

SEMI-HISTORICAL CELEBRITY DEATHMATCH



Semi-Historical Celebrity Deathmatch is a fast and fun 'beer and pretzels' (or 'tea and biscuits', if you're in the UK) game in for up to ten players. Each must take control of a historical character and attempt to win glory (and the game) by scoring the most kills and picking up the most loot in gladiatorial combat.

WHAT YOU NEED TO PLAY

MODELS

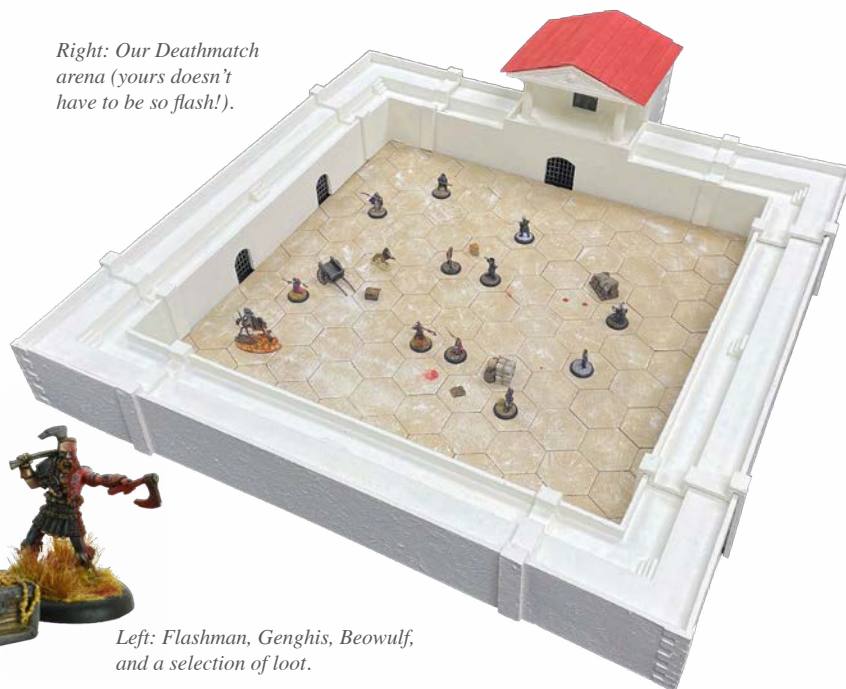
Between four and ten 28mm minis to represent your celebrity gladiators.

It just so happens that the minis in the *Wargames Illustrated*

Giants in Miniature range are ideally suited to such employment, but you can use any figures in your collection to play the role of your bloodthirsty celebs!

You will also need a few items to represent loot: piles of gold, a treasure chest, or just some coins.

Right: Our Deathmatch arena (yours doesn't have to be so flash!).



Left: Flashman, Genghis, Beowulf, and a selection of loot.

ARENA

The playing surface should be a 1.5' x 1.5' (or thereabouts) square or circle, divided into hexes. There are loads of battlemat options available to purchase online, or you could make your own. Keep it simple - just a flat surface - or jazz things up (gladiator-style) by adding scenery in the form of walls and seating around the boundary of the board.

CARDS

Each celebrity gladiator requires a corresponding Character Card. These cards detail the three Special Abilities that the celebrity gladiator is able to perform during a game. You can create your own cards and abilities, download cards for over 20 different characters from wargamesillustrated.net for free, or purchase a *Semi-Historical Celebrity Deathmatch* Card Deck, containing over 30 cards, from wargamesillustrated.net or northstarfigures.com.

WINNING THE GAME

The game ends immediately when only one model remains in play, and all their adversaries have been killed/removed. The player with the most victory points (see Scoring Victory Points below) wins the game, regardless of whether they have any characters still alive; there can be glory in death.

SET UP

If you are playing with two to four players, you will need two minis each. With five to ten players, one model each will suffice.

Each player places their celebrity/mini, in turn, on any hex on the board after dicing-off to determine the order.

Each player takes the card relevant to the character they are playing, and keeps it close to their chest.

A number of loot markers/models are then placed, randomly, in any vacant hexes. There should be one fewer loot marker than there are players.

THE TURN

The player who placed their model on the table last takes the first activation, followed by the player who placed their model next to last, and so on. During an activation a player can elect to perform one of three actions: 1) move, 2) attack, 3) move and attack. The celebrity may also perform a Special Ability.

MOVE

A model can move a maximum of two hexes in any direction. Following their move, they may turn to face any direction.

No model can enter a hex that is already occupied by man or beast.

When moving into a hex that contains loot, the character takes the loot - and the accompanying 2 victory points.



Above: Some of the celebrity gladiators and their Character Cards.



Above: Wellington spies some loot and moves into its hex to collect it.



Above: The Warrior Woman moves and attacks Caesar. She needs 6 to hit.

OPTIONAL RULE: WANDERING BEASTS AND STATIONARY OBJECTS

Why not add more chaos to your *Celebrity Deathmatch* game by introducing some random tooth-and-claw action into the arena?

During set up, place two beast (or monster) figures - preferably aggressive-looking ones with big teeth - randomly on the board. After every player has taken their activation, move each beast one hex in a random direction.

When a beast moves into a hex next to a celebrity it immediately attacks; a 1D6 score of 5+ is a hit. Beasts receive no attack modifiers.

Beasts may not be attacked.

Stationary objects in the form of carts, barrels, a big rock, etc. can be added to the board at the beginning of the game. They remain stationary throughout the game, blocking the hex.



MOVE AND ATTACK

A model can move one hex in any direction then turn to face the character next to them. The player then attacks! See below.

ATTACK

(including ranged attacks, as described in some Special Abilities)

When a character is in a hex next to another, they may attack.

The attacking player rolls 1D6. On a score of 6 a hit has been made, and your opponent loses one life.

DICE MODIFIERS

Rear attack: +1 to your dice score.

If you are attacking your opponent from any of the three hexes to their rear/side - add one to your dice score - so you need 5+ to hit.

LIVES

Each character has three lives. Each time they take a hit they lose a life. When they have lost all three lives they are dead, and are removed from the board.

PUSH BACK

Any character that loses a life during an attack is immediately 'pushed back' into one of the two hexes directly behind the model; the pushed back character chooses exactly which hex. If no hexes are vacant, the character stays where they are AND loses an extra life.

PERFORMING A SPECIAL ABILITY

The rules governing each Special Ability are detailed on the Character Cards. Rules concerning Special Abilities override core rules.

Each Special Ability may only be performed once per game.

If there is a word in brackets next to the name of the Ability, this indicates when it can be played during the game/turn/activation. If there is no word in brackets, the Ability should be played when indicated in its description.

- Any time: Like it says, this Special Ability can be played at any time during the game.
- Attack response: Play this Ability when your character is attacked.
- Action: Playing this Ability counts as the character's action for this turn.
- Action+: Play this Ability at the start of your character's turn. You may then also perform a move, move and attack, or attack action.

SCORING VICTORY POINTS

Players score victory points for the following:

Taking one life from an opponent:	1 point
Killing an opponent:	1 bonus point
Capturing loot:	2 points
Being the last celebrity standing:	3 points

Track/gather your victory points as the game progresses. Either record them on paper, or take tokens from a pot.



Above: Flashman moves and attacks Napoleon from the rear. He needs a 5+ to hit.

HEXLESS?

If you don't have a hex board/mat, fear not; rather than moving per-hex, simply move 2" for each equivalent hex.



Above: Lakshmi Bai hits John Churchill. He loses one life, and is pushed back one hex.



Above: Here we can see Wellington's card showing his three Special Abilities.

ARE YOU NOT ENTERTAINED?

How could you not be entertained by such a simple and silly game that gives you an excuse to pit Joan of Arc against Lord Wellington, or Napoleon against Lord Flasheart!?! Enjoy!