

# BEER & PRETZELS



**Attacking:** Whenever an activated model is in contact with an enemy model, it can make an attack roll. Models can attack once per activation. To attack, roll a D6 and check the stats of the model for the value you need to meet or beat.

**Shotgun:** If a player just has to hit, they can finish their current beer to deploy the shotgun. Roll two dice instead of one (and succeed if either is a success) and deal 2 points of damage on a hit. Sweet, beery victory.

**Death:** Models that run out of wounds are dead. When a model is killed, the player controlling it must consume it or its value in pretzels or beer. Eat your dead! It's customary to take a bite out of a monster when it suffers a wound as a marker, but the Beer Lord stays full til he dies, at which point it is your noble goal to chug that Lord.

**Victory:** You win when the other guy(s) are out of pretzels and beer. You have saved the pretzel galaxy, or kingdom, or whatever.

#### **Credits:**

Created by Jef & Jon  
A System Mastery Game  
[www.systemmasterypodcast.com](http://www.systemmasterypodcast.com)

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Brian and Claire  
The folks at Game Empire

## Beer & Pretzels Advanced Rules

**Advanced Terrain:** Models can now enter terrain. A model that enters terrain stops once it's completely inside the terrain. While in terrain, models move the width of an upright beer.

**Drop Strike:** Up to one point of every five points in your army may be kept in drop strike reserve. These models can arrive via drop strike on any turn after the first. Drop striking counts as an activation, take a drink first. Then the drop striking player may drop his models directly onto the table, from at least 2 feet above it (eyeball this, geeze).

**Death from Above:** A drop striking model that breaks or lands directly atop an enemy model destroys that model immediately.

**Capture the Beer:** Place a beer at the center of the table. At the end of any turn where only one side has models in contact with the beer, that player gains one point. The game is won at three points.

**Angry Mode:** Each player brings their own beer and pretzels to the game (experienced generals will do this anyway). When a player defeats your model, the attacking player must consume it. The war of who found the most horrible beer begins!

### Advanced Unit: Pretzel Scout

Cost - 1 Pretzel

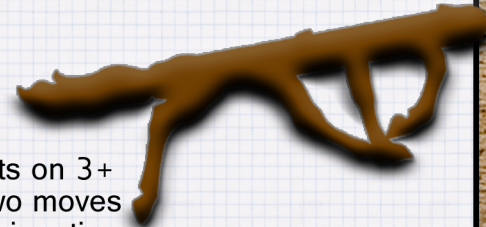
Wounds - 1

To Hit Warriors - 4+

To Hit Monsters & Lords - 5+

Lightly Armored - All units hit Scouts on 3+

Gallop - Pretzel Scouts can take two moves instead of a move and attack as their action (Stick pretzels make ideal Scouts)



### Advanced Unit: Rocket Pretzel

Cost - 2 Pretzels

Wounds - 1

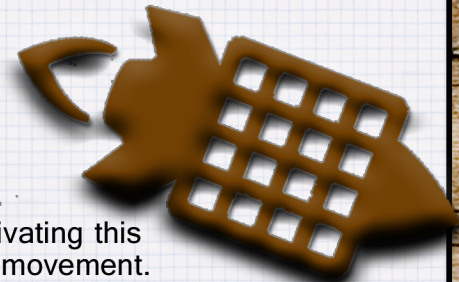
To Hit Warriors - 4+

To Hit Monsters & Lords - 5+

Pretzel Boosters - Shotgun when activating this unit to flick it any distance instead of movement.

Any models hit suffer two wounds. If the Rocket leaves the table, it is destroyed (and must be consumed)

Lightly Armored - All units hit Rockets on 3+



THESE PRETZELS ARE MAKING ME REBOOT FREQUENTLY