

BANTER BATTLES – CORE RULES

OVERVIEW OF THE RULES	GAME SEQUENCE	GAME SEQUENCE (cont.)	TURN SEQUENCE
<p><i>Banter Battles (BanBat)</i> are a fast play set of rules that take a light-hearted approach to a range of wargaming periods. The rules are designed for social games and introducing new people of all ages into a very rewarding and interesting hobby. <i>BanBat</i> are designed to cover only two sides of A4 paper, but still can provide the depth and focus for a specific period. One side of A4 displays the common rules and concepts. The other side of the A4 contains the period specific QRS and any additional period rules. The rules use single models/bases make up a unit. A single base will represent a single man or several men. Distance is measured in a scale of a single base width and this width relates to an actual ground scale. The period being played will dictate the figure to men ratio and the distance scale relative to a single base width. The rules use a system of random move/activation selection by the players pulling coloured dice hidden in a bag.</p>	<p>[G1] Terrain placement phase: Both players roll 1D6. If a player has any scouting units then add one to the die roll. If one player has 20% or more scouting units than the other player then another single +1 to the die roll. The player with the highest score has out scouted the other player. Split the playing area into six equal areas.</p> <p>[T1] Each player must place 1 item of terrain, but can elect to place 2 terrain items.</p> <p>[T2] Each item of terrain can be of a size, shape and type of the players choice.</p> <p>[T3] The equally sized terrain areas can only have one item of terrain occupying it in total.</p> <p>[T4] A piece of terrain must completely fit in the area. Alternate placing terrain pieces until all pieces have been placed.</p> <p>[T5] Once placed a piece of terrain cannot be adjusted or changed in anyway.</p> <p>[T6] All terrain provides cover.</p>	<p>[G2] Army deployment phase: The deployment zone is the full width of the board and 25% of the depth of the board. The player that was out scouted, deploys two units on the board, plus one unit for each out scouting point added to the original terrain placement roll. The players now, starting with the player that was not out scouted, alternatively place a unit each until all units have been placed on the board. Once one player has run out of units to place, the other player places all their remaining units. If a unit is placed in the rear 15% of the deployment zone and more than 50% depth from any enemy model, then this unit is replaced with blank marker which is the same footprint size and orientation on the board as the unit it is substituting for. Artillery can never be substituted for a blank marker.</p> <p>Note: All units or placement markers must be deployed in command and control distance, plus within 2BW of another unit in the same chain of command.</p>	<p>[TS1] “Who’s the king” phase: Both players roll one D6. Highest is the active player and can choose to go first or second in the following phases.</p> <p>[TS2] “Do stuff” phase: Fill the bag with the coloured dice, if not already done so. Starting with the player going first complete actions with a unit. Then alternating, pull a coloured dice from a bag. If the player, whose colour has been pulled, that player completes actions on one of their units. Repeat pulling coloured dice until all units have been completed. Every unit must have “Stuff” completed on it.</p> <p>[TS3] “Bashing” phase: Starting with the active player, choose units in front edge contact with an enemy unit, complete hand to hand combat. Alternate between players.</p> <p>[TS4] “Is it all over for me?” phase: Check game objective conditions if you have any. Or use the 60% of the other army’s units destroyed as a victory condition.</p>
[TS2] “Do Stuff” phase		[TS3] “Bashing” phase	
Each unit must complete one of the following actions. For an action other than [DS1], the unit must be in command and control. Generals have the option to complete up to two actions ([DS1], [DS3] or [DS6] only) together, with no [R6] test required. A base may only preform a [DS5] once per turn. A second action may be performed after taking a [R6].		Any unit with a base in front edge contact with any other enemy unit must complete “bashing”, even if out of command and control. If a base is in front edge contact with more than one unit it will only “bash” once. If a unit has not “Bashed”, this turn it must “Bash”. “Bashing” outcomes are applied immediately. “Bashing” is completed by the whole unit.	
[DS1] Stand Action	[DS2] Reform Action	[R1] Scouts	
The unit makes no actions and just stands. This is in effect a “pass”. It is considered as having made an action.	A unit recovers one base. A unit cannot have more bases than at the start of the game.	[B1] Taking it in turns, starting with the active player; take it in turns to pick a unit to “bash” another unit.	[B3] Players work out the effective value from the period specific QRS.
[DS3] Move Action	[DS4] Charge Action	[B2] Both players get 1D6 per base in front edge contact in the “Bash”.	[B4] The players roll off. Each successful hit is one destroyed base. Results apply immediately.
A unit may make a single move forward with up to a 45-degree wheel along the unit’s frontage. Or turn 90 or 180 degrees with no movement. See the period specific QRS for move distances.	To be in contact with any part of an enemy, a unit must charge into contact. To be able to charge the unit must be in charge distance. For the charge distances see the period specific QRS.	Scouts have the following additional rules: [S1] If they make a [DS6] fall back action, they do not take a [R6] test. [S2] They are not slowed by any terrain. [S3] If they are [TS3] “Bashing” or [DS5] shooting another unit other than scouts, they must re-roll successful hits. [S4] If charged by anything other than Scouts, the charged scouts must make a [DS6] action. This is additional to any other action they have already completed.	
[DS5] Shooting Action	[DS6] Fall back Action	[R3] Bag of Dice	
A unit may shoot at any target in range to its front in a 45-degree arc. [SH1] For each base the player gets 1D6 dice. [SH2] Work out the effective value from the period specific QRS. [SH3] The roll the dice and each successful hit is one destroyed base on the target unit. Results apply immediately after shooters have thrown all dice at the target.	To do a charge, the player declares the unit that is charging. Before the charging unit is moved; it must pass a [R6] test. If it fails the test, the unit suffers no base loss and does not move. Unless the result is a [DS6]. If the result of the [R6] test is a pass then the unit’s bases are moved into contact with the enemy unit bases.	The rules use a bag with coloured dice for each player. The players take it turns to pull a single dice randomly from the bag. The dice in the bag must not be visible. The colour pulled dictates the order which player choose a unit to “Do Stuff” with. At the start of the game one coloured dice for each unit is added. The number of coloured dice are made up so that all players have the same amount of coloured dice. Once a player has done “Stuff” with all their units, they can no longer “Do stuff” with their units till next turn.	
[R6] “How scared am I” check	[R7] “Oops” Bases destroyed	[R4] “I’m the boss” Generals	[R5] “Peek a boo” Hidden Units
[HS1] Using the resilience value from the period specific QRS roll 1D6. [HS2] If >= Resilience value: Pass. [HS3] If -1< Resilience value: Fail, must conduct [DS6] action. [HS4] If -2< Resilience value: Fail, must remove one base. [HS5] Two fall backs in same phase is an auto base loss on top of the [R6] result. This can result in further [R6].	[FB1] The unit moves back one 1MU. [FB2] Once the unit has completed its move it immediately takes a [R6] check.	Generals/Leaders must command specific units. They are only able to command these specific units. They must start the game min. of 2 units, unless it is the main CinC for the army. Command & control distance is 4MU. Generals cannot be targeted if there is another possible target. If destroyed another general is appointed in [TS4] of the current turn and placed on the players rear edge.	Any unit out of line of sight to all enemy units is a hidden unit or units at the start of the game in the back 15% of the deployment zone. They are replaced with markers to the same foot print. The basic type is given the enemy but not the capabilities. Once a unit is no longer hidden it cannot be replaced with a hidden marker again in the current game.
[R7] “Oops” Bases destroyed			
When bases are destroyed, any friendly units with 2MU must immediately take a [R6] test. A unit is only removed from the game once all its bases are destroyed.			