A RETURN TO GAMING IN ITS PUREST FORM!

The Strategic Redoubt

PERIOD WARGAMES * GAMES * FANTASY & SCI-FI

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WHAT IS GOING ON HERE?

I make no pretense. Yes, I am working off of the design of a famous man whom I admire and I agree 100% with his sentiment:

"I would like the world to remember me as the guy who really enjoyed playing games and sharing his knowledge and his fun pastimes with everybody else." -Gary Gygax

It is with deep admiration that I dedicate this first issue of **SR** to Gary Gygax and Don Kaye. If it were not for these men then we would not have the games we have today.

So, what is this new small zine and how dare it grace the presence of our shelves? By what right does the Editor claim attention from the large press game machines that churn out more games than he and his indie company possibly can?

In answer? I am a gamer that designs games because I want to. I claim no more right to brandish about my games, ideas and oddities than any of you has.

In the pages of **SR** you will not find eloquence and polish. You will find something you haven't played before, or maybe something you have forgotten about, or maybe even something I put here just for the MEMEs.

In the pages of **SR** you will find designs of games that, I hope, make you want to game. I hope they make you want to have fun and gather around a table, perhaps have a snack and a drink and share good times with good people. I hope the ideas, games, reports and oddities that you discover here make you think, "I can do that!" or even "I can do better than that!"

We, none of us, are here for an exceptionally long time. While we are here it is my fondest wish that we come together and be able to say, "I don't like that guy much… but he sure does play a mean game!" of our worst enemies.

So, what is it that we will truly cover in these pages going forward? Period Wargames. Yes, I know these have fallen out of favor with many, and more the pity, I say! Without knowing where we have come from can we truly know where we are going? Oh, ho! You say you do not even know what a Period Wargame is? As a species mankind has several **THOUSAND YEARS** of conflicts written in history. It is those conflicts that Period Wargames aim to recreate.

Indie games of all manner. Primarily our own will be promoted and published here; however, that does not mean we will not review or cover other games or even promote great indie projects from all over! If there is fun to be had at a table we will have a seat at the table and soak it in.

Fantasy & Sci-fi go hand in hand with tabletop games now. Gary and Don helped see to that! We have a legacy so rich in stories; do not let those stories sit on the page, **bring them to life!**

Why "The Strategic Redoubt"? Because gamers today live in isolation, or worse they are trapped by glowing screens! We need a Third Space. A place other than home and work (or school) to be ourselves. **SR** aims to give a little more armor to our FLGS (Friendly Local Game Shops).

These FLGS are our third spaces and let me tell you what you can do to help support them. **SHOW UP!** Even if you can't spend money, showing up helps support the Third Space of our shops. You may not be able to spend money but you may be able to influence someone at your table. Demo a game off the shop racks that you know. Sit down to a game that everyone plays and show off your process of building, battling and you will be surprised what may happen. Your FLGS will flourish!

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THE POLEARM PROMISCUITY

When preparing this issue I got into a discussion on Gary Gygax's near love affair with polearms in the pages of his zine, articles, and games. Even D&D has so many POLEARM charts most people don't know the differences!

And that right there was when the person speaking to me turns and says, “are you slipping an unhinged polearm chart onto page four?” Absolutely not! But I may mention something on page 2. They continued to prod the bear saying that I will “find yourself drafting three paragraphs on why a billhook behaves differently in heavy brush than an awl pike.”

Ok wait. You can't compare apples and oranges like that! A Bill Hook was a modified agricultural pruning tool and the Awl Pike was made for war!

Let's look at them for a second. The Bill Hook was up to 9 feet long and had a heavy chopping blade, a forward facing hook and spikes that stuck out in several directions. It was a brutish tool made from desperation.

In contrast we have the Awl Pike. Now, its pole topped out around 6 feet but it has a ridiculously long blade! That sucker was almost 40 inches! That's a bastard sword on a pole! And it has a rondel! The sheer power you could use against an enemy when you choke up on that rondel and drive forward well let's put it into game terms:

Chainmail Man-to-Man Table Additions

Roll 2d6 to hit. A score equal to or greater than the listed number indicates a kill against standard infantry, or a solid hit against multi-hit fantastic figures.

CHAINMAIL MAN-TO-MAN ADDITIONS								
wpn	cl	na	L	L+S	C	C+S	P	P+S
Bill	9	6	6	7	8	9	10	10
Ahlsp	7	8	8	8	7	8	8	9

Key: NA=None, L=Leather, C=Chain, P=Plate, +S=With Shield.

Tactical Mechanics:

Billhook (Class 9): Strikes first in the first round of melee due to its nine-foot reach. On subsequent rounds, Weapon Class applies, allowing faster hand weapons (Class 4 Swords, Class 5 Axes) to strike first. When attacking mounted figures, a score of 11 or 12 forces the rider to roll 1d6. On a 1, 2, or 3, the rider is unhorsed.

Ahlspiess (Class 7): At six feet total length, it functions at the same speed tier as a morning star or flail. Because of the rondel guard and short heft, it suffers no penalty when combatants close to infighting range.

Special Weapon Rules:

Billhook Fluke (Unhorsing): When attacking mounted troops, a score of 11 or 12 hooks the rider. The target must check immediately: roll 1d6, and on a 1 through 3, the rider is dragged from the saddle into the dirt. A dismounted knight requires one full round to stand and fights at minus one to hit on their next turn. Against unarmored or leather levies, the wide chopping blade is merciless, needing only a 6 on 2d6 to drop them.

Ahlspiess (Class 7): Rigid point ignores heavy armor deflection. When defending in close order, treat armor class as one category higher against frontal thrusts.

Rondel Handguard: When defending in close order (models touching bases in a line of three or more), the Ahlspiess user treats their armor value as one category better against frontal thrusts, reflecting the iron disc deflecting incoming points.

*I realize I am only speaking to a group of graybeards, like myself, with that reference to Chainmail so let me bring this into **Dungeons & Dragons 2024** terms for you:*

Billhook
Category: Martial Melee Weapon
Damage: 1d10 slashing
Properties: Heavy, Reach, Two-Handed
Weight: 6 lbs.
Cost: 10 gp

Mastery Property: Topple. When you hit a creature with this weapon, you can force it to make a Constitution saving throw (DC 8 + your Strength modifier + your Proficiency Bonus). On a failed save, the creature falls prone. This perfectly captures the historical hook dragging cavalry out of the saddle or pulling footmen to the dirt.

Ahlspiess (Awl Pike)
Category: Martial Melee Weapon
Damage: 1d8 piercing
Properties: Reach, Two-Handed
Weight: 5 lbs.
Cost: 15 gp

Mastery Property: Sap. When you hit a creature with this weapon, that target has Disadvantage on its next attack roll before the start of your next turn. This reflects the defensive utility of the integrated circular rondel guard, allowing the wielder to bind an opponent's weapon and foul their return strike.

CREATURE FEATURE: VAMPIRIC RAT

These tiny undead horrors infest corrupted granaries and ruined cellars, drawn by necrotic energy. They possess abnormally long claws and permanently bared, bloodstained needle teeth. Their approach is marked by a jittery, unnerving chitter.
Armor Class: 12
Hit Dice: 1 (5 HP)
Move: 6"
Attacks: 1 Bite
Damage: 1d4 piercing plus 1d4 necrotic
Special Abilities:
Life Drain: The rat heals by the necrotic damage dealt, and the victim loses that much maximum HP until a full rest. Dropping to zero maximum HP results in immediate death.
Swarm Tactics: When fighting alongside at least two other vampiric rats, they attack with frenzied speed, gaining an extra bite attack each round.
Undead Resilience: They resist mundane weapons. Killing blows often fail, leaving the creature clinging to a single hit point unless struck by radiant magic or a critical blow.

CREATURE FEATURE: AUTUMNAL LEAFLING

Born from dying forest magic and autumn winds, these territorial elementals gather to slaughter intruders. They manifest as humanoid shapes formed of swirling, razor-sharp leaves.
Armor Class: 15
Hit Dice: 7 (45 HP)
Move: 6" (Fly 8", hover)
Attacks: 2 Leaf Slashes
Damage: 2d6 slashing per strike

Special Abilities:
Gale Defense: Ranged attacks suffer severe penalties unless fired within 10 feet. The leafling can also obscure a 15-foot radius to completely blind attackers.
Autumn Gust: Breathes a 30-foot cone of slicing wind dealing 6d6 damage. A Dexterity save halves this damage.
Entangling Roots: Erupts the ground in a 20-foot radius once per day to trap and restrain foes.
Elemental Nature: Ignores normal woodland obstacles, slipping through one-inch gaps effortlessly. Resists mundane weapons, lightning, and cold.

DEADDROP GIG

Fast-Play Rules for 1/64-Scale Corporate Vehicular Combat

The old governments collapsed, the highway grid fractured, and the algorithms survived. Wealthy citizens inside fortified enclaves order hot food, tactical gear, and frozen mochas over the Omni-Gig network. You are a driver in the irradiated suburbs, racing to deliver the order before the customer complains.
Deliver the cargo, wreck the competition, and keep your rating above One Star. Omni-Gig is watching.

1. What You Need

For each player: One 1/64-scale diecast car,
Six-sided dice (d6), A tape measure marked in inches, Chits, coins, or washers to track Hull, Star Rating, and Skid, A marker for Cargo, the Restaurant, and the Drop Zone, Optional small counters to mark hazards, such as the Rear Dropper.
Use a play area at least **36 × 24 inches**. Buildings, barricades, and wrecks can be represented by scrap terrain (empty toilet paper rolls, boxes, road lines drawn on wide duct tape). Before play, agree which pieces block movement and count as solid terrain.
Vehicle orientation and measurements
Use the car's front bumper to determine its heading. Measure movement from the front bumper, and measure weapon range from the closest point of the target car. A car's front, rear, and sides are defined by its chassis—not by its wheels or decorative parts.
When a rule says to pivot a car, rotate it in place around its center. When a rule says to push or pull a car, move it in a straight line in the stated direction.

2. Set Up the Delivery Run

Place the **Restaurant** near one short edge of the play area.
Place the **Drop Zone** 24 inches from the Restaurant, toward the opposite short edge.
Put the Cargo marker at the Restaurant.
Each player places their car near the opposite short edge, at least 3 inches from another car, facing toward the Restaurant. Players may agree on exact starting positions.
Each driver begins at **5 Stars**, with Hull at their vehicle's starting maximum, Gear 1, and no Skid chits.
Select vehicle archetypes and weapons before the first round.

Choose a first player randomly. After that, determine turn order each round using Star Rating.

The game uses one Cargo marker at a time. When a rule causes a new Cargo marker to spawn, place it at the Restaurant.

3. Vehicles and Contractor Archetypes

Every vehicle has four ratings:

Hull: Damage it can take before it Wrecks.

Handling: The minimum d6 result needed to control a Drift.

Max Gear: Its highest normal Gear.

Hardpoints: How many weapons it can mount.

All drivers start with 5 Stars. Star Rating cannot exceed 5.

3.1 Prime Contractor, Heavy Armored Van

Hull 10

Handling 5+

Max Gear 3

Hardpoints 2

Heavy frame: When resolving ramming damage or collision/weapon knockback caused by the Prime, treat its Gear as 1 higher. When the Prime suffers knockback, reduce the distance by 1 inch, to a minimum of 0.

Defense drone: Once during each of the Prime's turns, during its Firing Phase, it may deal 1 automatic Hull damage to one target within 4 inches. This does not use a weapon Hardpoint or count against the two-weapon firing limit.

Cargo damage: Whenever the Prime loses Hull while carrying Cargo, roll 1d6. On a 1–2, the parcel is damaged and the Prime loses 1 Star.

3.2 Hustler, Medium Muscle or Hatchback

Hull 7

Handling 3+

Max Gear 4

Hardpoints 2

Rust-bucket handling: The Hustler may reroll a failed Handling test when Drifting. It must use the second result.

Nitrous: Once per game, at the start of its turn, the Hustler may jump directly to Gear 4 without taking a Skid chit. It moves 3 inches farther than normal that turn. At the end of the move, it suffers 1 Hull damage as its manifold melts. Nitrous does not let it exceed Gear 4.

Rusted doors: The Hustler suffers 1 additional Hull damage when hit by a T-Bone collision.

3.3 Porch Pirate, Light Buggy

Hull 5

Handling 3+

Max Gear 4

Hardpoints 1

Light frame: The Porch Pirate is pushed 1 extra inch by collision or weapon knockback.

Snatch Cargo: If the Porch Pirate passes within 1 inch of an enemy carrying Cargo during normal movement or a Drift slide, roll 1d6. On a 4+, it steals the Cargo and becomes its carrier. It can carry only one parcel.

Spoofed account: The Porch Pirate ignores Star losses caused by App Notifications and failed deliveries. However, whenever an enemy weapon hits it or an enemy rams it, roll 1d6. On a 1–2, the attacker's dashcam logs its signal and the Porch Pirate loses 1 Star.

4. Mounting Weapons

Before the game, each player chooses weapons up to their vehicle's Hardpoint limit. A mounted weapon remains mounted for the entire game unless a rule destroys it.

A vehicle may fire **up to two mounted weapons per turn**. A vehicle with only one Hardpoint can fire only one mounted weapon per turn. The Prime's defense drone is a separate ability and does not count as a mounted weapon.

Unless a weapon says otherwise, each successful hit deals the weapon's listed Hull damage. For a weapon rolling multiple dice, each die showing **4+** is a hit. Resolve all hits, then apply any additional effect the weapon describes.

Weapon list

Twin Hood MGs, Front Arc, 8-inch range, 3 dice, 1 damage per hit

Each natural 6 also gives the target 1 Skid chit.

Scrap Cannon, Side Arc, 4-inch range, 2 dice, 2 damage per hit

If at least one die hits, push the target 2 inches directly away from the firing vehicle.

Tow-Harpoon, Front Arc, 6-inch range, 1 die, 1 damage

On a hit, pull the target 3 inches toward the firing vehicle. If the target is a Prime Contractor, pull the firing vehicle 3 inches toward the Prime instead.

Sniper, Front Arc, 14-inch range, 1 die, 2 damage

On a hit, the target drops 1 Gear. On a natural 1, the weapon is destroyed: remove it from the vehicle. A natural 1 is a miss.

EMP Blaster, Turret Arc, 6-inch range, 2 dice, 0 damage

Each hit drops the target 1 Gear. If the target

is a Prime Contractor, its defense drone is shut down until the start of the next round.

Rear Dropper, Rear Arc, auto-hit, 1 damage
Instead of rolling to shoot, place a 2-inch hazard counter touching the firing vehicle's rear bumper. The first vehicle to touch it suffers 1 Hull damage, takes 1 Skid chit, and slides 2 inches straight ahead. Then remove the counter. A Rear Dropper counter does not block movement.

Firing arcs
Use the car's chassis edges to determine arcs:

Front Arc: In front of the front bumper.
Rear Arc: Behind the rear bumper.
Side Arc: Beside the car, between the front and rear bumper lines.
Turret Arc: Any direction around the vehicle.

A target must be within the weapon's range and in its arc when the shot is declared. If the target is partly obscured, players should agree whether the shot has a clear line of sight before rolling.

5. Round and Turn Sequence
At the start of each round:
Roll once on **App Notifications** (Section 10).
Determine turn order: highest Star Rating goes first, then the next highest.
If players tie, each tied player rolls 1d6; highest roll goes first. Reroll tied results.
Each player takes a turn with four phases:

Gear Phase
Movement Phase
Firing and Drop Phase
Recovery Phase

Resolve effects immediately when they occur. A vehicle that Wrecks or has its contract terminated cannot take further actions.

5.1 Gear Phase
Choose one:
Shift up 1 Gear.
Shift down 1 Gear.
Keep the current Gear.
Shift up or down 2 Gears, taking 1 Skid chit.
Gear must normally remain between 1 and the vehicle's Max Gear. If a forced effect puts a vehicle above its Max Gear, it may remain there until its next Gear Phase, but it cannot shift higher.

5.2 Movement Phase
Move straight ahead a distance equal to **3 inches × Current Gear**:

Gear	Movement
1	3 inches
2	6 inches
3	9 inches
4	12 inches

You may make one free pivot of up to 45 degrees either immediately before moving or immediately after completing the move. This free pivot is not a Drift.
You may attempt **one Drift per turn** during movement. See Section 6.

5.3 Firing and Drop Phase
You may:
Fire up to two mounted weapons, subject to Hardpoints.
Use the Prime's defense drone, if applicable.
Attempt a delivery if carrying Cargo and the delivery conditions are met.
Resolve weapon effects and any resulting knockback before resolving a delivery.

5.4 Recovery Phase
If you did **not** attempt a Drift this turn, remove 1 Skid chit.

6. Drifting and Loss of Control
A Drift lets a driver cut a sharp corner, but risks losing control.
You may declare a Drift at the **midpoint** of your movement or at the **end** of your movement. You cannot Drift more than once during a turn.

Drift at the midpoint
Move straight ahead half your normal movement distance. If the distance is an odd number of inches, round the halfway distance down.
Pivot up to 90 degrees left or right.
Slide 2 inches sideways, perpendicular to your original direction of travel.
Roll 1d6 for Handling.
If successful, complete the remaining half of your movement straight ahead in the direction the car now faces.
If unsuccessful, stop at the end of the slide; do not complete the remaining movement.

Drift at the end
Complete your normal straight movement.
Pivot up to 90 degrees left or right.
Slide 2 inches sideways, perpendicular to your original direction of travel.
Roll 1d6 for Handling.

Handling result
If the roll meets or exceeds your Handling rating, you catch the slide and may immediately fire one mounted weapon with a +1 bonus to each attack die. This bonus shot is free and does not count against your two-weapon limit.
If you fail, take 1 Skid chit. The player immediately to your left pivots your car up to 45 degrees in either direction.
A Hustler may reroll a failed Handling test. Use the rerolled result.

Skid and Spin Out
When a vehicle reaches 3 Skid chits, it immediately Spins Out:
Its movement and turn end.
Set its Gear to 1.
Remove all its Skid chits.
The opponent with the lowest Star Rating pivots it to face any direction.
If several opponents tie for lowest Star Rating, roll to determine which one pivots the spun-out car.
Movement into obstacles
If a vehicle's normal movement or Drift slide would contact another car or solid terrain, stop it at the point of contact and resolve the collision immediately. Do not move it through the obstacle.

7. Ramming and Collisions

A collision occurs when a moving car's bumper or side contacts another car or solid terrain. Determine the collision type by the parts of the vehicles that touch.
7.1 T-Bone
The attacker's front bumper strikes the target's side.
The target suffers Hull damage equal to the attacker's Current Gear.
Push the target sideways 1 inch per Gear of the attacker.
The target takes 1 Skid chit.
If the target is a Hustler, it suffers 1 additional Hull damage.
7.2 Head-On
The front bumpers strike each other.
Both vehicles suffer Hull damage equal to the sum of their Current Gears.
Both vehicles drop to Gear 1.
Both vehicles take 1 Skid chit.
7.3 Bump Draft
The attacker's front bumper strikes the target's rear.
Both vehicles suffer 1 Hull damage.
The front vehicle is pushed 2 inches straight ahead.
The front vehicle shifts up 1 Gear, even if this temporarily puts it above its Max Gear.
The target takes 1 Skid chit.
7.4 Sideswipe
A vehicle's side strikes another vehicle during a Drift slide.
Both vehicles suffer 1 Hull damage.
The drifting vehicle stops its slide.
The drifting vehicle automatically fails its Handling test and takes 1 Skid chit.
7.5 Hitting solid terrain
Driving into a building, barricade, or Wrecked car causes Hull damage equal to the moving vehicle's Current Gear. If the collision occurs during a sideways Drift slide, it causes 2 Hull damage instead.
The vehicle drops to Gear 1 and takes 1 Skid chit.
If knockback from a weapon or collision pushes a car into another vehicle or solid terrain, stop it at the point of impact and inflict **1 additional Hull damage**. Then resolve any collision with the obstacle, if applicable.
Knockback and collision order
When an effect pushes or pulls a vehicle:
Apply the push or pull distance.
If it contacts another vehicle or solid terrain, stop at the contact point.
Resolve the resulting collision.
If that collision causes another push, resolve it before continuing the active action.
A vehicle cannot be pushed through another vehicle or through solid terrain.
The Prime reduces knockback it suffers by 1 inch, to a minimum of 0. The Porch Pirate suffers 1 extra inch of knockback. Apply both modifiers to the stated push distance before moving the vehicle.

8. Hull, Cargo, Wrecks, and Contract Termination

Track Hull with chits. Each point of damage removes 1 Hull. Hull cannot be restored above the vehicle's starting maximum.
8.1 Cargo knocked loose
Whenever a Cargo-carrying vehicle suffers a T-Bone collision, roll 1d6. On a 1–3, the parcel flies out and scatters 3 inches.
To determine scatter direction, roll 1d6 relative to the vehicle's heading:

Roll	Direction
1	12 o'clock
2	2 o'clock
3	4 o'clock
4	6 o'clock
5	8 o'clock
6	10 o'clock

Place the Cargo marker at the end of the scatter. If it lands on or inside solid terrain, move it the minimum distance necessary to place it outside that terrain.
A dropped parcel is uncarried and may be picked up by any vehicle that comes within 1 inch.
8.2 Wrecking
When a vehicle reaches 0 Hull, it immediately Wrecks.
If it carries Cargo, the parcel scatters 3 inches using the clock-face procedure.

Mark the vehicle Wrecked. It becomes solid terrain and cannot be targeted by weapons or moved by knockback.
On the Wrecked driver's next turn, they must spend the entire turn repairing; they cannot take normal phases.
After the repair turn, return the vehicle to play with 3 Hull, Gear 1, and no Skid chits.
The driver loses 1 Star for the delay. If this drops them to 1 Star, their contract is terminated immediately.
A Wrecked vehicle remains on the board until repaired or destroyed by contract termination.
8.3 Contract termination at 1 Star
The instant a driver's Star Rating drops to 1, Omni-Gig terminates their contract and detonates their engine block. The driver is eliminated.
Any other vehicle within 2 inches suffers 2 Hull damage.
If the terminated vehicle carried Cargo, it scatters 4 inches using the clock-face procedure.
Turn the vehicle on its side or roof. It becomes permanent solid terrain for the rest of the game.
Resolve termination immediately, including during another player's turn. If multiple vehicles are damaged by the explosion, resolve their damage and any resulting Wrecks or terminations before continuing.
9. Algorithmic Interference
9.1 Bribing the App: Player Interrupts
During an opponent's turn, you may spend 1 Star to trigger one interrupt. You must have at least 3 Stars **before** paying; after paying, you must have at least 2 Stars. You may use only one interrupt per triggering event.
Brake Check
Declare when an enemy moves within 2 inches of your rear bumper and is positioned to Bump Draft you. The Bump Draft deals 2 Hull damage to each vehicle instead of 1. The front vehicle is still pushed 2 inches straight ahead and shifts up 1 Gear.
Spoofed GPS
Declare when an enemy announces a Drift. Their sideways slide increases from 2 inches to 4 inches. They then make their Handling roll as normal.
Hot Mustard Packet
Declare when an enemy within 4 inches targets you with a weapon. The attack automatically misses. At the start of that enemy's next turn, they must pivot 45 degrees left or right before moving.
9.2 App Notifications
At the start of each round, roll 1d6 and apply the result to all active vehicles as described.
1, Updated Instructions: The player with the lowest Star Rating moves the Drop Zone marker 6 inches in any direction. If tied, the tied player furthest from the Cargo moves it; if still tied, roll off.
2, Surge Pricing: All mounted weapons roll 1 extra attack die this round. Completing a delivery this round restores 1 lost Star, up to the 5-Star maximum.
3, Mandatory App Update: Before turn order begins, every active car slides 3 inches straight ahead. Resolve any collisions normally. A car that Wrecks during this slide is no longer active and does not take a turn this round.
4, No Ice, No Whip: The driver carrying Cargo must roll against their Handling rating. On a failure, they lose 1 Star.
5, Repo Drone Warning: The driver furthest from the Cargo must either push their car 2 inches sideways in a direction of their choice or suffer 2 Hull damage. If tied, roll off.
6, Tip Bait: Place a battery marker at the center of the play area. The first vehicle to touch it repairs 2 Hull, up to its starting maximum, then removes the marker.
If an App Notification reduces a driver to 1 Star, resolve contract termination immediately.
10. Payloads and Victory
Picking up Cargo
A vehicle picks up Cargo when it comes within 1 inch of the Cargo marker. Place the marker beside the vehicle to show it is carrying the parcel.
A vehicle can carry only one parcel. If it already carries Cargo, it cannot pick up another.
Safe Delivery
To complete a Safe Delivery, the vehicle must:
Be carrying Cargo.
End its movement within 2 inches of the Drop Zone.
Be in Gear 1 or Gear 2.
The driver scores 1 Delivery Point. Remove the delivered Cargo and place a new Cargo marker at the Restaurant.
Drive-By Chuck
A vehicle carrying Cargo may attempt a Drive-By Chuck if it passes within 2 inches of the Drop Zone while moving in Gear 3 or Gear 4.
Roll 1d6:

4–6: The parcel lands on the porch. Score 1 Delivery Point.
1–3: The food splatters. Lose 1 Star, then place a new Cargo marker at the Restaurant.
The vehicle does not need to stop to attempt a Drive-By Chuck. A driver may attempt only one delivery per turn.
Winning
The first driver to score **3 Delivery Points** wins the shift.
If every rival driver has been eliminated by contract termination, the last surviving driver wins immediately, regardless of Delivery Points.

Quick Reference: A Driver's Turn
Gear: Shift up 1, down 1, hold, or shift 2 and take 1 Skid.
Move: Go 3 inches per Gear; optionally Drift once.
Fire/Deliver: Fire up to two mounted weapons; use the Prime drone if available; attempt a delivery.
Recover: If you did not Drift, remove 1 Skid.
Remember: 3 Skid = Spin Out. 0 Hull = Wreck. 1 Star = Contract Termination. 3 Delivery Points = victory.

STRONGHOLD ASSAULT
A Toy-Soldier Siege Wargame
Two armies face off across a fortified hill. Tan attackers must break through Green's defenses and capture the flag on the summit. Green must hold the stronghold until the end of Round 8.
This game uses small plastic soldiers, inch-based movement, a six-sided die, and a Combat Results Table (CRT). Combat represents the outcome of an entire firefight—not an individual soldier's attack roll.
Playtest rulings: These rules clarify procedures the original text left open, including exact deployment, CRT odds bands, retreats, exchange casualties, mortar spotting, and optional tanks.
1. Components and Battlefield
You need:
Green and Tan toy soldiers
Two six-sided dice (one is sufficient for combat)
A tape measure marked in inches
A battlefield about **72 inches wide by 44 inches deep**
The playset's terrain: rocky hill/rock lid, two curved sandbag pits, two concrete bunker walls, six 3-inch barbed-wire sections, two tank hulks, and a flag
The battlefield has a **North** edge (Green's summit) and a **South** edge (Tan's approach).
Basic terms
Figure: One plastic soldier.
Unit: A single figure or a heavy-weapon crew that moves and fights together.
Base: The oval or platform beneath a figure. If a figure has no base, use the footprint of its feet.
Facing: The direction the soldier or weapon points. Facing matters for mortar fire; it does not restrict ordinary rifle fire.
Line of Sight (LOS): A straight, unobstructed line from the firing unit to its target.
Fire Group: One or more friendly units combining their Attack Strength against a single target.
Combined Garrison: Up to two friendly units occupying the same sandbag pit and defending together.
Measure distance from the closest edge of the active unit's base to the closest edge of the target's base. For a two-figure crew, measure from either crew figure; both figures must remain within 1 inch of each other.
Line of Sight
Look from table height behind the firing unit toward the target. LOS is blocked by solid terrain, including the rocky crest, concrete bunker walls, and tank hulls. Friendly figures do not block LOS. Barbed wire does not block LOS.
If a target is partly obscured, use this consistent playtest rule: **if solid terrain crosses the straight line between the bases, LOS is blocked.**

2. Unit Statistics

Each unit has a Move, Attack, Defense, and Range. Attack and Defense are strength values used to calculate CRT odds; they are not dice pools.

Unit	Figures	Move: Open / Rough	Attack	Defense	Range
Rifleman	1	6" / 4"	1	1	12"
Scout / Spotter	1	9" / 6"	1	1	6"
Prone Sniper	1	3" / 3"	1	1	18"
Bazooka Team	2	4" / 3"	3	2	18"
Mortar Crew	2	3" / 2"	3	1	6"–24"

Heavy-weapon crews

A Bazooka Team or Mortar Crew consists of a gunner and loader. The two figures:

Move together as one unit.

Must remain within 1 inch of each other.

Make one attack as a unit.

Are removed together if the unit is eliminated.

A crew's Attack and Defense values are for the whole crew, not each figure.

Sniper cover

A Prone Sniper in open ground counts as being in Light Cover. If it is already in Light or Heavy Cover, it receives the Heavy Cover benefit, but cover shifts still cannot exceed the two-column maximum.

3. Terrain and Cover

Terrain affects movement, LOS, and combat odds.

Open Ground

Flat battlefield cloth is Open Ground. Units use their Open movement rate and receive no cover shift.

Rough Ground

Hill slopes and the rocky lid are Rough Ground. If any part of a unit's move crosses Rough Ground, use its Rough movement rate for the **entire move**.

Rough Ground does not provide cover by itself. A unit on the rocky crest's top rim receives Heavy Cover.

Cover shifts

Cover shifts the combat odds column to the left, reducing the attacker's advantage.

Cover	Examples	Shift
None	Open ground	0 columns
Light	Sandbags, scrub, tank hulks	1 left
Heavy	Concrete bunker wall, rocky crest rim	2 left

Cover applies when the target is occupying or directly behind the terrain from the attacker's point of view. To claim cover from a bunker wall or sandbag piece, the defending unit must touch the protected side of the terrain.

Cover limits:

Cover shifts cannot stack beyond 2 columns left.

A Bazooka attack against a target in cover reduces the cover shift by 1.

A Mortar's indirect plunging fire reduces the cover shift by 1.

If a column shift moves an attack left of the 1:2 column, the attack has **No Effect**; do not roll.

A Bazooka and Mortar together do not reduce cover by more than 1 total column. Use the single best reduction.

Fortification capacity

Each concrete bunker wall holds **one unit**: one single-figure unit or one two-figure crew.

Each sandbag pit holds up to **two units**.

Two units in one sandbag pit may touch bases and form a Combined Garrison.

A unit must touch the terrain to claim its cover or occupy it.

A unit occupying a bunker or sandbag pit is still a normal unit and may move out. It cannot claim that fortification's cover after leaving it.

4. Barbed Wire

The six 3-inch wire sections block infantry movement but do not block shooting.

Crossing wire

Foot units cannot move across an intact wire section. They must either use a gap or cut a breach.

Cutting a breach

An infantry unit can cut wire if it ends its Movement Phase with its base touching the wire.

If the unit survives the enemy's turn without being forced to retreat or eliminated, it may spend its next Movement Phase cutting the wire instead of moving. Remove that wire section. The opening remains for the rest of the game.

A unit cutting wire may still be attacked normally.

Funnel gap

The V-shaped wire funnel has a 2-inch opening. During one Movement Phase, no more than **two single-figure units or one two-figure crew** may pass through that gap. A unit may not pass through a gap too narrow for its figures to fit.

Optional tank interaction

An active tank may crush a wire section by driving across it. Remove each wire section the tank crosses. The tank does not need to spend a separate action to breach wire.

5. The Combat Results Table

Combat is resolved by comparing the total Attack Strength of a Fire Group to the target's Defense Strength, finding the odds column, rolling 1d6, and applying the result

d6	1:2	1:1	2:1	3:1	4:1	5:1
1	AR	AR	DR	DR	DE	DE
2	AR	NE	NE	DR	DR	DE
3	NE	NE	DR	EX	DR	DR
4	NE	DR	EX	DR	DE	DE
5	AL	DR	DR	DE	DE	DE
6	AL	EX	DE	DE	DE	AUTO

Results

NE, No Effect: No units are removed or moved.

DR, Defender Retreats: The target retreats 3 inches toward its home edge. If it cannot complete the retreat, it is eliminated.

DE, Defender Eliminated: Remove the defending unit. If it is a Combined Garrison, remove both units.

AR, Attacker Retreats: All units in the Fire Group retreat 3 inches directly away from the target.

AL, Attacker Loss: Remove the participating attacking unit with the highest Attack Strength. All surviving units in that Fire Group retreat 3 inches directly away from the target.

EX, Exchange: Eliminate the defender, then remove attacking units from the Fire Group whose combined Attack Strength is at least the defender's Defense Strength. The attacker chooses which units to remove. Remove the smallest number of units that reaches or exceeds the required strength; if there are several choices, the attacker chooses.

AUTO, Automatic Victory: On a 6 in the 5:1 column, eliminate the defender without further effect.

If an EX result destroys a Combined Garrison, use the garrison's total Defense Strength when determining how much attacking strength must be lost.

Retreat rules

A retreat is a straight-line move of 3 inches:

Defenders retreat toward their own home edge: Green toward the North, Tan toward the South.

Attackers retreat directly away from the target.

A retreating unit cannot pass through enemy figures, intact wire, or impassable terrain.

If the full 3-inch retreat cannot be completed, the retreating unit is eliminated.

Retreating units may pass through friendly units, but may not end up overlapping them. If the destination is occupied and no legal position within the retreat distance exists, the retreating unit is eliminated.

A retreating unit that leaves a fortification no longer benefits from its cover.

Combined Garrisons

When a Combined Garrison is attacked, add the Defense Strength of its two units. Treat it as one target for the CRT result.

If the garrison retreats, both units retreat together. If it is eliminated, both units are removed. If it receives an EX result, the garrison is eliminated and the attacker removes units as described above, matching or exceeding the garrison's combined Defense Strength.

6. Calculating Odds

Add the Attack Strength of every unit in the Fire Group.

Find the target's Defense Strength. Use the combined Defense Strength if the target is a Combined Garrison.

Divide Attack by Defense to find the odds column.

Apply cover and weapon column shifts.

Roll 1d6 and resolve the CRT result

Odds bands

Use these bands; **do not round to the nearest whole-number ratio**:

Attack ÷ Defense	Starting column
Less than 0.5	Below 1:2; attack has No Effect
0.5 to less than 1.0	1:2
1.0 to less than 2.0	1:1
2.0 to less than 3.0	2:1
3.0 to less than 4.0	3:1
4.0 to less than 5.0	4:1
5.0 or more	5:1

Examples:

Attack 2 against Defense 3 = 0.67, so use **1:2**.

Attack 3 against Defense 2 = 1.5, so use **1:1**.

Attack 5 against Defense 2 = 2.5, so use **2:1**.

Attack 7 against Defense 3 = 2.33, so use **2:1**.
Attack 12 against Defense 2 = 6:1, so use **5:1**.
If cover shifts an attack left, move one column per shift: 3:1 becomes 2:1 after one shift, then 1:1 after two. If the attack shifts left of 1:2, it has No Effect.

7. Forming Fire Groups

A player may combine multiple friendly units into one Fire Group against a single target.
Every participating unit must:
Be in range of the target.
Have LOS to the target, unless it is a Mortar firing indirectly with a Spotter.
Not be locked in base-contact Melee.
Not have already fired this turn.
Declare the target and all participating units before calculating odds. Each unit may fire once per turn, either alone or as part of a Fire Group. Resolve one CRT roll per Fire Group.
A unit that contributes its Attack Strength to a Fire Group is considered to have fired, even if the CRT result is NE.

8. Scouts, Snipers, and Mortars

Forward spotting
A Scout or Sniper may act as a Spotter instead of firing its own weapon.
To spot:
The Spotter must have direct LOS to the enemy target.
The Spotter must be within the Mortar's command reach: it may spot for any friendly Mortar Crew on the battlefield.
Declare the Spotter and Mortar as part of the same Fire Group.
Add the Spotter's Attack Strength (1) to the Mortar's Attack Strength (3).
The Spotter does not make a separate attack that turn.
The Spotter's own weapon range does not limit spotting; LOS is the requirement.
Mortar rules
Mortar range is 6 to 24 inches. It cannot target an enemy within 6 inches.
Its normal firing arc is a 90-degree forward cone: 45 degrees to either side of the tube's facing.
The Mortar can fire directly at a target it can see.
It can fire indirectly over solid terrain if a friendly Scout or Sniper has LOS to the target and joins the Fire Group as Spotter.
A Mortar cannot move and fire during the same turn.
Pivoting the mortar tube to a new facing uses its entire Movement Phase; it cannot fire that turn.
A Mortar attack receives a 1-column reduction to the target's cover shift when firing indirectly (plunging fire). This reduction cannot combine with another heavy-weapon cover reduction to exceed 1 column total.
Spotter risk
If an indirect Mortar Fire Group receives AR, AL, or EX, the Mortar Crew is not harmed by the result. Apply the attacker-side retreat or loss to the Spotter and any other direct-fire units participating in that Fire Group. The Mortar still counts as having fired.

9. Melee

Opposing units are in Melee when their bases touch.
Units in base-contact Melee cannot make ranged attacks and cannot be targeted by ranged attacks.
In the Melee Phase, combine the Attack Strength of all friendly units touching the same enemy target.
Resolve the attack on the CRT with **no cover shifts**.
Apply results normally. If the defender retreats or is eliminated, one surviving attacking unit may advance up to 2 inches into the vacated position.
If units remain in base contact after combat, they remain locked and may fight again in a later Melee Phase.
A unit that begins its Movement Phase in base-contact Melee cannot move away; it may remain in place and fight in the Melee Phase.
The 1-inch buffer
A unit cannot move within 1 inch of an enemy unless it is charging into base-contact Melee. If it charges, it must end the move in base contact with the enemy. A unit cannot stop in the 1-inch buffer without making contact.

10. Game Round and Turn Sequence

The battle lasts up to **8 Game Rounds**. Each round has two player turns.
Initiative Phase
Both players roll 1d6. Reroll ties. The winner chooses which player takes the first turn this round.
First player's turn
The Turn Player completes:
Movement Phase: Move any or all eligible units.
Fire Phase: Resolve ranged attacks, one Fire Group at a time.

Melee Phase: Resolve all base-contact Melee.
Then the other player takes a turn and completes the same phases.
At the end of both turns, advance the Game Round counter.
Movement
Each unit may move up to its listed movement distance. If any part of its move crosses Rough Ground, use its Rough movement rate for the entire move.
Units may not move through enemy figures. They may pass through friendly figures, but cannot end up overlapping them. Wire blocks infantry movement unless breached or passed through a gap.
Fire
Each unit may fire once during its player's Fire Phase. Resolve each Fire Group before declaring the next. Combat results—including retreats, eliminations, and exchanges—are applied immediately.
Melee
After ranged attacks, resolve units in base contact. A unit may participate in one Melee attack per turn.

11. Battlefield Setup

Use the following north-to-south layout on the 72 × 44-inch battlefield. Distances are measured from the **North edge** toward the South.
NORTH EDGE (Green home edge)
Flag / summit: about 2" from North edge
Rocky lid and raised crest
Sandbag pits: 4" south of flag
Bunker walls: 6" south of sandbag pits
V-shaped wire funnel: immediately south of bunkers
Tank hulks: about 14" south of the wire
Open approach
SOUTH EDGE (Tan home edge)

Terrain placement

Summit: Place the rocky lid on books at the North end to create a raised hill. Put the Green Flag at the summit. The hill slopes are Rough Ground; the top rim grants Heavy Cover.
Upper sandbag pits: Place one curved sandbag piece on each flank, 4 inches south of the flag and 8 inches apart. Each pit is Light Cover and holds up to two units.
Guard station bunkers: Place the two concrete bunker walls side by side, 6 inches south of the sandbag pits, leaving a 2-inch gap between them. Each wall is Heavy Cover and holds one unit.
Wire funnel: Angle two 3-inch wire sections inward to form a V pointing at the 2-inch gap between the bunker walls. Lay two more sections across the left wing and two across the right wing.
No Man's Land: Place the two tank hulks about 14 inches south of the wire, on the open approach. They block LOS and provide Light Cover.
Before starting, both players should confirm that the wire funnel has a clear 2-inch gap and that the terrain leaves a legal route from the Tan deployment zone toward the summit.

12. Orders of Battle and Deployment

Green Garrison, Defenders
Green begins deployed as follows:
Upper Left Sandbag Pit: 1 Mortar Crew and 1 Prone Sniper. They form a Combined Garrison (Defense 1 + 1 = 2). The Sniper may spot for the Mortar instead of firing.
Upper Right Sandbag Pit: 1 Prone Sniper and 1 Rifleman. They form a Combined Garrison (Defense 1 + 1 = 2). The Sniper may spot instead of firing.
Left Guard Station Bunker: 1 Bazooka Team.
Right Guard Station Bunker: 1 Rifleman.
Summit Reserve: 2 Riflemen around the flag, not occupying a bunker or sandbag pit.
Green's force: **10 figures in 8 units**.
Tan Assault Force, Attackers
Tan has: 1 Mortar Crew, 1 Bazooka Team, 3 Scouts, 8 Riflemen
Tan's force: **15 figures in 13 units**.
At the start of Round 1, deploy all Tan units within 3 inches of the South edge. Tan may choose their positions and facings, but units must be placed legally, with crew figures within 1 inch of each other.

13. Victory Conditions - Tan Victory

Tan wins if, at the end of any Game Round (up to Round 8): At least one surviving Tan unit is within 2 inches of the Green Flag, **and** No surviving Green unit remains on the rocky lid.
Green Victory Green wins if Tan has not met its victory condition by the end of Round 8. If both conditions appear to be met simultaneously, Tan wins only if a surviving Tan unit is within 2 inches of the flag and all Green units have been cleared from the rocky lid at the end of the round.

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