

SLUDGE

QUICK RULES REFERENCE



Initiative Phase

Roll off, winner activates first.

Momentum: Whoever wins initiative after a tie may activate two units before the enemy activates.

Respite: give initiative to other player, remove 1 stress.

Activation Phase

SHORT ORDERS

Move: Move Speed.

Steady: TN3 Remove 1 stress or 4 gore.

Focus: Roll 2d10 discard lowest

LONG ORDERS

Charge: Move 2x speed toward target and use close combat action. Gain +1 on close combat test. If attack fails, fall back 3".

Combat: Use close combat action. If attack fails, fall back 3".

Fire: Use ranged combat action.

Hold Position: Gain hold position token for use when charged.

Withdraw: Disengage close combat gain 1 stress.

COMBAT ORDERS

- **Determine Modifier**
- **Roll:** Rolls a d10 against TN.
- **Partial Hits:** Burst -1 for each number TN missed by.
- **Critical Hits:** Natural 10, +1 burst.

DAMAGE

- **Burst combat pool.**
- **Roll d6s:** Add damage bonus against defense.
- **Gore:** Place Gore.
- **Endurance and Wounds:** Roll d6 for each wound and ignore wound on 6+. Remove/mark wounds.
- **Destroyed:** friendly units within 5" gain 1 stress.
- **Wounded unit takes nerve test.**

NERVE TESTS

- **TN equal to Gore within 5".** Max TN 10.
- **Test:** d10 + Faith etc.
- **Pass:** Remove 1 stress or 4 gore. Crit: 2 stress or 8 gore.
- **Fail:** Gain 1 stress.
- **Stress Wounds:** If total stress is greater than wound stat, take that many wounds and lose 1 stress. If in close combat, flee 3".

Nerve Phase

All units within 5" of gore must test. Nerve tests start with the unit closest to the largest concentration of gore and moving outward until all units have tested.

GORE

When a unit suffers wounds the controlling player places one gore token in contact with the unit for each wound they suffer. Tokens may not be stacked. If there are already gore tokens within 2" of the wounded unit, the tokens must be placed in contact with any other gore tokens within 2" of the unit. Once placed, gore tokens remain in that position until removed by another game effect.

More Rules

TERRAIN

Hills: LOS over one unit and gain +1 ranged attacks. Units charging through steep embankments -1 combat. Block LOS through.

Great Roots: Long Order, Arcane TN 7. Success: Heal 3 wounds.

Barriers: +1 defense against ranged. Units charging across suffer -1 combat.

Sludge: -1 speed.

Thicket: +1 defense inside. Block LOS through.

FORMATIONS

Line: Invisible line from one end to other crosses all bases and base contact. +1 ranged orders.

Column: All in contact with two others. +1 defense and -1 burst.

ARTILLERY

- **Target Figure.**
- **Guess +1d10** (1 suffer 4 wounds, 10 +1 Burst but suffer 2 wounds.)
- **Bounce d10**
- **Hit all figures bounce line crosses.**
- **Roll Damage on each figure separately.**

UNIT STATISTICS

| NAME | SPEED | BRUTALITY | CUNNING | FAITH | ARCANA | DEFENSE | WOUNDS |
|----------------|-------|-----------|---------|-------|--------|---------|--------|
| COMMANDER | 4 | 2 | 2 | 2 | 0 | 6 | 4 |
| ARCANISTS | 4 | 0 | 1 | 1 | 1(2) | 6 | 1 |
| OFFICER | 4 | 2 | 1 | 2 | 0 | 6 | 2 |
| CHAPLAIN | 4 | 0 | 1 | 2 | 0 | 6 | 2 |
| SORCERER | 4 | 1 | 1 | 0 | 2 | 6 | 2 |
| LINE INFANTRY | 3 | 1 | 1 | 1 | 0 | 5 | 3 |
| JAGERS | 4 | 1 | 1 | 1 | 0 | 5 | 1 |
| FOOT KNIGHTS | 3 | 2 | 1 | 2 | 0 | 7 | 1 |
| SHOCK TROOPERS | 4 | 2 | 1 | 1 | 0 | 6 | 1 |
| LIGHT CAVALRY | 5 | 1 | 1 | 1 | 0 | 5 | 1 |
| HEAVY CAVALRY | 5 | 1 | 1 | 1 | 0 | 6 | 2 |
| HEAVY KNIGHTS | 5 | 2 | 1 | 2 | 0 | 7 | 1 |
| FIELD GUN | 2 | 0 | 1 | 1 | 0 | 7 | 4 |

WEAPONS

| NAME | TYPE | RANGE | TN | BURST | DAMAGE OR EFFECT |
|-----------------|--------|-----------|----|-------|-------------------------|
| KNIGHTLY ARMS | Close | - | 6 | 2 | +3, SHOCK 2 on Charge |
| CAVALRY SABRES | Close | - | 6 | 2 | +2, SHOCK 2 on Charge |
| POLE WEAPONS | Close | - | 6 | 3 | +3 |
| BAYONETS | Close | - | 7 | 3 | +2 |
| HAND WEAPONS | Close | - | 6 | 1 | +2 |
| MUSKET VOLLEY | Ranged | 12 | 6 | 2 | +2, SHOCK 2 |
| MUSKETS | Ranged | 12 | 6 | 1 | +2 |
| CROSSBOW VOLLEY | Ranged | 14 | 7 | 3 | +1 |
| CROSSBOWS | Ranged | 14 | 7 | 2 | +1 |
| FIELD GUN | Ranged | Guess+d10 | - | 3 | +5, Bounce d10, SHOCK 4 |

SHOCK

Weapons with the SHOCK special rule are terrible to behold. Units that suffer wounds from a weapon with the SHOCK special rule increase the TN of their nerve test by the SHOCK value. Some weapons only cause shock during the activation in which the unit charged.

For example, a unit of line infantry suffers 3 wounds from a field gun with SHOCK 4. They must take a nerve test. This is the first combat of the game, so there is only 3 gore from the 3 wounds suffered. The total nerve TN is 3 for the gore plus 4 for the field gun's shock value. The line infantry must pass a TN 7 nerve test or gain a stress token.

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