

GET AMONGST IT

Gather Your Gits: Each boss (that's you) gets 3 orcs armed with either a pistol and a regular hand-to-hand weapon, or a blaster. Orcs are **TOUGHNESS 3** and throw 3D6 as their **MOVE DICE**.

Set Your Table: Clear a play area roughly 2'x2' and set up plenty of terrain. Each of you drops 6 **BOTTLE CAPS** (or empty bases or tokens) onto the table from a decent height. Put one more cap in the middle. Whoever last finished a drink is the **BIG BOSS**.

Deploy: Starting with the **BIG BOSS**, take turns to place one orc at a time anywhere in play, at least 4" from all caps and enemies.

Start the Clock: Once the gits are down, start a 30min timer. The **BIG BOSS** activates the first orc.

TIME, GENTLEMEN

Leg It: When it is your turn to activate, you can **LEG IT** instead, and you have to **LEG IT** if you have nothing left that you can activate. Any of your orcs that are within 6" of an enemy orc are replaced with a **BOTTLE CAP** from your **STASH**, then you remove the rest of your models and you are out.

Time's Up: When the 30 minute timer is up, the cops arrive in force and you cannot **BOOT** anymore. That means that fallen orcs stay down (and you can't rob them anymore).

Game End: The last boss still playing scoops up any in-play bottle caps and the game ends. The winner is the boss that walked away with the most *new* caps in their **STASH**.



A DEXTERITY-BASED SKIRMISH GAME OF DRUNK ORCS LOOTIN', SHOOTIN' AND SCOOTIN' BY GASLANDS DESIGNER MIKE HUTCHINSON.

QUICK START RULES!

Get stuck in with these Quick Start Rules... Everything you need to know to play your first few games.

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SPACE GITS

A GREAT WARFLEET OF INTERSTELLAR HULKSHIPS DEPARTS THE PLANET **CRUNGE** TO TERRORISE THE REST OF THE **VLARG** SYSTEM AND BRING HOME THE SPOILS OF WAR.

WITH THE STRONGEST AND MOST BRUTISH ORCS GONE, THE SPINELESS GITS THAT REMAIN RIOT THROUGH IN THE MEGACITY OF **GNORK** - TEARING IT TO PIECES IN A DRUNKEN ORGY OF DESTRUCTION!

WHEN THE WARRIORS RETURN EXHAUSTED FROM THEIR CONQUESTS, WHAT WILL THEY FIND...?

THE GITS HAVE WRECKED THE PLACE... AGAIN

In **SPACE GITS** each model has to drag around their own personal tottering **TOWER** of dice.

When an orc take damage, and when they activate, you add six-sided dice to this **TOWER**, popping them on top of any other dice they are lugging about. The **TOWER** has to touch the model at all times. When you move an orc, you have to move their **TOWER** with them.

If any of the dice fall off a orc's **TOWER** at any point, they **FALL OVER** and discard all the **TOWER** dice. Knock the model over on its ass (and end its activation). A **FALLEN** orc can't be picked to activate until they're **BOOTED** back onto their feet again.

TOWER



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KICK STARTER

