

Quickstart Guide

Classic
Aesthetics



MODERN
MECHANICS

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TO GAMING IN THE WORLDS OF



AND



The Woods

The Woods is a dark age fantasy world based around the folklore of Britain and Europe.

A long time ago the Fae discovered a way to the mortal realm and brought their many servants with them from the other realms they had conquered. There they found the Tuatha, a human-like people which they adopted as their heirs. Over time the Fae taught the Tuatha many things until the Tuatha became almost as strong and powerful as the Fae. Fearing that they would be overthrown the Fae fled from the mortal realm, leaving their servants and pets behind to fight for survival.

The Woods rulebook features over 30 different creatures, 12 warband lists and campaign rules for skirmish games, 6 army lists for battle games and rules for roleplay, tunnel and solo games.



FACTIOUS WASTE

Factious Waste is a dystopian world where natural resources have run out and humanity is split between the privileged inworlders and the constant battle for survival outworld.

Among the various factions that vie for supremacy in the outworld wastes live the Trash Runners, glamorous individuals who make a living hauling refuse from inworld back to the reprocessing plants. These runners and their posses fight with one another for the most lucrative contracts. They must also do battle with the neoprimitives who are determined to prevent their ancestral lands being pilfered of the valuable scrap deposits, the corporate GenCorps and deranged inworld enforcers known as Doughnutters.

The Factious Waste rulebook lets you build a posse by mixing characters from 7 different factions. It includes full campaign rules, rules for using vehicles and 25 different scenarios to use in creating your narratives.





Locksleys' Outcasts

This bandit warband are typical exiles from tuatha settlements who band together for survival in the wilderness.

Robyn Locksley Wis 3 Per 3 Nv 3 Agi 2 Str 2 Endurance 6
Equipment: Bow (ranged weapon, impact 3), Scramasax (impact 2)

Marienna Wis 3 Per 2 Nv 2 Agi 3 Str 2 Endurance 6
Equipment: Sling (ranged weapon, impact 1), Scramasax (impact 2)

Jon Little Wis 2 Per 2 Nv 3 Agi 2 Str 3 Endurance 6
Equipment: Quarterstaff (impact 3)

Young Will Fletcher Wis 2 Per 2 Nv 1 Agi 2 Str 2 Endurance 6
Equipment: Bow (ranged weapon, impact 3), Scramasax (impact 2)

Father Tuche Wis 2 Per 2 Nv 2 Agi 2 Str 2 Endurance 6
Equipment: Sling (ranged weapon, impact 1), Scramasax (impact 2)

Sash Hall Rangers

The rangers are tasked with keeping the woods around Sash Hall free from unwelcome marauders, such as Locksley's Outcasts!

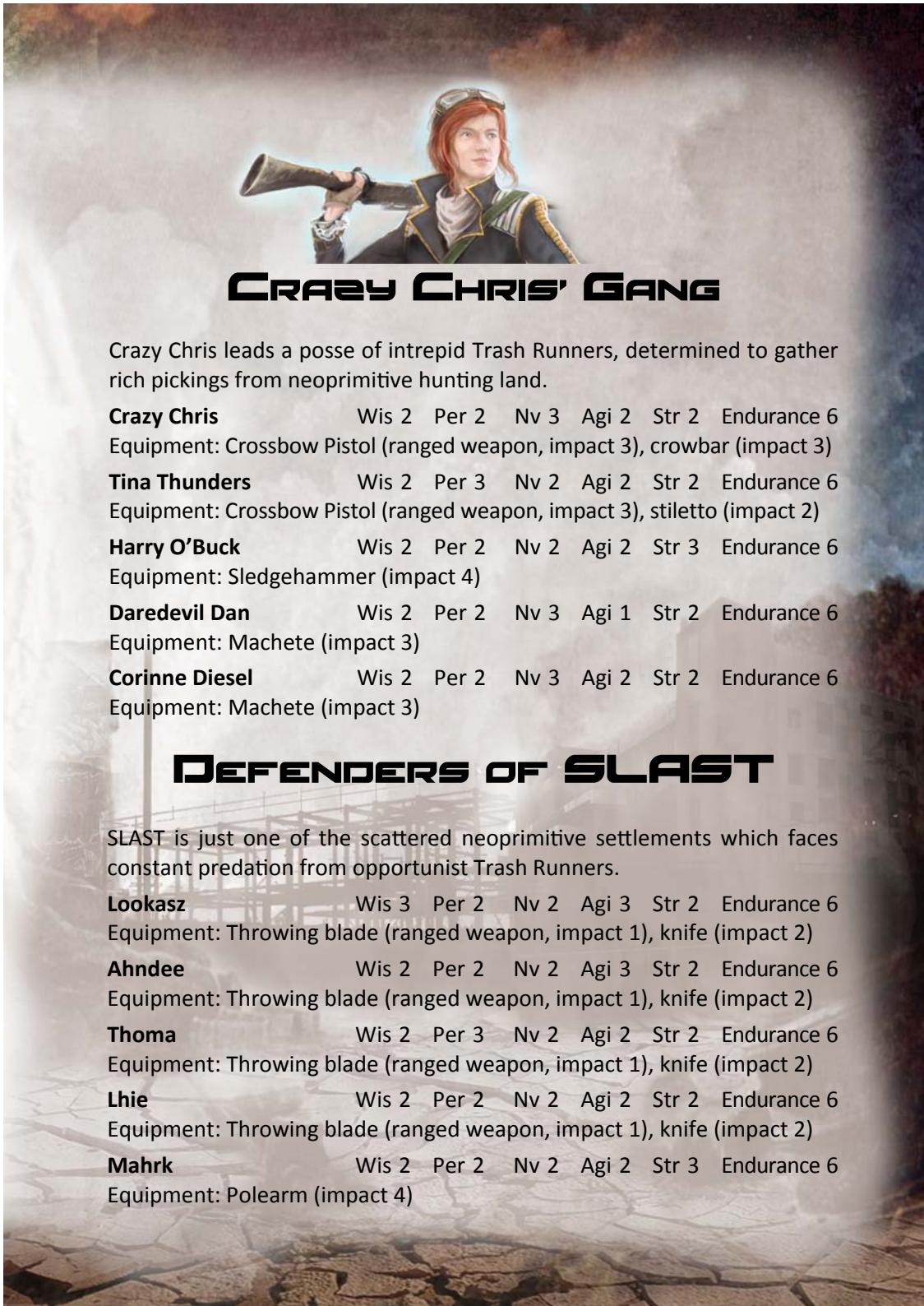
Leaper Wis 2 Per 3 Nv 2 Agi 3 Str 2 Endurance 6
Equipment: Sling (ranged weapon, impact 1), Sword (impact 3)

Dancer Wis 2 Per 2 Nv 3 Agi 3 Str 2 Endurance 6
Equipment: Sword (impact 3)

Dodger Wis 2 Per 2 Nv 2 Agi 2 Str 2 Endurance 6
Equipment: Sling (ranged weapon, impact 1), Scramasax (impact 2)

Tracker Wis 2 Per 2 Nv 2 Agi 2 Str 2 Endurance 6
Equipment: Sling (ranged weapon, impact 1), Scramasax (impact 2)

Trapper Wis 2 Per 2 Nv 2 Agi 2 Str 2 Endurance 6
Equipment: Cudgel (impact 3)



CRAZY CHRIS' GANG

Crazy Chris leads a posse of intrepid Trash Runners, determined to gather rich pickings from neoprimitive hunting land.

Crazy Chris Wis 2 Per 2 Nv 3 Agi 2 Str 2 Endurance 6
Equipment: Crossbow Pistol (ranged weapon, impact 3), crowbar (impact 3)

Tina Thunders Wis 2 Per 3 Nv 2 Agi 2 Str 2 Endurance 6
Equipment: Crossbow Pistol (ranged weapon, impact 3), stiletto (impact 2)

Harry O'Buck Wis 2 Per 2 Nv 2 Agi 2 Str 3 Endurance 6
Equipment: Sledgehammer (impact 4)

Daredevil Dan Wis 2 Per 2 Nv 3 Agi 1 Str 2 Endurance 6
Equipment: Machete (impact 3)

Corinne Diesel Wis 2 Per 2 Nv 3 Agi 2 Str 2 Endurance 6
Equipment: Machete (impact 3)

DEFENDERS OF SLAST

SLAST is just one of the scattered neoprimitive settlements which faces constant predation from opportunist Trash Runners.

Lookasz Wis 3 Per 2 Nv 2 Agi 3 Str 2 Endurance 6
Equipment: Throwing blade (ranged weapon, impact 1), knife (impact 2)

Ahndee Wis 2 Per 2 Nv 2 Agi 3 Str 2 Endurance 6
Equipment: Throwing blade (ranged weapon, impact 1), knife (impact 2)

Thoma Wis 2 Per 3 Nv 2 Agi 2 Str 2 Endurance 6
Equipment: Throwing blade (ranged weapon, impact 1), knife (impact 2)

Lhie Wis 2 Per 2 Nv 2 Agi 2 Str 2 Endurance 6
Equipment: Throwing blade (ranged weapon, impact 1), knife (impact 2)

Mahrk Wis 2 Per 2 Nv 2 Agi 2 Str 3 Endurance 6
Equipment: Polearm (impact 4)

Miniatures

Like most wargames The Woods and Factious Waste use detailed miniatures to represent characters on the playing area. You can use any miniatures you like for these games. We like to use 28mm figures as they are large enough to easily identify but small enough to move around easily. Your miniatures can have bases of any size and shape but you'll find it easiest to use something that allows the model to stand upright without wobbling and isn't so large that it can't be easily moved around. Mark a point on the base where the character is looking. This is its 'centre-front' line, by placing a field of vision template against it you can tell what the model can 'see'. Models can also 'see' a number of inches all around them equal to their Perception stat.

The Character Profile

Every character is defined by a set of five 'stats':

Wisdom- How intelligent the character is.

Perception- How good they are at noticing what is going on around them.

Nerve- How cool the character can stay under pressure.

Agility- How fast and nimble the character is.

Strength- How strong in mind and body the character is.

Each stat is a number between 1 and 6, with 1 being weakest. Most starter characters will have stats averaging 2.

These stats combine as shown opposite to give a series of secondary stats which are used in the game:

Presence- How impressive and commanding the character is.

Charisma- How good they are in social situations.

Accuracy- How good they are at throwing and shooting.

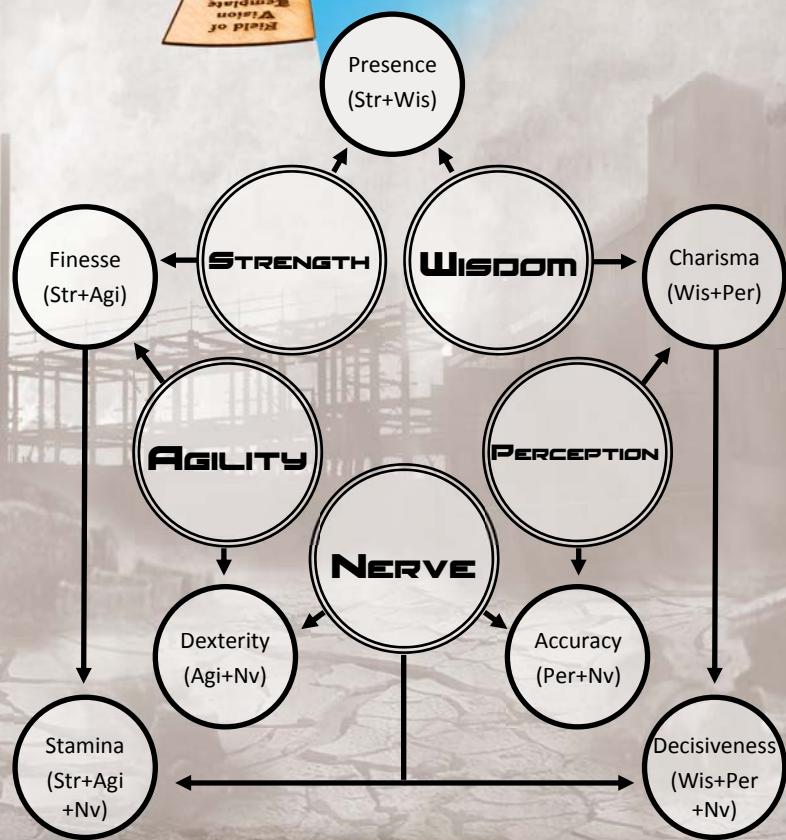
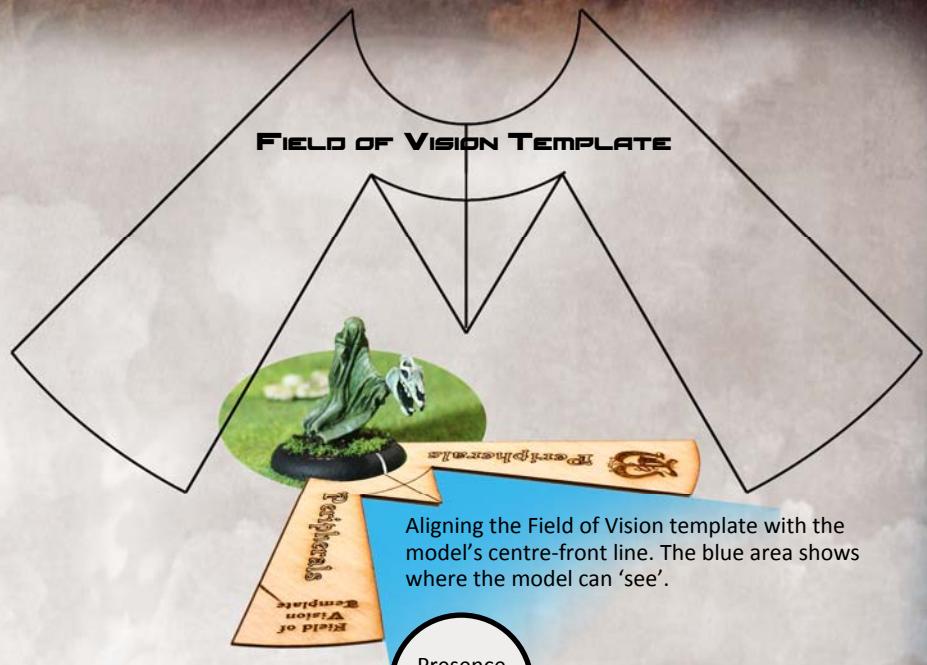
Dexterity- How quickly they can move.

Finesse- How good they are at fighting.

Decisiveness- How quickly the character decides what to do.

Stamina- How much a character can do during their turn.

Characters also have an Endurance value which tells you how much damage they can take before they are eliminated.



Raid!

In this scenario one player is trying to steal supplies off the other. To win the raiding player must escape off any edge with more supply tokens than are left on the play area when they have no models remaining. A model can pick up a supply token by moving its base to touch the token. A model which falls prone must drop any supply token it is carrying. Once they have left the play area a model may not move back on.

You will need:

A 3' by 3' flat area to play on.

8 lengths of 'wall'. If you don't have any scenery some pencils will be fine.

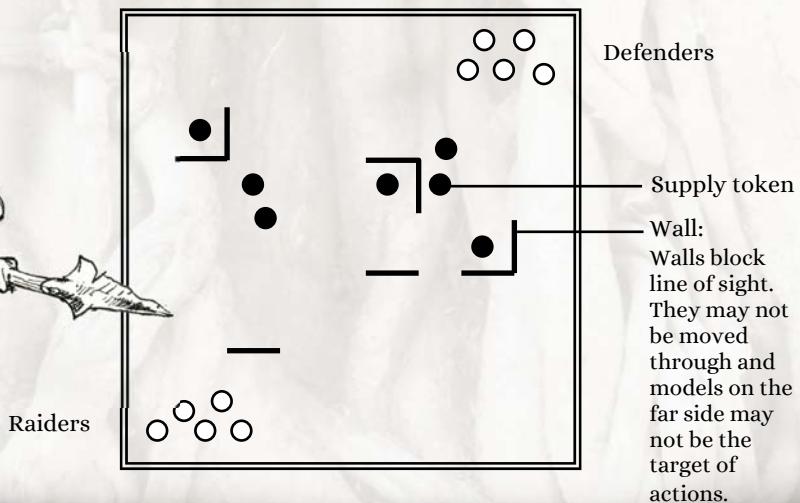
A tape measure.

Some object to pass between players as the 'turn token'.

7 tokens to represent supplies.

Enough miniatures to represent the characters in each warband or posse.

Set up the board as shown. The raiding player goes first.



SKIRMISH!

In this scenario both players are trying to wipe out the opponent. Whoever eliminates their opponent's entire warband or posse first wins. You may like to agree to play for an amount of time or number of turns at the end of which the player with the most models left in the play area wins. Buildings cannot be entered in this scenario.

You will need:

A 3' by 3' flat area to play on.

4 lengths of 'wall'. If you don't have any scenery some pencils will be fine.

2 buildings. If you don't have any scenery use mugs, boxes etc.

A tape measure.

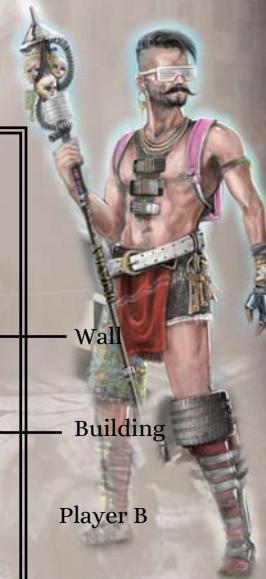
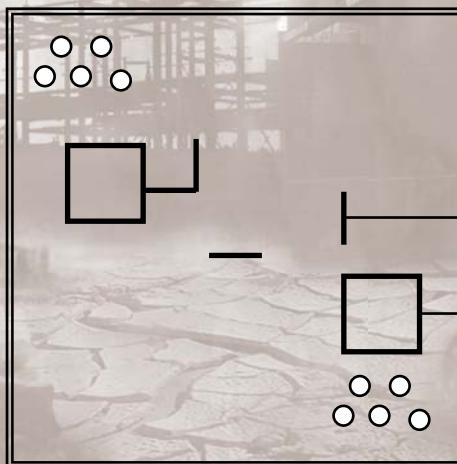
Some object to pass between players as the 'turn token'.

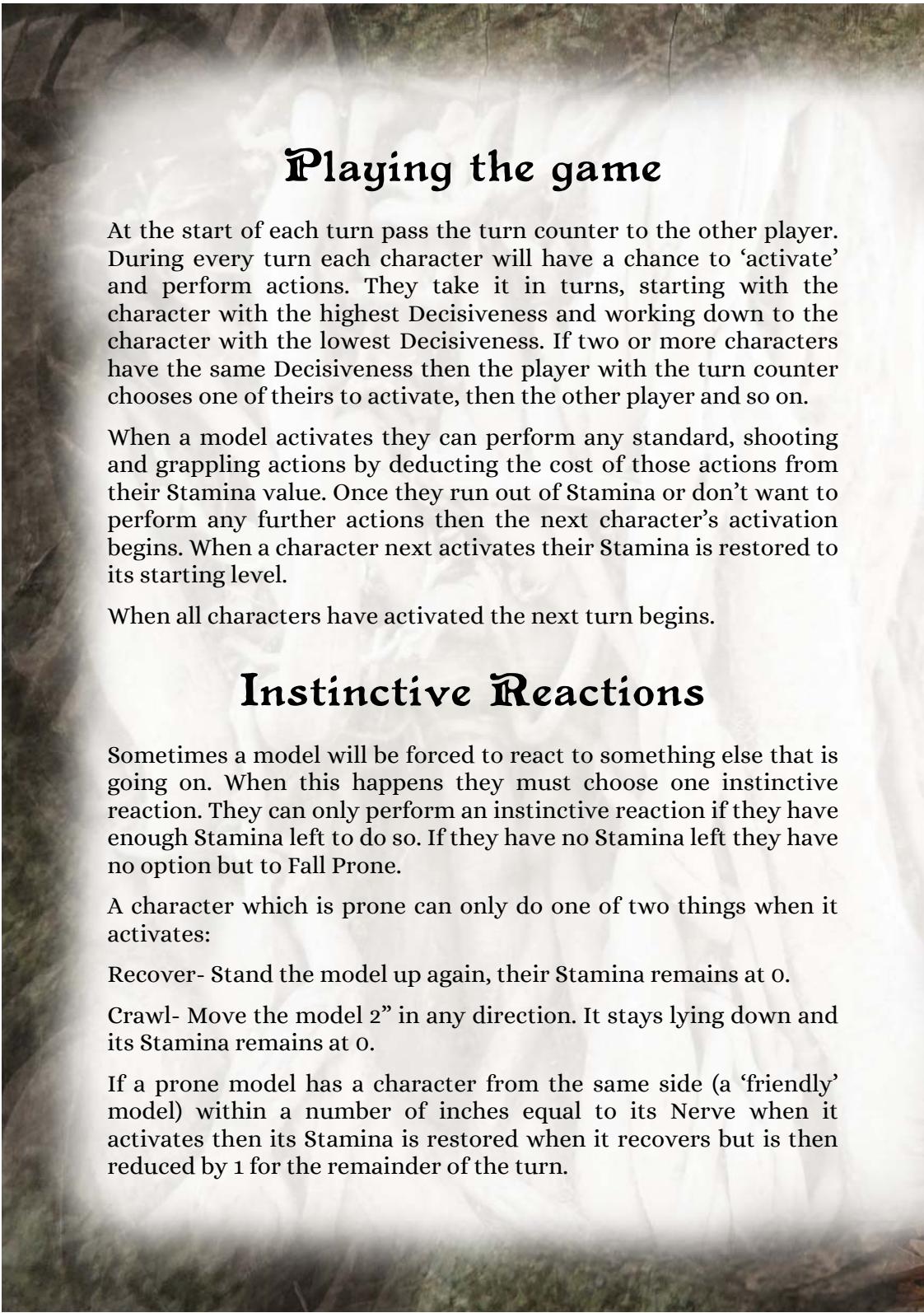
Enough miniatures to represent the characters in each warband or posse.

Set up the board as shown.

Toss a coin to decide who goes first.

Walls and buildings block line of sight.
They may not be moved through and
models on the far side may not be the
target of actions.





Playing the game

At the start of each turn pass the turn counter to the other player. During every turn each character will have a chance to ‘activate’ and perform actions. They take it in turns, starting with the character with the highest Decisiveness and working down to the character with the lowest Decisiveness. If two or more characters have the same Decisiveness then the player with the turn counter chooses one of theirs to activate, then the other player and so on.

When a model activates they can perform any standard, shooting and grappling actions by deducting the cost of those actions from their Stamina value. Once they run out of Stamina or don’t want to perform any further actions then the next character’s activation begins. When a character next activates their Stamina is restored to its starting level.

When all characters have activated the next turn begins.

Instinctive Reactions

Sometimes a model will be forced to react to something else that is going on. When this happens they must choose one instinctive reaction. They can only perform an instinctive reaction if they have enough Stamina left to do so. If they have no Stamina left they have no option but to Fall Prone.

A character which is prone can only do one of two things when it activates:

Recover- Stand the model up again, their Stamina remains at 0.

Crawl- Move the model 2” in any direction. It stays lying down and its Stamina remains at 0.

If a prone model has a character from the same side (a ‘friendly’ model) within a number of inches equal to its Nerve when it activates then its Stamina is restored when it recovers but is then reduced by 1 for the remainder of the turn.

STANDARD ACTIONS

WALK

Stamina Cost 3

The model may move a number of inches equal to or less than its dexterity.

SPRINT

Stamina Cost 6+

A model which performs two or more consecutive walk actions is referred to as sprinting and may gain extra benefits or penalties.

TALK/SHOUT

Stamina Cost 2/3

A character who talks can be heard by models within a number of inches equal to the character's presence. A character who shouts can be heard by models within a number of inches equal to twice their presence. Models which hear may (but do not have to) take an instinctive reaction.

ORDER

Stamina Cost +1

An order may be added to a talk or shout action at a cost of +1 stamina. Any one friendly model which can hear may immediately restore their stamina and activate. The model which performed the order action may resume its activation after the ordered model has acted.

INSTINCTIVE REACTIONS

DIVE

Stamina Cost 3

The model is moved a number of inches equal to its agility and falls prone.

DUCK

Stamina Cost 2

Shooting actions which target a ducked model suffer a -2" accuracy range penalty.

EVALUATE

Stamina Cost 1

A model which evaluates is faced in any direction, turning on the spot.

FALL PRONE

Stamina Cost 0

Zhooting

Shooting actions can be performed by any model with a ranged weapon.

Load

Stamina Cost 2

Before a ranged weapon can be fired it must be loaded.

Aim

Stamina Cost 2

Each aiming action increases the accuracy range of the shot by 2".

Shoot

Stamina Cost 2

The model fires at a single target.

Once a shooting model has declared its actions the target can perform one instinctive reaction if it can see the shooter. Then calculate the range of the shot by taking the shooter's accuracy stat and adding or subtracting any relevant modifiers:

Shooting model:

Did not move before shooting	+1"
Sprinted before shooting	-2"
Every aim action performed before shooting	+2"
Has shot at another target this activation	-1" per target

Target:

Did not move in its last activation	+2"
Sprinted in its activation	-2"
Is within the shooting model's field of vision	+3"
Is ducked or prone	-2"

If the result is equal to or greater than the distance between the shooter and the target then the target has been hit. Hit targets are moved 1" away from the shooter and take damage equal to the weapon's impact. Whether or not the shot hits the target must take an instinctive reaction if they have not already done so.



The gnawloch muskrath picks his target and loads his weapon (2 stamina). He estimates the distance is going to be too great for a quick shot so he spends another 2 stamina to aim before using his final 2 stamina to shoot. The target cannot see the shooter on his grassy knoll so does not get to react. The muskrath's Accuracy is 6. He has not moved before shooting so adds +1" to his range. His aim action gives him a further +2" and the target is within his field of vision so he adds +3" for that. His target, however, is moving fast. It sprinted during its last activation so the shooter has a -2" penalty. The muskrath's range is therefore:

$$6 + 1 + 2 + 3 - 2 = 10"$$

Measuring the distance between the shooter and the target we find the target is 12" away, so the shot misses. However the target still has to take an instinctive reaction as the shot whistles overhead. Having no stamina left the target is forced to fling itself to the ground. If the muskrath had been able to aim a second time before shooting or the target had not sprinted the additional +2" bonus would have allowed the shot to hit, inflicting 5 damage from the gnawloch musket and knocking the target 1" away as well as forcing it prone.

Taking Damage:

Every time a character takes damage reduce their Endurance by the amount of damage taken. If a model reaches 0 Endurance they are eliminated and should be removed from the playing area, dropping any tokens they are carrying. The first time a model takes damage in a turn also place a 'damaged' token next to them. The next time their stamina is restored subtract 1 from it and remove the token.



Grappling

Grappling (hand to hand fighting) can be quite complicated. Keep in mind that there are three stages (initiating, calculating score and resolving) and that each grapple is between two models only. A model may grapple multiple opponents, but if this is the case then each opponent is a separate grapple.

Initiating: A model that wishes to initiate a grapple against a target they can see may do so with a walk or sprint move. If the target can see the model begin its initiate move it may react in one of the following ways:

Flee

Stamina Cost 3

The model is moved up to its dexterity directly away from the attacker.

Dodge

Stamina Cost 2

After the initiating model is moved the target model may be moved 90 degrees around the attacker's base.

Stand

Stamina Cost 0

The model faces its attacker head on.

Now move the attacking model its normal walk or sprint move. If this is enough to put the model in base contact with the target then the grapple begins.

Calculating grapple score: Work out each model's grapple score as follows:

Finesse

+ remaining stamina.

+ stamina used in the initiating move if the grapple was initiated this round and the target was not able to react.

-3 if the model's centre-front line is not touching its opponent's base.

Resolving:

The model with the highest score may now perform one grapple action with a cost equal to or less than the difference between the two scores.

GRAPPLE ACTIONS

TRIP

The winning model manages to catch its opponent off guard. Add one to the winner's grapple score next round

Difference 1

VAULT

Move the model 90 degrees around its opponents base.

Difference 2

STRIKE

The winning model inflicts the impact of its weapon on its opponent.

Difference 3

DISENGAGE

The winning model may make a walk move in any direction.

Difference 4

FLOOR

The losing model falls prone.

Difference 5

DOUBLE STRIKE

The winning model inflicts twice the impact of its weapon on its opponent.

Difference 6

THE NEXT ROUND

All models that begin a turn engaged have their grapples resolved before anything else happens. The player with the turn counter decides which order grapples are resolved in. Prone models are not considered to be engaged. Instead of the initiating stage models already grappling have a choice of three actions to prepare for the new round of combat:

BREAK OFF

Stamina Cost 5

The model is moved up to twice its dexterity range directly away from the attacking model. It ends the move facing away from its opponent.

CHANGE FACING

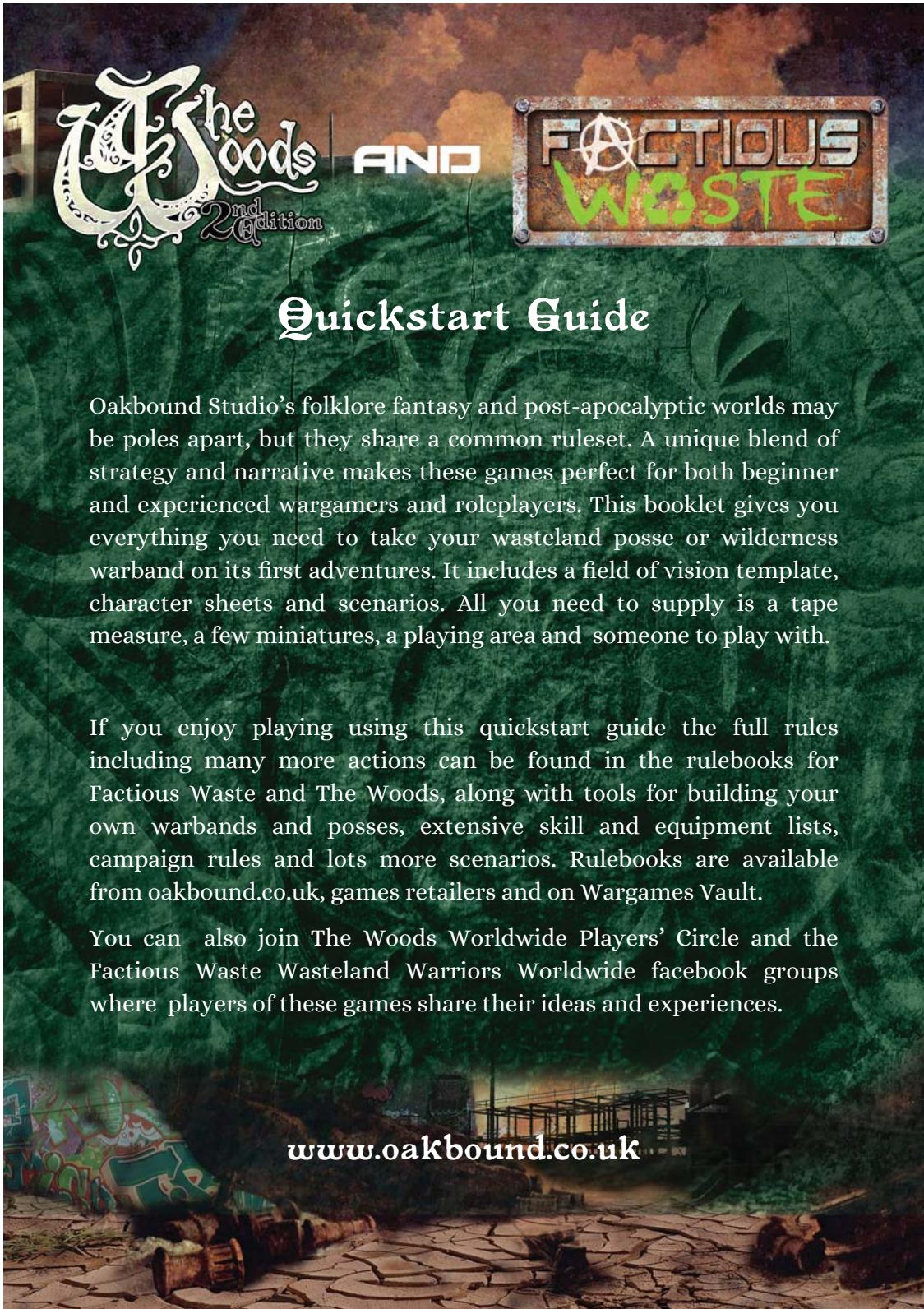
Stamina Cost 2

The model is turned on the spot to align its centre-front line to one attacker.

CONTINUE GRAPPLING

Stamina Cost 0

If both models remain engaged after they have declared their actions the next round begins.



Quickstart Guide

Oakbound Studio's folklore fantasy and post-apocalyptic worlds may be poles apart, but they share a common ruleset. A unique blend of strategy and narrative makes these games perfect for both beginner and experienced wargamers and roleplayers. This booklet gives you everything you need to take your wasteland posse or wilderness warband on its first adventures. It includes a field of vision template, character sheets and scenarios. All you need to supply is a tape measure, a few miniatures, a playing area and someone to play with.

If you enjoy playing using this quickstart guide the full rules including many more actions can be found in the rulebooks for Factious Waste and The Woods, along with tools for building your own warbands and posses, extensive skill and equipment lists, campaign rules and lots more scenarios. Rulebooks are available from oakbound.co.uk, games retailers and on Wargames Vault.

You can also join The Woods Worldwide Players' Circle and the Factious Waste Wasteland Warriors Worldwide facebook groups where players of these games share their ideas and experiences.

www.oakbound.co.uk