Bash and Sweat Prehistoric Table

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ATTRIBUTE GENERATION:

Before a game begins, the GM should assign each player the ratings of his figures. Make one die roll (with 1d20) for each attribute. Also roll for hit points.

Die Roll	Human	Neanderthal	Archaic Human	Homo Erectus
1	11	9	7	5
2, 3	12	10	8	6
4 - 6	13	11	9	7
7 - 10	14	12	10	8
11 - 14	15	13	11	9
15 - 17	16	14	12	10
18, 19	17	15	13	11
20	18	16	14	12
Hit Points	6 + 4d6	6 + 3d6	6 + 2d6	6 + 1d6

Name					
Rating					
Appearance					
Slug					
Shoot					
Sword					
Save					
Hit Points					
Talent					

When a card is drawn, allowable actions are move, reload, or anything on the Attack Table. One figure performs one action per card drawn.

Attack Table			
Weapon or Event	Attack	Defend	Damage
Punch	Slug	Slug	1d6
Blade	Sword	Sword*	1d6
Saber, Axe, or Pike	Sword	Sword*	2d6 (Axe 3d6)
Knife (thrust)	Sword	Sword*	1d6
Knife (thrown)	Shoot	Save	1d6
Club	Slug	Slug	1d6+2
Thrown Objects (e.g., bones, stones)	Shoot	Save	short range (≤6 inches) 1d6 / long range (≤12 inches) 1d6
Thrown Spear	Shoot	Save	short range (≤12 inches) 3d6 / long range (≤24 inches) 2d6
Bow	Shoot	Save	short range (≤24 inches) 3d6 / long range (≤48 inches) 2d6
Shoving Attack	Slug	Slug	back up 2 inches
Pulled Rug or Shoved Object	None	Save	fall
Swung Heavy Object (e.g., a chair)	Slug	Slug	1d6 and fall
Flipped Table	None	Save	1d6 and fall
Slip on Spilled Blood	None	Save	fall
Jumping on Someone	Save	Save	1d6 and fall

* Can also save with ½ *Save* number if you do not have a sword or knife.

Armor Chart				
Die Roll	Location	Leather	Bone	Wounds
1	Head	1	2	½ Save
2	Right Arm	2	3	½ Attacks w/ this arm
3	Left Arm	2	3	½ Attacks w/ this arm
4	Body	3	4	No additional effects
5	Body	3	4	No additional effects
6	Legs	2	3	½ Move

Protection: Small Shield: 3, Medium Shield 4, Large Shield 5.

Wounds (Optional): These can be applied to animals and figures in order to provide more challenging scenarios. The wound effect occurs with the first damage to a region, further blows to the same region have no further effect. The blow must have penetrated the armor and/or shield of the region.
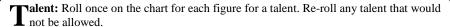
Rules Expansions for Blood and Swash

Extra Actions: Each time a face card is drawn the player has two actions instead of one, but each action must be on a different figure that the player controls.

Animals: Animals only have four attributes. A *Maul* number, a *Save* number, speed attribute, and hit points. Hit points and the *Save* attribute account for both size and protection of the animal. To make it easier to rate animals a simple method of categories is used. If animals are to be used in a game, they use the jokers cards and the ace cards from each suit of cards and are run by the game master.

Categories of Animal Attributes

Size	HP	Speed	Inches	Maul/Save	Table to Roll on
Small	6 +1D6	Slow	1D6	Weak	Homo Erectus
Medium	6 +3D6	Average	3 +1D6	Average	Neanderthal
Large	6 +5D6	Fast	6 +1D6	Strong	Human

Prehistoric Animals

Animal	HP	Speed	Maul	Save
Woolly Mammoth	Large	Fast	Average	Average
Saber-tooth Tiger	Medium	Fast	Strong	Strong
Terror Bird	Small	Fast (Fly)	Weak	Weak
Deer	Small	Fast	Weak	Weak
Bear	Medium	Average	Strong	Average
Giant Sloth	Large	Slow	Strong	Average
Crocodile	Medium	Average (Swim)	Strong	Weak
Giant Shark	Large	Fast (Swim)	Strong	Weak

Special Attacks against Animals: Figures may gang up on animals in order to herd the animal. Any time 3 figures come with 3" of an animal within a 180° arc the animal must *Save*. If the animal fails it must move away during its turn. If the animal succeeds it may attack or act normally.

Talent: Roll once on the chart for each figure for a talent. Re-roll any talent that would not be allowed.

Allowed	Roll	Talent	Effect
Any	1-2	Lucky	Adds +1 to Save during creation to a maximum of 19.
Any	3-5	Scream	Once through deck may give shout. If hit +d6 damage.
Any	6-8	Favored by Gods	Once each time through deck, may re-roll one die. Must accept result of new roll.
Any	9-11	Robust	Adds 1d6 to Hit Points during creation.
Neanderthal or Human	12-14	Hunter	Can attack at ½ normal to hit desired body part.
Neanderthal or Human	15-17	Balance	Whenever would fall, may make Save to stay upright and instead move back 1".
Human only	18-19	Sixth Sense	If attacked from rear, turns to face, ½ normal defend first time.
Human only	20	Breeding	Adds +3 to any attribute during creation. (To a maximum of 19)

Pits and Traps: A pit or trap forces a figure to make a *Save* roll in order to avoid danger. A figure who passes during his movement within an inch of a trap marker checks to see if it is a trap and then must roll to avoid. Basically the cleverness or the danger of the pit or trap causes either a *Save* roll or a half *Save* roll for the figure. A failure of the *Save* roll means either falling, trapped, or damage, or best of all a combination of all three. Such hidden traps are marked using markers that are either blank or indicate the type of trap or pit that has been found when turned over.

Examples of Pits and Traps

Type of Trap	Save	Damage	Falling Dmg	Trapped
Hidden pit	Half	None	1D6	No
Hidden stakes	Half	1D6	None	Yes

Water: There are two types of water, *shallow* and *deep*. A figure can move 1d6" in *shallow* water, and a figure can swim 1d6/2" in *deep* water. A figure attacks at ½ against any animal in the water.