

Gruesome skirmishes in the dirt of



FEVER PIT

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THE GAME

Feverpit is a game of arena battles set in the world of Feverland.

Feverland is a science fantasy post-apocalyptic game that takes place after a great disaster, simply referred to as the Melding, has scoured the earth.

This is shrouded in mystery and part of wasteland folklore. Every settlement and tribe seems to have their own version of the event. Whatever the reason for the apocalypse, the world is now a very different place from what it once was.

What once was

What follows is a fairly common version of what was and what happened.

Before the Melding, the world was a place of great technological prowess. Transhumanism was a popular philosophy and cyborgs were commonplace. Disease was pretty much eradicated. Everybody worked together to push the limits of humanity.

Year 0. A rift opens in the sky, a translucent planet from another dimension appears and begins to meld with the Earth. This causes super volcanoes to erupt and the crust to crack and shift. The seas flow down into the cracks making them boil. The sky is dark due to all the ash in the atmosphere. In many places this results in a harsh winter that few survive.

Magical mutated forests start to appear, along with great wastes of dunelands and gas fields.

What is now

With the world now fully melded with a different dimension, strange creatures walk the planet alongside what is left of humanity.

The new civilisation is found in the walled settlements that dot the wilderness but much of the planet remains a dark and untamed wasteland of great mutated forests, gaslands, murky swamps, and the large ruined cities left behind.

A great new force called Resonance fills the aether. Some people are sensitive to it and can seemingly perform miracles through willpower alone.

In the southmost town of Dustbowl, in Bulwark territory, the bloody Feverpit arena is located. This is the one place in the Confederacy where everyone is welcome and the brutal shows are very popular among all peoples of the Feverlands.

What you will need

These rules.

Miniatures to represent your characters. Feverpit is designed for 28 mm scale, so keep that in mind if you decide to use another scale. Feel free to use any minis you have available to you, as long as it is clear to all players what weapons they are carrying and that the characters are not impossible to tell apart.

Dice of the ten-sided variant.

Pen and paper for writing down your roster and to make any necessary notes.

Something with inch-markings to measure distances with.

Various markers for different game effects such as running.

Order of play

In Feverpit there is no clear order of player turns. Instead, we use *Character Turns*.

All characters involved in the battle have an **Initiative Value (Iv)** and act in a semi-random order based on this.

The game is played in a series of rounds. Every round is divided into four sequences, which usually consist of one character turn per mini on the battlefield.

Rolling dice

Whenever you test for something, whether it's trying to hit someone or getting a panicked character back in the fight, you roll dice. With characteristics tests, you normally roll one die, but different actions require different amounts.

When rolling for something, you are trying to roll equal to or lower than whatever characteristic or skill value is currently used, so a lower result is always better.

Check the relevant stat, add or remove any modifiers, and the result is the maximum die roll for a success.

THE RULES

The round

Every round is divided into four sequences, and here we will go through them all in order.

1. **The Initiative**
2. **Move sequence**
3. **Action sequence**
 - Ranged
 - Melee
 - Take Cover!
4. **Event sequence**

The Initiative sequence

At the start of every round we will need to establish the order in which the characters will act. To do this, each player rolls a d10 and adds the character's **Iv** to the result. If you control several characters you only roll the die once but add it up separately for all of your models.

If any characters end up in a tie for the same initiative slot, the one with the higher **Iv** takes the higher place in the queue.

The acting order then goes from highest to lowest.

It is recommended to use something that represents each character, such as a card with their profile on it, to form the initiative queue. These can then easily be removed and referenced when it is their turn to activate. Just remember to put them back afterwards, to avoid confusion in later sequences.

Example:

Thomas controls two characters: Sand (2) and Anwyn (5). He rolls a d10 and gets a 6.
His opponent, Amanda, also controls two characters: Twig (4) and Juniper (5). She rolls a d10 and gets a 4.
They both add up this round's initiative scores for all their characters separately, and the result is 11 for Anwyn, 9 for Juniper, and 8 for both Sand and Twig. The players then compare the **Iv** of all characters involved in the tie, and discover that Twig will go before Sand since they have the higher value.

The Move sequence

In this sequence a character can move up to a number of inches as indicated by its **Movement Value (Mv)**. This is called a normal move and carries no penalties or other effects on gameplay.

A character may also choose to run and can then move up to double its **Mv**.

Running excludes all other actions except taking cover, but grants a bonus to the character's defence for the remainder of the round.

The Charge move lies somewhere in between and is needed to get into melee combat. A character making a charge action moves one and a half times their **Mv** to end up in base contact with an enemy. Even if they can't reach their target, they still move as far as they can, making sure to stop at least 1" away from any enemies.

A character that is in base-to-base contact with an enemy can attempt to break out of the melee to make a move action by rolling against their **Melee Skill (Me)**. If successful, they may move as normal. If they fail, they stay in place.

Keep in mind that a character cannot end their move within 1" of an enemy unless as part of a charge action.

The Action sequence

If a character did not run, they now have three actions to choose from. If they did run, they may only choose to take cover or pass.

Ranged

This action allows for one use of one ranged weapon the character is carrying.

To shoot at someone, any relevant modifiers from cover and/or running are subtracted from the shooter's **Accuracy (Ac)**. The resulting number is the maximum die roll you need to make your shots connect.

Example:

Anwyn wants to shoot at Twig, the lousy bandit. Twig ran in the move sequence and is also in passive cover, which means the modifier is at -2. Luckily, Anwyn is quite the shot with **Ac** 6. Subtracting Twig's modifier from that means that Anwyn will need to roll a 4 or lower to hit.

Melee

To hit someone in close combat, the procedure is the same as for the ranged action but the test is for the character's **Me** and you roll one d10 for every **Attack (At)** that the character has. Each success is a hit.

Making a melee attack against a target that is turned away from you is a *Backstab* and grants you a +2 modifier on the hit roll.

Take Cover!

To make full use of cover, you need to be in base contact with something that blocks line of sight to at least half of you. This is called **Active Cover** and will modify the hit roll of any attackers with -2. If you are not in base contact with cover, but still obscured, it is called **Passive Cover** and provides a -1 modifier.

To perform the Take Cover action, make a move of half your Mv straight toward the desired piece of cover. If you cannot reach it all the way to make base contact, you still move.

The Event sequence

If the scenario includes any special rules for events, this is the sequence where they are applied.

Line of sight

A character's line of sight is 180 degrees. They can only see and shoot, charge or otherwise interact with things within their line of sight that is not completely obscured by terrain. In the spirit of fair play all players are expected to be open when checking line of sight, informing each other of when a character can see another.

If, at the start of their activation in any sequence, a character is engaged in melee by someone that is outside their line of sight, they are free to turn around before performing any action.

Attack modifiers

Backstab: +2

Running target: -1

Passive cover: -1

Active cover: -2

Target outside of attacker's line of sight: -17

Inflicting injuries

After a character has been hit by an attack it must be determined if it resulted in an injury.

The attacking player rolls a d10 and adds the damage value of the weapon. If the result is higher than the defending character's **ARM** value, after any modifiers are applied, the result is an injury and the defending character loses 1 **H**. If the **H** value of a unit is reduced to 0 they are out of action and removed from the battle.

If the result of the roll is equal to or lower than the defending character's **ARM** value, the attack has been deflected or absorbed by the armour and nothing happens.

Setting up for battle

Pick your force

Build your team by adding characters, and their equipment, to your roster until you reach the agreed upon points limit. A recommended starting team size is 100 points.

Table size

The recommended size of the battlefield depends on the size of the teams and the numbers of players involved. A general rule for the standard team size is 3'x3' for two players, 4'x4' for three players and 6'x4' for four players or more.

Terrain

Feverpit is preferably played with a large quantity of terrain and even better if it contains plenty of different height levels to climb on top of!

We recommend covering at least a third of the table space with different terrain of varying height.

Deployment

The order of deployment is determined by doing an Initiative test, like in the Initiative sequence, but you only count the highest **Iv** of your team (ties roll again). Deployment then progresses in initiative order, from highest to lowest. Each scenario has set rules for deployment, which you will find in its description.

Starting the game

When all players have deployed, you're ready to start the game and go to the first Initiative sequence.

ADVANCED RULES (OPTIONAL)

Terrain types

Characters move unhindered over most terrain like regular ground or turf, floors and ladders, and one point of **Mv** means one inch of movement across it. But a lot of places in Feverland are in various states of ruin and over such **Difficult Terrain** one point of **Mv** means half an inch of movement. So a unit with a Movement value of 4 can only move 2 inches over difficult terrain in one action.

Even worse is **Hazardous Terrain**. Just like difficult terrain it impedes your progress but for every 3" a unit moves in hazardous terrain in an activation it has to make an injury roll. The **DAM** value for Hazardous terrain is typically 3 but it could be less or more depending on what type of terrain it is. What terrain counts as Hazardous, if any, and its **DAM** value should be agreed upon before the battle to avoid confusion during the game.

Climbing

When a character wants to travel vertically they can climb. Characters climbing using intact ladders can move unhindered but if they want to travel vertically across obstacles higher than themselves without the help of ladders or similar they are in for a *difficult climb* and are hindered as if moving through difficult terrain, i.e their movement speed is halved.

Falling

If a character is struck or shot while climbing there is a risk that they will fall. If a hit or a shot connects, regardless of whether it inflicts an injury or not, they must test **Bd** to see if they can hang on. If they are climbing on a surface without handholds, such as ropes or ladders, the test is made with a -1 penalty. If they fail the test they lose their hold and fall to the ground below. If a character is downed or killed while climbing they automatically fall.

A falling character is moved down and placed directly below where they were climbing. They also take a hit with a **DAM** value equal to the amount of inches that they fell.

If the fall is 10" or higher the result is death regardless of armour.

In the event that a character falls down onto another character then the unlucky one below is also hit with the same **DAM** value as the falling model. If both survive, they are placed in base contact and if they are enemies they are locked in close combat facing each other.

Jumping

A unit can safely jump downwards if the height is less than their **Mv** by moving over the edge and landing directly below. It is possible to jump down onto another character, resolving falling damage for the one landed on as explained above. If the character that was landed on survives, the jump counts as a charge move and they are both engaged in close combat facing each other.

Figures can also jump over gaps of up to half their **Mv**.

Down, but not out

A character that has been reduced to 0 **H** is down as usual, but laid down on their side (or marked with a suitable token) instead of being removed from the battlefield. A downed character is not added to the Initiative queue and does not activate but can be revived by their teammates using a special Revive action within 1" of them in the Action sequence.

The downed character then tests **Bd** and if they succeed, they can stand back up with 1 **H** remaining. If this is done in a round where they are part of the Initiative queue and they still haven't activated, they are free to do so on their turn, otherwise they will have to wait until the next round.

If a downed character is the target of a Melee action, they are immediately and automatically defeated and removed from play. If they are the target of a Ranged action, the attacker gets +2 on the hit roll and if the downed character gets an injury, they are immediately defeated and removed from play.

FIGHTERS

The profile

An example of what a character profile may look like, along with explanations of the different parts:

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H	Pts
Gaius	Medium	4	3	4	5	4	1	7	2	16

Name

The character's name. You may change this if you want some custom characters on your team, or if your opponents picked the same one.

Type

The character's type: Light, Medium, or Heavy. The different types have different skills, roles and proficiencies.

Mv – Movement value

The number of inches the character can normally move.

Iv – Initiative value

A measure of the character's reflexes and reaction speed.

Bd – Body

The character's physical fitness.

Ac – Accuracy

Accuracy is used when trying to hit someone from afar.

Me – Melee skill

The best indicator of how good the character is at hitting others in close combat.

At – Attacks

The number of melee attacks the character can dish out in a turn.

ARM - Armour

The unit's armour value, a measurement of how well defended they are against physical harm.

H – Health

The amount of health the character has. If it reaches 0, they're down.

Pts – Points value

The cost in points for adding the character to your team roster.

Characters

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H	Pts
Wasteland Bandit	Light	5	5	4	5	6	1	8	2	24

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H	Pts
Mouthbreather	Light	5	6	3	6	4	1	7	2	19

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H	Pts
Juniper	Light	6	5	5	4	6	2	6	2	17

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H	Pts
Nancy Silverman	Light	5	5	4	5	2	1	7	3	23

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H	Pts
Trow Clanless	Medium	4	3	5	5	7	1	8	3	36

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H	Pts
Maus	Medium	5	4	4	5	8	1	8	2	29

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H	Pts
Sly Gary	Medium	5	3	3	7	3	1	7	3	29

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H	Pts
Punisher Monkey	Medium	5	4	4	4	5	3	8	2	31

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H	Pts
Anwyn	Medium	4	5	4	6	4	1	6	3	22

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H	Pts
1qw	Heavy	4	2	6	4	8	2	9	3	47

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H	Pts
Phleg'm	Heavy	3	1	7	6	4	1	9	3	45

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H	Pts
Sand	Heavy	3	2	4	5	5	1	9	3	39

WEAPONS

Reading the weapon profile

Cost: The cost in points to add this weapon to a character on your team. A character can carry a maximum of three weapons.

Range: the maximum range at which the weapon can be reliably used. You cannot attack targets outside of this range. If there is no range value, it can only be used in melee.

DAM: the weapon's damage value. This is added to a d10 roll when checking whether a hit results in an injury.

Burst: The number of dice rolled when attacking with this weapon, if more than one.

Scattershot: After resolving the attack, repeat the process for all characters within line of sight of the attacker and within 2" of the target, friend or foe.

Critical: If the roll to hit is a natural 1, the DAM of the weapon is doubled for all injury rolls during this attack.

Throwable: This weapon may be used for a ranged attack, with a Range value of double the wielder's **Bd**.

Armour piercing: The target's **ARM** counts as being 1 point lower for this attack's injury roll.

Ranged weapons

Slug pistol

A slug pistol is any simple handgun with small caliber ammunition. It could be a semi-automatic, a revolver or some scratch-built pistol.

Cost: 0 **Range:** 18" **DAM:** 3

Hand cannon

A hand cannon is any pistol that fires a slug bigger than usual. Very powerful with a recoil to match.

Cost: 1 **Range:** 18" **DAM:** 4

Scatter pistol

A scattergun modified to be used as a pistol, usually sawn down to be more easily concealed.

Not particularly popular due to high kickback.

Cost: 2 **Range:** 12" **DAM:** 4

Scattershot

Burst pistol

A burst pistol is any variant of a machine pistol, a light sidearm capable of firing on full auto or in bursts. Whilst noticeably less common than slug pistols as most burst pistols are from before the Melding, they were still plentiful enough to be found fairly regularly.

Cost: 2 **Range:** 18" **DAM:** 3

Burst 2

Carbine

Carbine is an umbrella term for any lightweight rifle with a shorter barrel, a very common weapon in Feverland.

Bulwark produces carbines in large quantities but any scratch-built rifle that fits the description is referred to as a carbine.

Cost: 2 **Range:** 24" **DAM:** 4

Scattergun

A scattergun refers to all types of shotguns constructed after the Melding, from improvised scrap shooters to the double-barrelled type popular among frontier settlements.

Cost: 2 **Range:** 18" **DAM:** 4

Scattershot

Assault Scattergun

A compact type of automatic or semi-automatic shotgun from before the Uproar. Not readily available but highly treasured for close combat operations.

Cost: 5 Range: 16" DAM: 4

Burst 2, Scattershot

Burstgun

Different kinds of automatic rifles are hard to make in a lot of places in Feverland but their large use before the Melding still means there are plenty to be found. A fairly common weapon among the better equipped and better trained.

Cost: 5 Range: 24" DAM: 4

Burst 3

Heavy Burstgun

Big and powerful automatic rifles, with a very high fire rate. Too heavy for most, this is only found in the hands of robotics or the extraordinarily burly.

Cost: 10 Range: 24" DAM: 5

Burst 4

Longshot

A modified carbine with a scope, made for precision shots at range.

Cost: 5 Range: 20" DAM: 5

Critical

Marksman rifle

Pre-Melding version of the Longshot, this rifle is more accurate at long range.

Cost: 8 Range: 24" DAM: 5

Critical

Melee weapons

Unarmed

All melee attacks made using parts of ones body instead of an external object count as unarmed, whether it is just flailing your fists around or piercing flesh with your tusks.

Cost: 0 **DAM:** Bd-1

Knife

The most universal, and perhaps the most useful, piece of equipment among Feverland soldiers. Any basic short bladed weapon counts as a knife, be it a dagger, bayonet or a survival knife. It may not pack that much of a wallop but it will do in a pinch.

Cost: 0 **DAM:** Bd

Close combat weapon

Any one handed weapon meant to be used in melee combat, from the sabres favored by the Bulwark military to the scrap machetes of the Silenced or just a sturdy piece of old world piping.

Cost: 1 **DAM:** Bd+1

Massive weapon

Some particularly imposing fighters prefer the chance of beating their opponents into a pulp over subtlety.

A massive weapon is any particularly imposing two-handed weapon, be it a large axe, sledgehammer, two-handed sword or simply an imposing piece of scrap piping. Whatever it consists of the end result is the same - a large and very dangerous weapon.

Cost: 3 **DAM:** Bd+2

Spear

Perhaps the most common close combat weapon used by wilderness tribes and settlers on the frontier due to its availability and its usefulness as both a weapon and a hunting tool. All you need is a length of sturdy wood and a sharp piece of scrap and you've got yourself a spear.

Cost: 2 **DAM:** Bd

Throwable

Light-knife

A handheld laser welding device from long before the Melding, now used as a knife with a short immaterial blade that cuts through flesh like butter. A civilized weapon for a barbaric age.

Cost: 4 **DAM:** 5

Armour piercing

Ballistic Fist

Pre-Melding weapon combining a pneumatic glove with a wrist-mounted pressure-sensitive shotgun.

When the fist connects with a foe, the shotgun blast goes off for a lead-filled punch.

Cost: 5 **DAM:** 6

Critical

Ripper

An unwieldy close combat weapon consisting of a chain revolving around a blade.

Cost: 6 **DAM:** 6

Armour piercing

SCENARIOS

Reading the scenario profile

Players: The number of players this scenario is designed for.

Description: A short description of what the scenario is about.

Game length: How many rounds the scenario will last.

Deployment: Directions for how to deploy your teams and anything else that needs to be placed on the battlefield before the game starts. Whenever “table edge” is used, it is assumed that players will deploy on opposite sides of the table, if possible.

Events: Everything that happens during the Event sequence, if anything.

Special rules: Any other special rules to take into consideration.

Victory conditions: How to decide who the winner is after the game has ended.

Annihilation

Players: 2+

Description: Annihilation is a straight engagement where the only objective is to kill off the enemy.

Game length: No round limit. The game ends when only one team has characters left on the battlefield.

Deployment: Roll a d10 and gather that many markers. The players, in initiative order, take turns placing one marker on the battlefield, at least 12” away from any table edge and 6” away from any other marker. These are traps that may activate during the Event sequence. Each player’s deployment zone is 12” from their table edge.

Events: At the start of each Event sequence, the player who activated last rolls a d10. If the result is 1-5, nothing happens. If it is 6-0, the traps activate and inflict a DAM 4 hit on all characters within 3” of a marker.

Special rules: There are no special rules for this scenario.

Victory conditions: The player that controls the last team standing is the winner.

Pressure points

Players: 2 or 4

Description: An all-out scramble to activate the most objectives.

Game length: 3 rounds. If the game ends in a draw (see below), play one more round, but only once.

Deployment: Draw a line diagonally across the center of the board. Each deployment zone starts 6” from this line. Place three objectives along the diagonal line, at least 12” apart and 6” from any deployment zone. If playing with four players, instead draw two diagonal lines, like an X, and place a total of five objectives.

Events: If, at the start of an event sequence, an objective is “held” by more than one team, roll a d10. If the result is a 1, the objective has malfunctioned in some way and is removed from play. A maximum of 1 objective (for two players) or 3 objectives (for four players) may be removed this way.

Special rules: A character counts as holding an objective if within 3” of it with no enemies in the same space.

Victory conditions: The player who holds the most objectives when the game ends is the winner. If two or more players hold the same number of objectives the game is a draw between them.

Capture and control

Players: 2

Description: Each team has something that is valuable to the other side, and they will fight hard for it.

Game length: 3-4 rounds. At the end of the third round, roll a d10. If the result is 1-5, play one more round.

Deployment: Each player gets a deployment zone of 18" from their table edge.

Events: If a character is in base contact with its own side's objective at the start of the Event sequence, they can throw it a distance of Bd inches, to make it harder for the other team to reach it.

Special rules: Place an objective in each deployment zone, at least 6" from any table edge. A character counts as holding an objective if within 3" of it with no enemies in the same space.

Victory conditions: The player who holds the other side's objective at the end of the game is the winner. If both players hold the same number of objectives the game is a draw.

Defender

Players: 2

Description: One side is outnumbered and must use all their best tactics to survive.

Game length: 3-4 rounds. At the end of the third round, roll a d10. If the result is 1-5, play one more round.

Deployment: The defending player deploys in an area 6" from the middle point of the table. The attacker has deployment zones of 6" on two opposing table edges. Both players should agree on which ones. If an agreement cannot be reached, roll a die to determine randomly.

Events: There are no special events in this scenario.

Special rules: The points value for the defender's team should be 50-75% that of the attacker's.

Victory conditions: If the defending player has at least one figure left at the end of the game, they win. If the attacker manages to eliminate all the defending figures they win.