

# Frizzzen Bum

## Cinematic Miniatures Rules for the Flintlock Era

Frizzzen Bum is a miniatures game designed for fast and fun tournament play or small pick-up games (1-4 players). The goal here is not to simulate realism, but rather to allow you to play out cinematic battles in the Flintlock Black Powder Era using smart tactics and no small bit of luck.



Based on the Saddle Bum rules by David Bezio © 2015  
Frizzzen Bum rules with permission by Rich Brown © 2025

# Frizzen Bum

## General Rules

---

### Note

The rules are kept concise and to the point. They coalesce, so some confusing things will be made clear later. If you still have any questions, or to get any of the figures shown, visit us at [rrbminis.com](http://rrbminis.com).

### Items Needed to Play

Besides these rules, you will need some 6-sided dice (d6), a ruler marked in inches, miniature figures, a 2'x2' or larger play area, and a bit of terrain.

### Forming a Task Force

In the standard game, each side has a small task force of 5 miniature figures (4 standard troopers and 1 specialist). Whatever weapon the miniatures are sculpted with is what they have in the game (or a melee weapon if unarmed).

### Muster Points (Figure Point Cost)

If you want to give each figure a value (for victory points or to try to balance battles), add their Battleworth dice for all 4 attributes. For a second weapon +1, horse +2, specialist +3.





## Attributes & Battlworth

Each figure is defined by 4 attributes: Speed, Shoot, Melee, and Salt. These typically all start at 1d6, and can be increased up to a maximum of 3d6 with experience. The number before the "d" is the number of dice to roll, and the "d6" means you use six-sided dice. Whenever a figure wants to do something, they roll the applicable attributes Battlworth (1d6-3d6) and read the result of the highest die rolled only. For example: If you roll 2d6 and get a 3 and 5, the result of the roll is 5. In rare cases, a figure might be listed as having a 0d6, -1d6, etc. Battlworth. In those cases, roll 2d6, 3d6, etc. respectively, and take the lowest die rolled only.

**Action Dice:** Each task force starts an encounter with 1d6 (minimum of 3) Action Dice. These can be expended to reroll any die roll until they are gone. You CAN reroll rerolls, but must accept the final result.

## The Game Rounds/Turns

The game takes place over a series of rounds. During a round, each task force member gets a turn. On a turn, a figure may take 2 of the following actions (including the same thing twice): Do Nothing, Move, Aim, Mount/Dismount, Shoot (if Loaded), Reload, Fight, or take another action (picking up an item, using a special ability, etc.). A figure that picks 2 Do Nothing actions, may take an opportunity Shoot action later the same round on another figure's turn.

**Initiative:** At the beginning of each round, roll off (1d6) to see who (the highest roll) activates a figure first, with sides alternating after that. A player with more figures activates the extras in succession at the end of the round.



## Speed

Speed is the maximum number of inches (roll your Speed Battleworth) a figure can move in a turn. The randomness represents your figure ducking for cover, or getting confused.

**Charge:** If a figure moves adjacent to an enemy, initiating a melee, he gains a +1 to the melee roll this round. A figure can move out of a melee, but NOT back in, the same round. Any move not initiating a melee (i.e. moving twice) must end >1" from any enemy figure.

**Horses/Wagons:** A figure on, or adjacent to, a horse/wagon can mount or dismount as an action. Mounted figures move +6", shoot a -1, and melee at +1.

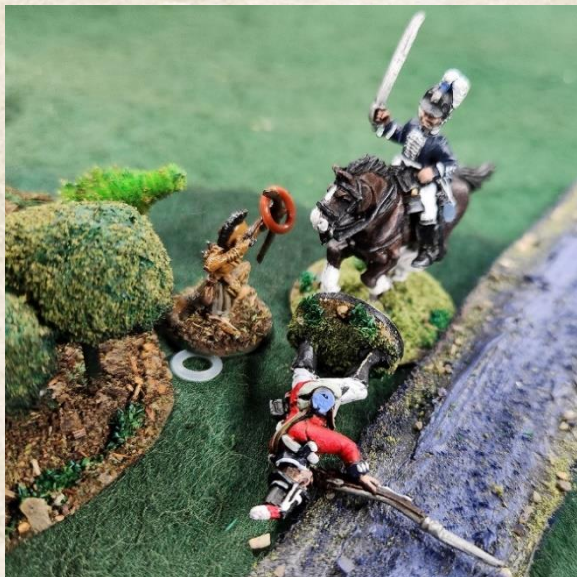
**Easy/Rough Going:** A figure can traverse ladders, cliffs, pigpens, rubble or any other rough ground or

obstacle at a cost of double movement (count 2" for every 1" crossed). They can similarly travel with a heavy load such as a wounded friend or crate/barrel. Easy Going is the reverse; double speed (count 1" for every 2" traveled).

**Jumping:** A figure can use an action to jump from one rooftop to another, or similar. Make a speed roll: This is the number of inches cleared. If not enough for the figure's base to balance on the other rooftop or similar surface, it falls, taking 1 wound per 1" height, unless a salt roll (-1 per 1" height) is made.

**Doors:** A figure can move freely through open doors. Figures adjacent to a locked door, can kick in the door as an action.

**Moving Objects:** A figure can pick up and/or put down adjacent objects (furniture, ladders, barrels) during movement, but costs an action.





## Shooting (Short Range 4+, Long Range 5+, Extreme 6+)

Shooting is the chance of hitting with any ranged weapon. You **CAN'T** shoot into a melee.

**Line of Sight (LoS):** In order for a figure to shoot another, the shooter must be able to see the target. If you can draw a straight line from any part of the shooting figure to any part of the target figure without touching other figures or terrain, you have a LoS.

**Range:** Each weapon has a short, long, and extreme range. You need to roll a 4+ to hit at short range, 5+ at long, and 6+ at extreme.

After declaring a target, measure the distance to the miniature from the front of your base to any part of the target (NO pre-measuring allowed). If the target is in range, you can roll to hit. If not it's an automatic miss. A



hit target must pass a salt roll or suffer 1 wound.

**Unloaded:** After shooting with a flintlock weapon, or rolling a "1" on the to hit roll with a bow, it is unloaded: You must spend an action reloading that weapon before it can shoot again. Figures sculpted with more than one weapon may still shoot the other weapon if it is loaded.

**Shooting Die Roll Modifiers:** Shooter Aimed +1, Target and/or shooter is mounted -1 ea., Target obscured behind cover -1.

Weapon Range Table	Short (4+)	Long (5+)	Extreme (6+)
Knife	1"	2"	+2" to 4"
Spear, Pistol	1"	3"	+3" to 10"
Smoothbore Musket	5"	10"	+10"
Bow, Rifled Muskets	10"	20"	+20"

\* A Smooth Bore Musket does 2 wounds at short range on a roll of 6 (it is assumed they would shoot Buck and Ball).

## Melee

A figure adjacent to an enemy is in melee (in hand-to-hand combat). Both sides make a Melee Roll. The highest roll wins and the loser must make a salt roll or take a wound. Ties are a stalemate this turn.

**Melee Die Roll Modifiers:** Charging figures +1 on the first turn only; One or more friendly figures are also engaged with the same enemy, AND your side outnumbers the other +1; Figures with melee weapons like swords or knives +1; Figure mounted +1; Wounded -1/wound.



## Salt (5+; 6+ if Already Wounded)

Salt is a figure's ability to withstand pain and stay upright when wounded. When a figure is hit, it may take damage. Throw a salt roll. If the roll is 5+ (or 6+ if already wounded) it's only a scratch. If less, the figure suffers a wound.

**Wounds:** A figure has a number of wounds equal to his salt attribute Battleworth. Once gone, a further wound kills or incapacitates the figure. Example: Henry Williams has 2d6 in his salt attribute. He can take 2 wounds of damage. After that any further damage and Henry is out of the game!

## Specialists

Specialists are figures with a special ability. Each Task Force has 1 trooper who is a specialist in one of the below items.

**Boss/Officer:** Can spend an action to grant a fellow task force member within 6" a +1 to any roll their next turn.

**Demolitionist:** Carries powder and fuses. Once per game, can place/light as one action, setting it to go off in 1-4 turns. On 3+, anything within 6" is hit; must make a salt roll at -1.

**Doc:** Can spend an action to heal 1 wound of an adjacent figure on a 1d6 roll of 4+.

**Frontiersman:** Rugged, rude, crude, and socially unacceptable survivalists; +1 to all salt rolls.

**Fighter:** Trained to fight really well; +1 to melee rolls.

**Marksman:** Deadeye at long distances; +2" to all ranges.

**Woodsmen:** At home in the woods; no speed penalty for it.



## Campaigning

After a battle is over (one side is killed or some other victory condition is accomplished), the winning side's survivors get tougher. Each figure can add +1d6 to any one of his attributes. The maximum for any attribute is 3d6. If the average of the attributes rounded to the nearest whole number = 1 it is a Green Trooper; 2 it is Regular, and 3 it is Elite.

## Optional Rules

---

**Cannons** (Range: 18" Short, +18" Long within 45° of its front facing): 4 figures max. may crew 1 cannon. It can pivot 45° and/or move up to 1" as a crewman's full move. Other adjacent crewmen move along for free. A crewman can take an Aim action and it will receive the +1 bonus as long as it does not move/pivot before firing. It requires 1 figure to fire a cannon as a Shooting action. It takes 2 Reload actions to fully reload. (i.e. a crew of 4 could Aim, Fire, and 2x Reload each Round). You can choose any of these ammunition types which must be selected (and recorded in secret) on the 2nd Reload action.

**Solid Shot:** You must have LoS to the first target. Draw a straight line to (and beyond) the target. If the Shoot roll is successful, any model under the line makes a salt roll or dies.

**Canister Round:** Like a huge shotgun blast. Any model within 8 inches of the mouth of the gun is a target. If the hit roll is successful, targets may take 2 wounds (make 2 Salt rolls).

**Case Shot:** Like a grenade. Chose any spot no less than 12" and mark it. If the shootin roll hits, everyone in a 3" radius of the spot may take 2 wounds (roll 2 salt rolls). On a miss the case shot is a dud or it explodes ineffectually.

## Solo or Cooperative Play Rules

---

To play Frizzen Bum solo, the simplest way is to play both sides neutrally (although we tend to pick a favorite). The following provides a simple Artificial Intelligence with an element of randomness for one side. This can't simulate the scheming and devious plans of a friend, but it can give you a battle that isn't totally predictable.

Mustering and choosing a scenario can already be done randomly, and set-up can just be done using common sense. Use the following rules on the opponents turn... Roll 1d6 on the table below. If there is a figure that fits the criteria for that result, activate it. If not, simply move down the list to the next result until you determine which figure to activate, then use it as indicated.

**Activate a figure that can:**

- 1-2 Move & Reload/Do Special Ability, or Double Move
- 3-4 Move & Shoot, or Aim & Shoot
- 5 Charge to Melee
- 6 Continue Melee

**Move & Reload/Do Special Ability, or Double Move:** If you have a figure (or figures) that can't shoot, charge, or attack, then move it. Figures with a shooting attack will move to an area that grants a LoS to the closest viable target and shoot. If no target is available, they move directly to the best position for shooting (to a hill, or cover). All other figures move directly towards the closest enemy figure. If more than one figure fits the criteria, roll 1d6 for each figure with the highest roll being the figure that activates.

**Move & Shoot, or Aim & Shoot:** If you have a figure (or figures) that can shoot, and they have a target, activate the figure with the closest target that hasn't yet activated. Shoot at the closest target.

**Charge to Melee:** If a figure (or figures) can charge (i.e. it is within 1/2 the maximum move distance to a target), choose the figure that hasn't yet activated who has the closest enemy and charge with it.

**Continue Melee:** If you have a figure in melee that hasn't yet activated, attack with that figure. If more than one figure fits the criteria, roll 1d6 for each figure with the highest roll being the figure that activates.



# *Frizzen Bum Task Force*

**Task Force Name:** \_\_\_\_\_ **# of Action Dice:** \_\_\_\_\_

**Trooper #1 Name:** \_\_\_\_\_ **Mounted [ ]**

**Muster Points:** \_\_\_\_\_ **Weapon #1:** \_\_\_\_\_

**Wounds:** \_\_\_\_\_ **Weapon #2:** \_\_\_\_\_

Speed:	Shoot:	Melee:	Salt:
[ _____ ]	[ _____ ]	[ _____ ]	[ _____ ]

**Trooper #2 Name:** \_\_\_\_\_ **Mounted [ ]**

**Muster Points:** \_\_\_\_\_ **Weapon #1:** \_\_\_\_\_

**Wounds:** \_\_\_\_\_ **Weapon #2:** \_\_\_\_\_

Speed:	Shoot:	Melee:	Salt:
[ _____ ]	[ _____ ]	[ _____ ]	[ _____ ]

**Trooper #3 Name:** \_\_\_\_\_ **Mounted [ ]**

**Muster Points:** \_\_\_\_\_ **Weapon #1:** \_\_\_\_\_

**Wounds:** \_\_\_\_\_ **Weapon #2:** \_\_\_\_\_

Speed:	Shoot:	Melee:	Salt:
[ _____ ]	[ _____ ]	[ _____ ]	[ _____ ]

**Trooper #4 Name:** \_\_\_\_\_ **Mounted [ ]**

**Muster Points:** \_\_\_\_\_ **Weapon #1:** \_\_\_\_\_

**Wounds:** \_\_\_\_\_ **Weapon #2:** \_\_\_\_\_

Speed:	Shoot:	Melee:	Salt:
[ _____ ]	[ _____ ]	[ _____ ]	[ _____ ]

**Trooper #5 Name:** \_\_\_\_\_ **Mounted [ ]**

**Special Ability:** \_\_\_\_\_

**Muster Points:** \_\_\_\_\_ **Weapon #1:** \_\_\_\_\_

**Wounds:** \_\_\_\_\_ **Weapon #2:** \_\_\_\_\_

Speed:	Shoot:	Melee:	Salt:
[ _____ ]	[ _____ ]	[ _____ ]	[ _____ ]

## Quick Reference Sheet

## Frizzen Bum

**The Game Rounds/Turns:** During a round, each task force member gets a turn. On a turn, a figure may take 2 of the following actions (including the same thing twice): Do Nothing, Move, Aim, Mount/Dismount, Shoot (if Loaded), Reload, Melee, or take another action (picking up an item, using a special ability, etc.).

**Movement:** Roll your Speed Battleworth. Mount/dismount cost 1 action.

**Speed Modifiers:** Mounted figures move +6". Crossing Rough Going (rough ground or obstacles) cost double; Easy Going cost half.

### Shooting:

Weapon Range Table	Short (4+)	Long (5+)	Extreme (6+)
Knife	1"	2"	+2" to 4"
Spear, Pistol	1"	3"	+3" to 10"
Smoothbore Musket	5"	10"	+10"
Bow, Rifled Muskets	10"	20"	+20"

\* A Smooth Bore Musket does 2 wounds at short range on a roll of 6 (it is assumed they would shoot Buck and Ball).

**Shooting Die Roll Modifiers:** Shooter Aimed +1, Target and/or shooter is mounted -1, Target obscured behind cover -1.

**Melee:** A figure adjacent to an enemy is in melee. Both sides make a Melee Roll. The highest roll wins and the loser must make a salt roll or take a wound. Ties are a stalemate this turn.

**Melee Die Roll Modifiers:** Charging figures +1 on the first turn only; One or more friendly figures are also engaged with the same enemy, AND your side outnumbers the other +1; Figures with melee weapons like swords or knives +1; Figure mounted +1; Wounded -1/wound.

**Salt (5+; 6+ if Already Wounded):** If 5+ (or 6+ if already wounded) it's only a scratch. If less, suffer a wound.

**Wounds:** A figure has a number of wounds equal to his salt attribute Battleworth. Once gone, a further wound kills or incapacitates the figure.

### Specialists:

**Boss/Officer:** Can spend an action to grant a fellow task force member within 6" a +1 to any roll their next turn.

**Demolitionist:** Carries extra powder and fuses. Can place/light as one action setting the fuse length to go off in 1-4 turns (not rounds). Everyone within a 6" radius, on a 3+ roll must make a salt roll -1, or take 1 damage.

**Doc:** Spend an action to heal 1 wound of an adjacent figure on a 4+.

**Frontiersman:** Hearty survivalists; +1 to all salt rolls.

**Fighter:** Trained to knock the crap out of people; +1 to melee rolls.

**Marksman:** Deadeye at long distances; +2" to all ranges.

**Woodsmen:** No speed penalty for moving through woods.