BASKETBRAWL *Ed.1.0*

"I will not let anything get in the way of me and my competitive enthusiasm to win" – Michael Jordan

PROLOGUE

In the vast expanse of the Omniverse, there are a pair of gods who desire to see the most intense ball game ever played. To this end they 'acquire' the greatest players and teams from countless worlds and pit them against each other in a match of violent competition. Welcome to the horrific and gore riddled nightmare that is known as Basketbrawl!

The objective is to score points at an opposing team's hoop, with the game encouraging the maiming and destruction of your opponents to help achieve this. In addition, an 'Immortality Field' surrounds the court, enabling the contestants to die over and over again only to be brought back to their original form ready to keep playing. May the carnage commence!

Logistics

Narrative Type	Clash	Map Size	2' x 1'
Number of Players	2	Playstyle	Custom
Point Limit	500pts	Model Cap	1 Model Per Unit
Unit Cap	3-8 Units	Perk Restrictions	Yes

Perk Restrictions: Perk Restrictions are detailed in Book 4. Narrative Games under Section 15.2. In addition, no Dice Modifiers and rerolls from Perks ever affect a 'Ball Action' or any other Basketbrawl specific abilities. No Perks that cause a reduction in Movement or repositioning are permitted, such as Cripple, Force, Knockback, Freeze and so forth. 'Countdown', 'Use' and the 'Unwieldy' Perks (Weapon Limitation) are also not permitted.

Unit Stat Restrictions: Units cannot have a Move stat greater than 6 and Dash is not used in this Narrative (set it to 0).

Environment: A sporting court in the shape of a rectangle, there are crowds in stands and two giant heads looming above the court, fixated upon the carnage that unfolds within it.

Models Needed: For this Narrative, you will require a number of single model Units for each team. By default, players can have 5 Units per team, but there are ways to customise your team to have a minimum of 3 or a maximum of 8 Units.

Rules of Basketbrawl

In this Narrative, you and one other player are pitted against each other in a game of Basketbrawl. Players by default each have 5 Units: 4 normal Units and 1 Star Unit (each Unit must consist of 1 model).

Custom Playstyle: In this Narrative, each player alternates making two actions with each of their Units per Game Turn. The actions available to each player are **Move, Attack, Ball Action** or **Steal**. You may activate **Perks** as per Standard Games (before and/or after an Action). Actions begin with the Turn Master, who is the player that started with the Ball this Game Turn. A Unit cannot use the same action twice in a single Game Turn, and can only be chosen to make Actions once per Game Turn. It is recommended to keep track of which Units have made their actions with markers.

Markers: It can be useful to have markers to keep track of which Units have been used this Game Turn.

Casualties: In Basketbrawl, casualties are only temporary due to the immortality field. Time heals all wounds, and in this case, it even heals death. If a Unit becomes a casualty, they are placed on their side, facing up. This represents that they have become a casualty and cannot perform any actions this Game Turn (which also means they cannot attack). If they had already performed actions, they instead cannot perform actions on the next Game Turn.

If a casualty was holding the Ball, it is dropped and scatters 2D6 inches (using the Scatter rules from Book 2. WARSURGE Perks). Refer to **'Ball and Scatter'** on the next page for more details on what happens to a ball if it Scatters.

After a Game Turn of inactivity, the casualty model will return to full HP at the start of the following Game Turn. It is important to keep track of how much HP the Unit has lost, even if they are a casualty. This is because they can suffer 'Overkill'.
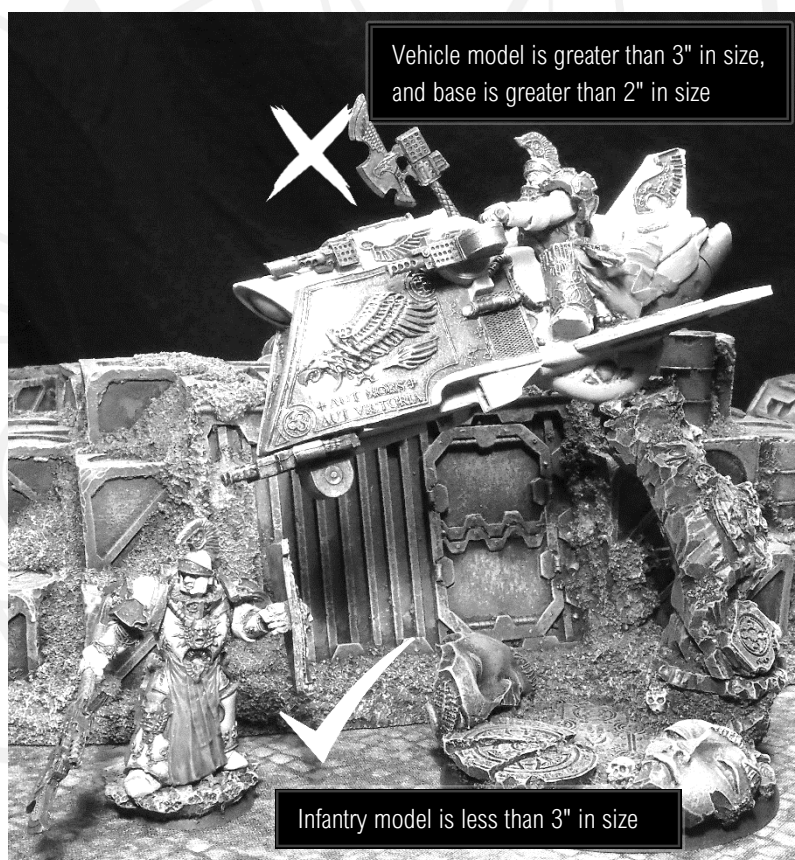
Overkill: If the unit receives as much HP loss as its maximum HP stat (while a casualty, saves are permitted) before the Immortality Field brings them back, then it will be placed face down on the table. It must miss two Game Turns of actions then will return to play on the following Game Turn. This is to represent a Unit being completely destroyed and the Immortality Field taking longer to reconstruct them. After the first Game Turn, place the model face up, but note that it can be targeted for Overkill again in this state.

Example: A Unit with 5 HP becomes a casualty. It is placed face up. While a casualty it loses more than 5 HP. It is then placed face down. After a Game Turn of inactivity, it is then placed face up again. Assuming it doesn't lose 5 or more HP again, it will return to play with full HP next Game Turn.

Model Restrictions: Due to the limited size and nature of the court there are some restrictions on what models can be used as players. No miniature should have a base larger than 2" and the model should not exceed 3" in height (and width). If a player wishes to use a Unit that exceeds these values, they require consent from their opponent. In the examples on the right, the left model on foot is acceptable, but the same model on a vehicle exceeds the size allowance and is not permitted.

Vehicle model is greater than 3" in size, and base is greater than 2" in size

Infantry model is less than 3" in size
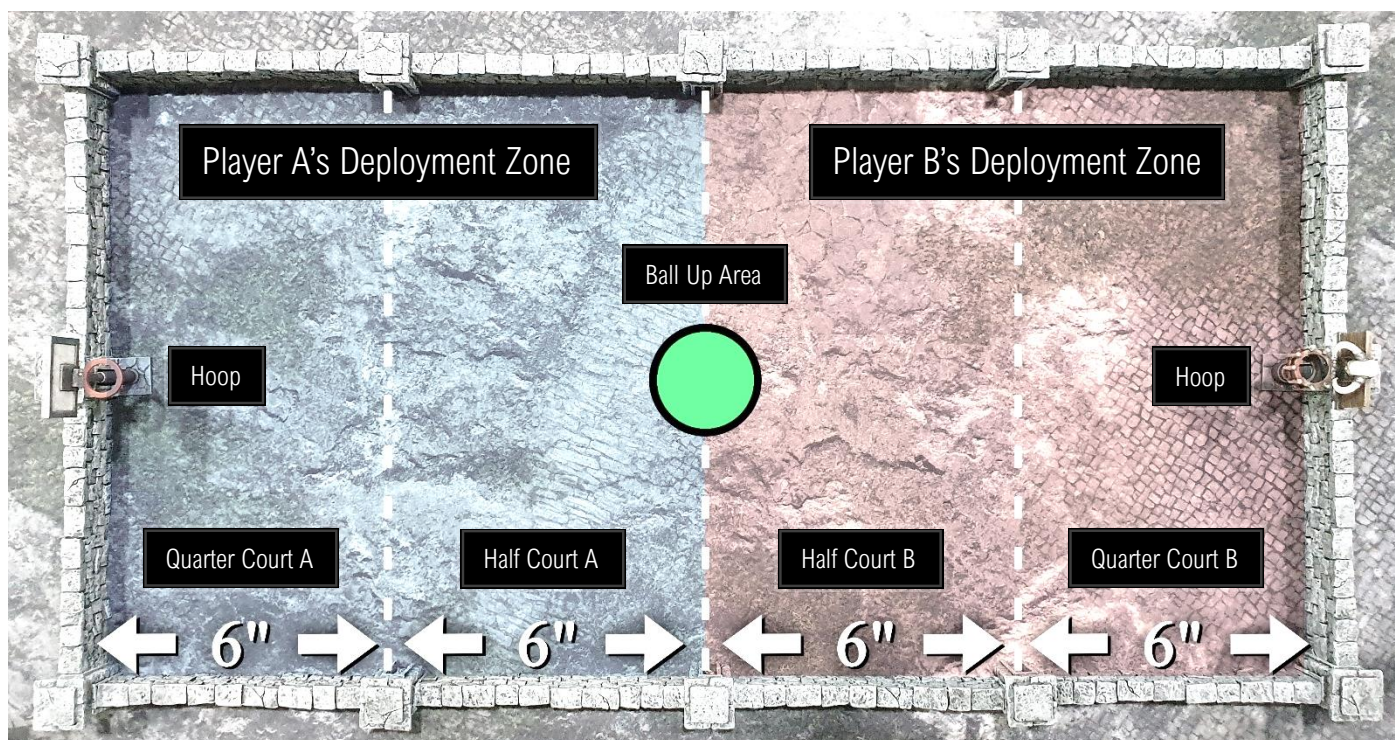
Models by Scibor Miniatures

Melee and Weapon Types: In Basketbrawl, Melee rules and Assault Weapons are adjusted. The Movement Restriction/Lock effect of Melee does not apply; Units can Move freely after being engaged in a Melee. Assault Weapons gain a +1 Dice Modifier to all Attacks.

Units are Traversable: Units do not count as blocking Movement. You can place a model anywhere within its Movement distance as long as there is physically room to place the model (you cannot place a model on top of another).

A Standard Basketbrawl Court, which is 12" x 24". Walls by Skull Forge Scenics

Ball Actions

Ball Actions are the Actions a Unit can make if they have the ball. While holding the ball, a Unit is called the **Ball Unit**. Several of these Ball Actions can have modifiers which improve or worsen the chance of success.

1) Shoot: When the Ball Unit is within their opponent's half of the court, they may roll a D6 for an attempt at scoring. Each enemy Unit* within 2" of the Ball Unit lowers the chance by -1, to a minimum of 6+. The chance of scoring is as follows:

Half Court: D6 of 5+ and is worth 3 points.

Quarter Court: D6 of 4+ and worth 2 points.

Hoop: D6 of 2+ but requires base-to-base contact with the Hoop and is also worth 2 points.

Note: Casualty Units do not count toward ball modifiers.

Rebound: If the Ball Unit fails to make a Shoot Action (does not roll high enough to succeed), then the ball automatically goes to the Unit closest to the Hoop. If there are multiple Units from both players in equal distance or base contact with the Hoop, they perform a roll-off to decide who now has the ball. Players roll a D6 for each applicable Unit, but the highest individual score takes the ball. If the roll of opposing Units is tied, the top scores must reroll.

Models by Avatars of War, Buildings from Zealot Miniatures by Tabletop World, Hoop and Ball available at WARSURGE Website

2) Pass: To make a Pass, follow the process below.

I. Choose Target: When a Ball Unit wants to pass to a friendly Unit, they need to declare which Unit they are passing to.

II. Create Pass Line: Create a line between the Ball Unit and the target receiving the Ball. You can do this by placing a tape measure on its side, creating a line directly between these two Units.

III. Check for Intercept: If there are enemy Units within 2" of the Pass Line, these Units can attempt to take the ball (by rolling a D6 of 6). Refer to Intercept under Counter Ball Actions for details. If the Ball is not Intercepted, proceed to the next step.

IV. Apply Modifiers: Before rolling to Pass, apply Dice Modifiers for enemy Units and the distance between the Ball Unit and the targeted Unit.
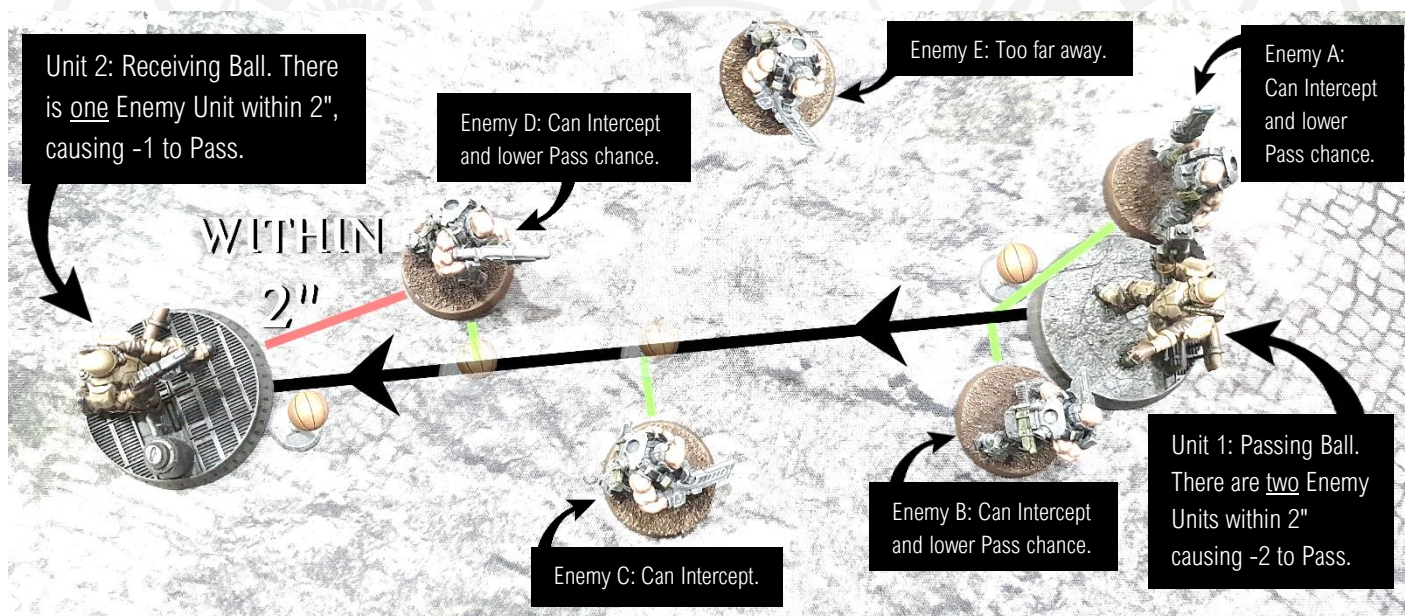
Enemy Units: Apply -1 Dice Modifier for each enemy Unit* within 2" of both the Ball Unit and the Unit receiving the Pass.
Distance of Pass: If within 6", no modifier. If within 12" there is a -1 Dice Modifier. If beyond 12" there is a -2 Dice Modifier.

*Note that casualty Units do not apply ball modifiers.

V. Roll: If there are no enemy Units within 2" of the Ball Unit or the Unit targeted to receive the Pass, the Pass will automatically succeed. Each Dice Modifier lowers this by 1, for example a -1 Dice Modifier requires a roll of 2+, while -4 requires a 5+ to succeed the Pass roll. Note that a roll of 6 always succeeds with a Ball Action, no matter the number of modifiers in effect.

If successful, the targeted Unit becomes the Ball Unit. If failed, the ball will Scatter from the Unit targeted for the Pass. See Ball and Scatter on the following page for more details.

Unit 2: Receiving Ball. There is one Enemy Unit within 2", causing -1 to Pass.

Enemy D: Can Intercept and lower Pass chance.

Enemy E: Too far away.

Enemy A: Can Intercept and lower Pass chance.

WITHIN 2"

Enemy C: Can Intercept.

Enemy B: Can Intercept and lower Pass chance.

Unit 1: Passing Ball. There are two Enemy Units within 2" causing -2 to Pass.

Models by Print Minis and Puppetswar, Ball available at WARSURGE Website

Example: In the diagram above, Unit 1 on the right is passing to Unit 2 on the left. There are four enemies nearby that can either Intercept the ball and/or make it more difficult for the Pass to succeed. The distance between Unit 1 making the Pass and Unit 2 receiving the ball is 7". The black line represents the Pass line.

Enemy A: This Unit is within 2" of Unit 1, and just within 2" of the Pass line to attempt an Intercept. If the ball is not Intercepted by anyone on their team, this Unit will lower the chance of the Pass being successful by -1.

Enemy B: This Unit is within 2" of Unit 1 and the Pass line. They may attempt to Intercept, and lower the Pass chance by -1.

Enemy C: This Unit is within 2" of the Pass line so may attempt an Intercept.

Enemy D: This Unit is within 2" of Unit 1 and the Pass line. They may attempt to Intercept, and lower the Pass chance by -1.

Enemy E: This Unit is more than 2" away from an opposing Unit and the Pass line. They cannot contribute at this time.

Pass between Unit 1 and 2: Assuming none of the Enemy Units successfully Intercept the ball, a D6 is rolled for the Pass. There is a -1 for being more than 6" away, and there are three Enemy Units near the Unit making the Pass and receiving the ball, lowering it by -3. An Automatic Pass is now lowered by a total of -4, making it a 5+ chance to successfully Pass.

Counter Ball Actions

Counter Ball Actions are available for a player when they do not have the ball in their possession.

1) Steal: A Unit may attempt to steal the Ball as long as they are in base-to-base contact with the Ball Unit and roll a successful 6+ on a D6. For each friendly Unit within 2" of the Ball Unit, they add a +1 Modifier to this roll. If a Unit opts to Steal, this counts as one of their two Actions for the Game Turn.

2) Intercept: When an enemy player makes a 'Pass' Ball Action, each friendly Unit within 2" of the Pass Line can roll a D6. On a 6+ the friendly Unit has taken the ball into their possession. This does not count as making an Action.

Ball and Scatter (Random Direction)

Failed actions or casualties during play can cause the ball to scatter away from players:

- **Hit:** If a Hit is rolled with the Scatter, the ball goes toward the centre of the court and will stop there if it reaches it.
- **Claiming the Ball:** If the ball is not controlled by a player, the first Unit to make base contact with the ball will take it.
- **Out of Court:** If the ball would Scatter off the court, stop it at the edge of the court.
- **Catch:** If the ball Scatters and ends in base contact or on a Unit, they will hold it. Roll-off if it contacts multiple Units.
- **No Ball Unit:** If the ball has scattered and the Game Turn ends with no Ball Unit, players roll-off for Turn Master.

Customising Your Team

By default, a team has 5 Units consisting of one 1 Star Unit and 4 other Units.

Star Units

Star Units function like any other Unit, but can choose up to two Star Traits from the following before the game begins. Note these only apply to the Star Unit and not the team:

Star Traits

1) **Centre:** +1 Dice Modifier for any and all roll-offs involving this Unit.
2) **Splash:** Unit gains +1 Dice Modifier for Shooting at Half Court (worth 3 Points).
3) **Downtown:** Unit can Shoot for Half Court in your own Half Court, but only succeeds on a 6+. Stacks with Splash.
4) **Clamps:** Unit gains +1 Dice Modifier for Steal and Intercept.
5) **Thread the Needle:** Passes from the Unit ignore Dice Modifiers caused by enemy Units within 2" of itself and target.
6) **Midrange:** Unit gains a +2 Dice Modifier for Shooting at Quarter Court and at the Hoop*.
7) **Coast To Coast:** Unit's Move is increased by 3" for the entire game.
8) **Slam Dunk:** Unit may perform a Slam Dunk, which uses an 'Attack' Action. The Unit must be within 3" of the Hoop. If there are no enemy Units between the User and the Hoop, they score automatically as per 'Shoot' at the Hoop (2 Points). If there is an enemy Unit between the Ball Unit and the Hoop, the Unit may perform an Attack Action, resolving Weapons as normal. If the enemy Unit becomes a casualty, the Unit then scores automatically as per 'Shoot' at the Hoop. If they do not cause the enemy to become a casualty, the shot counts as missing, becoming a Rebound.

Note that aside from Slam Dunk, Shooting can never be improved beyond a 2+ chance of success.

Adjusting your Team's Unit Cap

You can adjust your team's Unit Cap (not Point Limit), up to a maximum of 8 Units or a minimum of 3 Units, by using the following trade-offs.

Choose any of the following:
- Gain +1 to Unit Cap by applying a -1 Dice Modifier to all Shoot Actions for the whole Team (one application only).
- Gain +1 to Unit Cap by applying a -1 Dice Modifier to all Pass Actions for the whole Team (one application only).

You may also choose one of the following:
A) Gain +1 to Unit Cap by turning your Star Unit into a normal Unit (default Unit Cap goes from 5 to 6).
B) Gain +1 Star Unit by lowering your Unit Cap by 1 (default Unit Cap goes from 5 to 4).
C) Gain +2 Star Units by lowering your Unit Cap by 2 (default Unit Cap goes from 5 to 3).

STAGE: Basketbrawl Stadium

Map Data

| 2' x 1' Map |

Prologue: You and your team have been selected to play in the next match of Baskebrawl. The crowd cheers as you enter the court, but they cheer equally as loud for your opponent. Though your reasons for participation may differ, you aim to be victorious!

Objective: The first Team to gain 11 Points (or higher) wins.

Time: Unlimited Game Turns.

Deployment: Players begin via roll-off. The winner decides who will Deploy first. The player who Deploys first will choose a Deployment Zone then place a Unit, followed by their opponent. Players continue to alternate deploying their Units, but each player must have one Unit in the middle of the map at (BU). After each Unit is Deployed, a 'Ball Up' occurs; this is represented by a roll-off to decide which Unit in the middle starts with the Ball.

Map Data: The Red Circles with H are Hoops, which belong to the player in that coloured Zone. Players in the Green Deployment Zone must score at the Hoop in the Blue Zone, and vice versa. BU is where each Team must have a Unit for Ball Up on the first Game Turn.

Playing the Game: The player who wins the 'Ball Up' starts by making two actions with a Unit: Move, Attack, Ball Action or Steal (you cannot use the same Action twice on the same Game Turn). After that, the next player will do two Actions on a Unit and this will continue to alternate until all Units have made their Actions. Once all Units have done their actions, the next Game Turn begins. Whoever currently has the ball is the Turn Master and makes an action with a Unit first on a Game Turn. This repeats until someone scores. Once a player scores, their opponent will start with the ball at their Hoop, as per 'After Score' below.

After Score: The player who just scored must hand the ball to their opponent, who must reposition the closest (non-casualty) Unit to the Hoop into base contact with their Hoop (if they do not have a Unit already there). That Unit will then receive the ball and a new Game Turn will begin; the player controlling that Unit will be Turn Master. If all of the player's Units are casualties, the closest of their Units to the Hoop will get up with full HP to start with the ball.

Default Unit: Players can build their own profiles with the WARSURGE App, or use five of the following Unit to play (designate one as a Star Unit, see Customising Your Team on Page 4).
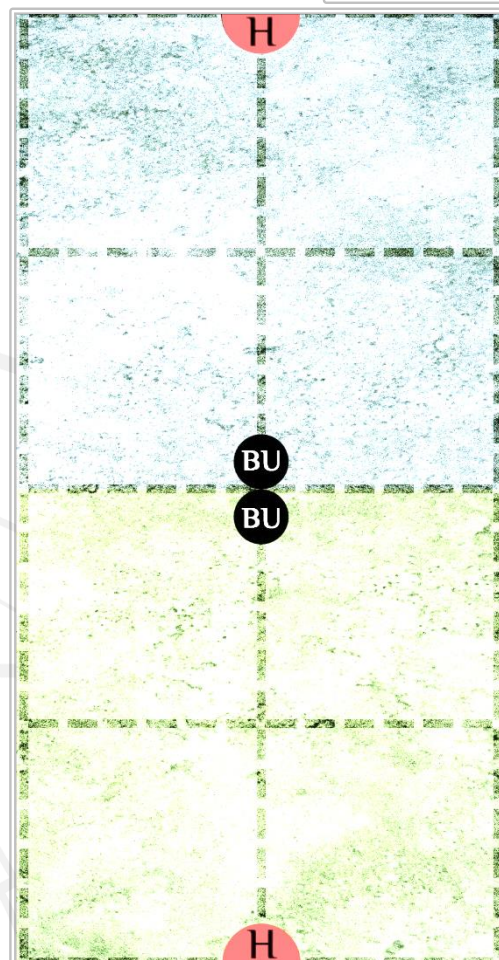
Each square on the Map is 6" x 6"

Scan the QR in Enemy Tab or Rosters to Import

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Basketbrawl Player	5	6"	-	3	10	4+	4+	Regenerate	Specific

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Punches	5	3"	8	4	-	AS	Bloody
Firearm	5	12"	10	5	-	BT	Penetrate I

Victory: If you completed the Objective, refer to Epilogue: We Are the Champions

Defeat: If you were defeated, refer to Epilogue: Dishonour Before Death

EPILOGUE
We Are the Champions
After an intense game and reasonable sportsmanship, your team emerges the victor. You have pleased the creators of the game, and no doubt you will be called upon again to participate in this sport of multidimensional kings!

Dishonour Before Death
Though you played as best as you could, the game was not in your favour today. Any humiliation or disappointment you might experience is inescapable – even death won't help. This is because you cannot kill yourself even if you wanted to, as the Immortality Field prevents it! One of the game's creator's looks down upon you and your team, then says: *"Suck it up, get back out there and WIN!"*

CHALLENGES

Perfect Game
Win a game of Basketbrawl while never letting the opposing player score any points.

The Big Three
Win a game of Basketbrawl while fielding a team consisting of 3 Star Units.

That's Game
Win a game of Basketbrawl in 48 minutes or less.

Basketball?
Win Basketbrawl without equipping or using any Weapons.

Face Jam
Finish a 'Slam Dunk' (Star Unit Trait) with all Units on the opposing team as casualties.

Blood, Net and Tears
Cause an enemy Ball Unit to become a casualty while they are in base contact with a Hoop (either side).

Block and Load
Successfully Intercept the ball during an enemy's Pass, then with the same Unit, cause an enemy Unit to become a casualty on the same Game Turn.