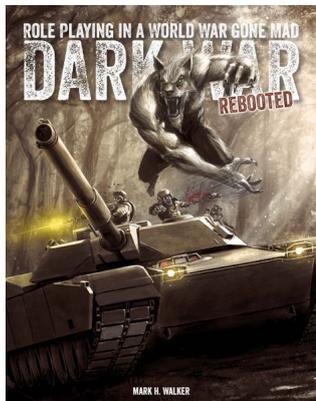


Dark War REBOOTED Roleplaying and SKIRMISH Game



It's a small unit skirmish game, it's a roleplaying game, it's straight-up fighting or weird war combat. It's whatever you make it. It's the Dark War Roleplaying and SKIRMISH game.

Rating: Not Rated Yet

Price

Price £29.95

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Manufacturer [Tiny Battle Publishing](#)

Description

Fantasy : Dark War REBOOTED Roleplaying and SKIRMISH Game

It's 1985

West Germany teeters on the brink of defeat. The American V Corps is all but crushed, and Soviet armored formations rush to the French border. That is, however, only the war that most see. There is another war, a Dark War, a war against and between the monsters of our nightmares: vampires, werewolves or lycan as they call themselves, demons, witches, and other paranormal entities. These entities have taken advantage of the reality-ripping destruction of WW3 to overtly seek that which they have covertly desired for centuries: human blood, fear, chaos. There aren't platoons of vampires or battalions of zombies skirmishing American paratroopers. Don't be silly, these beings don't work like that, although lycan clans have been known to arm their younger hunters and ambush their enemies, paranormal or otherwise. The monsters work in the shadows, a vampire coven of six or seven methodically preying on a small village with a weakened police force, a witch birthing a cut to serve in her search for wealth or power, a demon reanimating the dead to revel in the terror they create.

But enough of the hoopla, let's talk game. Dark War uses a simple system, based on a single rule. Anytime you role a 4 or greater you get a success. In Dark War, that success might mean you pump two AK-47 rounds into a werewolf, or that your nurse heals a team member, or a witch gains control of a weak-minded soldier, forcing him to fire on his comrade. What varies are the dice that you use. When building your own character, you assign a fixed number of dice (4 x D4, 3 x D6, 2 x D8) to seven attributes--Shooting, Melee, Speed, Intelligence, Charm, Will, and Dodge-- to determine what type of individual you control. The more dice and the better the dice assigned to an attribute, the greater chance you have of rolling successes. But the customization doesn't end there. You can use experience points to buy Kicks, such as "Rites," which adds an extra D6 when firing a rifle or "Power of Prayer" that allows a character to heal a teammate within two squares. Two many options? Just choose a group of pre-generated characters from the bestiary, slap them on the provided map, and have at it. Or, if you prefer, you can fight out one of the three, included skirmishes.

Obviously attributes such as Charm and Intelligence can be put to great use when roleplaying, but Dark War's unique Action Cards ensure they are relevant even when fighting a quick skirmish. For example, when an opponent activates a character you can slap the Fear Action Card on them, forcing them to pass an Intelligence test or lose all their actions. Other Action Cards can reload a weapon, add a die to melees, or even heal a wound.

When the fighting breaks out, characters determine initiative by rolling a combination of their Speed and Intelligence dice. The total determines when they act (higher is better, obviously) the number of successes determines how many Actions they have. Simple, fluid, and highly interactive.

Many RPGs say "Here are the rules, now go buy your own stuff to play with." Dark War is different. In each game you get the core rule book, 18 Action Cards, a 17" x 22" battle map depicting a West German village, and 70 1" square counters that include Russian and American soldiers, civilians, werewolves, vampires, witches, dead folks, zombies, and more. Better still we include a handful of stands, enabling the counters to function as standees. It's like having your own set of Dark War minis. Furthermore, the rules include three ready-to-play skirmish scenarios (*In the Beginning*, *Stranger Things*, *My Enemies' Friend*) and a beginning-level, one to two session adventure titled, *The Escape*, complete with generated characters. When we say "Ready to play," we mean it.

If a small unit skirmish game, it's a roleplaying game, it's straight-up fighting or weird war combat. It's whatever you make it. It's the Dark War Roleplaying and SKIRMISH game.

Each Game Includes

- a 48-page set of core rules including three skirmish scenarios and a pre-generated adventure.
- a beautiful 17" x 22" battle map representing a West German village.
- 70 good looking game chits. Lay 'em flat or stand up up.
- 18 full-color Action Cards.
- 10 standee bases.

The Novels

Dark War is based on a pair of novels by Mark H. Walker, *Revelation* and *Retribution*. The novels are part Tom Clancy/Harold Coyle-style modern combat, and part Stephen King bump-in-night paranormal. If that interests you, get the paperbacks right here: [Revelation](#) and/or [Retribution](#).

Frequently Asked Questions

- **Hey, what about these cool pictures? Will my standees really fling lightning bolts? LOL.** No, those are just some special effects we used to spark your imagination. But the standees DO look super cool.
- **Can I play the skirmish game solitaire?** Sure, you just have to play each side to the best of your ability.
- **Can I use my own miniatures?** Of course you can. You can use your own minis, terrain you have made, 1" square battle maps that you have bought, or even hex maps. Nothing in the game precludes that. The difference in Dark War and many RPGs is that you aren't REQUIRED to buy that. We give you everything that you need.