

# BRUTAL



# QUEST

FANTASY NARRATIVE SKIRMISH GAMING  
BASED ON THE PLANET28 RULES

**Brutal Quest - Written and illustrated by Nicolas Evans.**

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# BEGIN YOUR QUEST...

**BRUTAL QUEST IS A MINIATURE NARRATIVE SKIRMISH GAME FOR TWO OR MORE PLAYERS, DESIGNED FOR WARBANDS OF CONVERTED AND KITBASHED FANTASY CHARACTERS.**

**BUILT ON THE PLANET28 RULES SYSTEM, BRUTAL QUEST IS SIMPLE, QUICK AND ADAPTABLE, ALLOWING YOU TO PLAY ANYTHING FROM A SINGLE ENCOUNTER TO A FULL STORY CAMPAIGN.**

## WHAT YOU'LL NEED.

To play a game of Brutal Quest you'll need the following things:

### •**Miniatures**

The most important part of any miniature game: a selection of miniatures to represent your characters on the tabletop.

### •**A battlefield**

Your battlefield is the surface you play on. This should be a space at least 60x60cm. Throw in plenty of model scenery - trees, rocks, ruins and homesteads all help build your battlefield.

### •**Dice**

Each player will need a set of polyhedral dice containing a

4,6,8,10,12 & 20 sided die. A couple of extra 10 sided dice are also useful.

### •**Tape measure**

A tape measure or ruler marked in centimetres (cm) for measuring weapon ranges and movement.

### •**Pens and paper**

Some pens and paper for keeping track of your character's stats and abilities.

### •**Tokens**

A handful of tokens (glass beads, coins etc) for tracking your character's health and brutality.

## ROLLING DICE.

In a game of Brutal Quest, your characters act by making dice rolls known as **skill rolls**. The skill roll is the main way of determining whether a character has succeeded in completing an action. All skill rolls are done in the same way - simply determine which skill a character's actions fall under and roll a single 10 sided die (*referred to hereafter as a **D10** or **1D10***)

If you roll **UNDER** the character's skill value then the action is a success. If you roll **EQUAL** to or **OVER** then the action is a failure.

A roll of 10 is always considered a failure regardless of any modifiers, and likewise a roll of 1 is always considered a success regardless of modifiers. There are plenty of other ways you'll use your dice during a game, but these will be covered later on.

## **CHARACTERS.**

Each of your miniatures represents a single character. Collectively your characters make up your warband.

Each character has the following basic skills:

- **Agility (A)**

How well a character navigates their environment. Agility also determines when a character acts in a turn.

- **Melee (M)**

How well a character fights in hand to hand combat.

- **Ranged (R)**

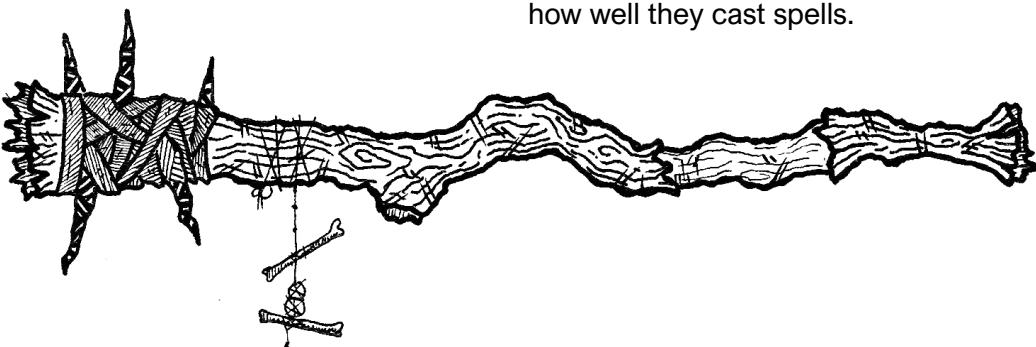
How well a character fights with ranged weapons.

- **Awareness (AW)**

How well a character responds to their surroundings.

- **Psyche (P)**

How intelligent a character is and how well they cast spells.



As well as the skills listed above, every character in your warband has the following basic characteristics:

- **Speed (S)**

How far in cm a character can move in a single action.

- **Hit points (HP)**

How much damage a character can take before they're considered slain.

- **Traits**

Traits are special characteristics that alter how your character acts in certain situations. Some are good and will offer a bonus to your character, while others are bad and hinder your character's actions.

- **Abilities**

Abilities are special actions a character can perform instead of or alongside their normal actions.

- **Inventory**

A character's inventory contains all their equipment, weapons and armour, as well as any gold or other items they might gather throughout a campaign.

## CORE CONCEPTS.

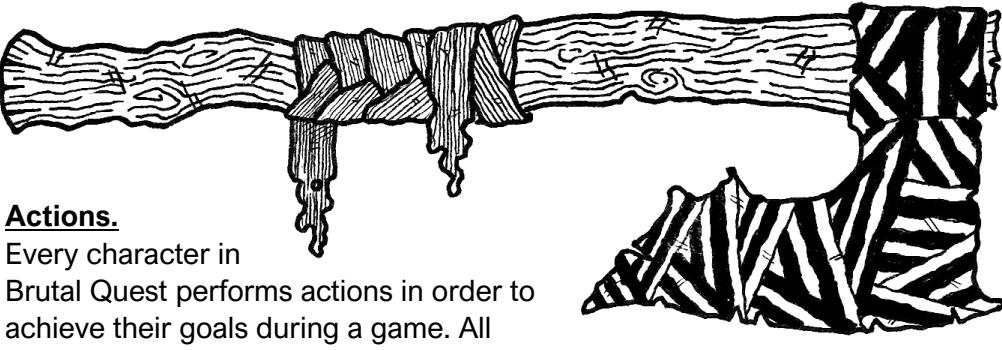
### The turn.

Every game of Brutal Quest is divided into a number of turns. How many turns will depend on what kind of scenario you're playing.

In a turn each character may make **2** actions. Rather than one player acting with all their characters first, both players activate characters according to their **agility** score.

Starting with the highest (**A**) and working down, players perform actions with their characters until all characters have had a chance to act. If two or more opposing characters have the same (**A**) then the character with the highest (**AW**) may choose to act either first, second or so on. Should two opposing characters have the same (**A**) and (**AW**) then both players should roll **1D10** - the player with the lowest roll can then decide which character acts first.

Once all characters have had a chance to act the turn is over and a new turn begins.



### Actions.

Every character in Brutal Quest performs actions in order to achieve their goals during a game. All characters may choose from the same set of basic actions. Characters are free to perform actions in any order or combination. Characters can perform the same action twice.

The basic actions a character can choose to perform are:

**Move, Charge, Fight, Shoot, Ability, Item & Hold.**

Alongside these actions a character can also perform a **Universal action**. These are actions that do not require a specific dice roll to complete but which still take time to perform. Things like crouching down, searching a corpse or picking up a dropped weapon would all count as universal actions.

## Move.

A character can move in any direction up to their (**S**) in cm. Characters may change direction at any point during a movement action in order to travel around obstacles, other characters, through doorways etc.

### Moving over terrain.

Terrain in Brutal Quest is either **Even**, **Rough**, **Hazardous** or **Impassable**.

- **Even** terrain represents flat open ground, ladders, stairs or low obstacles that could be traversed without incident. Moving over even terrain requires no skill roll; simply move your character to where you want them to go.

- **Rough** terrain represents thick forest, flowing water, walls less than 5cm in height or generally uneven ground that might slow someone down. When moving through rough terrain, make a skill roll against the characters (**A**). If the roll succeeds, the character moves as normal. If the roll fails the character moves at half speed.

- **Hazardous** terrain includes rapid deep water, jagged rocks or haunted ruins. A character entering hazardous terrain must first make a skill roll against their (**AW**). If they succeed, they may treat the terrain as **rough** for as long as they remain within it. If they fail, they must make an (**A**) roll for every turn they spend in the terrain. If they succeed they move at half speed **-1D4cm** for the turn. If they fail they take **1D10** damage, minus armour rolls.

- **Impassable** terrain includes sheer cliffs, flowing lava or anything else that simple can't be walked over. Impassable terrain cannot be moved through.

## Climbing.

If a character wishes to move over an obstacle 5cm of more in height, it counts as climbing. To climb an obstacle, simple make an (**A**) skill roll. If the character passes, they may climb up to their remaining speed in CM. Characters must make a skill roll for every action in which they climb - so a character using both their actions to climb a tall tower must make 2 skill rolls. If a character ends their turn mid climb they must make a further (**A**) roll to remain in place until the next turn. Climbing characters may not make any further actions until they have finished their climb.

## Falling.

Should a character fail their skill roll when climbing then they have fallen. Measure the distance from the point at which they fell directly down to the nearest flat surface. For every cm above 5 the character takes 1 damage.

Damage taken from falling cannot be stopped with armour.  
Place the fallen character on the next flat surface directly below the point from which they fell.

(E.G - a character fails a skill roll when climbing a 6 cm wall – they have fallen and take 1 damage.)

Character 2 fails a skill roll whilst climbing a 20cm tower. They were 10cm up when they fell, and so take 5 damage.)

### Charge.

A character may perform a charge if they end their move action in base contact with an enemy character. The charging character may make **1** extra fight action at **+1D4** to their **(M)** skill.

Fight actions after the initial charge do not receive a bonus.

The charged character may make an **(AW)** roll before the attack is carried out. If they succeed, they have seen the charge coming and braced for it in time. The charging character then receives **+1D4** to their **(M)** for their next fight action, but does not receive the extra action.

(Example 1 - character 1 moves into base contact with character 2. Character 2 fails their **(AW)** roll. As such ,character 1 may now make 1 free fight action at **+1D4**, and use their remaining action to fight as normal.

Example 2 - Character 1 moves into base contact with character 2. character 2 makes a successful **(AW)** roll. Character 1 must now use their remaining action if they wish to attack, whilst receiving **+1D4** to their **(M)** ).

### Fight.

Characters may fight any characters that they have charged or that are within 5cm of them.

First declare which character you wish to attack, then move the attacking character so that their base touches the base of their chosen opponent - this is referred to as **base contact**. Note that this does not count as a move action and as such the attacking character does not count as charging, despite having moved. If a character has already charged then they do not need to be moved, as they will already be in base contact.

Enemy characters in base contact are said to be **locked in combat**.

Once you have moved the attacking character, they must make an **(M)** roll. If the roll succeeds, the attack has hit home. The attacking character now rolls for damage by rolling their weapons damage dice, and finally the enemy character may make any available armour rolls before removing the remaining damage from their hitpoints. You may only attack with one weapon per action.

If the attacker successfully deals damage to their opponent they may choose to push them backwards **3cm**. To do so, simply move the target character directly away from the attacker by 3cm. Both characters are now counted as no longer being locked in combat.

If the attacking character fails their **(M)** roll, both characters remain locked in combat.

If a character is reduced to **0** hitpoints, they are considered slain and removed from the game.

### **Multiple opponents.**

If a character is locked in combat with more than one enemy, they must first pass a **focus test** before making an attack action against any single enemy. To make a focus test, count up the number of enemy characters in combat with the attacking character.

Add this number to the attacker's **(AW)** skill, then make an **(AW)** roll.

If the attacker succeeds, they may attack as normal for the remainder of the turn.

If they fail, they suffer **-1** to their **(M)** for every enemy character in base contact.

*(E.G. Character 1 has an **(AW)** of 7 and is in combat with 3 enemies. They minus 3 from their **(AW)** skill and roll to see if they can attack as normal. They roll a 2, and as such succeed and may attack any enemy they wish as normal.)*

*In the next turn character 1 is still in combat with 3 enemies. They roll a 5 for and as such fail their **(AW)** roll. Their **(M)** is 9, which is now reduced to 6 - 1 for each enemy in combat.)*

Characters in combat with multiple enemies may split their actions between targets during a single turn.

*(E.g. Character 1 is in combat with two enemies—they use their first action to fight the first enemy and their second to fight the other.)*

### **Countering.**

If a character is being attacked and has not yet acted this turn, they may choose to use one of their actions to fight back. In this case both characters make an **(M)** roll at the same time. If both characters succeed then both take damage from each other's weapons, minus any armour rolls.

If both characters fail then they remain locked in combat.

If one character fails and the other succeeds, the successful character resolves their attack as normal.

## Leaving combat.

A character that is locked in combat may leave combat at any time by making a move action and moving out of base contact with their opponent. Characters leaving combat move at **-1D4cm** to their **(S)**.

When a character leaves combat each of their opponents may make 1 free attack action before they move.

## Shoot.

Shooting is resolved in much the same way as fighting.

First, the shooting character selects a target that is within range of their weapon that they can see.

A character can see another character if any part of their body (meaning head, legs, torso, arms) is visible from the miniature's point of view.

A character can shoot in any direction.

To make a shooting action simply make an **(R)** roll.

If the roll is a success, the shot has hit its target. The shooting character may now roll damage, and the target may make any armour rolls before removing the remaining damage from their **(HP)**.

If the roll fails, the shot has missed and nothing happens.

A character may not shoot at any character that is locked in combat.

A character may not use a shoot action when locked in combat.

A shooting character gain **+1 (R)** if they are **5cm** or more above their target.

A shooting character suffers **-1 (R)** if their target is **5cm** or more above them.

A shooting character suffers **-1 (R)** if they have already moved this turn.



## Cover.

If any part of a character's body (torso, head, arms, legs) is covered or obscured by terrain, they are considered to be in cover.

A character in cover receives an additional **1D6** armour roll against shooting actions, as well as their existing armour.

## **Break tests.**

Whenever a character's hit points are reduced to below 50% they must take a break test.

To make a break test, simply make a **(P)** roll. If the roll is successful the character may continue to act as normal.

If the roll is unsuccessful, then the character must immediately move at full speed towards the nearest playing area edge. If a character reaches the edge of the playing area before they can pass a break test, they are considered removed from the game.

A character must keep using actions to take break tests until they either succeed or are removed from play.

A character below 50% hitpoints must take a break test every time they take damage, suffering **-1** to their **(P)** for every successive break test they take. A character with only 1 hitpoints remaining does not need to perform break tests for the remainder of the game.

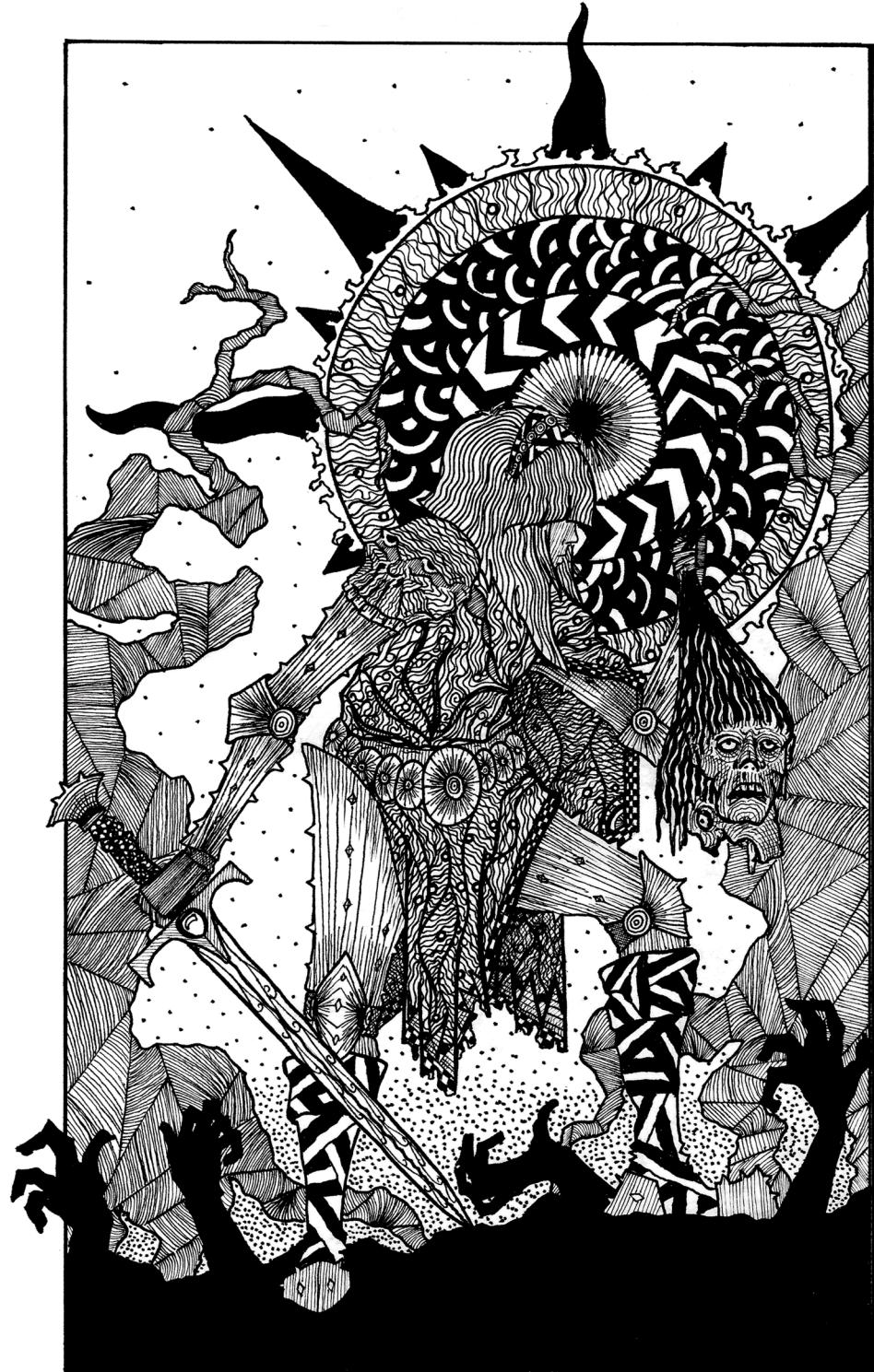
*(E.G. character 1 has 9 hit points. In combat they are hit by character 2 and lose 5 hitpoints, dropping them to below 50% of their starting hitpoints. They must now take a break test. They fail and as such retreat towards the nearest board edge.)*

*As they have not acted yet they have two actions left when their turn arrives. In order to act as normal they must now make another break test, suffering **-1** to their **(P)** due to their failed test earlier in the turn.*

*If they fail, they must retreat again and use their remaining action to attempt another break test, this time at **-2** **(P)**. If they succeed they may use their remaining action as normal.)*

## Ability.

A character may use an action to perform a special ability. To do so simply read through the rules for the specific ability they wish to perform and act them out as written. Characters can also use an ability action to perform spells if they have the relevant traits.



### Item.

Characters may use an action to swap between weapons or use an item from their inventory.

Some items will have specific instructions on how and when they can be used (such as healing potions/magical scrolls etc). However, you may wish to use items in unconventional ways. When using an item in a manner other than the intended one, it's best to talk through your action with your opponent or the game master and decide between you what happens next.

### Hold.

Instead of using both actions straight away, a character may choose to hold one or all of their actions until later in the turn.

A character wishing to hold an action simply declares that they wish to do so, and then does not act at their usual turn.

At any point in the turn after their assigned turn, a holding character may declare that they are no longer holding and may then use their actions as normal.

Holding does not take up an action.

Held actions must be used by the end of the turn or they are lost.

### Universal action.

A universal action is any action that a character may wish to perform that doesn't fall under any of the other specific actions. Anything from crouching in place behind cover to get out of line of sight, to crafting an impromptu club from a piece of rubble, can be considered a universal action.

When performing a universal action you should declare what it is the character wishes to do, how many actions you think it should take, and what skill rolls (if any) you feel are best used to represent the action.

Universal actions are best used in games with a game master who can decide how the action should be resolved, but there's no reason why you shouldn't propose a universal action to your opponent and decide between you how the action should be best carried out.

(E.G. player 1 wishes to break down a door with character 1.

They talk with their opponent and decide since the door is a heavy wooden door it will take a successful (**M**) roll to break down. They then also decide that since the door is studded with iron nails, character 1 should suffer **-1(M)** for every successive attempt they make, and **-1 HP** for every failed attempt.)

## **WEAPONS.**

Every weapon in Brutal Quest has its own profile to tell you how it works, when it can be used and how much damage it will do.

Each weapon has the following elements:

### **•Type**

Weapons are either **Melee** or **Ranged**. Melee weapons are used during fighting actions, whilst ranged weapons are used in shooting actions.

### **•Size**

Weapons are either **one handed** or **two handed**. A character can only wield two hands worth of weapons at a time, so they may wield either a single two handed weapon or two one handed weapons.

### **•Damage**

Damage tells you which dice to roll to determine how much damage a hit from this weapon does to an opponent. Damage is represented by a combination of numbers and dice. So for example, when hitting with a weapon with 1D6+2 damage, you would roll 1D6, then add 2 to the result to determine how much damage the hit has done.

You should roll your damage dice after every successful hit.

### **•Special rules**

Some weapons will have special rules that determine how they can be used or how they behave. These will be written on the weapon's profile.

**Ranged weapons also have the following elements:**

### **•Range**

Range tells you how far in cm a ranged weapon can fire.

### **•Ammunition**

Ranged weapons such as bows and crossbows require ammunition to make an attack.

This ammunition will be kept in your character's inventory, but without it you won't be able to make any attacks with that weapon.

**Every time you make a shooting action, you should remove 1 piece of ammunition for that weapon from your inventory.** What kind of ammunition a weapon needs will be written in its profile.

## **ARMOUR.**

When a character wearing armour is attacked they may make an armour roll. Each type of armour has its own **defence** rating, represented by a combination of numbers and dice similar to a weapon's damage dice. To make an armour roll, simply roll the relevant dice and add any modifiers. The total of this roll is then removed from the damage done by the attack, and any remaining damage is removed from the character's hitpoints. A character cannot change their armour during a game.

## BRUTALITY.

One of the best ways for your characters to get the edge over their opponents during a battle is with brutality. As your characters get into the flow of battle their rage and pain causes them to fight harder - their every blow becoming a crushing death stroke as they face down enemy after enemy in increasingly unhinged and vicious combat.

Throughout a game characters will gain brutality points by completing certain criteria. These points can then be spent in game to provide rerolls, modifiers or even extra actions, or saved up until the end of a game to be spent on permanent skill level increases.

A character may only have **6** brutality points at any one time. Any additional points earned are immediately lost. Characters can only gain points for one specific action at a time, but may choose which one they wish to claim points for. (*E.G - a character that slays another character can choose to claim 6 points for the slaying, or just 1 for dealing damage, but not both.*)

The table below tells you which criteria provide you with brutality points and how many points each is worth.

Action	Brutality points
Deal damage to an opponent.	1
Block all damage from an opponent's attack.	1
Cause an opponent to take a break test by dealing damage.	2
Counter an enemy attack and achieve a draw.	2
Counter an enemy attack and achieve a victory.	3
Roll maximum damage with a weapon during combat.	3
Slay a character by reducing them to 0 hitpoints.	6

## Spending brutality points.

Characters can spend brutality points at any time during a game. To do so simply declare that you wish to use your brutality points, then remove the points you have spent from your total brutality. You should always declare that you're using your brutality points before you perform your actions, with the exception of rerolls.

A character can spend their brutality in any combination they like during a turn. (*E.G. A character can choose to spend all 6 of their brutality points on a single extra action for a cost of 6 points, or 6 -1 modifiers to their skill roll at a cost of 1 brutality point each.*)

The table below tells you which brutality effects a character can claim and how many brutality points each effect costs.

Cost	Effect
1	-1 to skill roll result during this character's next action.
1	Automatically pass a break test.
2	+1D6 weapon damage next time this character deals damage.
3	Reroll 1 failed skill roll.
4	+1 to one skill for the remainder of the game.
5	This character deals an automatic 1D10 damage to their opponent. Opponent may make armour rolls as normal.
6	This character may make one additional action during this turn.
6	After the game is over this character may increase one of their core skills by 1.

Any unspent brutality at the end of a game can be kept for the next game or converted into points to purchase new traits and abilities at a ratio of 1:1.

## WARBAND CREATION.

Building your warband is one of the most important parts of Brutal Quest. When building each character of your warband you should follow the steps outlined in this section.

### Background.

The starting point for every character is their background - this should inform how you assign skills, traits and abilities to each individual character in your warband. Think of a backstory for each of your characters - who are they, why are they part of this warband, what are their strengths and weaknesses. Not every character needs to be a faceless grizzled mercenary.

### Points.

Characters in Brutal Quest are built using a points system - you can either decide with your opponent ahead of time how many points each of you will spend on your warbands or build your warband beforehand and negotiate any points imbalances later on.

### Skills.

Once you have your character's background figured out, you should set their skill levels. Each character's core skills (**A,M,R, AW,P**) start at **1**. You can increase a skill by a value of **1 for a cost of 10 points**.

(E.G. increasing a skill from 1 to 5 would cost 40 points.)

Every character starts with **20 hitpoints**. A character can increase their hitpoints by a value of **2 for a cost of 10 points** or decrease their hitpoints by a value of **2 for a cost of -10 points**.

Every character starts with a speed of **10cm**. Speed cannot be changed with points.



## Traits.

Traits are specific qualities your character has that alter the way they do certain things, impact how their core skills work or provide them with benefits (or hinderances!) in certain situations.

You should choose traits that you feel best reflect your character's background. A trait can be added to a character for the points cost listed on its entry in the traits table.

When choosing traits, remember that not all traits are beneficial, and some traits might only be useful off the tabletop in-between games. Some traits have a negative points value, meaning they actually make your character cost less points.

## Abilities.

Abilities are unique actions that a character can perform in lieu of their normal actions. Each ability has its points cost listed on its entry on the abilities table.

## Inventory.

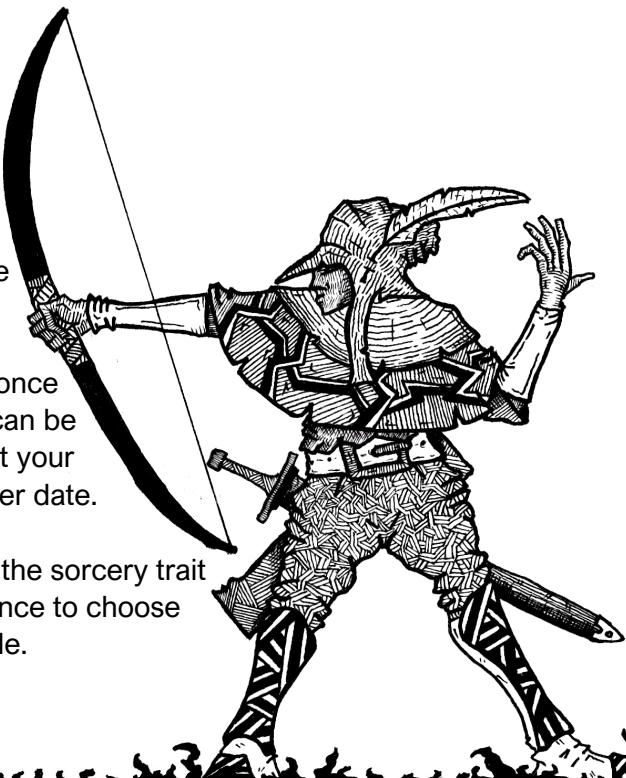
The last thing to do is fill your character's inventory with weapons, armour, equipment or any other things they might need. Unlike everything else in this sections, Inventory items do not have a points cost. Instead all items, weapons and armour have a cost listed in **Gold coins**.

When building your warband you may exchange points for gold coins at a cost of 1 point to 1 coin. Once your warband is built you may no longer use points to purchase inventory items and must instead use gold coins.

Any unspent points left over once you have built your warband can be exchanged for gold coins that your characters can spend at a later date.

## Spells.

If your character has chosen the sorcery trait you should also take this chance to choose their spells from the spell table.



## SETTING UP A GAME.

Once your warbands are built, it's time to set up your game. There are a few ways you can go about setting up a game of Brutal Quest - from simple battles to multi game campaigns.

However you choose to play, you should take the following things into account:

### The Gamemaster.

The first thing to consider is whether or not you wish to play with a gamemaster. The gamemaster acts as a referee and storyteller - it's their job to set up the narrative for the games and plan out where and why your battles are taking place. They can also be in charge of deciding which characters grow and develop, which warband is victorious in a given game and what direction a campaign takes. The gamemaster isn't there to win, but to guide the direction of the other players .

The gamemaster doesn't always need to be a separate player. If you're playing with multiple warbands you could each take it in turns to act as game master for a specific game in a campaign, or work collaboratively to decide how a campaign should progress.

If you wish to play with just two warbands then one player acts as gamemaster, creating scenarios and challenges for the other player to overcome or writing a campaign in which the gamemaster takes on the role of monsters and villainous opponents rather than playing with the same warband in every game.

However you choose to play the gamemaster should start each game by telling the players where they are and what they're trying to do.

### Scenery.

Once you've decided whether or not to play with a gamemaster you should decide what kind of scenery to use. For the best results you should match the scenery to the kind of story you want to tell with your games.

A playing area of 90x90cm is recommended, with multiple levels of scenery and plenty of cover for characters to hide behind.

As a rule of thumb at least 60% of your playing area should be covered by some sort of scenery.

If you don't have a specific scenario in mind, work with your opponent to set up a play area that you both feel looks fun to play on.

## Game length.

If you wish to set a limit to the length of your games, roll 1D10 and add 6. The game will last for this many turns, and at the end of this many turns the game is over.

## Deployment.

Once you have your scenery set up you need to decide where your warband will start the game. If you're playing with a game master then they will tell you where each warband is placed at the start of the game.

If you are playing without a gamemaster, number the sides of your playing area from 1-4. Each player should then roll 1D6 on the following table to decide where their warband will be placed.

1D6 roll	Deployment
1	Set up your warband within 10cm of side 1.
2	Set up your warband within 10cm of side 2.
3	Set up your warband within 10cm of side 3.
4	Set up your warband within 10cm of side 4
5	Set up your warband within 10cm of the centre of the playing area.
6	You may choose where you set up your warband.

## Scenario.

By far the most important part of setting up your game is the scenario. A scenario tells you what is happening on the tabletop, why your warbands are fighting, what they're fighting for and how you can determine who has won (if there's even a clear victory to be had!).

You can let your imagination run wild when creating scenarios - you could have a simple battle in the woods in which each player is trying to slay the other's warband, or a fight to capture a mysterious figure rumoured to be carrying a map to ancient treasure. Regardless of what your scenario is about, it should include a description of the scenery you're playing in, the motivations of the warbands involved, victory conditions/objectives and the deployment details for each warband.

## Scenario prompts.

The table below gives you a selection of narrative prompts to use when creating scenarios. You can either use these to improvise a scenario on the spot, or link them together into a series of more developed scenarios as part of a campaign.

1D6 roll.	Prompt.
1	<i>In the far village of Ironwood, all the graves are empty. Someone or something has been seen in the dark carrying the dead away to who knows where, to do who knows what. The town's small militia refuse to go out at night, and so a reward has been put out for the head of whatever foul creature has been stealing the buried remains of the long dead. Many have come seeking to claim the reward, but only one warband can do so. Who knows, they might even figure out where all the bodies have actually gone...</i>
2	<i>In the ancient city of Amdol was once the sight of a great battle. It is said that the very fate of the world was decided here, that on its white stone roads the gods and devils of the world made war and slew each other. Now of course Amdol is a haunted ruin - a labyrinth nestled in the mountain valleys of the far north. Few go there, and those who do tell tales of ghosts and the restless dead. But now new tales have come from Amdol - tales of ancient relics, hidden treasures, and even the blades of the gods themselves, all ripe for the taking...</i>
3	<i>A mysterious group of travelling pilgrims has stopped off in the small hamlet of Farsummer. One of the strange travellers is said to be hiding a scroll containing ancient magic, though which one is anyone's guess since no one has seen what's hiding under their tattered robes...</i>
4	<i>The twin mountain top cities of Spirecarn and Highthrone have been at war for longer than anyone knows. Linked by a single monumental bridge stretching between the two peaks, each city has hired a band of mercenaries to infiltrate the other and end the ancient conflict once and for all...</i>
5	<i>Night is approaching. Bloodied and on the run, your warband is surrounded on all sides by enemies. If you can just make it to the morning you might be able to escape...</i>
6	<i>The high priest of the church of the sacred sun has set his acolytes lose in the streets of Goldheim. Murder and chaos reign as crazed cultists seek out the faithless and the sinful. In the midst of the madness the high lords of Goldheim seek a way out of the city through the catacombs. little do they know that the ancient warrens of bone beneath the cities streets have been hosting far more profane rites than even the deranged high priest could imagine...</i>

## CAMPAIGNS.

One of the best ways to play a game of Brutal Quest is as a campaign. Campaigns consist of multiple games, linked together into a single storyline in which your warbands can grow and expand (or shrink if you aren't careful!). Characters can become stronger, gain new skills and even complete unique quests.

### **Advancement.**

In a campaign your characters can grow and advance and your warbands can recruit new members. To do this, your characters must spend their brutality points.

- A character can spend **6** brutality points to **increase any skill by 1.**
- A character may spend brutality points **equal to the cost of any skill or ability to add that skill or ability to their profile.**

Characters also gain the following additional brutality points after each game.

- **1 brutality point for surviving the game**
- **1 brutality point for ending the game without taking any damage**
- **1 brutality point for each character of the winning warband**

A warband can add a new character at any time. Each new character costs an initial **20** points, plus the points needed to create the character. Any new characters must pay for their equipment in gold coins and **cannot** exchange brutality for gold.

Characters may only spend their brutality on themselves unless creating new characters, in which case multiple characters can use their brutality. Characters can save brutality from a game to spend on advancement, but may not use saved brutality in future games. (*E.G. a character who ends a game with 3 brutality points can save them for as long as they like but will always start their games with 0 brutality points. Those saved brutality points are considered separate from in-game brutality.*)

### **Quests.**

One of the most exciting ways to structure a campaign is with quests. Quests add specific narrative focused goals that each warband can take on during a campaign. Unique to each warband, Quests are managed by the gamemaster and can provide bonuses as a warband gets closer to completing its quest.



Should you wish to use quests in your game, you should follow these steps:

•**Quest** - What is your warband's goal. You can either have each warband decide on their own quest, have quests set by the game master, or have a single shared goal throughout an entire campaign. Whatever the case, you should think creatively about what kind of things the characters in a warband would be trying to achieve. Perhaps they are seeking a lost lover, looking for the whereabouts of a banished king, or simply seeking to claim the golden sword of high lord summerisle.

•**structure** - How do these quests fit into your campaign. Is the campaign written around each warbands individual goals, or is it a linear race to see which warband will claim their quest first? Remember a campaign can be completely separate from a warbands quests - having opposing goals can add to the narrative of your games.

•**Progress** - how do you track each warbands progress in their quests? This is very much dependent on the game master - you could simply say that a warband moves closer to having finished their quest once they reach a certain amount of brutality/gold/etc, Or you could have specific objectives that have to be completed in order for a quest to advance.

•**Reward** - how do you reward the progress a warband makes in completing their quest? Again this will depend very much on what kind of campaign you wish to play. A more battle driven campaign can focus on increased skills or unique weapons, while a warband questing to reunite two lost lovers may instead get their rewards in the form of new off table traits or simply the good will of any NPCs they encounter.

Quests are completely optional and require a good deal of work and cooperation from both the gamemaster and the players, But they're only as complicated as you wish them to be.

You may find that something as simple as "both warbands are questing to find the lost city of Mirath" can provide all the structure you need for multiple campaigns with warbands progressing slowly over many games. In this way warbands could gain anything from gold found on the bodies of lost adventurers, to additional traits and abilities as they battle in strange environment's or face new threats

## Off table games.

After each game in a campaign your warband will need to spend their brutality, heal any injuries and generally manage themselves in preparation for their next game. This time can be incorporated into off table games. Off table games take the form of roleplay sessions and can be used to add structure to a campaign.

In an off table game the game master should first describe where each warband is, what kind of locations they can visit, and how much time will pass before the next game.

It is a good idea to use off table games as a chance for warbands to heal and spend any gold they may have gathered.

You can also use off table games to add to the story of a campaign or pursue campaign and quest goals.

Off table games are very much the responsibility of the game master and will all vary, but an example of an off table game might go something like this:

*"2 warbands have been fighting in the ruins outside the fortress town of Rhinbough in an attempt to find the entrance to the old catacombs. Both have been wounded and bloodied and both have retreated into the town to resupply.*

*Warband 1 visits a local shop to buy more arrows for their bows, having run out in their last battle. Warband 2 decides to spend their time in the town archive trying to find clues about the hidden tunnels into the old catacombs. Over the next 3 days they search for the entrance, their movements being tracked by warband 1 at every turn!*

*Sure enough on the evening of the 4th day in the town, Warband 2 discovers the secret tunnel to the catacombs, only to be ambushed by warband 1 who hope to steal their prize!"*

In this example we know that 5 days have passed, that warband 1 has spent gold on some arrows, that there is a town full of shops and locations to visit, and that warband 2 has gathered information about the catacombs beneath Rhinbough. This tells us all we need to set up the next battle at the entrance to the catacombs.

## Injures.

When a character is slain in game, they must roll on the injury table after the game to determine what kind of injuries they have sustained.

All injuries except death can be healed for a cost of **10** brutality points or a relevant skill/item.

## TABLES.

The following pages contain all the tables for traits, abilities, spells, weapons, armour, equipment, and injuries.

### Traits table.

Trait	Cost	Effect
<b>Armless</b>	-10	This character is missing an arm. They may only wield a single 1 handed weapon or use a single item at any time.
<b>Blessed</b>	+30	This character may roll <b>2D10</b> for all skill rolls and keep the lowest score.
<b>Big</b>	+6	This character gains an additional <b>+1(F)</b> when charging. This character suffers <b>-3cm</b> speed.
<b>Bulwark</b>	+10	Enemies <b>do not</b> receive <b>+1D4(F)</b> when charging this character.
<b>Brawler</b>	+12	This characters fists do an additional <b>+1D6</b> damage.
<b>Brave</b>	+15	This character may reroll <b>1</b> failed break test per turn.
<b>Bushcraft</b>	+35	Between each game this character may craft <b>1</b> of the following items for free - <b>1D12 arrows. 1 club. 1 healing potion.</b> This character may do nothing else in-between games if they spend their time crafting.
<b>barbaric</b>	-10	This character cannot enter towns or cities in off table games.
<b>Beast</b>	-15	This character may not make any generic actions, cast spells or perform any abilities. They suffers <b>-1 (P)</b> to all break tests.
<b>Cursed</b>	-30	This character must roll <b>2D10</b> for all skill rolls and keep the highest score.
<b>Coward</b>	-15	This character must make a break test when charged and may not charge any other character.
<b>Climber</b>	+6	This character gains <b>+2 (A)</b> when attempting to climb any vertical surface.
<b>Deathless</b>	+18	When rolling on the injuries table this character may treat <b>Death</b> as <b>Uninjured</b> .
<b>Fast</b>	+6	This character gains <b>+1D6cm</b> to their speed each turn.
<b>Fearless</b>	+12	This character is immune to the effects of the <b>Fearsome</b> and <b>terrifying</b> traits.
<b>Fearsome</b>	+12	Enemies wishing to charge this character must first pass a break test.

Foul aura	+15	Enemy characters receive 1 damage for every turn they spend in base contact with this character.
Four armed	+25	This character may wield <b>4</b> single handed weapons or <b>2</b> double handed weapons at once.
Gigantic	+20	This character gains all the effects of <b>Big</b> plus the following. This character is not counted as being in cover unless completely obscured from sight. This character cannot be pushed back after combat. This character only takes fall damage from heights of 20cm or more.
Healing hands	+15	This character may spend an off table game healing one injury from any character in their warband. They may not do anything else during that game.
Incorporeal	+10	This character may move through obstacles and other characters as if they were moving over even ground.
Inspiring	+20	Friendly characters within <b>10cm</b> of this character receive <b>+1</b> to their skills.
Iron skin	+8	This character may make an additional <b>1D4</b> armour roll whenever they take damage.
Master sorcerer	+13	This character may reroll a failed spell <b>once per turn</b> .
Mercenary	-10	This character may not gain any bonuses from their warbands quest progress. They may convert their brutality to gold after each game.
painless	+25	This character treats all injuries except death as being <b>uninjured</b> .
Petty noble	+40	This character gains <b>1D8</b> gold coins after each game.
Rage	-5	This character may never leave combat. They will fight until they die or their opponent dies/leaves.
Slow	-6	This character suffers <b>-1D6cm</b> to the speed each turn.
Sure footed	+12	This character treats rough terrain as even and hazardous terrain as rough.
Spellcaster	+10	This character may purchase spells from the spell table and use them in game as laid out in the spells instructions.
terrifying	+30	Enemies must pass a break test to <b>charge</b> , <b>attack</b> or <b>shoot</b> at this character. During off table games any citizens of towns or cities will run away from or show hostility towards this character.

## Abilities table.

Ability	cost	Effect
Aimed shot	+10	This character may use an action to aim their weapon at an enemies weak spot. Their weapon does an additional <b>+1D8</b> damage in their next attack this turn.
Drain	+25	This character may remove a single hitpoints from any character within <b>5cm</b> and add it to their own hitpoints.
Heal	+20	This character may restore <b>1D6</b> hitpoints to any other character in base contact.
Haggle	+30	This character may haggle the price of items in off table games. Roll 1D6. On a 1, 2 or 3 the price is reduced by <b>1D4</b> gold. On a 4, 5, or 6 the price is reduced by <b>1D10</b> . the price can never go below 1 gold.
Persuade	+25	When in combat, roll <b>1D10</b> . on a <b>4</b> or less both characters break from combat. Neither character can attack the other for the remainder of the turn.
throw	+15	This character can throw any character in base contact <b>1D12cm</b> in a straight line, in a direction of their choosing. Characters thrown off of ledges must take fall damage.
Inspiring zealotry	+25	A chosen friendly character within line of sight receives <b>+1D6</b> to their skills for the remainder of the turn.

## Spells table.

Spell	Cost	Effect
Blinding light	+18	A blinding flash of light renders all who see it transfixed, robbing them of their sight. Make a (P) roll. If successful all characters within <b>15cm</b> cannot make any actions for the remainder of the turn.
Fireball	+20	A ball of writhing flame dances across the battlefield scorching everything it touches. Make a (P) roll. If successful, 1 character in line of sight suffers <b>1D10+5 damage</b> . The affected character must use an action to extinguish the flame or suffer <b>1D4 damage for every turn they fail to do so</b> .
Mind control	+25	Select a character within line of sight and make a (P) roll. If successful, the acting character may make one additional action with the chosen character. This action does not count as one of the target characters usual actions.
Rend the earth	+25	Select a character within line of sight and make a (P) roll. If successful, all terrain within <b>20cm</b> of that character counts as hazardous terrain for the remainder of the game.

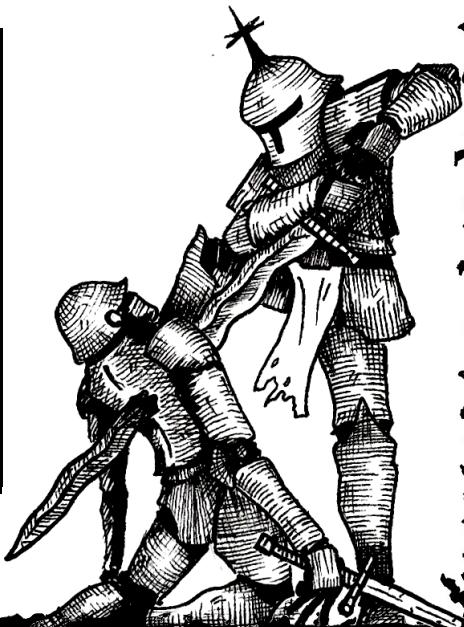
<b>Summon</b>	<b>+40</b>	Make <b>(P)</b> roll and Select a character within line of sight. If successful you may place an exact duplicate of that character anywhere on the board and control them for the next <b>1D4 turns</b> , after which they disappear. Characters attempting to cast this spell do so at <b>-2(P)</b> .
<b>Shield</b>	<b>+15</b>	Make a <b>(P)</b> roll and Select a character within line of sight. If successful the target character may not be targeted by ranged or melee attacks for the remainder of the turn.
<b>Teleport</b>	<b>+15</b>	Make a <b>(P)</b> roll and select any part of the playing area within line of sight. If successful you may move this character there immediately.
<b>Weaken</b>	<b>+20</b>	Make a <b>(P)</b> roll and select a character within line of sight. If successful that character suffers <b>-1D4</b> to their skills for <b>1D6</b> turns.

### Mind death.

Every time a character fails in casting a spell, they have a chance of suffering mind death. Roll 1D10. If you roll below the characters current **(P)** score, the character suffers no consequences. If you roll above, the character suffers damage equal to the difference between their current **(P)** value and the result of the failed casting roll. Every time a character suffers mind death, their **(P)** is reduced by 1 for the remainder of the game.

(E.G. A character with a **(p)** of 8 rolls a 10, failing their attempt to cast teleport. They roll 1D10 and roll 9, and so suffer mind death. They take damage equal to the difference between their **(P)** and the roll of their failed spell, which was 10 - meaning they suffer 2 damage. Their **(P)** is now reduced from 8 to 7 for the rest of the game.)

Type	Cost	Value
<b>None</b>	0 gold	1D4-1
<b>Leather</b>	5 gold	1D6
<b>Mail</b>	12 gold	2D6
<b>Light plate</b>	23 gold	2D8+2
<b>Full plate</b>	40 gold	2D10+4 -1 agility
<b>Enchanted plate</b>	120 gold	3D12 +1 agility

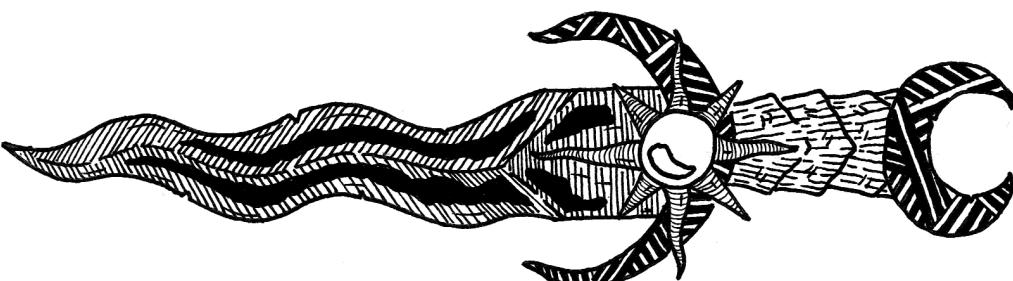


## Weapons table.

Weapon	Cost	details			
Fists	0 gold	Melee. 1 handed. 1D4-1	Flaming torch	10 gold	Melee.1 handed. 1D4.targets hit suffer an additional 1D4 damage for 1D4 turns.
Improvised club	5 gold	Melee. 1 handed. 1D4	Short bow	8 gold	Ranged.20cm. 2 handed.1D6. ammunition - arrows.
Heavy club	7 gold	Melee. 2 handed. 1D6	longbow	12 gold	Ranged.30cm. 2 handed.2D8. ammunition - arrows.
Dagger	7 gold	Melee.1 handed. 1D4+2	Pistol crossbow	15 gold	Ranged.10cm. 1 handed.3D4. ammunition - arrows.
Short sword	10 gold	Melee.1 handed. 1D6+1	crossbow	20 gold	Ranged.20cm. 2 handed.2D8+5 ammunition - arrows.
longsword	12 gold	Melee. Can be used 1 handed at 1D8 damage or 2 handed at 1D8+2	Handgonne	40 gold	Ranged.25cm.2 handed.4D6. must spend one action to reload. Ammunition- powder shot.
zweihander	20 gold	Melee.2 handed. 3D6+2	wooden shield	10 gold	Melee.1 handed. Push target back 3cm.+1 to (M) when countering
axe	15 gold	Melee.1 handed. 3D4	Heavy shield	18 gold	Melee.1 handed. Push target back 3cm.+2 to (M) when countering
Great axe	18 gold	Melee. 2 handed. 2D6+3	Halberd	20 gold	Melee.2 handed. 1D12+2. Wielder gets 1 free attack against charging enemies.
Mace	20 gold	Melee.1 handed. 1D12. -2 to enemy armour roll.			
Maul	30 gold	Melee.2 handed. 1D12+4. -4 to enemy armour roll.			
flail	15 gold	Melee.1 handed. 1D8+2. Ignores enemy shields.			
War hammer	15 gold	Melee.1 handed. 1D10+5			
spear	12 gold	Melee.2 handed. 1D10 .Can attack any enemy within 3cm.			

## Items table.

Item	Cost	Description
Gold coin	1 gold	A single golden coin - worth its weight in gold...
Healing potion	10 gold	A small vial of supposedly healing liquid.it smells suspiciously familiar... 1 potion heals 5 hitpoints.
Arrow	½ gold	A single iron tipped arrow covered in something the merchant insists is just very red rust.
Powder shot	2 gold	A small pouch of gunpowder and lead shot, enough for a single shot. More than enough to slay any warrior...Or blow yourself up in the process.
ancient scroll	25 gold	A creased and fragile parchment marked in inky scrawls and strange symbols. 1 scroll allows a character with the spellcaster trait to perform a different from those they have purchased .The scroll may be used once in a game before being destroyed.
Poison vial	25 gold	An engraved silver vial holding a single drop of rare poison. 1 poison vial can be used to make a weapon poisonous for a single game. Enemies wounded by a poisoned weapon suffer 1 damage per turn for the remainder of the game. This damage cannot be stopped with armour.
Strong box	5 gold	For just a few coins the local lord will keep your weapons and gold nice and safe. And if you don't come back from your quest then they'll be sure to put them to good use. Your warband may take any items from their inventory and store them in the strong box. These items are not in your characters inventory during games but can be retrieved at any time in-between games.



## Injuries table.

1D8 roll	Injury	Effect
1	Complete recovery	<i>This character makes a swift recovery from their wounds. They may fight as normal in the next game.</i>
2	Out of action	<i>This character is alive but bloodied. They take no part in the next game but may fight as normal afterwards.</i>
3	shaken	<i>This character is alive but their brush with death has left them traumatised. This character suffers -1 (P) when making break tests in all future games.</i>
4	Life long wounds	<i>This character will never fully recover from their wounds. Their hitpoints are permanently reduced by 25%.</i>
5	Shattered hand	<i>This character has narrowly avoided losing a limb. They may only use a single 1 handed weapon for 1D4 games.</i>
6	Crushed leg	<i>This character limps their way onto the battlefield, the bones in their leg barely set. This character suffers -1D4 agility for 1D4 games and a permanent -3cm speed.</i>
7	Brain damage	<i>A vicious scar runs the length of this character's skull - frankly it's a miracle they're alive! This character suffers a permanent -2 to their (AW) and (P).</i>
8	Death	<i>All the magic and medicine in the world couldn't help - This character is dead and will never fight again. Divide their possessions amongst the remaining members of their warband and start looking for a replacement.</i>

### **Some closing words...**

*Throughout this book points are provided to allow players to quickly put together roughly even warbands. Despite this, points should never be a limitation to fun. Brutal Quest is intended to be more than just a strict ruleset - it's a toolbox that can be used to create adventures. As such, everything within this book is optional - if you don't like something, don't use it! If you want to add something, do it! This book and the rules within it are yours to bend, break and outright ignore.*

...AN AXE SLASHES YOUR HELM, CASTING SPARKS INTO THE DARKNESS AND SHARDS OF METAL INTO YOUR STINGING EYES. IN FRONT OF YOU THE SLATHERING MONSTER ROARS IN TRIUMPH. ITS FANG FILLED MAW STILL STEAMING WITH THE BLOOD OF YOUR FELLOW WARRIOR. ITS VILE BROTHERS WILL FEAST ON HUMAN FLESH TONIGHT. BUT YOU'LL MAKE THEM PAY FOR EVERY BITE...

# BRUTAL QUEST!

*Brutal Quest is a narrative miniature game of vicious fantasy combat and savage adventure.*

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