

Apocalypse Quartet

Introduction

Apocalypse Quartet is a solo miniature microgame that aims for a simple campaign driven system for small spaces. Hack and slash, shoot and loot with your rag-tag group as they explore the radioactive remains of the city.

You can find the design process as well as some battle reports at my blog: blog.siarom.net.

What you'll need

- Two D6s, a D8 and three Block Dice
- An 8x8 grid like a chess board
- Some terrain formatted for said grid.
- Miniatures (the game is scale independent so long as you can fit the characters on the grid that you're playing).
- A warband sheet and something to write on it.

Your Warband

A warband is composed of 4 characters.

Each character has 4 **Skills** tiered on 3 levels - Novice (1); Skilled (2); Elite(3):

- **Melee (Me)**: attacking on adjacent tiles with a melee weapon.
- **Short Range (SR)**: attacking 2 to 3 squares with a ranged weapon.
- **Long Range (LR)**: attacking farther than 3 squares with a ranged weapon.
- **Science (Sc)**: How well you can handle sciency items/weapons.

Each character can carry only one weapon or item associated with each skill.

Every character also has a **Job** which describes their speciality.

Building your squad

Start with four **Basic Recruits**. Give them a job of your choosing. Pick one recruit to be the leader; he gets a second job.

Basic Recruit	
Melee	Novice (1)
Short Range	Novice (1)
Long Range	Novice (1)
Science	Novice (1)
Job	<pick one>
Equipment	Blunt Weapon(Me), Handgun (SR)

Job	Description
Scavenger	Rerolls one loot crate at the end of the game.
Doctor	Injuries are only applied on a 6+ damage roll.
Scientist	+1 Science Skill Tier.
Body Guard	+1 Melee Skill Tier.
Gunslinger	+1 Short Range Skill Tier.
Sniper	+1 Long Range Skill Tier.

Setup

The area composed of the player's first two rows from the bottom is considered the **safe zone**, loot inside this area at the end of the game is considered secured and can be rolled afterwards.

Playing the Game

The game lasts for 8 rounds, split between the player and the game turn. On the player's turn, every character can be activated. Each character can make two of the following actions (multiples allowed unless stated otherwise):

- Move up to two squares
- Attack (can only be taken once)
- Recovery

Movement

A character can move in any direction, including diagonally.

A character can't pass through solid objects, be it a barrel, walls, cars, but may pass through downed characters if the movement doesn't end on top of it. Likewise, a character can't go outside the map.

Doors and other openings identified with an arrow, can only be accessed through the specific square from which the arrow is pointing to.

Pick up

A character can pick up a loot box or item from the square it's occupying, but it can only carry one at a time.

When carrying anything the character is limited to a maximum movement of 3 squares per activation.

Dropping Items

At any time during a player's turn, a character may drop the item it's carrying at no cost. The item is then placed on the same square.

Furthermore, if downed or injured the character drops what it was carrying.

Cover

Tiles defined as cover block line of sight for ranged attacks if the target is inside or behind of it.

Attacking and Injuring

If the attacker has line of sight to the defender and a weapon capable of engaging at it, then it can attack.

A character has line of sight if you can draw an imaginary line uninterrupted from the centre of the attacker's square to the centre of the defender's square.

When attacking, the player rolls a number of block dice equal to the associated skill tier.

In a situation where all 4 characters are down, the warband is considered wiped and the game ends in a loss.

The attacker then picks one die from the resulting roll:

	The defender gets hit, and the attacker rolls for damage; the defender is then moved one square (attacker chooses where) and is downed.
	The defender is moved one square (attacker chooses where).
	Treated as  , unless the defender has a higher skill than the attacker, if so treat it as  .
	The attacker gets a weapon malfunction, roll for a result, activation ends.
	Apply  and  rules, but the defender is not moved.

Unless stated otherwise, for every crate that you're able to carry back to your safe zone roll 2d6 and consult the table below.

Loot Table (Roll 2D6)			
Result	Name	Damage	Scrappiness
2	Chainsaw (M)	3	D3
3	Cutting Weapon (M)	2	D2
4-6	Blunt Weapon (M)	1	1
7-9	Handgun (SR)	1	1
10	Shotgun(SR)	2	D2
11	Rifle (LR)	3	D3
12	Grenade (SR, Scatter)	5	D3

Using Scatter Weapons.

Weapons with this attribute can deviate from their intended target. When using such a weapon, if a  result is picked then the attacker rolls a D8 to see where the projectile bounces to, if it lands on a character, then roll for damage for that character.

Rolling for damage

The attacking player rolls a number of D6s equal to the weapon damage stat.

On a result of 5+, the defending character is considered to be **injured**, and can only get up if another character spends a recovery action on an adjacent square.

On any other result, the character is considered **downed**, and can spend a recovery action to stand up.

When downed, the character is unable to move, attack or pick up anything.

Weapon's Malfunction Roll

The attacker rolls a number of D6s equal to the weapon Scrappiness stat.

On a result of 5+ the weapon explodes and the character is treated as downed, furthermore the weapon gets a permanent +1 to its Scrappiness stat.

The character must spend a **recovery action** to be able to attack again with that weapon.

End of the Game

Unless specified by the scenario's winning conditions, the game ends at the end of the 8th round.

