A RETURN TO GAMING IN ITS PUREST FORM!

The Strategic Redoubt

PERIOD WARGAMES * GAMES * FANTASY & SCI-FI

NOVEMBER 2026 - VOL. 1 NO. 2

WHAT IS GOING ON HERE?

The cold is coming on, what a great time to stay inside, brew some coffee, hot cocoa or tea and sit down with rules to an old school game and share the experience with folks you love!

This is a time that we naturally turn reflective and think about the past. Colder, darker months have that effect I think.

Last issue I ran out of room before I could discuss and share things I wanted to share with you so you will see much of that. ***Attain the Aether*** Is here for all of you card floppers to have something to play through the long nights without breaking the bank, by the time I am writing this there should be about 300 cards ready for download and at least 4 starter decks to play.

This month our **Creature Features** will pull from the marrow of fear and give your players something to scream about. Everyone talks about light, love, gift-giving and sacrifice at a time like this but the weightier matters of ***Darkness, Death*** and the promise of **Eternity** hang over every one of us.

Grab some dice, roll up a character, curl up with a hot beverage and get ready for the ***Dark Months.***

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Dark Months

A Rules-Lite System of Urban Witchcraft for 2 to 6 Players

I. Introduction & Equipment

Dark Months is a fast-playing role-playing game of street-level witchcraft set during the dead of winter in a modern metropolis. Players assume the roles of urban practitioners who draw power from rusted iron, sodium streetlights, cemetery dirt, and cracked concrete.

To play, the Referee and players require pencil and paper, plus a pool of ten-sided dice (d10) in two distinct colors. One color represents the witch's natural capability (**Base Dice**), while the second color represents dangerous occult overreach (**Blight Dice**).

II. Character Generation

A witch is recorded on a 3x5 index card in four steps:

1. The Four Humors (Attributes)

Divide **9 points** among the four attributes below. Every Humor must start with at least 1 point, and none may exceed 4 at creation.

GRIT: Brawn, endurance, brawling, and resisting poison or freezing weather.

QUICK: Reflexes, stealth, lockpicking, driving, and firearms.

GALL: Streetwise, deception, intimidation, and bartering.

SIGHT: Willpower, occult awareness, and piercing illusions.

2. Mundane Trade

Roll 1d10 on the table below or select a prior day job. Whenever

your Trade directly applies to a non-magical task or physical defense, add **+2 Base Dice** to your pool.

1d10	Prior Trade	1d10	Prior Trade
1	Night-Shift Paramedic	**6**	Pawnshop Clerk
2	Subway Electrician	**7**	Bail Bondsman
3	Botanist / Florist	**8**	Graveyard Caretaker
4	Line Cook	**9**	Tattoo Artist
5	Stray Dog Catcher	**10**	Antiquarian Book Dealer

3. The Five Works (Magic)

Divide **5 points** among the five magical Works (maximum 3 points in any single Work at start):

ASH: Fire, electricity, shattering glass, and ruining engines or electronics.

CHALK: Wards, locking or unlocking doors, binding shadows, and going unnoticed.

ROOT: Healing flesh, brewing tonics, speaking with city vermin, and rot.

SPITE: Hexes, inducing panic, clouding memory, and souring luck.

GLASS: Scrying in puddles or mirrors, speaking with the dead, and reading omens.

4. Vitals & Anchor

Blood (4 Boxes): Physical health. When all 4 boxes are checked, the witch is incapacitated or dead.

Frost (3 Boxes): Occult strain accumulated from overchanneling magic in the winter months.

Anchor: Write down one mortal friend, stray animal, or hidden sanctuary (such as an abandoned boiler room or an all-night diner).

III. The Dice Pool & Resolution

When a witch attempts a risky action, the player assembles a pool of d10s:

Mundane Action: Roll **Humor + Trade** (if applicable).

Magical Action: Roll **Humor + Work** (typically Sight + Work, though Grit or Quick may apply to physical spells). Mending 1 Blood with *Root* is a Hard (2 Hits) action and always inflicts 1 Frost on the caster. See Section IV (*Drawing Blight*).

Roll all dice simultaneously and read each die individually:

Hits	Difficulty	Urban Example
1 Hit	**Routine**	Jimmying a window, hexing a streetlamp, brewing a sleeping draught.
2 Hits	**Hard**	Hotwiring a cruiser, warding a tenement door, mending 1 Blood with *Root*.
3 Hits	**Severe**	Dodging shotgun pellets in an alley, banishing a subway revenant.
4+ Hits	**Heroic**	Blacking out an entire city block, stopping a speeding truck cold.

Partial Success: If a player falls short by exactly 1 Hit on a Hard or Severe task, the Referee may allow the action to succeed at an immediate cost (leaving fingerprints, breaking a tool, or taking 1 Blood).

IV. Drawing Blight (Pushing the Craft)

Before rolling any spell or magical defense, a player may add **1 to 3 Blight Dice** (d10s of the second color) to their pool.

Blight Dice score Hits on a 7+ and double Hits on a 10 just like Base Dice. However, **every Blight Die that lands on a 1 or 2 inflicts 1 box of Frost**, regardless of whether the spell succeeds.

When a witch checks their **3rd box of Frost**, the magic slips its leash. Clear all Frost boxes immediately and roll 1d10 on the **Miscast Table**:

1d10	Miscast Result
1-2	**Dead Air:** Every bulb, phone, and battery within 50 feet explodes in a shower of sparks. Take 1 Blood.
3-4	**Rime Tongue:** Your breath freezes solid. You cannot speak or cast vocal spells for the rest of the scene.
5-6	**Hound Scent:** Something hungry in the city's astral alleys smells your blood. A hostile entity arrives within 1d6 turns.
7-8	**Mirror Sickness:** Your reflection detaches and acts against you. Subtract 1 die from all pools until you sleep in a warded room.
9	**Sympathetic Bleed:** The spell strikes the caster or a random ally within sight alongside the intended target.
10	**The Long Cold:** Your heart slows to a crawl. Take 2 Blood and fall unconscious for 10 minutes.

Clearing Frost: Spending a quiet hour with your **Anchor** without using magic erases **1 box of Frost**.

V. Combat & Antagonists

Combat is resolved in fast rounds. Players roll all dice for both offense and defense. Antagonists do not roll dice; instead, they are rated by a single **Threat Number (1 to 4)** representing the Hits required to strike them or evade their attacks.

Attacking: Roll **Grit** (melee), **Quick** (firearms), or **Humor + Work** (combat magic). Add **Trade** (+2d10) if relevant to street fighting or marksmanship. If your Hits equal or exceed the foe's Threat, inflict 1 Wound (plus 1 additional Wound for every 2 extra Hits scored).

Defending: Each round, an enemy attacks one witch (Threat 3+ enemies attack all witches within reach). Roll **Quick** or **Grit** (+ **Trade** if applicable), or defend with a spell using **Humor + Work**. If you fail to meet the enemy's Threat Number, mark **1 Blood** (or **2 Blood** against heavy firearms and claws).

Sample Street Threats

Alley Thug / Rent-a-Cop: Threat 1 | Wounds: 1

Rival Hedge-Witch: Threat 2 | Wounds: 2 (Inflicts 1 Blood and 1 Frost on a failed defense)

Black-Eyed Hound: Threat 2 | Wounds: 3 (Bites inflict 2 Blood)

Sodium Wraith (Grid Spirit): Threat 3 | Wounds: 4 (Attacks all in reach; hurt only by salt, cold iron, or the Five Works)

VI. Spell Components

No spell list is required. Players describe the desired effect within the boundaries of their chosen **Work**. If a witch possesses a fitting physical component (graveyard soil for *Glass*, a stolen key for *Chalk*, a live battery for *Ash*), the Referee grants **+1 Base Die** to the roll, consuming the item in the process.

VII. Street Curios & Oddments

Every new witch begins play with one oddment rolled on the table below. Unless noted as reusable, a curio is expended once triggered.

1d10	Curio / Oddment	Magical Property
1	**1978 Subway Token**	Flip at a locked door or gate for 1 automatic Hit on a *Chalk* roll to open it.
2	**Vial of Quicksilver**	+1 Base Die to *Glass* scrying rolls in tap water. Reusable if recovered.
3	**Rusted RR Spike**	Cold iron weapon (*Grit*, +1 Wound vs. spirits). Nail to a doorframe to bar entities until dawn.
4	**Cracked Burner**	No SIM. Once per session, dial to ask the dead one yes/no question. Costs 1 Frost.
5	**Oiled Rabbit Foot**	Soaked in 10W-30. Snap the bone to ignore all Frost from a single Blight roll.
6	**Gallows Brick**	Grind red dust and blow within 30 ft for +2 Base Dice on one *Spite* hex.
7	**Salt Broth Thermos**	Drink to clear 1 Blood and 1 Frost; gravesoil breath penalizes *Gall* by 1 die all night.
8	**Pre-1982 Pennies**	Hold over closed eyes in shadow to turn invisible to cameras and patrols until you move.
9	**Hair-Wrapped 9V**	Squeeze during an *Ash* spell to turn one failed die into a 10 (2 Hits). Inflicts 1 Blood.
10	**Pigeon Skull Whistle**	Silent to humans. Summons alley rats or pigeons in 1d6 turns (+2 Base Dice to flee).

VIII. Scenario: The Mercer Arms

The Hook: Three nights ago, a reckless practitioner named Julian Rook tried to bind a high-voltage grid spirit inside the basement furnace of the condemned Mercer Arms apartments. He botched the circle. Now the tenement is flash-freezing from the inside out, and Julian's brass-bound ledger of *Chalk* sigils is still chained to his frozen wrist in the sub-basement.

Wandering Night-Things: Roll 1d6 whenever the witches make loud noise or linger 10+ minutes. On a **1**, roll 1d6: **(1)** Copper Scavenger (Threat 1, Wounds 1); **(2)** Feral Pack (Threat 1, Wounds 2; calm with Routine *Root*); **(3)** Night Patrolman (Threat 1, Wounds 2, .38 revolver inflicts 2 Blood); **(4)** Black Pipe Burst (Routine *Quick* or take 1 Frost); **(5)** Julian's Detached Shadow (Threat 2, Wounds 1; hurt only by magic); **(6)** Arc Flash (drop active electronics or take 1 Blood).

MERCER ARMS: VERTICAL CROSS-SECTION

SEE MAP CARD ON PAGE 6.

IX. Tenement Map Key

1. The Boarded Lobby: Ankle-deep gray slush. The fire door to the basement stairs is welded shut by unnatural white rime (Hard [2 Hits] *Ash* or crowbar + Hard *Grit* to open). *Loot:* **1978 Subway Token** (Curio #1) in mailbox 4B.

2. The Super's Office: Overturned desk and a **Black-Eyed Hound** (Threat 2, Wounds 3) gnawing a frozen boot. *Loot:* Locked wall box (Routine *Quick* or *Chalk*) holds the brass master key and a **Salt Broth Thermos** (Curio #7).

3. Freight Elevator Shaft: Greasy cables coated in black icicles drop to Room 4. Climbing requires a Routine (1 Hit) *Grit* or *Quick*

roll; failure inflicts 1 Blood from falling into the pit.

4. Flooded Laundry Room: Four inches of freezing water and three humming washing machines. Crossing requires rubber boots + Hard (2 Hits) *Quick*, or a Routine (1 Hit) *Chalk* ward on the outlet. Triggering the trap arcs lightning through the floor (Threat 2 defense for all inside; failure inflicts 1 Blood and 1 Frost).

5. The Boiler Room: Cracked iron furnace roaring with streetlight plasma. **The Sodium Wraith** (Threat 3, Wounds 4) guards Julian Rook's frostbitten corpse. Witches can fight it or banish it instantly with a Severe (3 Hits) *Chalk* or *Ash* roll to ground the main breaker box. *The Prize:* Unlocking Rook's wrist chain (using the Room 2 key or a Hard *Grit* cut) frees his ledger (+1 permanent point in *Chalk* or *Ash* after study) and $14 in pre-1965 silver quarters (reusable +1 Base Die component for *Glass* or *Chalk*).

Clip & Play // 3x5 Witch Record Card

NAME: _____TRADE (+2d10): _____

HUMORS (9 Pts, 1-4)

GRIT:[ ]

QUICK:[ ]

GALL:[ ]

SIGHT:[ ]

THE FIVE WORKS (5 Pts, 0-3)

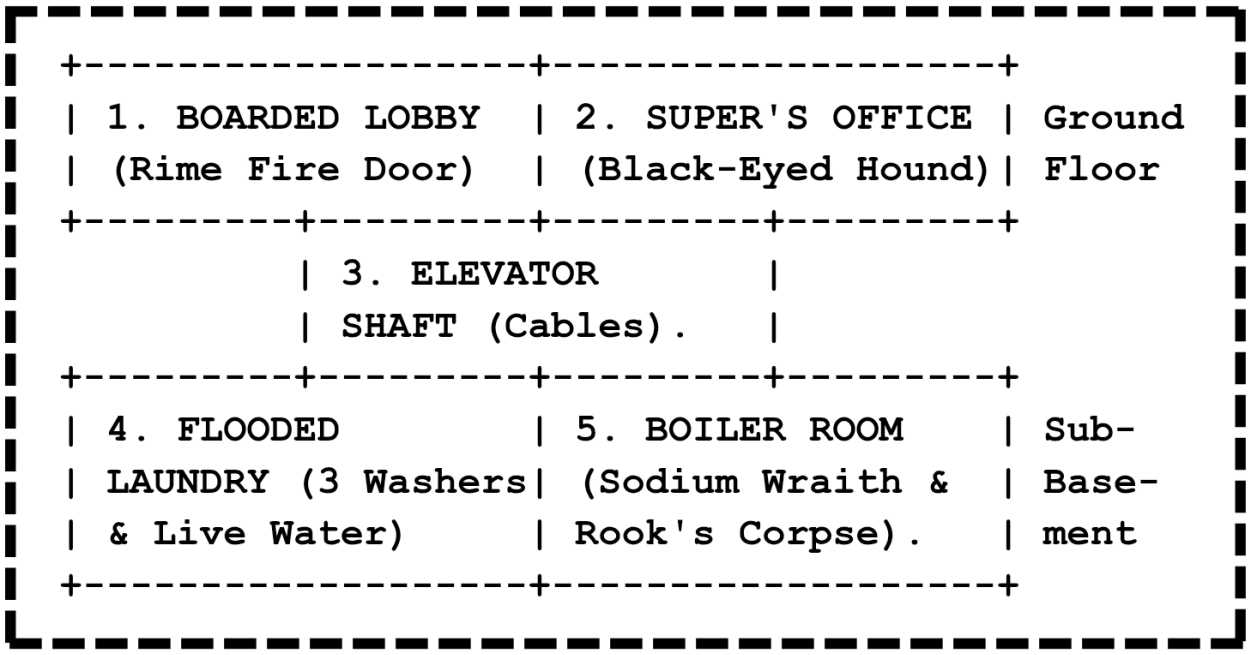
ASH: [ ]CHALK: [ ]

ROOT: [ ]SPITE: [ ]

GLASS: [ ]

BLOOD: [ ][ ][ ][ ]FROST: [ ][ ][ ]

ANCHOR / CURIO: _____



PIRATES & PRIVATEERS

A Toy-Soldier Cove Raid Wargame

Two rival crews clash over a fortified smuggler's island. One crew of Privateers must row ashore, break through the island's defenses, claim the treasure chest, and capture the flag atop Skull Rock. The defending Buccaneers must hold the island stronghold until the end of Round 8.

This game uses 2.1-inch plastic pirate figures, inch-based movement, a six-sided die, and a Combat Results Table (CRT). Combat represents the outcome of an entire exchange of black-powder volley fire and boarding steel rather than a single swing or shot.

1. Components and Battlefield

You need:

Two differently colored crews of plastic pirate figures (such as Blue Privateers and Red or Tan Buccaneers)

One or two six-sided dice (one is sufficient for combat)

A tape measure marked in inches

A battlefield about 48 inches wide by 44 inches deep (or up to 72 by 44 inches for larger tables)

The pirate playset terrain: the Skull Rock mountain (6.25 by 5.5 inches, 3 inches high), the removable rock lid, the treasure chest (2 by 1.25 inches) and its detached chest lid, the longboat (6.75 by 2.4 inches) with two 2.75-inch oars, and the pirate flag

Scatter obstacles: two driftwood breastworks, six 3-inch sections of sharpened stakes (or jagged reef), and two wrecked skiff hulls

The battlefield has a North edge (the Buccaneers' Skull Rock summit) and a South edge (the Privateers' open water approach).

Basic Terms

Figure: One 2.1-inch plastic pirate.

Unit: A single pirate figure or a two-figure gun crew that moves and fights together.

Base: The plastic platform beneath a figure's feet.

Facing: The direction the figure or weapon points. Facing matters for mortar fire and longboat movement; it does not restrict ordinary musket or pistol 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 breastwork pit or the sunken skull basin on Skull Rock 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 Skull Rock, the rock lid, driftwood walls, and wrecked skiff hulls. Friendly figures do not block LOS. Sharpened stakes do not block LOS. 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. Match your playset sculpts to the following unit roles:

Unit (Playset Sculpt)	Figs	Move: Open / Rough	Atk	Def	Rng
Buccaneer Musket (Standing aiming musket)	1	6" / 4"	1	1	12"
Pistol Skirmisher (Pistol and buckler)	1	9" / 6"	1	1	6"
Cutlass Brawler (Overhead cutlass or dual daggers)	1	6" / 4"	2	1	Melee Only
Duelist (Lunging rapier and pistol)	1	6" / 4"	1 (2 in Melee)	1	6"
Crouched Marksman (Kneeling pirate)	1	3" / 3"	1	1	18"
Peg-Leg Captain (Coat, hat, and raised cutlass)	1	4" / 3"	2	2	6"
Swivel Gun Team (2 crew figures)	2	4" / 3"	3	2	18"
Coehorn Mortar Crew (2 crew figures)	2	3" / 2"	3	1	6" to 24"

Heavy-Weapon Crews A Swivel Gun Team or Coehorn Mortar Crew consists of a gunner and a powder monkey loader. The two figures move together as one unit, must remain within 1 inch of each other, make one attack as a unit, and are removed together if eliminated. A crew's Attack and Defense values are for the whole crew, not each figure.
Marksman Cover A Crouched Marksman in open ground counts as being in Light Cover. If it is already in Light or Heavy Cover, it receives the Heavy Cover benefit, though cover shifts cannot exceed the two-column maximum.
Boarding Specialists Cutlass Brawlers cannot make ranged attacks, but bring an Attack Strength of 2 into base-contact Melee. Duelists fire their pistols at Attack 1 up to 6

inches, and fight at Attack 2 in base-contact Melee.

3. Terrain, Boats, and Cover

Terrain affects movement, LOS, and combat odds.

Open Ground Flat sandy beach and grass cloth count as Open Ground. Units use their Open movement rate and receive no cover shift.

Rough Ground The steep slopes of Skull Rock, the detached rock lid, and shallow surf along the shoreline count as 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, but a unit positioned along the top rim of Skull Rock or occupying its sunken skull basin receives Heavy Cover.

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

Cover	Examples	Shift
None	Open beach, flat ground	0 columns
Light	Chest lid breastworks, wrecked skiffs, longboat hull	1 left
Heavy	Driftwood bunker walls, Skull Rock crest rim and basin	2 left

Cover applies when the target occupies the terrain or stands directly behind it from the attacker's point of view. To claim cover from a wall or breastwork, the defending unit must touch the protected side of the piece.

Cover Limits:

Cover shifts cannot stack beyond 2 columns left.

A Swivel Gun attack against a target in cover reduces the cover shift by 1 column.

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

A Swivel Gun and Mortar firing together do not reduce cover by more than 1 total column; use the single best reduction.

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

Fortification Capacity

Each driftwood wall holds one unit: one single-figure unit or one two-figure crew.

Each breastwork pit (and the sunken skull-and-crossbones basin atop Skull Rock) holds up to two units. Two units inside the same pit or basin may touch bases to form a Combined Garrison.

A unit occupying a fortification may move out normally, losing that cover once it leaves.

The Longboat and Oars The 6.75-inch longboat serves as an amphibious landing craft for the attacking crew:

Capacity: The longboat holds up to 6 figures.

Rowing: As long as at least two figures are aboard to work the 2.75-inch oars, the boat moves up to 6 inches straight ahead during the Movement Phase and may pivot up to 45 degrees before or after moving.

Cover: Figures embarked in the longboat receive Light Cover (1 column left) from attacks originating outside the boat. Embarked figures may fire out of the boat at half their normal Attack Strength (round down for individual units, or combine two Attack 1 figures to equal Attack 1).

Beaching and Disembarking: When the longboat's bow touches the shoreline, its movement ends immediately. Any embarked units not yet moved that phase may disembark onto the beach using their Rough Ground movement rate.

The Treasure Chest The 2-inch treasure chest begins the battle inside the sunken skull basin on

Skull Rock (or at a designated spot near the summit).
A single-figure infantry unit in base contact with the chest at the start of its Movement Phase may sling the chest over its shoulder.
Carrying the heavy chest reduces that figure's Move to 3 inches in Open Ground and 2 inches in Rough Ground.
If the carrier retreats or is eliminated, place the chest on the spot the figure vacated.

4. Sharpened Stakes and Reefs

The six 3-inch obstacle sections represent sharpened wooden stakes on the beach or razor-sharp coral reefs in the shallows. They block foot movement but do not block shooting.
Crossing Stakes Foot units cannot move across an intact stake section. They must use a gap or chop a breach.
Chopping a Breach An infantry unit can clear a stake section if it ends its Movement Phase with its base touching the obstacle. If the unit survives the enemy's turn without retreating or being eliminated, it may spend its next Movement Phase hacking the stakes apart with cutlasses or axes instead of moving. Remove that obstacle section for the rest of the game.
Funnel Gap The V-shaped obstacle funnel has a 2-inch opening. During a single Movement Phase, no more than two single-figure units or one two-figure crew may pass through that gap.
Ramming with the Longboat If a longboat rows directly into a stake or reef section at the waterline, remove that obstacle section. The longboat stops in place and is permanently grounded for the rest of the game, acting as Light Cover on the beach.

5. The Combat Results Table

Combat is resolved by comparing the total Attack Strength of a Fire Group (or Melee 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: Smoke clears with no casualties or retreats.
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. Remove the smallest number of units that reaches or exceeds the required strength; if choices remain, the attacker chooses.
AUTO, Automatic Victory: On a 6 in the 5:1 column, eliminate the defender immediately.
Retreat Rules A retreat is a straight-line move of 3 inches:
Defenders retreat toward their own home edge: Buccaneers toward the North, Privateers toward the South beach.
Attackers retreat directly away from the target.

A retreating unit cannot pass through enemy figures, intact stake barriers, deep water, or impassable terrain.
Retreating units may pass through friendly units, but cannot end overlapping them.
If the full 3-inch retreat cannot be completed legally, the retreating unit surrenders or is cut down and eliminated.
A retreating unit that leaves a fortification loses its cover benefit.
Combined Garrisons When a Combined Garrison is attacked, add the Defense Strength of its two units and treat it as one target. If it retreats, both units retreat together. If it is eliminated, both units are removed. On an EX result, the attacker must lose units 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 (or combined Defense Strength for a Combined Garrison).
Divide Attack by Defense to find the starting odds column.
Apply cover and heavy-gun column shifts.
Roll 1d6 and resolve the CRT result.
Odds Bands Use these exact bands without rounding:

Attack / Defense	Starting Column
< 0.5	Below 1:2; attack has No Effect
0.5 to < 1.0	1:2
1.0 to < 2.0	1:1
2.0 to < 3.0	2:1
3.0 to < 4.0	3:1
4.0 to < 5.0	4:1
5.0 or more	5:1

7. Forming Fire Groups

A player may combine multiple friendly units into one Fire Group against a single target. Every participating unit must:
Be within weapon range of the target.
Have LOS to the target, unless it is a Coehorn Mortar Crew 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, alone or in a Fire Group. Resolve one CRT roll per Fire Group.

8. Lookouts, Marksmen, and Coehorn Mortars

Forward Spotting A Pistol Skirmisher or Crouched Marksman may act as a Spotter instead of firing its own weapon. To spot:
The Spotter must have direct LOS to the enemy target.
Declare the Spotter and any friendly Coehorn Mortar Crew on the battlefield as part of the same Fire Group.
Add the Spotter's Attack Strength (1) to the Mortar's Attack Strength (3).
The Spotter's own pistol or musket range does not limit spotting; only LOS is required.
Coehorn Mortar Rules
Mortar range is 6 to 24 inches; it cannot target enemies within 6 inches.
Its firing arc is a 90-degree forward cone (45 degrees to either side of the tube's facing).
It can fire directly at a visible target, or indirectly over Skull Rock and other solid terrain if a friendly Spotter joins the Fire Group.
A Mortar Crew cannot move and fire in the same turn. Pivoting the mortar to a new facing uses its entire Movement Phase.
Indirect plunging fire reduces the target's cover shift by 1 column.

Spotter Risk If an indirect Mortar Fire Group suffers AR, AL, or EX, the Mortar Crew is unharmed. Apply the retreat or casualty to the Spotter and any other direct-fire units in that Fire Group.

9. Boarding & Cutlass 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 (remembering that Cutlass Brawlers, Duelists, and Captains bring Attack 2 into Melee).

Resolve the attack on the CRT with no cover shifts.

If the defender retreats or is eliminated, one surviving attacking unit may advance up to 2 inches into the vacated space.

If opposing units remain in base contact after combat, they stay locked in combat. A unit that begins its Movement Phase in base contact cannot move away.

The 1-Inch Buffer A unit cannot move within 1 inch of an enemy unless charging into base-contact Melee. It may never stop inside the 1-inch buffer without touching bases.

10. Game Round and Turn Sequence

The battle lasts up to 8 Game Rounds, with two player turns per round.

Initiative Phase Both players roll 1d6, rerolling ties. The winner chooses who takes the first turn this round.

Player Turn The active player completes three phases in order:

Movement Phase: Move any or all eligible units (and row or beach the longboat).

Fire Phase: Resolve black-powder ranged attacks, one Fire Group at a time.

Melee Phase: Resolve all base-contact cutlass combat.

Then the second player completes the same three phases. Once both turns finish, advance the Game Round counter.

11. Battlefield Setup

Set up the battlefield from North to South:

Summit (North Edge): Place the 6.25 by 5.5-inch Skull Rock mountain about 2 inches from the North edge, topping it with the removable rock lid or placing the rock lid adjacent as a secondary crag. Plant the Pirate Flag at the summit and place the Treasure Chest inside the sunken skull-and-crossbones basin. The slopes are Rough Ground; the top rim and basin grant Heavy Cover.

Upper Breastwork Pits: Place the upturned 2-inch treasure chest lid and a matching breastwork piece on the flanks, 4 inches south of the flag and 8 inches apart. Each pit provides Light Cover and holds up to two units.

Driftwood Guard Walls: Place two driftwood bunker walls side by side, 6 inches south of the breastwork pits, leaving a 2-inch gap between them. Each wall grants Heavy Cover and holds one unit.

Stake Funnel: Angle two 3-inch stake sections inward to form a V pointing at the 2-inch gap between the driftwood walls. Lay two more stake sections across the left wing and two across the right wing.

Shoals and Wreckage: Place two wrecked skiff hulls about 14 inches south of the stakes on the open beach. They block LOS and provide Light Cover.

The Surf (South Edge): The southernmost 6 inches of the board represent shallow water and surf where the Privateers deploy.

12. Orders of Battle and Deployment

Buccaneer Garrison, Defenders (10 figures in 8 units)

Upper Left Breastwork Pit: 1 Coehorn Mortar Crew (2 figures)

and 1 Crouched Marksman. They form a Combined Garrison (Defense 1 + 1 = 2), and the Marksman may spot for the Mortar.
Upper Right Breastwork Pit: 1 Crouched Marksman and 1 Buccaneer Musket (Combined Garrison, Defense 2).
Left Driftwood Wall: 1 Swivel Gun Team (2 figures).
Right Driftwood Wall: 1 Buccaneer Musket.
Skull Rock Summit Reserve: 1 Peg-Leg Captain and 1 Cutlass Brawler guarding the flag and treasure chest.
Privateer Raiding Force, Attackers (15 figures in 13 units)
1 Peg-Leg Captain
1 Coehorn Mortar Crew (2 figures)
1 Swivel Gun Team (2 figures)
2 Pistol Skirmishers
2 Duelists
3 Cutlass Brawlers
4 Buccaneer Muskets
At the start of Round 1, the Privateer player deploys up to 6 figures inside the Longboat at the South edge, and places all remaining units in the shallow surf within 3 inches of the South edge.
13. Victory Conditions
Privateer Victory (Attackers) The Privateers win if, at the end of any Game Round (up to Round 8):
At least one surviving Privateer unit is within 2 inches of the Pirate Flag on Skull Rock (with no surviving Buccaneer units remaining on Skull Rock), OR
The Privateers haul the Treasure Chest off the South edge of the battlefield (or load it aboard the Longboat and row it back to the South edge).
Buccaneer Victory (Defenders) The Buccaneers win if the Privateers fail to achieve either victory condition by the end of Round 8. If both sides appear to meet their conditions simultaneously on the rock, the Privateers win only if a surviving Privateer stands within 2 inches of the flag and all defenders have been cleared from Skull Rock at the end of the round.

Stronghold Assault:
Armored Warfare
Vehicle Expansion Rules for 2 Green and 2 Tan Tanks. This Expansion is meant for use with the rules detailed in Vol. 1 No. 1 “Stronghold Assault”.
In the core *Stronghold Assault* scenario, two plastic tanks sit in No Man's Land as burned-out hulks while the other two stay in the toy box. These rules put all four tanks (two Green and two Tan) into active service for *The Strategic Redoubt* Vol. 1 No. 2.
1. Tank Statistics
Add the Tank to the Unit Statistics table from Section 2 of the core rules. A Tank is a single-model vehicle unit. Measure movement, range, and Line of Sight (LOS) from the edges of the tank's plastic hull and tracks, ignoring the gun barrel.
Tanks Move 6” in open terrain and 4” in rough, Attack for 4, Defense of 3 and Range of 24”.
2. Armor and Weapon Rules
Small Arms Immunity: Riflemen, Scouts, and Prone Snipers cannot attack a Tank with ranged fire, and they cannot join a Fire Group targeting a Tank during the Fire Phase. Only Tanks, Bazooka Teams, and Mortar Crews may make ranged attacks against a Tank.
Forward Spotting vs. Armor: A Scout or Prone Sniper with LOS to an enemy Tank may still act as a Spotter for a friendly Mortar Crew firing indirectly at that Tank, adding its Attack Strength of 1 to the Mortar's Attack Strength of 3 as normal.
Bunker-Busting Main Gun: A Tank's main gun fires in a 360-degree arc and reduces the target's cover shift by 1 column. As with

Bazookas and Mortars, multiple heavy weapons firing together in a Fire Group do not reduce cover by more than 1 column total.

Move and Fire: Unlike Mortar Crews, a Tank may move during the Movement Phase and fire its main gun during the Fire Phase of the same turn.

3. Terrain, Wire, and Mobile Cover

Restricted Ground: Tanks may cross Open Ground (6") and the lower hill slopes of Rough Ground (4"), but they cannot climb onto the rocky crest/lid, enter sandbag pits, or occupy concrete bunkers.

Crushing Barbed Wire: As noted in Section 4 of the core rules, an active Tank crushes barbed wire simply by driving across it. Remove any 3-inch wire section the Tank's hull crosses during movement or retreat. Crushing wire costs no extra movement.

Cover for Tanks: Because of its profile, a Tank never receives Heavy Cover and ignores Light Cover from scrub or sandbags. A Tank only claims Light Cover (1 column shift left) when positioned directly behind a concrete bunker wall, the rocky lid, or a destroyed tank hulk from the attacker's point of view.

Mobile Cover for Infantry: Active Tanks block LOS just like solid terrain. Friendly infantry units touching the side or rear hull of an active Tank (relative to the firing enemy) receive Light Cover (1 column shift left).

4. Tanks on the Combat Results Table (CRT)

Resolve attacks against Tanks using the standard CRT and odds bands from Sections 5 and 6:

1 Bazooka Team (Atk 3) or 1 Mortar Crew (Atk 3) vs. Tank (Def 3): 1:1 column.

1 Tank (Atk 4) vs. Tank (Def 3): 1.33 ratio, resolved on the 1:1 column.

1 Bazooka Team (Atk 3) + 1 Mortar Crew (Atk 3) vs. Tank (Def 3): 6 vs. 3, resolved on the 2:1 column.

2 Tanks (Atk 8) vs. Tank (Def 3): 2.67 ratio, resolved on the 2:1 column.

Applying CRT Results to Tanks:

DR (Defender Retreats) and AR (Attacker Retreats): The Tank reverses 3 inches in a straight line toward its home edge (on DR) or directly away from the target (on AR). A retreating Tank crushes intact barbed wire in its path instead of stopping. It may pass through friendly figures if it does not end overlapping them. If a retreating Tank hits impassable terrain (bunker walls, tank hulks, the rocky lid), enemy units, or the table edge before completing the 3-inch move, it is eliminated.

DE, AL, EX, and AUTO (Creating Tank Hulks): Whenever a Tank is eliminated by any CRT result, do not remove the vehicle from the battlefield. Flip its turret sideways (or mark it with a tuft of cotton smoke) to show it is knocked out. The vehicle stays in place as a permanent Tank Hulk that blocks LOS and grants Light Cover for the rest of the game.

5. Close Assault (Tanks in Melee)

Infantry Close Assault: While Riflemen, Scouts, and Snipers cannot shoot a Tank at range, any unit may charge a Tank into base-contact Melee to attack its tracks and hatches with grenades or satchel charges. Combine the Attack Strength of all friendly units touching the Tank's hull and resolve on the CRT with no cover shifts.

Breakthrough Mobility: Enemy infantry cannot lock a Tank in place. A Tank that begins its Movement Phase in base contact with enemy figures may drive away freely during its Movement Phase, and it ignores the 1-inch infantry buffer when moving past

enemy units. However, a Tank cannot end its movement overlapping a figure.

6. Updated Setup and Orders of Battle

When playing with all four active tanks, remove the two neutral tank hulks from No Man's Land during setup. Fresh hulks will appear on the field as tanks are destroyed in battle.

Green Garrison (Defenders): In addition to the standard 8 infantry units (10 figures), Green receives 2 Green Tanks. Deploy one Green Tank on the left wing and one on the right wing, placed behind the barbed-wire sections and south of the upper sandbag pits.

Tan Assault Force (Attackers): In addition to the standard 13 infantry units (15 figures), Tan receives 2 Tan Tanks. Deploy both Tan Tanks within 3 inches of the South edge alongside the Tan infantry at the start of Round 1.

Victory Conditions: The core victory conditions from Section 13 remain unchanged. Because Tanks cannot climb onto the rocky lid, Tan must still push at least one surviving unit within 2 inches of the Green Flag while clearing all Green units off the rocky lid by the end of Round 8.

DEADDROP GIG GARAGE

Expanded Weapons, Chop-Shop Parts, and Dirty Tricks

Designed for use with Deaddrop Gig from Vol. 1, No. 1.

Surviving a shift in the irradiated suburbs takes more than a lead foot and an insulated delivery bag. When the enclave tippers get stingy and rival drivers start aiming for your radiator, you take your payout to the local back-alley garage. Bolt on some black-market hardware, weld scrap iron to your frame, and learn a few new ways to rig the Omni-Gig algorithm before your engine block gets remotely detonated.

1. Black-Market Weapons

When selecting weapons before the first round under Section 4 of the core rules, drivers may choose from the following list in addition to the standard weaponry. All standard rules for Hardpoints, Firing Arcs, and rolling 4+ per die to hit apply.

Bumper Saw, Front Arc, 2-inch range, 3 dice, 1 damage per hit: For each natural 6 rolled, the saw chews through the target's frame and inflicts 1 additional Hull damage.

Drive-Thru Mortar, Turret Arc, 4-to-12-inch range, 2 dice, 2 damage per hit: This roof-mounted tube cannot target vehicles within 4 inches. Because it fires in a high arc, it ignores line of sight blocked by solid terrain or Wrecked cars.

Fryer-Oil Sprayer, Rear Arc, 4-inch range, 2 dice, 1 damage per hit: If at least one die hits, the target's windshield and tires are coated in boiling grease. The target takes 1 Skid chit and must immediately roll 1d6 against its Handling rating. On a failure, the firing player pivots the target up to 45 degrees in either direction.

Mag-Leash, Side Arc, 6-inch range, 2 dice, 1 damage per hit: If at least one die hits, magnetic harpoons yank the two vehicles together. Pull the lighter vehicle 2 inches sideways directly toward the heavier vehicle (Prime is heaviest, followed by Hustler, then Porch Pirate). If both vehicles are the same weight class, pull the target 2 inches sideways toward the firing car.

Pneumatic Ram-Rod, Front Arc, 3-inch range, 1 die, 2 damage: On a hit, a compressed-air piston slams the target 3 inches directly away from the firing

vehicle and forces the target to shift up 1 Gear (even if this puts it above its Max Gear).

Scanner Laser, Turret Arc, 10-inch range, 2 dice, 1 damage per hit: If at least one die hits an enemy carrying Cargo, the beam scrambles their manifest barcode. That enemy cannot attempt a Safe Delivery or Drive-By Chuck during their current or next turn.

2. Chop-Shop Parts

Before the first round begins, each driver may install one Chop-Shop Part on their vehicle at no cost. A driver may choose to install a second different Chop-Shop Part, but doing so flags their vehicle profile for non-standard modifications: they begin the game at 4 Stars instead of 5 Stars. Parts do not take up weapon Hardpoints and do not count against the two-weapon firing limit.

Bald Drift Tires: Whenever you declare a Drift, increase your sideways slide from 2 inches to 3 inches. However, if you roll a natural 1 on your Handling test, you take 2 Skid chits instead of 1.

Insulated Thermal Vault: A Prime Contractor with this part ignores the Cargo damage roll when losing Hull. A Hustler or Porch Pirate with this part adds 1 to their d6 roll when attempting a Drive-By Chuck, succeeding on a 3-6 instead of 4-6.

Lead-Lined Trunk: Reduce all collision and weapon knockback your vehicle suffers by 1 inch, to a minimum of 0 (this stacks with the Prime Contractor's Heavy Frame ability). In addition, when hit by a T-Bone collision while carrying Cargo, your parcel is only knocked loose on a d6 roll of 1-2 instead of 1-3.

Overclocked Alternator: Once per game during your Firing and Drop Phase, you may add 2 extra attack dice to a single mounted weapon attack. After resolving the attack, your wiring shorts out and your vehicle suffers 1 Hull damage.

Roll Cage and Five-Point Harness: Welded interior tubing keeps you conscious when the car flips. Reduce the Hull damage your vehicle suffers from hitting solid terrain by 1, to a minimum of 1. Furthermore, when you Spin Out at 3 Skid chits, you pivot your own vehicle to face any direction instead of letting the opponent with the lowest Star Rating choose your facing.

Welded Cowcatcher: A heavy V-plow of scrap iron mounted to the front chassis. When your front bumper initiates a T-Bone, Head-On, or Bump Draft collision, reduce the Hull damage your own vehicle suffers by 1 (to a minimum of 0) and deal 1 additional Hull damage to the vehicle you struck.

3. Dirty Tricks: New App Interrupts

These interrupts expand Section 9.1 (Bribing the App) from the core rules. As normal, you may spend 1 Star during an opponent's turn to trigger one interrupt, provided you have at least 3 Stars before paying (leaving you with at least 2 Stars afterward). Only one interrupt may be used per triggering event.

Fake Cancellation Declare when an enemy carrying Cargo moves within 4 inches of the Drop Zone. You ping their dashboard with a forged order cancellation. The enemy driver must immediately roll 1d6 against their Handling rating. On a failure, they slam the brakes in confusion: their movement ends immediately and they cannot attempt a Safe Delivery or Drive-By Chuck this turn.

Greasy Wrapper Declare at the end of an enemy's Movement Phase if their car is within 3 inches of your Rear Arc. You toss a slick fast-food bag onto the asphalt

right under their front tires. The enemy vehicle immediately takes 1 Skid chit and slides 2 inches straight ahead. Resolve any collisions caused by this slide immediately.

Phantom Construction Zone Declare at the start of an opponent's Movement Phase before they move or pivot. Place a small scrap marker (up to 2 inches wide) anywhere on the play area at least 4 inches away from all vehicles. The enemy's navigation display treats that spot as an open sinkhole: for the rest of this turn, that marker counts as solid terrain that blocks movement and causes collisions. Remove the marker at the end of the turn.

Priority Throttle Lock Declare at the start of an opponent's Gear Phase. You bribe a dispatcher to throttle their engine governor. During this Gear Phase, that opponent cannot shift up or down 2 Gears, and if they choose to shift up 1 Gear, they immediately take 1 Skid chit.

Report Unsafe Driving Declare immediately after an enemy vehicle collides with your car via a T-Bone, Head-On, Bump Draft, or Sideswipe. You upload the impact telemetry to Omni-Gig HR. Roll 1d6: on a 4-6, automated disciplinary brakes lock their wheels, causing the offending attacker to take 1 Skid chit and drop 1 Gear (to a minimum of Gear 1) after the collision is resolved.

CREATURE FEATURE:
GLOOMSTALKER (D&D 5e)

Pale, bone-thin undead wrapped in tattered shadow-cloaks, Gloomstalkers prowl mist-choked woods and corrupted borders where dark magic festers. Created by Gloomstalker Scrimshaws or drawn to necrotic energy, they glide silently through the dark with hollow, glowing eyes. They understand Common, though they never speak a word.

Armor Class: 13 Hit Points: 26 (CR 1 / 200 XP) Move: 6" (30')

Attacks: 1 Claw (+3 to hit) or 1 Necro Grasp (+4 to hit) Damage: 2d4+2 slashing (Claw) or 1d6+2 necrotic (Necro Grasp)

Special Abilities:

Necro Grasp: A target struck by this attack must pass a DC 12 Constitution saving throw or have its maximum HP reduced by the necrotic damage taken. The victim dies immediately if its maximum HP drops to 0, and lost maximum HP only returns after a long rest.

Shadow Meld: While in dim light or darkness, the Gloomstalker can use a bonus action to turn invisible until it moves or takes an action.

Creeping Dread: Any creature starting its turn within 20 feet of the Gloomstalker must succeed on a DC 12 Wisdom saving throw or become frightened of it until the end of its next turn.

Undead Fortitude: When reduced to 0 HP by anything other than radiant damage or a critical hit, the Gloomstalker rolls a Constitution save (DC 5 plus the damage taken). On a success, it drops to 1 HP instead.

Undead Nature: Possesses 60-foot darkvision, Stealth +4, and Perception +2. It is vulnerable to radiant damage, resists cold and necrotic damage, and is immune to poison, exhaustion, and charm.

Bone & Cloak Salvage (Optional Loot): Occult scholars pay up to 50 gp per party member for intact Gloomstalker bone fragments and cloak shreds. The remnants can be brewed into a *Potion of Shadow Resistance* (granting advantage on saves against necrotic and shadow effects for 1 hour) or carved

into a bone talisman that grants +1 to Stealth checks when worn.

CREATURE FEATURE:
GLOOMSTALKER SCRIMSHAW (D&D 5e)
Silent undead artisans of the dark, these hooded skeletal horrors prowl deep caverns and shadowed ruins. They harvest the fallen, etching intricate runes into fresh bone to bind new servants to their will. Though they understand the tongues they knew in life, they never speak a word.
Armor Class: 15 Hit Dice: 13 (97 HP) Move: 6" (30') Attacks: 2 Bone Blades Damage: 1d8+4 piercing plus 2d6 necrotic per strike
Special Abilities:
Shadow Animator: By spending 1 hour carving shadowy runes into the bones of a Medium or smaller humanoid corpse, the Scrimshaw raises it as a Gloomstalker under its control.
Carve Shadow Magic: Three times per day, the Scrimshaw can imbue a weapon or piece of bone with dark energy for 1 hour. The item deals an extra 2d6 necrotic damage, or 3d6 necrotic damage if the weapon is made of carved bone.
Shadow Step: In dim light or darkness, the Scrimshaw can teleport up to 30 feet to an unoccupied dark space it can see, gaining advantage on its next melee attack that turn.
Shadow Tendrils: Once every 5 turns, it erupts shadowy tendrils in a 20-foot radius dealing 7d6 (24) necrotic damage. A DC 15 Dexterity save halves this damage. Victims reduced to 0 HP have their bones etched with runes, priming them for animation.
Bone Ward: When struck by a melee attack, the Scrimshaw can summon a spectral bone shield to gain +2 AC until the start of its next turn.
Undead Resilience: Possesses 120-foot darkvision and Undead Fortitude. It resists cold, necrotic energy, and mundane weapons, and is immune to poison, exhaustion, charm, fear, and paralysis.

ADVENTURE SEED:
STOLEN SECRETS OF THE SCRIMSHAW
Quest Giver: Elias, Scholar of Shadow Beasts.
The Hook: Elias's meticulous research notes detailing the nature and weaknesses of the Gloomstalkers have been stolen, leaving the local town vulnerable to attack. He hires the party to track the thief into the wilderness and recover his papers.
The Grove: The trail leads deep into a cursed forest to an ancient ritual grove patrolled by roaming Gloomstalkers. Investigating the site reveals the grim fate of previous adventurers: their corpses are being etched with shadowy bone-runes to raise an undead army.
The Twist: A Gloomstalker Scrimshaw orchestrated the theft. Worse, the creature is actively using Elias's stolen research to refine its dark art, breeding a stronger wave of Gloomstalkers that will overrun the region if the ritual is completed.
The Showdown: In the heart of the ancient grove, the party must confront the Gloomstalker Scrimshaw surrounded by its newly reanimated Gloomstalker bodyguards.
Rewards: Upon recovering the notes and stopping the ritual, Elias rewards the party with 100 gp per member and hints at deeper shadow mysteries in the

Witchking's lands. He also provides two occult items:
Scroll of Shadow Cloak: Allows the caster to blend into shadows, turning invisible for up to 10 minutes or until they attack.
Elias's Empowered Talisman: Crafted from retrieved Gloomstalker bones, this upgraded charm grants +2 to Stealth checks and a one-time use of the *Darkvision* spell.



In all of your browsing around the internet please give Neocities.Org a look! It is a more intentional way of building the net. It is not based on algorithms or what the big corps want you to see next, it is built by real people giving you their honest content based on the HTML that they code themselves!

We have a home there, MTTGAMES was my tabletop game shop that I ran back in 2014 up through 2022 when we were finally shutdown by Covid. The bad thing was the FDA had just announced, "Covid is over!" Well, I still got the blasted thing another 4 times since then and am fearful that I am looking at my 10th bout with the bug now! Anyway, all that to say this: MTTGAMES has been REFORGED! We do not have a shop as yet; however, keep a lookout on the page and I will be posting possible meetups and gaming events held. Some may be around our old home area of Menlo, some may be closer to where I live now in Varnell, up on the Tennessee Line. No matter where or when we meetup I hope to see many of you soon! I have already bumped into Cam, it was good to see you again, young man. While we are not together do hit up that QR code to get to the site or visit us at mttgames.neocities.org or .com either one will get you to where you are going.

At the page you will, of course, have this zine for purchase and more games as I write them! I will eventually be adding a bestiary for all our creepy crawlies that seep out of these pages and gain new life and extended descriptions. There will also be complete downloads available for purchase of the games that are spread throughout this zine in multiple issues: Deaddrop Gig, Stronghold Assault, Dark Months and many more to come!

Purchasing these titles isn't much, you will honestly spend more on coffee or fast food, but you will gain games to share with your friends and playgroups and you will be helping out this old shopkeep as he claws his way back to reforging the shop for real!

I truly miss you all and hope that life has been treating you well.

Until we meet again: STAY AWESOME MY FRIENDS!



I have enjoyed the icons of Lorc for a long time from the https://game-icons.net/ website and Mark Reach puts them to good and minimalist use in his card game! Attain the Aether is about a coven or witches who has been attacked by rival covens and they are attempting to severe their influence and cut them off from the land and the craft completely!

In the game you take control of one of these witches with a 40 card deck of spells, Poppets, Champions, and Elite Entities that you will summon and upgrade into true game ending threats!

Your loyal familiar is always by your side giving you access to Aether (the currency for the game) from turn 1. You can also play other Loci and gain more Aether per turn. I have found this a solid plan for outpacing the opponents.

Currently, as I am writing this there are 200+ cards available to build from, though I am told by Mark that by the time you read this you will have access to 300+ cards across a Core Set (he is releasing a new one every season) and multiple themed mini sets that bring in new Entities and mechanics.

If you are the least bit interested in a major TCG then give this game a try! It is pay what you want and fully print and play!

I am also told that you will have access to a pass and play / hotseat Virtual Tabletop soon to play the built in Starter Decks, which there are 4 right now and as I said earlier 8 by the time the month ends if everything goes according to plan for Mark.

Attain the Aether! Gets a 5/5 from me for the sheer speed the man is throwing cards out! Let's give him a hand by playing and giving him valuable feedback!

Next month we will sit down with Mark Reach and get some information about how he is able to produce so many cards for a game and keep them balanced. I will give you a hint: It is NOT AI! On this project he has refused to use it though he says he does in other work there are times you, "just want a human toy." I could not agree more! Building things to play with, whether they are toys or games, that will always be the domain of humans.

NEXT ISSUE: Mimic PC Class (D&D5e), Dark Months Expansion, The Wider World of Gaming,
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PULP MAGIC: TOURNAMENT RULES

Prepriced Ultra-budget Little Pauper constructed framework.

Canonical Snapshot Tool:
mttgames.neocities.org/PULPMagic.html

SECTION 1: CARD LEGALITY & SEASON SNAPSHOTS
Any card regardless of rarity is legal if it appears in the active season roster.

Pools are locked at season start via the generator.

Universal printings allowed if the card title is legal.

SECTION 2: DECK CONSTRUCTION
No lands in decks.

Supported formats: PULP Vintage/Modern/Standard (60 cards), PULP Commander (99 + 1), PULP Pauper Commander. IF your cards are in the snapshot then it's legal to play.

SECTION 3: PULP ACCELERATION
Players start with exactly 6 basic lands in play (Plains, Island, Swamp, Mountain, Forest, Wastes).

These lands cannot be destroyed, exiled, or removed.

Place one Resource counter on one land precombat main phase.

Tapping produces mana equal to 1 + counters on that land.

SECTION 4: MANA PERSISTENCE & MANA BURN
Mana pool does not empty across phases while the land remains tapped.

Untapping the land empties unspent mana from that land.

You lose 1 life point for each point of unspent mana flushed (Mana Burn).

SECTION 5: RAMP CONVERSIONS
Spells searching for lands instead add a Resource counter to an existing land.

If the land is already tapped, add one additional mana to your pool immediately.

Old school wargamer? New wargame series arriving soon:

1864 First Dalton: Recon in Force!