

Fistful of Lead summary sheet

TURN SEQUENCE

1. Deal one card for each individual miniature. Reshuffle when the deck is empty.

Rank: Spades → Hearts → Diamonds → Clubs (lowest)

Queen of Spades: remove all shock

6 cards: reload weapons automatically

Queen of Hearts: remove 1 wound

2 cards: roll 2 dice for all rolls this turn and choose the best result

One-eyed Jacks: +1 shoot this turn

Aces: low card (or wild)

Other Jacks: +1 close combat this turn

7 cards: reroll any single die result this turn

Jokers: not used (or reshuffle deck immediately)

2. Activate models: a **move** and one action (in any order):

Move, **Shoot**, **Close Combat**, **Recover** (from shock or wound), **Aim**, Attempt Task (Easy 3+, Regular 5+, Hard 8+), Fall Prone, Stand (except after falling prone from taking a wound), Reload (after an **Out of Ammo** result), Collect an Objective

Move

Walk 5" Creep 3" (while prone)

Ride Mount 8"

Can move through allies but not enemies

-1" per wound

-1" per shock

½ Move (round up) for difficult terrain

3" to climb a building level or equivalent

Shoot

Can shoot through allies but not enemies

Natural 1 on shoot roll: **Out of Ammo**

Short Range: 5+ Long Range: 8+

Add Attacker's bonuses to Shoot

Target in light cover -1

Target in heavy cover -2

Shooter in significantly higher position +1

Small target -1

Large target +1

Huge target +2

Shooter per wound -1

Shooter per shock -1

Shooter mounted/in moving vehicle -1

Target mounted/in moving vehicle -1

Target prone -1

Shooter used previous action to **aim** +1

Close Combat (CC)

Attacker and defender both make close combat rolls. If the **attacker's total is higher**, a wound roll is made with a modifier of the difference between the attacker and defenders' close combat totals:

1 to 2: +0 3 to 4: +1

5 to 6: +2 7 or more: +3

If the **defender's roll is higher**, no wound roll is made. After the wound roll (if any), the winner(s) can choose to break away 1" and end the combat. If the close

combat rolls are tied no one wins the combat.

Add Attacker's bonuses to close combat

Attacker or Defender -1 per wound

Attacker or Defender -1 per shock

Attacker or Defender +1 if mounted

Attacker +1 per attacker after the first (if an attacker contributes this bonus, it cannot also attack that defender on its activation, or take any other action, but can still move)

Defender prone or with no weapon: -1

Wound - Target makes a roll

0 or less: No effect (wound level 1)

1 to 5: Take shock (wound level 2)

6 to 9: Take wound and fall prone (wound level 3)

10 or more: Out of action (wound level 4)

Add Attacker's bonuses to Wound

+1 per wound currently on target

3 wounds: automatically Out of action

Armor: success reduces effect by 1 wound level (Light 8+, Heavy 6+, Extra Heavy 4+; shield +1)

Recover - Shock

1 or less: Rout (out of action)

2 to 5: No change

6 or more: Remove all shock

-1 per wound currently on target

Recover - Wound - Target must attempt to recover as its action if it fell prone as a result of being wounded

1 or less: Out of action

2 to 5: No change

6 or more: Stand up but still wounded

-1 per wound currently on target

-1 per shock currently on target

SET UP

Dice needed: 1d10 and 1d12 (combat), 1d6 (round counter), 1d8 (set up), 2d% (tracking Victory Points for each team)

Make sure terrain is spread throughout the battlefield so there are no clear pathways from one edge or corner of the battlefield to another (to add variety to movement and line of sight).

Place an odd number of **objective markers** evenly spaced throughout the battlefield. This is usually 5 markers: one in the center, and one in the middle of each quarter of the battlefield.

Roll 1d8 to determine which edge or corner of the battlefield the rolling player's team sets up on (1 is the opposite edge from where the player is standing/sitting, 2 is the corner clockwise from that, etc.). Place the other team's figures along the opposite edge or corner of the battlefield.

Set the round counter to 1.

SCORING

If a figure is **touching** an objective and there is no opponent within 2" of that figure, it can use its action to collect the objective. Remove it from the battlefield and earn **Victory Points (VP) equal to 2 x the current game round**.

Defeating an enemy (taking it out of action) earns **VP equal to 1 x the current game round**. If a figure falls out of action but not because of an opponent's attack, no VP is earned.

At the end of the 4th round, roll 1d6. On a result of 3 or less, the game ends immediately. On a result of 4 or more, the game continues for another round.

At the end of the 5th round, roll 1d6. On a result of 4 or less, the game ends immediately. On a result of 5 or more, the game continues for another round.

At the end of the 6th round, the game ends.

At any time, if there is only one team with figures still in action on the battlefield, the game ends immediately.

At the end of the game, the team with the most VP wins.

TEAM CREATION

Type	Figures	Traits	Max. Equip. Slots	Wounds
Leader	1	5 (3 of choice, Leader, 1 Team trait)	5	3
Specialist	1	3 (2 of choice, 1 Team trait)	4	3
Regular	3	2 (1 of choice, 1 Team trait)	3	3
Grunts	3 (replaces 1 other figure)	1 (same for all grunts, no Team trait)	2	1

One tier of Armor can be a trait; the rest use equipment slots.

Before the game begins, compare the number of traits each team has. The team with fewer traits begins with **1 free reroll** for each trait less than the opposing team. There are 14 traits for a typical team: 5 for leader + 3 for specialist + 6 for three regulars.