

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 ground or obstacles cost double.

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 outnumbered 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.

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Frizzen Bum Task Force

A free pdf of the complete rules available at rrbminis.com

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:
_____	_____	_____	_____

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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:
_____	_____	_____	_____

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