

— FISTFUL OF LEAD — SNOWBRAWL!

This a game based on my childhood snowball fights around the neighborhood. I have had it in the back of my mind for a holiday game but have been inspired by recent work by Matt Scheiber at *Rocky's War Room* and his *Fistful of Lead Dodgeball* games.

This game can be played with any miniatures you have and for the most part use the standard *Fistful of Lead* Core rules. You can have fights between evil snowmen and elves, Vikings and trolls, anything you can think of! The game can be played with 2, 3 or 4 players. Four player games can be 2 versus 2 or 4 way brawls.

THIS IS NOT A STAND ALONE GAME! You will need a copy of the Core rules.

Field of Play

The game is played on a 2' x 2' square or circle. A circle works best for 3 players as the field is divided easier (see below). For a 4 player game, you might want to increase the field to 3' x 3'.

At each of the end of the field is a snow fort. If you don't want to make one, just delineate an area for the "goal". Players will start touching the fort.

The rest of the field can and should have terrain features such as trees, stumps, small hill or rocks, shrubs, or snowmen. Before the game, players should each roll a d10. Average the rolls, rounding up, and this will give you the number of terrain pieces. Players take turns placing them. Terrain features cannot be within 6" of each other or the forts. Keep in mind, players will switch sides after each game (see *Game Play*, below).

Next, define the Bench. This is where players who have been knocked out or eliminated from the game must go, as well as players waiting to come in. This Bench should be halfway between the fort and the midpoint of the field, along the outside edge of the field itself, out of bounds.

Players then roll a die. High die starts by placing 1 of 5 snowballs on the field. These must be more than 6" from the snow forts. Snowballs can be made from beads, small pompoms or puffballs found at your local hobby store. The next player places a snowball with players alternating until all 5 have been placed for a total of five on the field.

If possible, define the edge of the playing area so players know what is "out of bounds".

The Teams

Players for each team should be built using the normal rules outlined in the *Fistful of Lead* Core rules. However, each team will consist of six players (Leader, Specialist, and 4 Regulars). Only 5 Players are on the field at once, no matter how big the team. Traits are the same.

Weapons are not allowed, although your miniatures may have them sculpted on them.

Game Play

The object of the game is to get a player into the opposing player's snow fort. If the player is still there at the start of their next activation, the game is over, and that team wins. This makes card play very important. If there are players in each other's fort, the first player to activate wins.

The match then starts again with a new game. First team to win best of 5 games, wins the match.

The members of each team start in contact with their snow fort. Each player is dealt a card for each miniature on the field of play. Actual turn sequence and game play follow standard *Fistful of Lead* rules. Any differences are outlined.



Actions

When a team member activates, they have several choices of what to do with their 2 actions besides moving.

Pick up a snowball from the ground: This is an Easy (3+) Task roll. If this action fails, the snowball is crushed and useless, Remove it.

Make a snowball: A team member can use both actions and make a snowball by scooping up some snow and packing it together. This is a Regular (5+) task roll. Failure means the ball wasn't packed right and falls apart. Both actions are wasted.

Throw a snowball: This is done just like a standard Shoot action. Throwing range is 6" for Short range, 12" for Long range. Cover and traits, of course, can affect both range and final to hit number.

Attack: Rather than using a snowball to eliminate a player (see *Being Eliminated* below), more brutal tactics can be used. Team members can make a standard Close Combat. Instead of the normal Wound Table, use the one below:

0 or below: No effect

1-5: Shock

6-8: Stunned and knocked to the ground

9+: Out of the game. Place the team member on the bench.

Add 1 to roll for each Stun the player already has.

Stunned is treated in all ways like Wounded in a *Fistful of Lead*. A Stunned team member must make a Recovery roll to stand up, and keep the Stunned status until a Queen of Hearts is played. While stunned, they have a -1 to all rolls for each Stun they have. **Normal rules for Recovery are used.**

Team members knocked Out of the game are removed. They have been hurt enough they require some medical attention from the Bench.

As with the standard *Fistful of Lead* rules, every Shock or Stun Marker a team member has is a -1 to any rolls they make, as well as slowing their movement by 1" for each Shock.

A roll of "1" while trying to Recover means that team member is Out of the game.

Being Eliminated

If a team member successfully makes a Shoot action with a thrown snowball, the target is allowed a Hard (8+) Task roll to catch the snowball. If successful, the snowball is caught, and the thrower is eliminated. Place them on the bench. In addition, the catching player's team is allowed to immediately bring in an eliminated team member from the bench.

This team member is dealt a card. If the card number has already been called, the team member activates immediately. If not, they will activate normally when the card is called.

If the snowball is not caught, the ball hits the intended target, usually in an embarrassing place, and they are eliminated and placed on the bench.

A team member can also be eliminated by being pushed out of bounds by a Close Combat or knocked out of the game as above.

Special Cards

All the Special cards have the same effect as in the rules except:

Queen of Hearts- Can be used to Stand up a team member knocked to the ground and remove the Stunned status. OR, the player can bring in a team member who was not eliminated off the bench. This new player cannot bring the maximum number of players on the field to over five.

Using a Queen of Hearts this second way may mean you have now more players than cards this turn This means one of your team members will have to sit idle this turn.

The Six: Player makes a quickie snowball and costs no actions.

Jokers: Optional. See *Events*, below.

Ending the Game

The game ends by occupying the opposing team's fort or goal and activating. This player must be standing, not Knocked to the Ground as above. The game can also end by one team not having any players left on the field.

Between Games

Eliminated team members can take the field the next period, keeping the maximum of 5 on the field at once.

Any team members who had Shock or were Stunned at the end of the last period are fully recovered and ready to play.

Any team member that are "Out of the Game" may try and Recover by rolling a 6+. If successful they may take the field. Failure means they are on the bench, nursing their wounds. A natural roll of "1" on this between game Recovery means the team member has had enough and is out for the entire match.

Winning

As stated above, a team wins a game by activating a standing team member in the opposing team's fort or goal. The team who does this the most out of 5 games, wins the match and is covered in glory!

Special Event (Use of Jokers)

Players may wish to add Jokers to the game. This is optional but can add some extra mayhem. Players treat Jokers just the like an Ace of the lowest suit, however, after the team member activates and does their actions, roll a d10:

1-2: Tripped!- Pick a team member on the opposing side. They have tripped on some hidden rock under the snow. Place them prone. They must use an action to get up when they activate.

3-4: Ice!- The team member who activated slides on a patch of ice and extra d10 halved (rounded up) in the direction they just moved. If they are taken out of bounds, they are eliminated.

5-6: Secret Stash!- The activating player finds a ready-made snowball on the ground in front of them.

7-8: Hit by random snowball!- Someone watching the game has chucked a snowball. Pick a team member on the opposing team that is within 12" of the sidelines. Roll a d10. The team member is hit on a 5+ if 6" or closer to the sidelines. They are hit on an 8+ if over 6". The team member does not get a chance to catch it. If hit they think they are eliminated.

9-10: Snowstorm!- All movement is cut in half. Visibility cuts ranges in half (3"/6"). The snowstorm only ends if another "Snowstorm" result comes up again, or the game ends.

Misc:

Caught snowballs can be used by the team member that caught it.

Thrown snowballs, whether they hit or miss, are destroyed and gone unless caught.

Team members can only carry up to 3 snowballs at a time.

Team members carrying snowballs that are eliminated, drop the snowballs and they are useless.

3 or 4 player games

For a 3 player game, it works best playing on a round field. Divide the field into equal wedges of a pie, with the forts or goals equidistant from each other. The bench is placed behind the fort, out of bounds.

Matches are still best of 5, but in the case of a tie, the 2 highest scoring teams face off in a 1 v 1 game.

Four player matches can be played either 2 v 2, or a 4 player free-for-all. Two versus two matches are played as normal.

In a free-for-all, forts are in each corner of the field and players can only score by entering the fort opposite their own goal or fort. Matches are best of seven, with any ties decided by a 1 v 1 game between the two highest scoring teams.

