goblin, is the strongest of the group. They get to move first and take position as indicated by the squares "M", "A" and "C" on the map.

Player #2 — Controls the Sea-Troll; a very large and powerful fellow. The Troll moves second and takes position as indicated by the capital "T" on the map.

5.0

COMBATANTS

Each combatant in a skirmish battle is represented by a miniature **and** a set of statistics called its *stats*. These stats will be explained in the following sections on movement and combat. For the basic game, only the following stats are used:

- Movement Rate
- Melee Attack
- Melee Damage
- Defense
- Endurance

Example: *A 1" [25mm] high miniature can represent a 6' [2m] tall man, while a 1.5" [40mm] high Troll miniature can represent a 9' [3m] tall Troll. If a Troll can move 42' [14m] in 10 seconds, the miniature representing the Troll can move 7" [18cm] in a turn.*

Example: *The following combatants are used in the first Basic Game Scenario: a Sea-troll versus three Goblins (Orc-like creatures). The Goblins should be mounted on 1"x1" bases and the Troll on a 1.25"x1.25" base.*

SEA-TROLL
(Large Claws)
Movement Rate 7"   [18cm]

Melee Attack .... 3D6+4

Melee Damage......... High+2

Defense 10

Endurance (51)   ☐
☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐

CRO, *Greater Goblin*
(2H-sword)
Movement Rate 6"   [15cm]

Melee Attack ... 2D6+D10+3

Melee Damage High+Low+2

Defense 9

Endurance (18)   ☐☐☐
☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐

ARGH, *Lesser Goblin*
(Scimitar)
Movement Rate 5"   [13cm]

Melee Attack 3D6-2

Melee Damage .... High+2

Defense 7

Endurance (10)   ☐☐☐☐☐
☐☐☐☐☐

MONTU, *Lesser Goblin*
(Scimitar)
Movement Rate 5"   [13cm]

Melee Attack 3D6-1

Melee Damage .... High+2

Defense 7

Endurance (10)   ☐☐☐☐☐
☐☐☐☐☐

These restrictions apply:

- A combatant may not move through another miniature. That is, a combatant's base may not pass through the area occupied by another miniature's base.

- A combatant may not move through impassable terrain (see 4.0). That is, a combatant's base may not pass through impassable terrain.

6.0

TURN SEQUENCE

In the Basic Game, one player may move all of his combatants, and then combat occurs between combatants in base-to-base contact. Then the other player may move all of his combatants and combat occurs again. This comprises one turn and represents 10-30 seconds of activity in the battle. The players repeat this process until one player wins.

Individual scenarios can indicate which player moves first and when a win occurs.

> **Example:** *In the first Basic Game Scenario, the Goblins move first, and the Troll moves second.*

7.0

MOVEMENT

During his part of the turn, a player may move some, all, or none of his combatants. Each combatant may move (in any direction) a distance up to its *Movement Rate*.

Distance is measured from the center of one of a miniature's edges.

TURN SEQUENCE	ROUND NUMBER
Initiative	1 2 3
Player 1 Moves	III
Player 1 Attacks	III
Player 2 Defends	III
Player 2 Moves	III
Player 2 Attacks	III
Player 1 Defends	II
Remove Defeated	

Only once !
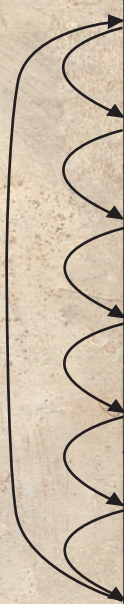
Example: *The diagram below shows each of the combatants in the first scenario. The shaded area around Montu shows the allowable position to which he can move during his part of the first turn. The Troll, Argh, and Cro have similar limitations.*

Montu's possible movement
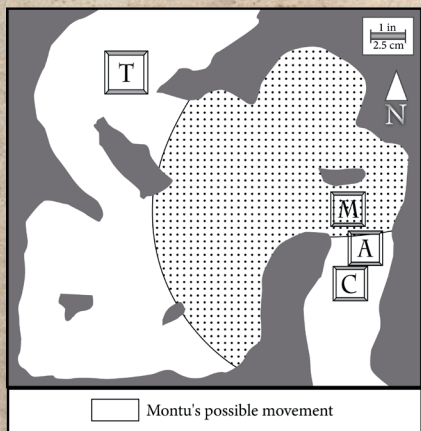
Example: *In the first scenario the Goblins move first. Since they can't get all the way to the Troll, they all move about 3" [7.5cm] towards the Troll. They end up in the positions shown below.*
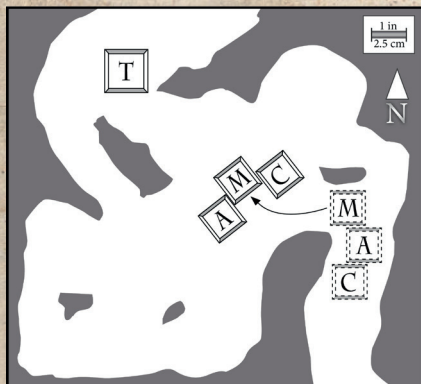
Example: *In the first scenario after the Goblins move, the Troll moves up to the closest Goblin, Montu, as shown below.*
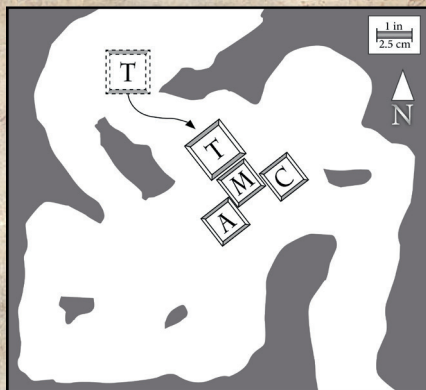
Example: *After combat takes place between Montu and the Troll (see 8.0), it is the Goblins' turn to move. Montu chooses not to move, while Argh and Cro move to attack the Troll as shown in the diagram below.*

8.0

MELEE COMBAT

When the turn sequence (see 6.0) calls for combat to occur, each combatant **may** make one *attack* against one other combatant (called the *target* of the attack). The following restriction applies:

- One edge of the target's base must be in contact with one edge of the attacker's base (i.e., they may not just touch at a corner). The area of contact must be at least 1/4" (6mm).

- All combatants get to make their attacks before any combatants are removed from play. Though combat is simultaneous, the player that just moved his combatants may resolve his attacks first. Attacks are announced and resolved one at a time.

- In the *Basic Game*, combatants need not face each other in order to attack; only base-to-base contact is required.

    Example: *In the first scenario after the Goblins move, combat cannot occur because none of the combatants are in contact. After the Troll moves (see above), the Troll and Montu are in contact and may attack each other (see above).*

To determine the result of an attack, roll the dice (see 3.1) indicated by the attacker's *Melee Attack* stat. This is called an "attack roll". If the attack roll **exceeds** the target's Defense stat, the attack damages the target. Otherwise, the target takes no damage (i.e., the attack misses).

9.0

DAMAGE

An attack roll determines whether or not an attack *damages* a target (see 8.0).
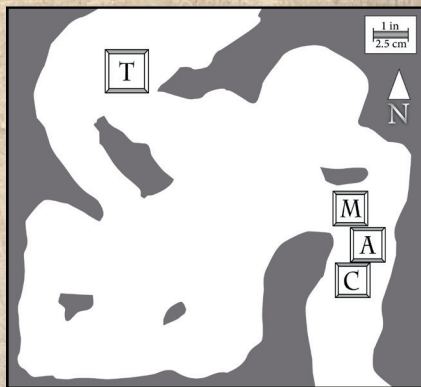
9.1 HITS TAKEN

If a target is damaged, its *Endurance* stat is decreased by an amount indicated by the attacker's *Melee Damage* stat (e.g., High, Low, Highx2, etc.). See the section below on "Damage Results" for a discussion of how High and Low results are obtained. This damage is based upon the attack roll, so ***don't move the attack roll dice*** until after the damage has been applied.

To record damage, check off boxes next to the target's *Endurance* stat. Each box checked off is called a "hit"; so damage is often referred to as "hits taken."

After all attacks have been resolved, any combatant whose *Endurance* stat is zero or less (i.e., all of its boxes have been checked) is removed from the game. Such a combatant is assumed to be incapacitated, killed, or unconscious for the rest of this battle.

> **Note:** *This removal process takes place after all attacks have been resolved, thus **all** combatants get to make their attacks before any combatants are removed from play. Therefore, combat is simultaneous.*

9.2 DAMAGE TAKEN

The *Melee Damage* stat will indicate a damage result based upon "High Damage" or "Low Damage."

High Damage — The target takes a number of hits equal to the highest die already rolled. If more than one die are highest, the damage taken is equal to the sum of the highest dice.

> **Example:** *An attack roll of "3D6+7" results in die results of 3, 5, and 1. "High" damage from such an attack would be 5 hits. If the rolls were 2, 4, and 4, the "High" damage would be 8 = 4 + 4 because both 4's are high. If the rolls were 2, 2, and 2, "High" damage would be 6 = 2 + 2 + 2.*

Low Damage — The target takes a number of hits equal to the lowest die already rolled. If more than one die are lowest, the damage taken is equal to the sum of the lowest dice.

> **Example:** *An attack roll of "3D6" results in die results of 6, 4, and 1. "Low" damage from such an attack would be 1 hit. If the rolls were 3, 4, and 3, the "Low" damage would be 6 = 3 + 3 because both 3's are low. If the rolls were 4, 4, and 4, "Low" damage would be 12 = 4 + 4 + 4.*

High+Low Damage — The target takes a number of hits equal to the sum of the highest die and the lowest die already rolled. If more than one die are lowest or highest, the damage taken is equal to the sum of all three of the dice.

> **Example:** *An attack roll of "3D6" results in die results of 6, 4, and 1. "High+Low" damage from such an attack would be 7 = 6 + 1. If the rolls were 3, 4, and 3, the "High+Low" damage would be 10 = 4 + 3 + 3 because both 3's are low.*

9.3 DAMAGE MODIFIERS

As with normal dice rolls (see 3.1) damage results can be modified by additions and multipliers.

> **Example:** *An attack roll of 3D6 results in die results of 6, 4, and 1. "Low+2" damage from such an attack would be 3 = 1 + 2. If the rolls were 3, 4, and 3, the "Low+2" damage would be 8 = 3 + 3 + 2 .*

> **Example:** *An attack roll of 3D6 results in die results of 6, 4, and 2. "Lowx3" damage from such an attack would be 6 = 2 x 3. If the rolls were 3, 4, and 3, the "Lowx3" damage would be 18 = (3 + 3) x 3 .*

9.4 COMBAT EXAMPLE

In the first scenario, after the Troll and the Goblins have moved (see the example in Section 8.0), the Troll and Montu stand in base-to-base contact and may attack one another. The Troll's *Melee Attack* is "3D6+4" and his attack roll is a 1, a 5, and a 3, for a total attack roll of 13 = 1+5+3+4. Since Montu's *Defense* is only "7", the Troll's attack damages Montu. Since the Troll's *Melee Damage* is "High+2" and his dice results were 1, 5, 3, Montu's *Endurance* is decreased by 7 = 5 + 2 (i.e., check off 7 boxes next to Montu's *Endurance,* he takes 7 hits).

Montu's *Melee Attack* is "3D6-1" and his attack roll is a 2, a 3, and a 6, for a total attack roll of 10 = 2+3+6-1. Since the Troll's *Defense* is "10", Montu's attack just misses and doesn't damage the Troll.

Next, the remaining Goblins move, and all decide to move into base-to-base contact with the Troll (see the diagram below). Montu chooses not to move and keeps his position in front of the Troll.

After their movement has concluded, it is their turn to attack the Troll and melee combat between the two groups commences again.

Argh's attack roll is 8 = 1+5+4-2, he misses. Cro's attack roll is 15 = 6+2+4+3 (his *Melee Attack* is 2D6+D10+3), so he damages the Troll. Cro's *Melee Damage* stat is High+Low+2, so the Troll takes 10 hits (i.e., 10 = 6+2+2).

Montu attacks and rolls 11 = 4+2+6-1 — which is more than the Troll's *Defense* of 10, he damages the Troll! Since Montu's *Melee Damage* stat is High+2, the Troll's *Endurance* is decreased by 8 = 6+2.

The Troll decides to attack Montu again, this time with an attack roll of 12 = 2+3+3+4. This is more than Montu's *Defense* of 7, so the Troll damages Montu again — Montu's *Endurance* stat is decreased by 8 = 6 + 2, since the High result of a 2,3,3 roll is 6 = 3+3.

After those attacks the Troll has taken 18 hits (i.e., its *Endurance* is reduced by 18), Montu has taken 15 hits, and the other Goblins are undamaged. Since Montu only has an *Endurance* of 10 (i.e., 10 boxes), he is removed from play.

Painting his putrid skin with it's ridiculous fouling warts was taking an agonizing long time. After dealing the finishing touch to the troll, it almost felt like relief to finally set him down to dry out.
I had to take my mind off of this creature.

Yet, it somehow drew me in and unconsciously, I lowered my head almost down to the table surface to catch a glimpse of it's monstrous size while it was looming over the poor bunch that I placed in front of it for reasons of comparison. So ugly! It's talons must reek from the foul flesh they have torn from it's prey...

SEA-TROLL
(Large Claws)

Movement Rate 7" [18cm]
Melee Attack .... 3D6+4
Melee Damage......... High+2
Defense 10
Endurance (51)   ☒
☒☒☒☒ ☒☒☒☒☒
☒☒☒☒ ☒☒☐☐☐
☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐

CRO, *Greater Goblin*
(2H-sword)

Movement Rate 6" [15cm]
Melee Attack ... 2D6+D10+3
Melee Damage High+Low+2
Defense 9
Endurance (18)   ☐☐☐
                                ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐

ARGH, *Lesser Goblin*
(Scimitar)

Movement Rate 5" [13cm]
Melee Attack 3D6-2
Melee Damage .... High+2
Defense 7
Endurance (10)   ☐☐☐☐☐
                             ☐☐☐☐☐

MONTU, *Lesser Goblin*
(Scimitar)

Movement Rate 5" [13cm]
Melee Attack 3D6-1
Melee Damage .... High+2
Defense 7
Endurance (10)   ☒☒☒☒☒
                             ☒☒☒☒☒

SCENARIOS

10.0

SCENARIOS

After having read through the examples given in the previous chapters, you are now ready to fight your way through the attached *Basic Game* scenarios. Both scenarios are set on the backdrop of *Folenn,* a wild continent that is part of the *Shadow World* RPG setting by Terry K. Amthor.

The example match is included together with a larger map to help you set up your playing surface in a similar way. The three Goblins and the Sea-Troll are included with full featured *Combatant Cards*. On them, you will see a range of stats and values that are not covered under the *Basic Game* rules. Simply ignore them for now. The cards are set up so you can reuse them when playing a game under *Standard Game* and *Optional Rules*.

The second scenario "A Test of Arms" stages a face off between three equally capable combatants on both sides of a wall. While the first scenario is very generic in terms of the chosen combatants, the second scenario takes you to the *Bladelands* of *Folenn* and drops you into the middle of a fight between two *Warring Holds*. If you like a setting of warrior clans fighting for supremacy on an unpredictable continent, you might enjoy discovering more in the classic **Bladestorm Box Set** and it's included scenarios.

All combatants come with full featured *Combatant Cards* for your convenience. You can either print them out or fill them out directly in the *Quick-Start Rules* booklet.

Tip: *It's nice to be able to reuse the combatant cards in later encounters. You can save paper and ink by laminating your print outs. Use an erasable pen and you can quickly reset your heroes for another round of tabletop action.*

10.1 GAME BALANCE

On the subject of game balance and equal chances you may ask yourself how to tell if a match between two groups on the gaming table can be called a fair fight. This is achieved by appointing an abstract value to each combatant, called TPC.

TPC is short for *Total Point Cost* and it symbolizes a combatant's fighting skills and the choice of equipped weapons. When pitting two combatants or two groups of combatants against each other, the combined TPC values should be very close to even if you want to create a balanced encounter.

You can also use TPC values to create a threshold to introduce levels of difficulty into your skirmish matches.

> **Example:** *In the first Scenario, the Goblins' TPC outnumbers the TPC of the Troll (636 vs. 480) in order to offer an easy introduction to the game.*
>
> *In the second scenario, the group from Rukon and the group from Cavan each have a net worth of 475 TPC on the battlefield, which makes them an even match.*

10.1 COMBATANT CARDS

The combatant card is your single point of reference to keep track of your combatant's health and abilities.

Use them to give game related stats to any kind of tabletop or role playing character you can imagine.

You can obtain blank templates by downloading them at www.metal-express.net or print out the templates at the back of this Rulesbook.

(See chapter 11.0 "Create Your Own" to learn more about the possibilities of combatant creation for your own individual games.)

COMBATANT CARD SETUP

These are the most important stats for your combatant. They should loosely resemble the miniature you want to use on the table.

Enter stats freely, calculate them with the **Bladestorm Calculator** or convert them from other game systems.

Your combatant receives one circle of health for each point of endurance in this field.

Spell users can cast any type of spell you want them to. Spell Casters and their abilities are part of the Standard Game rules and are not covered by the Quick-Start Rules.

There are two types of cards: Combatant Cards and Unit Cards. Units are part of the Standard Game rules and are not covered in the Quick-Start Rules.

Weapons and their attack and damage stats are entered here. There is no set limit for weapons. If the offered three slots are not enough, simply add another and make the endurance points box smaller.
Note that each additional weapon increases your Combatant's TPC.

Leaders inspire those around them and their stats are noted in this box. Leaders are part of the Standard Game rules and are not covered by the Quick-Start Rules.

BLADESTORM

Combatant Card

Name:	SEA-TROLL			
Movement:	7"/5.5"/3.5"/2"		Morale:	9
Defense:	10	Shield:	0	Rigid Leather	-2
Endurance:	51	Maneuver:	§	Resistance:	8

Weapon:	Attack:	Damage	Range
Large Claws	3D6+4	High+2	-
Thrown Rocks	4D6-1	High	-2 per 10"

OOOOO OOOOO OOOOO OOOOO OOOOO M
OOOOO OOOOO OOOOO OOOOO OOOOO O

Leader			No
Morale	+0	Melee	+0
Missile	+0	Defense	+0
Maneuver	+0	Influence Range:	0"

Spells		PP: 0	No
Level 1	E/C		
Level 2	E/C		
Level 3	E/C		
Level 4	E/C		
Level 5	E/C		

Note:		Race:	Base:	TPC:
		Troll	Large	480

Special powers and other game related information.

Race and base size of the combatant you put into the game.

TPC values symbolize the level of strength that a combatant or unit brings into the game.

18

10.2 WARRIORS OF ASH
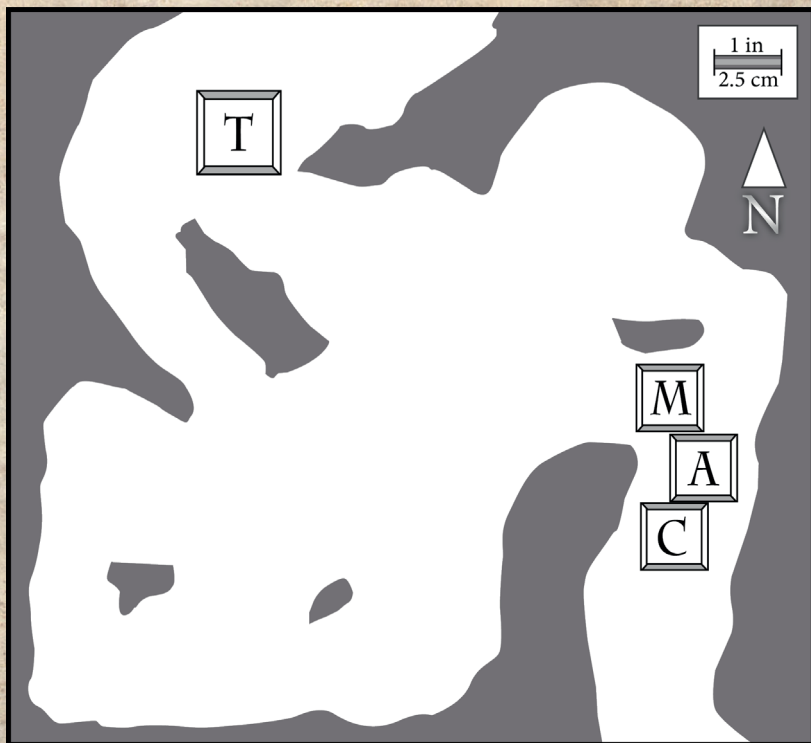
Basic Game Scenario: A large Sea-Troll fights three tough Mountain Goblins.

The Tale: Beneath a vast mountain range lie labyrinthine caverns where only the most brave adventurers dare to go. These lairs run beneath both land and sea. Within these dark passages, foul creatures incessantly battle one another unless they can prey on a poor intruder who has somehow found his way in. In this scenario, a Sea-Troll from under the ocean is hunting in drier caverns. It comes upon three tasty Goblins.

Terrain: The impassable walls of a cavern and four impassable pillars. Note that the gaps marked as 1" [25mm] can not be traversed by the Troll — his base is 1.25" [40mm] wide.

Victory Conditions: To win, a player must eliminate all of his opponent's combatants.

Player #1 — The Goblins; move first and set up as indicated on the map.
Player #2 — The Sea-Troll; move second and set up as indicated on the map.

BLADESTORM — Combatant Card

Name:	SEA-TROLL			
Movement:	7"/5.5"/3.5"/2"		Morale:	9
Defense:	10	Shield:	0	Rigid Leather	-2
Endurance:	51	Maneuver:	8	Resistance:	8

Weapon:	Attack:	Damage	Range
Large Claws	3D6+4	High+2	-
Thrown Rocks	4D6-1	High	-2 per 10"

OOOOO OOOOO OOOOO OOOOO OOOOO M
OOOOO OOOOO OOOOO OOOOO OOOOO O

Leader			No
Morale	+0	Melee	+0
Missile	+0	Defense	+0
Maneuver	+0	Influence Range:	0"

Spells	PP: 0		No
Level 1	E/C		
Level 2	E/C		
Level 3	E/C		
Level 4	E/C		
Level 5	E/C		

Note:		Race	Base:	TPC:
		Troll	Large	480

BLADESTORM — Combatant Card

Name:	CRO – GREATER GOBLIN			
Movement:	6"/4.5"/3"/1.5"		Morale:	7
Defense:	9	Shield:	0	Chain Armor	-3
Endurance:	18	Maneuver:	9	Resistance:	9

Weapon:	Attack:	Damage	Range
2H Sword	2D6+D10+3	High+Low+2	-

OOOOO OOOO M OOOOO OOOO

Leader			No
Morale	+0	Melee	+0
Missile	+0	Defense	+0
Maneuver	+0	Influence Range:	0"

Spells	PP: 0		No
Level 1	E/C		
Level 2	E/C		
Level 3	E/C		
Level 4	E/C		
Level 5	E/C		

Note:		Race	Base:	TPC:
		Goblin	Medium	247

BLADESTORM — Combatant Card

Name:	ARGH – LESSER GOBLIN			
Movement:	5"/4"/2.5"/1.5"		Morale:	9
Defense:	7	Shield:	+4	Soft Leather	-1
Endurance:	10	Maneuver:	8	Resistance:	9

Weapon:	Attack:	Damage	Range
Scimitar	3D6-2	High+2	-
Thr. Daggers	2D6+2	High	-2 per 5"

OOOOO M OOOOO

Leader			No
Morale	+0	Melee	+0
Missile	+0	Defense	+0
Maneuver	+0	Influence Range:	0"

Spells	PP: 0		No
Level 1	E/C		
Level 2	E/C		
Level 3	E/C		
Level 4	E/C		
Level 5	E/C		

Note:		Race	Base:	TPC:
		Goblin	Medium	192

BLADESTORM — Combatant Card

Name:	MONTU – LESSER GOBLIN			
Movement:	5"/4"/2.5"/1.5"		Morale:	9
Defense:	7	Shield:	+4	Soft Leather	-1
Endurance:	10	Maneuver:	8	Resistance:	9

Weapon:	Attack:	Damage	Range
Scimitar	3D6-1	High+2	-
Thr. Daggers	2D6+2	High	-2 per 5"

OOOOO M OOOOO

Leader			No
Morale	+0	Melee	+0
Missile	+0	Defense	+0
Maneuver	+0	Influence Range:	0"

Spells	PP: 0		No
Level 1	E/C		
Level 2	E/C		
Level 3	E/C		
Level 4	E/C		
Level 5	E/C		

Note:		Race	Base:	TPC:
		Goblin	Medium	197

10.3 A TEST OF ARMS
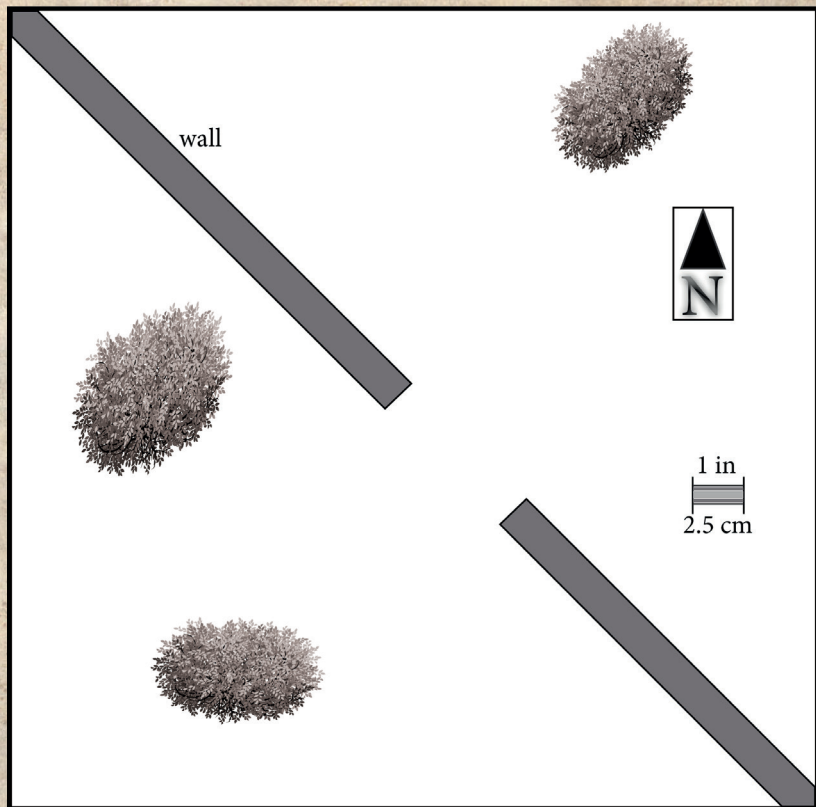
Basic Game Scenario: Three Footmen of *Cavan* vs. three Footmen of *Rukon*.

The Tale: In a daring and unprecedented move, Brool Highrunners of *Rukon* raid a *Cavan* outpost in the *Folenn* Spikes. *Cavan* footmen rush out into the level valley to do battle with the Highrunners.

Terrain: Clear terrain. 15" x 15" playing surface. A wall runs northwest to southeast through the skirmish site, but an opening allows for the flow of combatants.

Victory Conditions: To win, a player must eliminate all of his opponent's combatants.

Player #1 — Rukon Highrunners Skirmishers; set up first within 1" [3cm] of the south edge; move first.

Player #2 — Cavan Garrison Skirmishers; set up last within 1" [3cm] of the north edge; move last.

Combatant Card

Name:	ARNO, Rukon			
Movement:	6"/4.5"/3"/1,5"		Morale:	9
Defense:	8	Shield:	+3	Rigid Leather	-2
Endurance:	8	Maneuver:	9	Resistance:	10

Weapon:	Attack:	Damage	Range
Spear	3D6-2	Lowx2+2	-2 per 3"

OOOO M OOOO

Leader			No
Morale	+0	Melee	+0
Missile	+0	Defense	+0
Maneuver	+0	Influence Range:	0"

Spells		PP: 0	No
Level 1	E/C		
Level 2	E/C		
Level 3	E/C		
Level 4	E/C		
Level 5	E/C		

Note:		Race	Base:	TPC:
Spear can be thrown once!		Human	Medium	146

Combatant Card

Name:	GARV, Rukon			
Movement:	5"/4"/2.5"/1.5"		Morale:	7
Defense:	7	Shield:	+3	Rigid Leather	-2
Endurance:	10	Maneuver:	9	Resistance:	10

Weapon:	Attack:	Damage	Range
Short Sword	3D6-1	High	-

OOOOO M OOOOO

Leader			No
Morale	+0	Melee	+0
Missile	+0	Defense	+0
Maneuver	+0	Influence Range:	0"

Spells		PP: 0	No
Level 1	E/C		
Level 2	E/C		
Level 3	E/C		
Level 4	E/C		
Level 5	E/C		

Note:		Race	Base:	TPC:
		Human	Medium	142

Combatant Card

Name:	STAEL, Rukon			
Movement:	6"/4.5"/3"/1.5"		Morale:	9
Defense:	9	Shield:	0	Rigid Leather	-2
Endurance:	15	Maneuver:	9	Resistance:	10

Weapon:	Attack:	Damage	Range
Battleaxe	2D6+D10-3	High+Low+1	-

OOOOO OOO M OOOOO OO

Leader			No
Morale	+0	Melee	+0
Missile	+0	Defense	+0
Maneuver	+0	Influence Range:	0"

Spells		PP: 0	No
Level 1	E/C		
Level 2	E/C		
Level 3	E/C		
Level 4	E/C		
Level 5	E/C		

Note:		Race	Base:	TPC:
		Human	Medium	187

RUKON
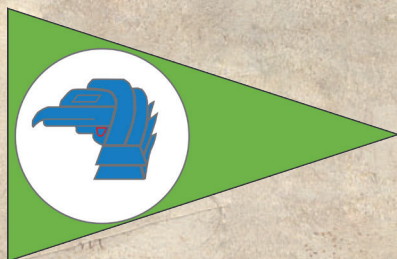
Rukon, a Warring Hold in the south of Folenn, constantly sends Hunts into neighboring lands to seek out valuables and plunder. Threatened by harsh winds and saddled with poor soil and harsh topography, the Rukonu eke out a subsistence economy that supports its powerful warrior class. Slaves and horses comprises their chief exports.

The current ruling class, the Brool, exemplify a rich warrior elite. Both men and women fight, and anyone who is ruthless and tough enough can become a warlord.

Combatant Card

Name:	RASER, Cavan		
Movement:	5″/4″/2.5″/1.5″	Morale:	9
Defense:	9	Shield:	0	Rigid Leather	-2
Endurance:	14	Maneuver:	9	Resistance:	10

Weapon:	Attack:	Damage	Range
Flail	3D6-2	Highx2-1	-

OOOOO OO M OOOOO OO

Leader			No
Morale	+0	Melee	+0
Missile	+0	Defense	+0
Maneuver	+0	Influence Range:	0″

Spells		PP: 0		No
Level 1	E/C		
Level 2	E/C		
Level 3	E/C		
Level 4	E/C		
Level 5	E/C		

Note:		Race	Base:	TPC:
		Human	Medium	179

Combatant Card

Name:	NOVI, Cavan		
Movement:	6″/4.5″/3″/1.5″	Morale:	7
Defense:	8	Shield:	+3	Rigid Leather	-2
Endurance:	11	Maneuver:	9	Resistance:	10

Weapon:	Attack:	Damage	Range
Mace	2D6	High+1	-

OOOOO O M OOOOO

Leader			No
Morale	+0	Melee	+0
Missile	+0	Defense	+0
Maneuver	+0	Influence Range:	0″

Spells		PP: 0		No
Level 1	E/C		
Level 2	E/C		
Level 3	E/C		
Level 4	E/C		
Level 5	E/C		

Note:		Race	Base:	TPC:
		Human	Medium	150

Combatant Card

Name:	TIXOM, Cavan		
Movement:	5″/4″/2.5″/1.5″	Morale:	9
Defense:	7	Shield:	+3	Rigid Leather	-2
Endurance:	8	Maneuver:	9	Resistance:	10

Weapon:	Attack:	Damage	Range
Broadsword	3D6-1	High+2	-

OOOO M OOOO

Leader			No
Morale	+0	Melee	+0
Missile	+0	Defense	+0
Maneuver	+0	Influence Range:	0″

Spells		PP: 0		No
Level 1	E/C		
Level 2	E/C		
Level 3	E/C		
Level 4	E/C		
Level 5	E/C		

Note:		Race	Base:	TPC:
		Human	Medium	146

CAVAN

Cavan, another Warring Hold in the far north of Folenn looks the exact opposite. Well-watered and fertile, it is an inviting land, traditionally divided into three "Walks". The Coast Walk to the west, the Green Walk straight through the middle and the Iron Walk east along the mountain range. Cavan's soldiers fall into two categories. A small warrior class and an auxiliary class that numbers in the hundreds. They protect the realm against any who seek it's treasures by force.

CREATE YOUR OWN

11.0
CREATE YOUR OWN

The previous chapters provided an insight on the basic mechanics that make up the **Bladestorm** tabletop game. The introduction however talked about a set of rules that empowers you to realize any kind of skirmish fight, independent of a setting and purely powered by your creativity and imagination.

"One set of rules to fight hideous monsters and historic figures alike!"

The easiest way to create your own combatants is by simply filling out an empty *Combatant Card* as can be found at the end of this booklet. By selecting stats for your miniature you can try out it's effects on the game for the sake of fun and experience. Using this method will make it hard however to get a firm grasp on balance, as the adventurers and monsters you create do carry their strengths and weaknesses without comparison. Judgement is relative as it depends on you and your gaming group to determine what is fair and balanced and what is not.

For this purpose the **Bladestorm** tabletop game brings with it a more detailed method to create individual combatants and units. The driving factor in this process is the weighted combatant assembly for the game, that results in a definite TPC-value.

The process is best imagined by looking at a given tabletop miniature and visualizing it's most important characteristics, then selecting the matching equivalent from a range of choices. During this step-by-step creation process, you can literally watch your miniature come alive.

The following two chapters describe a random, and a guided method to create combatants for the game.

The random method can also be used to look up the maximum possible values that can be assigned to a combatant's stat while freely appointing stats. It is recommended to adhere to the minimum and maximum values as **Bladestorm** - unlike most other tabletop games - opens up it's gearbox for you to get your hands dirty. You can tune any of the values given in the following tables but keep in mind that like with any tuned engine, it may blow up if too much pressure is applied to it's components.

11.1 RANDOM CREATION

The random method for combatant creation leaves the good and the bad up to a number of dice rolls. Use **2D6** or **D6+D10** and follow these steps to create a combatant for the *Basic Game*.

> **Note:** *rolling up two combatants for an instant duel game may prove a lot of fun and prove drastically unfair at the same time!*

Let's start by determining the race of our random combatant by rolling **2D6.**

Determine Race		
Dice Roll	Race	Base Size
2-4	Orc	Medium (1"x 1")
5-10	Human	Medium (1"x 1")
11-12	Troll	Large (1.25" x 1.25")

The race you just rolled for your combatant does have immediate effects on it's stats. Note these values down on a piece of paper and add them to the respective total later.

Race Modifiers

Race	Attack	Defense	Endurance
Orc	+1	-	+1
Human	-	-	-
Troll	+5	+4	+12

Next, we want to know how fast our combatant can run. Roll **D6+D10** to find out:

Determine Movement

Dice Roll	Medium Size	Large Size
2	5"	7"
3	6"	8"
4	7"	9"
5	8"	10"
6	9"	11"
7	10"	12"
8	11"	13"
9	12"	14"
10	13"	15"
11	14"	16"
12	15"	17"
13	Roll again	18"
14	Roll again	19"
15	Roll again	20"
16	Roll again	21"

Congratulations, you now know how fast your combatant can move on the gaming surface. Note the stat value down on the combatant card and proceed to the next step.

Now we want to see how easy or hard it is to defend against attacks. Roll **2D6** to find out:

Determine Defense

Dice Roll	Medium Size	Large Size
2-3	7	5
4-5	8	6
6-7	9	7
8-9	10	8
10	11	9
11	12	10
12	13	11

This time we might have to consider a modifier to the stat we just rolled. If creating a Troll, apply the modifier from the Race Modifiers table on the left. Tough luck for everybody else.

We move on to the endurance stat. This is going to be important, so warm up **D6+D10**!

Determine Endurance

Dice Roll	Medium Size	Large Size
2	5	10
3	7	15
4	9	20
5	11	25
6	13	30
7	14	32
8	15	34
9	16	35
10	17	36
11	18	38
12	19	40
13	20	45
14	21	50
15	23	55
16	25	60

Again, we might have to consider a modifier to the stat we just rolled. If creating a Troll or an Orc, apply the modifier from the Race Modifiers table. The player for the human combatant will just have to get used to it.

Time to find out what kind of weapon our combatant will receive. Note, that the table below does consist only of a selection of melee weapons as ranged combat is not part of the *Basic Rules*. You are **2D6** away from your armament:

Determine Melee Weapon			
Dice Roll	Weapon	Damage	Attack
2-3	Club	High	2D6-2
4-5	Mace	High+1	2D6
6-7	Short Sword	High	3D6-1
8-9	Broadsword	High+2	3D6-2
10	Warhammer	High+1	3D6-3
11	Battleaxe	High+Low+1	2D6+D10-4
12	Two Handed Sword	High+Low+2	2D6+D10-3

Consult the Race Modifiers table one last time. If creating a Troll or an Orc, apply the modifier from the Attack column to the Attack Roll as stated in the weapons chart.

> **Example:** *The dice roll that determines the weapon shows a 10, resulting in a Warhammer for the Orc. Since he receives a bonus of +1 to his Attack Roll, his attack is 3D6-3+1 = 3D6-2 on the Combatant Card.*

This concludes the creation of a random combatant. Repeat this process again to create an adversary. You then have everything you need to engage into a quick skirmish battle following the **Bladestorm** *Basic Game Rules*.

11.3 THE CALCULATOR

Creating a combatant for the game at random is a quick way to get started and it does reveal a good deal of the inner workings behind the *Bladestorm* combatant creation system. However, it misses out greatly on game balance as there is no way to influence the TPC value. It also lacks a number of stat improvements that are available during a calculated approach to the process.

The main concept behind a planned combatant creation remains the same. It is a step-by-step process which starts with the general aspects of the combatant, then moves on to stats and finally adds weapons that are available in combat.

As this process can involve much more information than is available in the *Basic Game,* it is recommended to make use of the *Bladestorm Calculator*. This calculator comes in form of a **MS Excel** Spreadsheet that allows each stat to be determined separately.

Combatant Card

Name:				
Movement:	5"/4"/2.5"/1.5"		Morale:	9
Defense:	7	Shield Bonus: +3	Armor:	-2
Endurance:	8	Maneuver: 9	Resistance:	10

Weapon:	Attack:		Damage:		Range:
Broadsword	3D6	-1	High	+2	N/A
None					
None					

Use Combatant Card templates to fill out

Leader				No
Morale	+0	Melee		+0
Missile	+0	Defense		+0
Maneuver	+0	Influence Range		0"

Spell User	PP: 0	Elem. Bonus:	none	No
	Enter Realm and Spells			
	Enter Realm and Spells			
	Enter Realm and Spells			
	Enter Realm and Spells			
	Enter Realm and Spells			

Note:	Race	Base	TPC
	Human	Medium	146

Every aspect of a combatant can be customized as can be seen in the screen-shot to the left. Changes show in real time on a stylized combatant sheet next to the available options. The software basically takes all information into account that is presented in the *Bladestorm* Rulesbook and adds a great deal of convenience. Creating combatants for your tabletop game becomes a point-and-click adventure.

Once all the details of the new combatant have been fleshed out, simply copy it's stats over to a combatant card for easy print out.

Just like the *Bladestorm* rules, the *Bladestorm Calculator* comes in two versions.

- The free version supports all material found in the *Quick-Start Rules* and resembles the *Basic Game.*

- The full version supports the *Bladestorm* rules in their entirety, including the *Intermediate Game,* the *Standard Game* and the *Optional Rules.*

Combatant Calculator   V2.0

Let's start with size and background...

	Selection	Point Cost
Size	Medium	50
Race	Human	0
This is a mount	No	0

Determine stats...

	Selection	Point Cost
Movement	5	0
Morale		5
	5 6 7 8 9 10 11 12	
Defense		0
Shield Bonus		15
Armor		14
Endurance	8	9
Maneuver	9	3
Resistance	10	0

Hand out some weapons...

	Selection	Point Cost
First Weapon	Broadsword	45
Second Weapon	None	0
Third Weapon	None	0

STEP BY STEP

After double clicking the **Bladestorm Calculator**.xlsx file, the applications opens in the "Combatant Calculator" spreadsheet.

The window is separated into two areas: all options for combatant creation are shown on the left whereas the right is dominated by a stylized combatant card.

By default, the calculator is set to show a human, medium-sized combatant with no selected features. The TPC of 50 is based on the default selection for a medium sized combatant. It is recommended to always return the calculator to this state in order to start *clean*.

Combatant creation is guided through the following steps:

1. Let's start with size and background...

The combatant size determines the minimum and maximum stats and sets the initial base size. Humans, Goblins and Orcs for example are medium sized combatants, while Trolls are considered large.
Numerous fantasy races are available that feature specific bonuses or penalties. Note that the races of the free version are limited to Human, Orc and Troll.

2. Determine stats...

The Movement, Defense and Endurance stats can be set in this area. Note, that depending on your choice of base-size, you will have different values available in the drop-down menus. Advancing the stats will inevitably increase the TPC value associated with it.

3. Hand out some weapons...

The **Bladestorm Calculator** supports three weapon slots for either melee or ranged weapons. All applicable bonuses and penalties are applied accordingly. The free version offers a variety of melee weapons to choose from. Weapon slots may also stay empty.

4. Boost fighting skills...

Whereas the random combatant creation process did only appoint a weapon to a combatant, the **Bladestorm Calculator** lets you give your combatant improved fighting skills.
The *Melee Attack Bonus* is the basic representation of a combatant's fighting skill. The bonus is added to the Attack Roll and makes wielding cumbersome weapons, such as two handed swords, a lot easier. Keep in mind though that training is expensive and will raise the TPC of your combatant.
Extra attack dice are available only to large and huge creatures.
The *Melee Damage Bonus* is added to the weapon's damage value.

5. Create a leader....

Not applicable for *Basic Game*

6. Create a spell user...

Not applicable for *Basic Game*

After all selections have been made, the **Bladestorm Calculator** will have filled out the Combatant Card on the right side and offer a usable TPC value to ensure balance in your skirmish encounters.

Congratulations! That concludes the **Bladestorm** *Quick-Start Rules*. You are now ready to embark on your first quest!

If you like the mechanics of this game and would like to dive head long into the action, feel free to buy the full Bladestorm Rulesbook. We are looking forward to hear from you ...

...tell us your tale...

RESOURCES AND PARTNERS

12.0

RESOURCES

As **Bladestorm** has moved into the 21st century and we are happy to provide support for our game at multiple locations on the world wide web.

Metal Express Homepage
http://www.metal-express.net

The MX Forums
http://www.metal-express.net/forum

Facebook
http://facebook.com/BladestormTabletop

RPGNow
http://www.rpgnow.com

& PARTNERS

Miniatures are our passion and we are happy to display figures throughout our publications from the 25mm ranges of the following miniature companies:

Brigade Models
http://www.brigademodels.co.uk

Excalibur Miniatures
http://www.excalibur-miniatures.com
(kontor13@t-online.de)

Mirliton High Quality Miniatures
http://www.mirliton.it

RAFM Miniatures & Games
http://www.rafm.com

BLADESTORM — Combatant Card

Name:			
Movement:		Morale:	
Defense:	Shield:	Rigid Leather	
Endurance:	Maneuver:	Resistance:	

Weapon:	Attack:	Damage	Range

Leader			Yes/No
Morale		Melee	
Missile		Defense	
Maneuver		Influence Range:	

Spells		PP:		Yes/No
Level 1	E/C			
Level 2	E/C			
Level 3	E/C			
Level 4	E/C			
Level 5	E/C			

Note:		Race	Base:	TPC:

BLADESTORM™

SECOND EDITION

METAL EXPRESS™

IRON CROWN