

THE LANDSHUT RULES v X

A Free Kriegsspiel Revolution game
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Hack this game any way you like, but please give credit to me. Thanks.

CHARACTER CREATION

Write down a few words about your character. Note one special power or skill or thing that allows your character to do things others can't. Special powers are defined before play by the ref and the player. By design, this is open to interpretation. Your character has no stats, but you may write down "strong", "agile", "tough", "charming", "smart" or "wise".

HOW TO GET STUFF DONE

Love the characters. Respect the genre. Clarify your players' intentions, then make a judgment. Grown-up healthy human beings can take 3 or 4 hits. Each hit with a weapon or bare hands reduces a character's hits by 1. Especially good or dangerous weapons inflict more. Feel free to knock out or injure a character if the narration and common sense warrant it. If in doubt, go with the first idea that comes to your mind. Try to resolve every action by using common sense. If you want to roll dice, roll a d20 vs. another d20 for swifty, cinematic games, or 2d6 vs. 2d6 for games with more predictable outcomes.

MASS COMBAT

The players tell you what they're planning to do. You assign this action a success chance. Players roll, things happen. One round lasts anywhere between 3 minutes to days or months, depending on the scale of the battle.

LUCK DIE

When in doubt, or when you need inspiration, roll a d6. Low results mean disadvantageous events for the player characters, high results mean something good happens.

PLAYING PUBLISHED RPG SETTINGS

Describe your character's strengths and weaknesses.

Pick 5 or 10 skills from the rulebook (if the game uses skills).

Pick 2d6 pieces of regular equipment/gear from the book, then lose 1d6 of them.

Pick 2 "Powers": special equipment, spells, skills, special abilities, connections, special backgrounds etc.



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