Fall Pumage
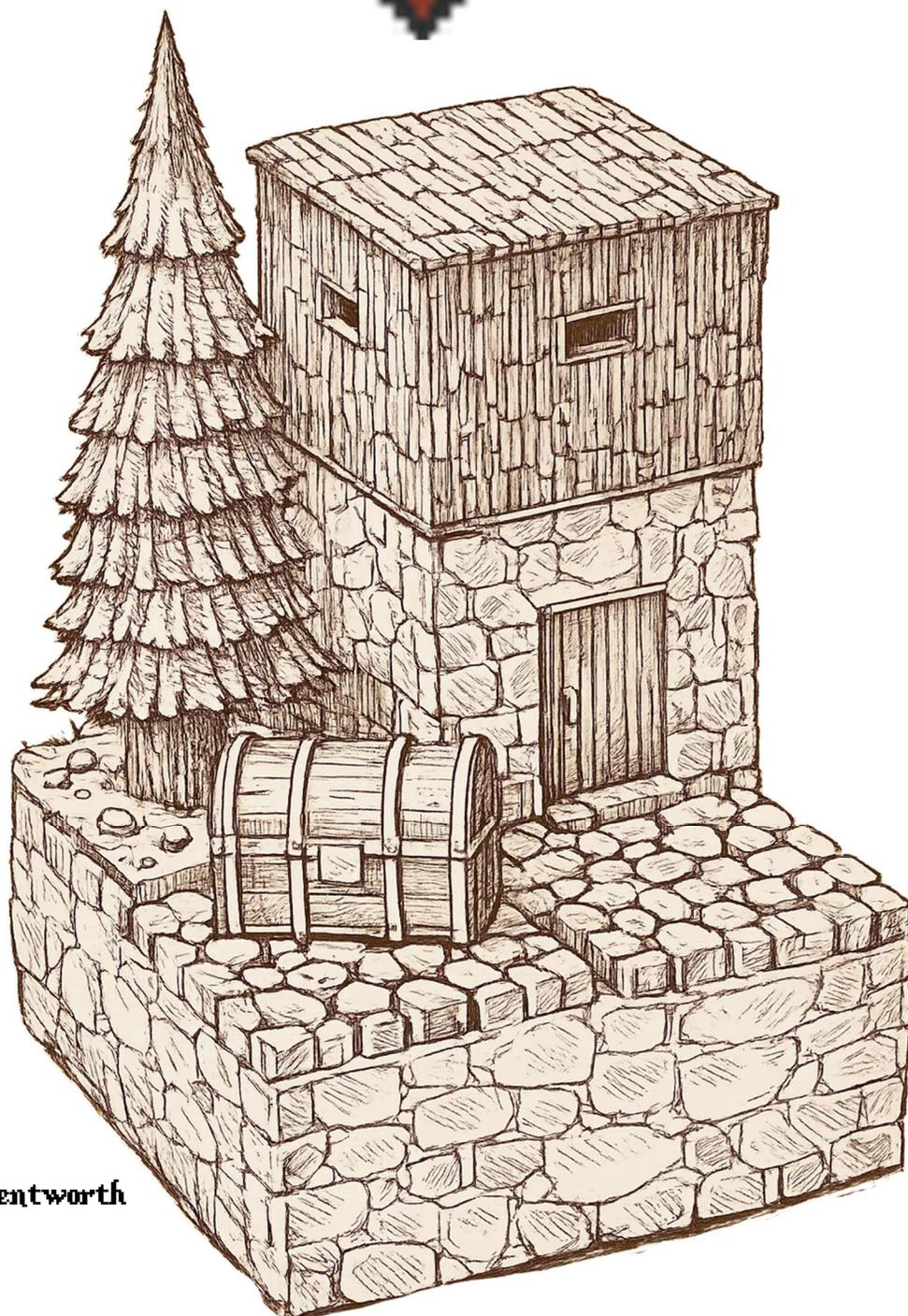
By Jasper Wentworth

Fall Damage is a fast 2 player skirmish game that is:

- Free to play and 3d print in its entirety

  fits a small print bed like the Bambu A1 Mini!.

- Vertical! Positioning matters more than raw damage.

- Mini agnostic, 28mm/32mm compatible.

  Want a team of Goblins or Robots? go for it!

- Modular with unlimited possibilities of terrain.

- Simpler than a wargame.

- More creatively expressive than a boardgame.

Table Of Contents

What you need to play:

- 3d printed Base: 4 interlocking pieces creating a 10x10 grid
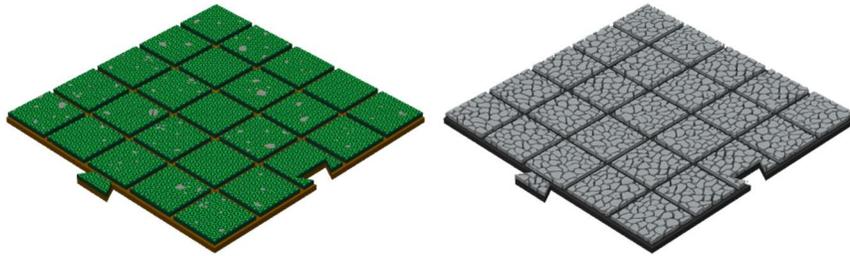
- Terrain, the more the better!
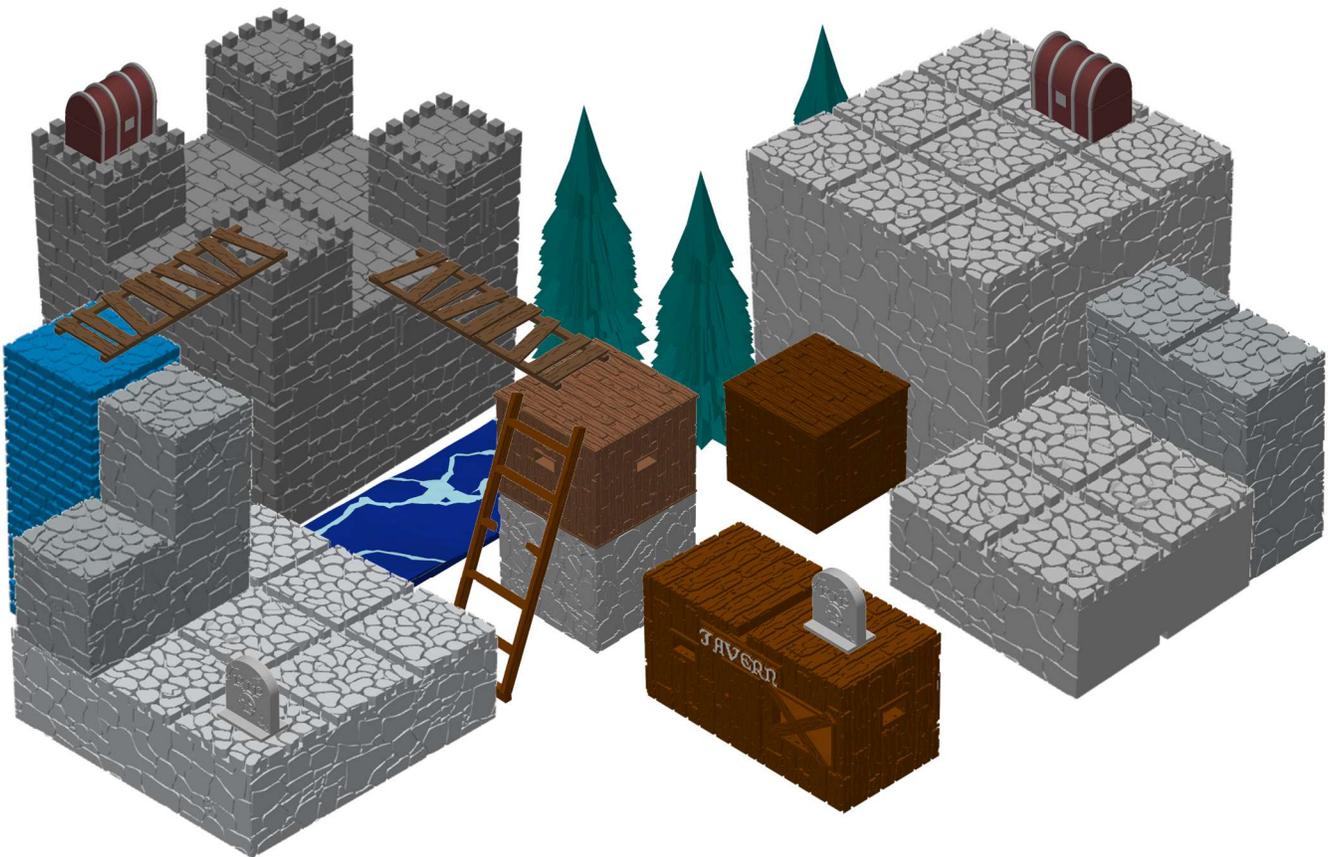
- Physical representations of your units

- A copy of these instructions for the rules or go to FallDamage.fun/Rules

- Character cards, paper and pencil, or the Unit Tracker at FallDamage.fun/Cards

- ⚅⚅ Two six-sided dice [you can also Google 2d6 or use the Unit Tracker]

Setup:

- Set up the terrain.

- Make it tall, make it fun!

- Add Treasures

- Agree on which sides or corners will be the starting position.

- Starting positions are 8 tiles either along opposite !

- Players flip a coin or equivalent to pick a winner.

- The winner picks which starting position they want.

- The loser gets to have the first turn.

- Players select and place their team of 8 units for the game.

- Fight! ⚔️

Activation, Turns & Rounds:

The game is played by activating✳ your units in increments of twos.

✳Activating means that unit can choose to do:

One movement

One action

In either order.

Players alternate by activating up to two units, until all units have been activated, this completes a round. You can only activate a unit once per round.

Example:

Player 1

Activates his Knight, moves and attacks, pushing the enemy near a ledge.

Activates his Mage, moves and attacks, pushing the same enemy off the ledge.

Player 2

Activates his Bard, moving in buff range of his Samurai.

Activates his Samurai, with his movement buff he is able to reach a enemy to attack.

Cycling Rounds

At the end of the round it may be necessary for one player to have multiple turns to be able to activate the remaining units. This is expected.

The next round always begins with the player who did not finish the prior round.

[Always alternate, except to exhaust un-activated units].

Rounds repeat until one team has no remaining units.

The player with remaining units wins!

Rule interpretation

Some rules are left intentionally open to interpretation as the nature of the game causes many odd scenarios. In these instances, please defer to whatever is most fun for both parties. A fun loss is better than an awkward win.

Make your team unique

Mini selection is not limited to the description of the unit,

for example:

Necromancer could instead be a Beastmaster with pets

Beast ＞ Dragon

Samurai ＞ Fencer

Bard ＞ Dancer

Wrestler ＞ Monk

Assassin ＞ Ninja

Etc...

Unit Card Explained:

Class type → 　　Shield Bearer　← Unit Type

Move
Jump
Health
Attack
Reach
Push

M. 3
J 1
H 9
A 1
R 1
P B1

← Notes Field

Abilities
🖐 uses Action

Shove
On Attack,
Push all adjacent enemies Back 1

Rooted
Cannot be Pushed, +1 Attack if
Shield Bearer doesn't Move this turn

Intimidate
Adjacent (including diagonal) enemies
suffer -1 Move

Full Damage

Class Types

Each player picks a total of 8 units consisting of:

2 Fighters

2 Rangers

2 Casters

2 Specialists

Ability Key

= Tip to understand the character

= Uses the units Action

= Does not require Line of Sight

Unit Cards

Fighters

Knight
- M: 3 _____
- J: 1 _____
- H: 8 _____
- A: 3 _____
- R: 1 _____
- D: B1 _____

Vanguard
If Knight is activated first in a round, Gain +1 Move

Full Damage

Bandit
- M: 4 _____
- J: 1 _____
- H: 5 _____
- A: 5 _____
- R: 1 _____
- D: L1 _____

ⓘ **Vagabond**
Bandit has high Attack, low Health

Full Damage

Samurai
- M: 5 _____
- J: 1 _____
- H: 6 _____
- A: 4 _____
- R: 1 _____
- D: R1 _____

Counter
Samurai gets a free, immediate Attack when receiving melee Damage

Full Damage

Shield Bearer
- M: 3 _____
- J: 1 _____
- H: 9 _____
- A: 1 _____
- R: 1 _____
- D: B1 _____

Shove
On Attack,
Push all adjacent enemies Back 1

Rooted
Cannot be Pushed, +1 Attack if
Shield Bearer doesn't Move this turn

Intimidate
Adjacent (including diagonal) enemies
suffer -1 Move

Full Damage

Spearman
- M: 4 _____
- J: 1 _____
- H: 6 _____
- A: 3 _____
- R: 2 _____
- D: B2 _____

ⓘ Spearman has
great Reach & Push

Full Damage

Rangers

Archer
- M: 4 _____
- J: 2 _____
- H: 6 _____
- A: 3 _____
- R: 4 _____
- D: B1 _____

ⓘ **Arrow's Arc:**
No LOS

Full Damage

Arbalist
- M: 3 _____
- J: 2 _____
- H: 6 _____
- A: 4 _____
- R: 4 _____
- D: B1 _____

ⓘ **Crossbow**
Relies on LOS
but stronger Attack

Full Damage

Gunner
- M: 3 _____
- J: 1 _____
- H: 6 _____
- A: 5 _____
- R: 3 _____
- D: B2 _____

ⓘ Gunner has the
highest Ranger Attack,
But has low Move & Range

Full Damage

Tinkerer
- M: 3 _____
- J: 1 _____
- H: 6 _____
- A: 0 _____
- R: 3 _____
- D: 0 _____

Bomb
2 damage in AOE 1

Spring Trap
Hidden Item *See Environment
On activation, target is thrown up 2 tiles
vertically, and up to 4 tiles away of
Tinkerer's choosing, including Fall Damage

ⓘ Spring Trap is good
for friendly travel as well!

Full Damage

Casters

Splash Mage

- M♥ 3 _____
- I↑ 1 _____
- H♥ 5 _____
- A✓ 0 _____
- R↖ 3 _____
- ♪)) B2 _____

Splash
*Pushes Multiple
units out in a + shape*

Mages give bonus 2 damage for Fall Damage

Fall Damage ↓

Force Mage

- M♥ 3 _____
- I↑ 1 _____
- H♥ 5 _____
- A✓ 0 _____
- R↖ 4 _____
- ♪)) B3 _____

ⓘ *Force Mage has the
best Push in the game
but requires LOS*

Mages give bonus 2 damage for Fall Damage

Space Mage

- M♥ 3 _____
- I↑ 1 _____
- H♥ 5 _____
- A✓ 0 _____
- R↖ 4 _____
- ♪)) 0 _____

Swap
Swap 2 units

Catch
*Teleport enemy equal
distance behind you*

Mages give bonus 2 damage for Fall Damage

Fall Damage ↓

Brick Mage

- M♥ 3 _____
- I↑ 2 _____
- H♥ 5 _____
- A✓ 0 _____
- R↖ 4 _____
- ♪)) 0 _____

Scaffold
Creates 1x1x3 tower
Partition
Creates 3x1x2 wall

ⓘ *Brick spells crumble
with Brick Mage action
or after 2 round starts*

ⓘ *Units on effected tile
are lifted/recieve Fall Damage*

Mages give bonus 2 damage for Fall Damage

Fall Damage ↓

Druid

- M♥ 3 _____
- I↑ 2 _____
- H♥ 5 _____
- A✓ 0 _____
- R↖ 3 _____
- ♪)) 0 _____

Vines
*AOE 1
Prevent enemies next Move*

Werewolf
*Druid transforms permanently
Loses Vines
Attack becomes 4
Reach becomes 1*

Fall Damage ↓

Necromancer

- M♥ 3 _____
- I↑ 1 _____
- H♥ 4 _____
- A✓ 1 _____
- R↖ 1 _____
- ♪)) B1 _____

*Necromancer comes with two
skeletons units of the same
stats party total to 10*

Raise
*Reach 1:
Add up to two more skeletons from
downed units. Activate those
starting the next round.*

Fall Damage ↓

Specialists

Assassin
- **M** 4 _____
- **J** ✳ _____
- **H** 5 _____
- **A** 4 _____
- **R** 1 _____
- **🔊** F1 _____

[swap tiles]

✳**Grappling Hook**
Unlimited vertical Move

Agile
Able to pass through enemies during Move

Fall Damage ↓

Beast
- **M** ✳ _____
- **J** ✳ _____
- **H** 8 _____
- **A** 5 _____
- **R** 1 _____
- **🔊** 2 _____

Ungovernable
Coin flip
Heads: Move is 5
Tails: Move is 2
Prowl/Fly
Unlimited Jump. However any vertical movement counts towards the total Move for the turn. ie: going up an adjacent block costs two instead of 1 tile

Fall Damage ↓

Wrestler
- **M** 3 _____
- **J** 2 _____
- **H** 6 _____
- **A** 1 _____
- **R** 1 _____
- **🔊** B2 _____

Wrestler does not take Fall Damage

Promo
All enemies in Reach 4:
-1 Attack until next Wrestler activation or until Wrestler is damaged.

Top Ropes
Dropping off a ledge to a tile on or adjacent to enemies damages them for that Fall Damage equivalent x2

Fall Damage ↓

Bard
- **M** 3 _____
- **J** 2 _____
- **H** 7 _____
- **A** 0 _____
- **R** 4 _____
- **🔊** 0 _____

Song
Buffs all friendly units in Reach with +1 Move +1 Attack

ⓘ Damage interrupts Song for remainder of round

Fall Damage ↓

Medic
- **M** 5 _____
- **J** 1 _____
- **H** 6 _____
- **A** ✳ _____
- **R** ✳ _____
- **🔊** 0 _____

Throw Potion
✳Reach 3
Heal +3
ⓘ damages skeletons

Bandage
✳Reach 1
Heal +5

Fall Damage ↓

Apothecary
- **M** 5 _____
- **J** 1 _____
- **H** 6 _____
- **A** 1 _____
- **R** 1 _____
- **🔊** 0 _____

Poison Mist
"cone" AOE
-1 Move, -1 Attack every round start

Syringe
Reach 1
Lose 2 Health every round start

Fall Damage ↓

Unit Attributes and Game Mechanics

Move:

How many squares a unit moves in a turn.

You cannot Move diagonally.

You cannot stop on an occupied tile, unless it is Treasure.

You cannot pass through a occupied tile unless it is a friendly unit.

Voluntarily falling only causes Fall Damage after the equivalent of your Jump height.

You may leap across gaps the distance of 1 tile. The empty tile you are crossing counts towards your Move total.

Jump:

Vertical limit of what tiles you can Move up to.

Vertical Move does not consume Move unless otherwise stated.

Each tile measures roughly 30mm cubed.

If measurement is necessary, always round down.

Example:

105mm height would be rounded down to 90mm or 3 damage.

Health:

is current pool of hit points. At zero a unit is removed from game.

Attack:

How much Health is removed from the target. Uses Action.

Reach:

How many tiles your Attack reaches.

Reach of 1 is considered melee. That is, adjacent, non diagonal tiles, that can either be level or +1/-1 vertical [up one, down one].

Downward melee is rewarded with +1 Attack to the total damage given, inversely Attacking upwards has a penalty of -1 total damage.

Reach beyond 2 uses a radius of Attack, this is a rough circle around the unit Attacking.

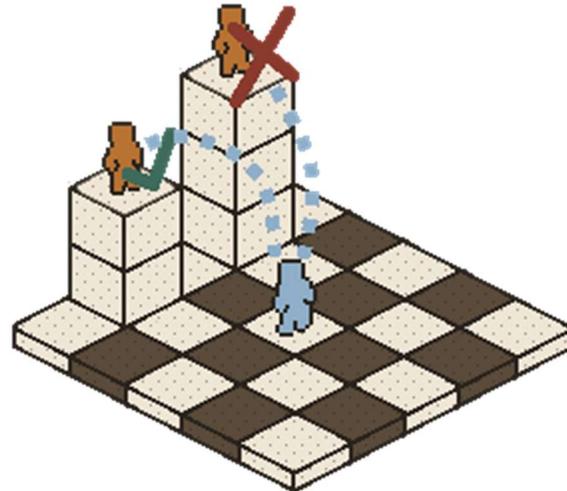Example below would be for Reach 3 where any tile that is orange is a valid target:
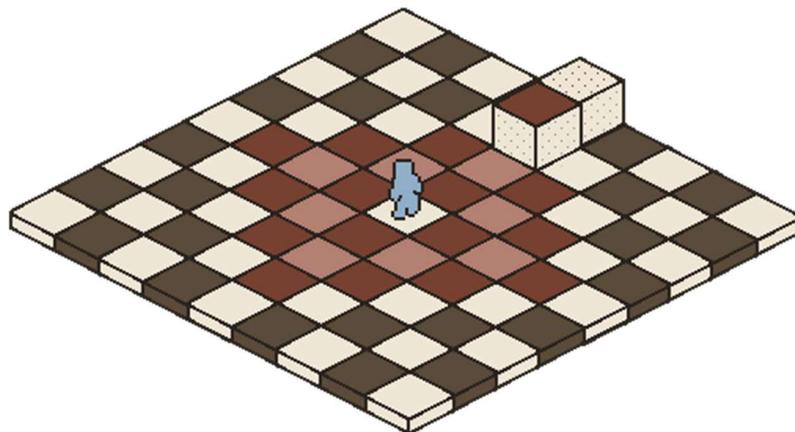
Vertical Attack

Downward Attack has no vertical restriction.
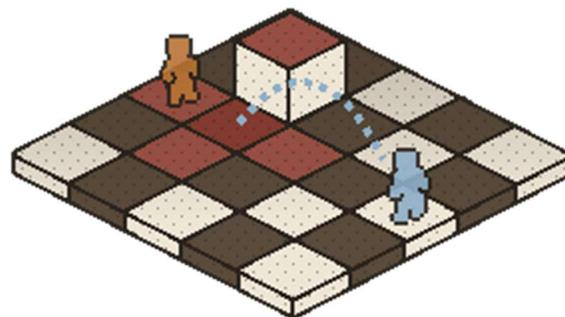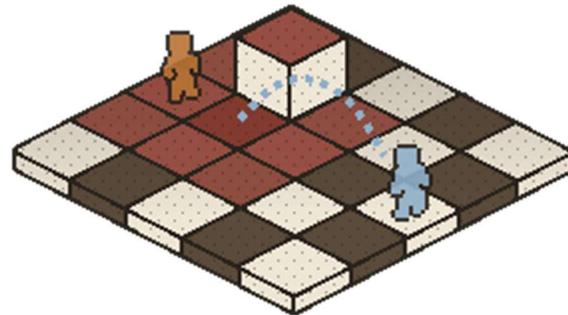
Upward Attack has maximum reach of 2.

Example:

AOE

AOE [Area of Effect] refers to Attacks or abilities that hit multiple targets. The circle of AOE behaves the same as Reach, but originates from the targeted tile:
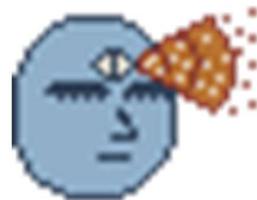
[AOE 1 is a + shape]
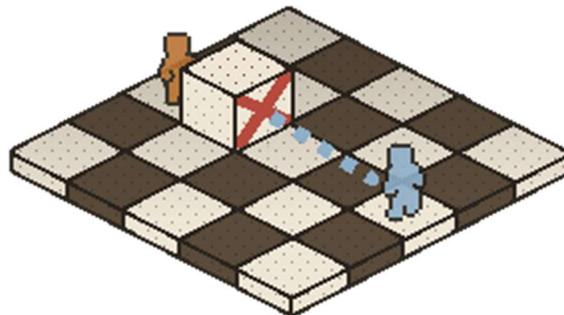
[AOE 3x3 is a 3 by 3 grid]

Line of sight [LOS]

Line Of Sight is required unless attacker has this icon:

LOS works by connecting a straight line through space from attacker to target.

If no other unit or terrain blocks this line then the Attack is valid.

Push:

Force an target to move in this direction. This will cause a enemy to fall if pushed into open air.

Push is defined on cards by things like: B2, R1 etc.

B & R being the direction, and the number representing total tiles Pushed.
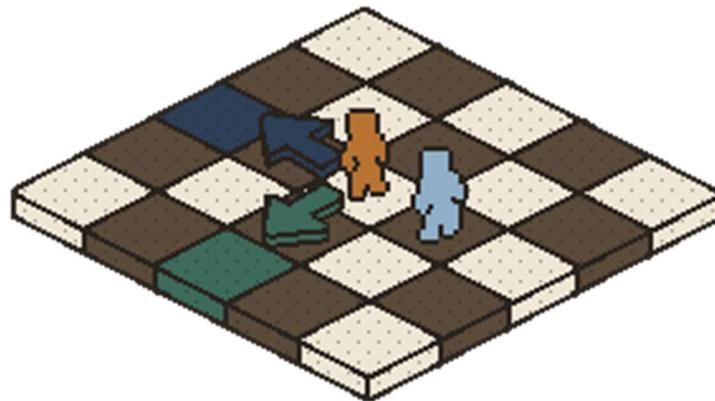
B = Back

R = Right

L = Left

F = Forward [Attacker & Target swap tiles]

Direction is in relation to the attacker's position.

Example

B2 would put the Target in Blue square.

L2 would put the Target in the Green Square.

Pushing Vertically & Obstacles

Targets may be Pushed vertically up to one height per tile but only if the Attacker is either below, or on the same level as them.

If a wall, tree or similar object is in the path of a unit being Pushed that unit is no longer being pushed.

If being Pushed on top of a tree, unit or any unoccupiable space the unit being Pushed keeps sliding in that direction until they reach a available tile, otherwise they are not Pushed.

Fall Damage:

Fall Damage is 1 damage per 1 vertical tile.

The victim's Jump doesn't influence Fall Damage as its involuntary

Each tile measures roughly 30mm cubed.

If measurement is necessary, always round down.

Example:

105mm height would be rounded down to 90mm or 3 damage.

Environment:

Lava:

Instant death when pushed onto tile.

Water:

Move costs double when on Water tile. Water prevents Fall Damage.

Trees:

Trees block LOS. Units cannot occupy the same tile as a tree.

Trees can be targeted & destroyed. Remove after being dealt 6 damage.

Bridges & Ladders:

Bridges & Ladders can be targeted & destroyed. Remove after being dealt 5 damage.

Move on top of Briges & Ladders are equal to the tiles they are suspended over.

Ladders slot between tiles and lean against terrain. Ladders are presumed to reach top of the terrain they are leaning against without additional Jump
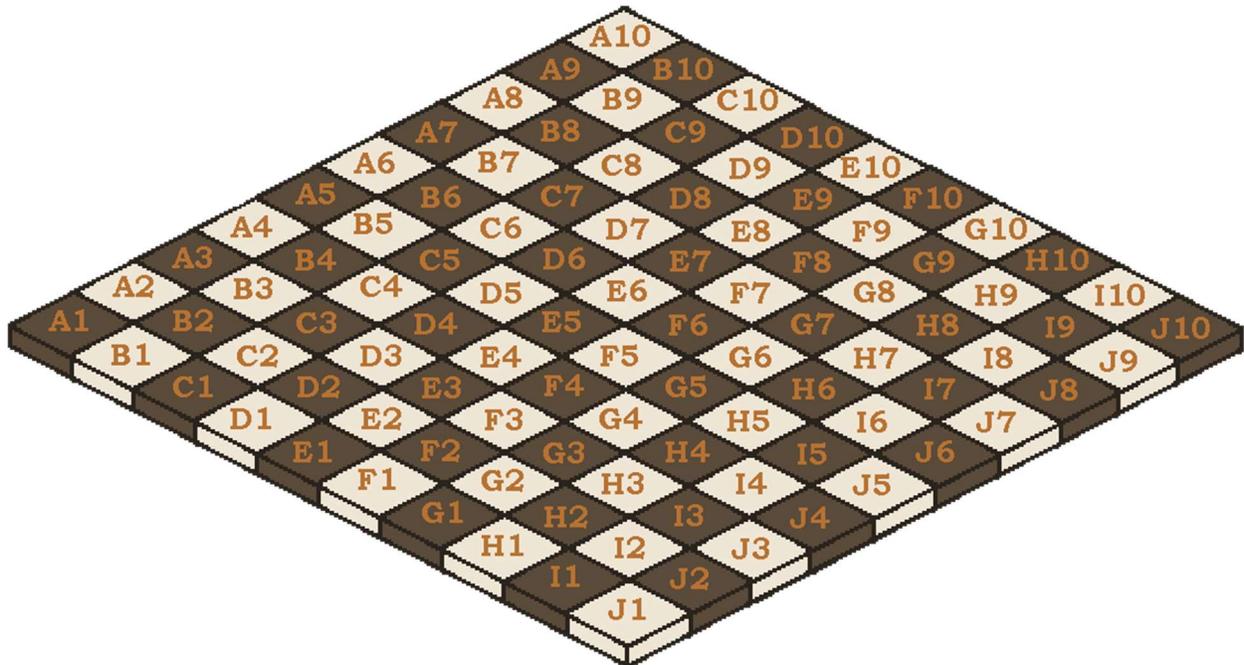
Castle Spires

Castle Spires block LOS and can be pushed like a unit. Spire is removed after being pushed. If a Spire lands on a unit that unit receives 6 damage. Castle tower is a valid movement square after Spire is removed

Hidden items:

When a Hidden Item is in play, coordinates become a factor. Akin to the boardgame Battleship.

Players agree on a corner to be A1

The player creating the Hidden Item writes the target coordinate on a piece of paper and folds it. When any unit is occupying the same tile, the Hidden Item effect is activated, and the coordinate is revealed to the enemy player.

Alternate Win Conditions

Optionally, you can play the following game types:

The Royal Icon:

Select a hard-to-reach Treasure. Win the game if brought back to your team's starting position [Move speed halved for the unit carrying the Treasure]

Bomb:

Select a hard-to-reach Treasure. Win the game If brought to the enemies starting position. [Move speed halved Treasure]

✳These Treasures can be dropped by the unit or picked up without using an Action.

Treasure

Prior to the start of the game players can decide to place treasure chests on the map.

When a unit occupies the tile that a treasure is on that player rolls two six-sided dice and references the table below.

By default, the effect is applied to the unit that picks up the treasure

The dice are done sequentially; the first dice determines which category and the second determines the effect.

⚃⚃ Is not the same as ⚃⚃

Hero's Inventory

Magic Weapon: +3 Attack

Ethereal Weapon: +1 Reach

Moon Ore Sharpening Stone: +2 Push

Thief's Boots: + 2 Move

Exotic Crampons + 1 Jump

Elixir: +4 Health total or heal 4 Health [single use]

✳If an Hero's Inventory item is not applicable to that unit, then it can go to the nearest applicable teammate as an Action on pickup.

General's Reserves

Grenade: Reach 3, Attack 2, Push 1, in AOE 2 [single use, no LOS]

Cannon: Reach 5, Attack 5, Push 3 [single use, uphill Attack only]

Assassins knife: Reach 1, Attack 7 [single use]

Quicksand Urn: Reach 3, Move costs 2 in AOE 2 [single use]

Climbing Rope: Select any tile, friendly units can't be pushed in AOE 3x3 around tile

War Drum: All friendly melee gets +1 Attack while carrier is alive

Mystic's Merchandise

Astral Projector: removes LOS restriction for this unit

Mimes Gloves: This unit gains 1 of your enemy units abilities of your choosing

Magic Mirror: Change Class of this unit without restriction

Celestial Cannon: Reach 3, Attack 0, push 4 [single use]

Phase sword: This unit can Attack diagonally

Lead Shoes: This unit can no longer be pushed

Gaia's Gifts

Life Fountain: select a tile, AOE 3x3 heals units 3 Health every new round start

Eruption: Select any two tiles and place Lava [cannot be occupied]

Fog: select 9 adjacent tiles in a AOE 3x3. Fog block LOS Attacks except melee

Geomagnetic Reversal: For the next full round, Any upward melee and ranged Attacks get +1 damage. Downard get -1.

Dam Break: In a straight line of your choosing, place up to 10 tiles worth of Water, 1 wide

Tectonic shift:

Remove or Place one standard terrain piece [must not impact any other adjacent tile like a bridge]

Fall Damage applies, otherwise units not impacted

Troll's Paw

Satiate The Deity: Sacrifice a member of your team, add their attack and remaining Health to this unit.

Adrenal Depletion: Unit immediately takes a free Move, -1 Move for rest of game

Blood Contract: Unit Gains +2 Attack, Lose 1 Health at start of each round

Puzzle Box: roll D6 : results : 1-3 get Take 3 Damage, results 4-6 get +4 Health total or heal 4 Health

Armor of Thorns: Melee attackers take 3 damage when hitting this unit 1 self-damage when you Move.

Botched Augmentation:

Swap two of this units stats

Deity's Deals

Discorporate: Unit is able to pass through Trees, Terrain and Enemy units, Unimpacted by Lava/Water

Ancestoral Aid: Place a Hidden Item on any tile. When activated target is damaged for -4 Health

Pink Slip: Force 1 enemy to change class of your choosing without restriction

Unholy Deal: Revive downed unit to half-Health, rounded up.

Southern Wind: All enemy units Pushed 1 direction of your choosing

Northern Wind: All friendly units Pushed 1 direction of enemies choosing