

TOBEL₂₈

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Tobel28 is a quick and simple tabletop game set in a dark, ancient forest full of cults, weird creatures and faithful crusaders. Focus is put on easy to understand, simplistic rules that still offer lots of replayability and fun. Matches are fast paced, brutal and unforgiving. Rounds usually only take between 10 and 20 minutes. It is suggested that you play using 3-5 miniatures per warband and use the “violence” rule (see page 10). Furthermore, using “fanatics” (page 12) gives the game a chaotic and fun twist.

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1: STUFF YOU NEED

To play, each player needs to assemble a warband. Warband size shall be the same for all players. Every player needs to choose a faction before playing. Warband miniatures shall fit on 25mm bases.

Furthermore, you need the following:

- 2 Six-sided dice
- Some sort of ruler to measure distances in centimeters.
- A play area/battlefield with an approximate size of 30x40cm.
- At Least 3 miniatures per player. 28mm Scale on 25mm bases is suggested.
- Terrain objects (such as trees, ruins, or rocks) to scatter across the battlefield.
- Ancient artifact and/or Entity if you wish to use one (see optional content).

2: WARBANDS

Each player needs a warband of at least 3 miniatures. Each miniature has a certain role on the battlefield.

Every warband needs one Captain and 2 units of choice.

Every unit, except for the captain, can be replaced by 2 Minions. Warbands can be extended in size if the players wish to, making the game more chaotic and rounds last longer.

Captain

Role: Glorious Leader of the warband.

Type: Melee

HP: 22 MP: 7

Attack range: Base contact.

Special: *Every unit of your warband with base contact to the captain attacks with +2 power and blocks with +2.*

Infantry

Role: Melee Brawler.

Type: Melee

HP: 18 MP: 7

Attack range: Base contact.

Special: *None.*

Ranger

Role: Ranged attacks.

Type: Ranged

HP: 12 MP: 7

Attack range: 14

Special: *Can't block in melee combat. If a ranger has the highground successful attacks deal +2 damage.*

Minion

Role: Spread chaos.

Type: Melee

HP: 6 MP: 12

Attack range: Base contact.

Special: *Can't block in melee combat. Minions attacks can't be blocked. 2 minions can replace 1 Infantry or ranger unit.*

For additional units, check the “Optional Content”.

Warbands shall be even in size/strength for every player.

Each unit has HP and MP Values. HP stands for Health-Points, which is the amount of damage the unit can take before dying. MP Stands for Move-Points, which is the distance the unit can move per turn.

Distance is measured in centimeters. As mentioned above, each Infantry and Ranger can be replaced by two minions. Here are a few examples for warbands:

Dogs of war: 1 Captain, 4 Minions.

Barbarian Tribe: 1 Captain, 2 Infantry.

Bow and Ambush: 1 Captain, 2 Rangers.

Evened out: 1 Captain, 1 Infantry, 1 Ranger.

Unit names, such as rangers and infantry can of course be changed. Maybe you're rangers are toads spitting toxic goo, maybe your infantry is made of walking mushrooms. Ever dreamed about being a terrible person and leading little kids to war? Then maybe a warband made of orphan minions and a monk leader is right up your alley. This game is about inspiring you to get creative! For more inspiration, see page 6.



3: FACTIONS

All players must choose one faction and can use all their faction perks throughout the game, but only one per turn.

The Order

Faithful crusaders on a mission to cleanse the forest and reclaim their land. They hate and fear the forest and its creatures but they faithfully fight for their god and take the war deep into the dark heart of the woods. The corrupted darkness of the forest must be cleansed with holy fire!

Prayer: For this turn, your units can't move. They regain +4HP.

Cleansing fire: Permanently remove 1 terrain object from the battlefield.

Word of hate: For this round, enemy units block with -3.

The Keepers

Native inhabitants of the forest fighting to protect their land. Once forgotten by the world they now fight a hopeless war against both the order and the Forest itself. They are masters of guerilla warfare and are often outnumbered, which leads to, lets say, creative strategies.

Blend in: For the next turn, your units can't be targeted by rangers. Melee units need to roll one D6 for >3 to start an attack against a unit of yours.

Leadership: This turn, your captain attacks with +2 Damage and can't be blocked.

Honorable death: Remove a unit with <5 HP from the game. All enemy units with base contact lose -5HP immediately.

The Servants

Doomed souls and creatures of the forest, slaves of the ancient one. Corrupted crusaders, animals infested with darkness and dead knights brought back to life march north and fight without mercy.

Roots: For this turn, your units can't move. They gain +5 blocking for your enemy's next turn. They are still able to attack if an enemy is in range.

It's alive: Move 1 Terrain obstacle up to 7 cm to a desired location. Any unit in the way will receive 2 damage.

We are one: Choose two units of your warband and switch their places.

4: HOW TO PLAY

1. Every player sets up his or her warband on opposite sides of the battlefield within 7cm of the game board's edge (*deployment zone*).
2. Both players roll a D6, and the player with the highest number begins.
3. Each Turn, a player can move all his units (distance = Units MP in centimeter) and then attack if possible. Melee units need base contact to perform an attack, and ranged units need a clear line of sight.
Ranged units can not shoot through allies. Units can not move through each other.
If a Player wishes to use a faction perk, said perk must be used at the beginning of the round before moving or attacking.
You are allowed to move and attack with a unit and then continue with the next unit. Always resolve a fight and your movement before moving/attacking with the next unit.
4. If a unit's Health Points (HP) reach 0, the unit dies and gets removed from the battlefield.
If all units of a player's warband die, the player has lost the battle.

5: COMBAT

1. Roll two D6 to calculate your attack's **damage**. (Check Page 10 for "Violence" ruleset)
2. Roll one D6 to calculate your attack **power**.
3. Your opponent rolls one D6 to calculate his units **blocking power**.
4. If your **attack power** is greater than your opponent's **blocking power** you hit and your opponent's unit takes **damage**.
5. If your **attack power** is less than your opponent's **blocking power**, you don't deal any **damage**.
6. If both players roll the same number, the units both lose -2HP.
This rule does not apply to ranged attacks. If a ranged attack results in a draw, reroll.

When resolving an attack, always keep in mind to add used perks and special abilities. For instance, add +2 to your power and block if your unit stands next to your captain. Furthermore, don't forget that rangers and minions can not roll for blocks in melee combat. They always get hit with whatever damage was rolled. They can however block, or let's say dodge, ranged attacks.

6: BACKSTORY

The Northern Kingdom is dying. An unknown plague is spreading across the land.

No medicine or prayer seems to cure the illness that had come from the shadows of the South. Peasants and nobles alike turn away from their god, and monasteries and churches stand barren. Piles of corpses are burning where flowers once bloomed.

In these desperate times, adventurers were sent north, into the heart of the darkest of woods, and in the shadows of ancient trees, they found their savior.

An ancient being, long forgotten, older than mankind itself. The King himself gave his blood to the ancient one as he promised to parish the plague in return. But he was betrayed.

With his blood, an ancient seed was grown, and it turned into a tree taller than the tallest of mountains and it was full of darkness. In its shadow, the northern forest changed and spread across the whole land. Dark trees whisper in the cold air, the wind carries a foul fog across the land, and creatures long forgotten awaken in the shadows.

The order, man and woman strong in faith venture on a holy crusade into the woods, fighting the shadows. They hate and fear the corrupted forest and for their gods they will purify the land with holy fire, restoring faith, restoring the kingdom of men.

The ancient once laughs as his armies of corrupted servants march south and each and every day they get closer to claiming the king's barren throne. The Ancient one's servants fear neither death nor pain as they are only alive to serve the darkness and their army grows bigger in number as corrupted creatures and dead soldiers join them.

Caught in the middle of this bloody war, the native inhabitants of the once beautiful forest arm themselves to protect their homes and fight for their lives. Forged by war, they become masters of guerrilla warfare and as they are often outnumbered on their own, they form alliances with all creatures of the forest.

In the depth of the dark forest, where sunlight is rarely seen, blood will tint the fallen leaves red and the fate of mankind will be decided.

Which side are you on?

7: MINIATURES

You only need 3 miniatures for playing and you can basically use anything as long as it matches the dark-medieval theme of Tobel28's world and fits on a 25mm base.

You can use some minis from your collection or kitbash something entirely new! Maybe you craft some cursed knights for your Order warband or you repaint some zombies and stick a few tufts on them for your servant warband. Everything goes! Make it creepy, use natural materials, such as seeds, rose thorns, snail shells or whatever you find in nature and slap lots of grime and rust on it.

Kitbashing uniquely beautiful minis is highly encouraged, so here are a few inspirations for your warbands!

The Order:

A group of ceremonial knights carrying bells and books trying to do a holy ritual in the woods.

A warband of angry villagers with torches and pitchforks fighting against the forest taking over their farms (this warband could use only minions except for one captain).

Wounded knights that barely escaped an Dwarven ambush and now fight for survival.

Armed monks carrying a sacred flame on their way to set fire to an ancient tree.

The Keepers:

A Group of Dwarves fighting back intruders with axes, pickaxes and other tools as weapons.

Cultists living in the woods, wearing terrifying masks made from cloth and rags.

A Tribe of Trolls or Goblins riding on boars, collecting their enemies heads as trophies.

Druids, almost consumed by the forest, full of moss and mushrooms, on the lookout for a long lost sacred temple.

Ancient stone creatures, peaceful at heart but forced to shed blood to defend themselves and their home.

The Servants:

Terrible creatures made from mud and flesh coming from the swamps.

Undead Knights covered in mushrooms, carrying rusty swords.

Giant toads or frogs full of moss hunting for human flesh.

Moving tree creatures, once peaceful beings but now consumed by darkness.

A terrible abomination and its brute minions.

OPTIONAL CONTENT

All now following units and rules are purely optional to use and add more complexity to the game whilst adding more replayability and depth.

8: ANCIENT ARTIFACT

One or more artifacts can be placed on central points of the battlefield. To capture the artifact, your unit needs to spend 1 enemy turn with base contact to the artifact, without any enemy unit having base contact to either the artifact or the capturing unit itself.

When captured, roll one D6 to select the effect of the artifact. Afterward, the artifact can no longer be captured. Players can decide before the match if the artifact gets removed from the board or stays as a piece of terrain.

1. Fountain of youth: All your units gain +3HP regardless of their max HP.

A glooming light emits from the artifact, remembering every one of the warmth of long-forgotten summers. For a moment, all despair and pain are forgotten.

2. Devoured: The Unit interacting with the artifact loses one D6 +1 health. You are allowed to reroll next turn.

The poor soul who touched the artifact hovers high in the air before violently screaming in pain and dropping back to the ground. You hear bones breaking.

3. Bloodthirst: For this match, units can no longer block. Ranged attacks always hit.

Everyone near the artifact screams bloody murder. All warriors throw away their shields and helmets as their expressions turn blank and they charge into each other.

4. New ally: Place a minion unit into your deployment zone. The minion joins your warband.

An otherworldly scream echoes through the woods, as a creature appears from the shadows. It obeys every command you give.

5. Foul Fog: All Units on the board lose one D6 HP. Roll once per unit.

Dense fog rolls in, the rotting smell of death fills the air. Just before you feel like you're suffocating, the fog gets carried away by strong winds.

6. Summoning Bell: Revive one of your dead units and place it into your deployment zone. If you have no dead units to revive, choose one unit to heal it for 2HP. The revived unit has -2HP.

The sound of an ancient bell is heard and everyone turns their heads to the artifact. A moment of silence passes just before a fallen warrior rises from the ground, more dead than alive but ready to fight.

9: THE ENTITY

One "Entity" miniature can be placed in the middle of the battlefield at the beginning of the game. The entity is an ancient being not seen by any living soul since the dawn of men. It has its own will and only exists to consume, making it one of the darkest and deadliest creatures born from the foul forest's heart.

Each time all players completed their turns, roll one D6 and move the entity according to the table below:

1: Up

2: Down

3: Left

4: Right

5: Don't move

6: Move in the direction of the closest unit.

The Entity moves 7 centimeters per round in its designated direction. If any unit contacts with the entity, the unit loses two D6 damage, and gets moved out of the way. If a terrain piece or board border is in the way, the entity stops.

The entity miniature must fit on either a 25mm or 50mm base. You can use any miniature you see fit but you are highly encouraged to kitbash something truly terrifying!

10: VIOLENCE

If you choose to play with these additional rule, rolling doubles when rolling for your attack's damage can not only cause some serious loss of HP but will also have a violent effect on your target.

When rolling a double (both dice showing the same number) on your damage roll (see page 5), your attack can not be blocked. In addition to dealing the damage you rolled to your target, roll one D6 and check the table below for an effect.

1. Crippled: Targets movement points are reduced to 3MP for the rest of the match.

Your enemy screams in agonizing pain as your attack shatters his legs. He lies in the mud, knowing his end is near, gripping onto his weapon, fighting for his life.

2. Amputated: Target can no longer block.

Your attack cuts off your enemies offhand. He screams in terror as blood splatters onto the fallen leaves covering the ground, tinting them red.

3. Shrapnel: Enemy units with base contact to your target loose -3HP.

Your attack's violent blow shatters your enemy's weapon. Metall flies through the air, shimmering in a lonely ray of sunlight.

4. Trauma: Target and all enemies with base contact to the target can not move for their next turn.

Your enemies' brave warriors stare in terror as your attack massacres their loyal friend. Is this fight really worth it?

5. Bad luck: Your target only loses 1HP instead of your damage roll.

Your attack knocks your enemy to the ground but no blood can be seen. He fanatically laughs in disbelief and he gets back up.

6. Decapitate: Your target immediately dies.

With a gush of blood, your enemy's head flies off. His story ends here.



12: FANATICS

Fanatics are an additional type of unit you can add to your warband. They are uncontrollable, high risk high reward, damage dealing maniacs that can do both: Melee and ranged attacks.

One fanatic can replace either an infantry or ranger unit.

Fanatic

Role: Highly chaotic wildcard.

Type: Melee and ranged

HP: 16 MP: 7

Attack range: Base contact/nearest unit

Special: *Has a mind of his own. Fanatics attacks can't be blocked.*

After moving your unit, before rolling for an attack, roll one D6 and check the table below. If you choose not to move, you can attack as you normally would with an infantry unit as long as your fanatic has base contact with an enemy unit.

1: Move an additional 5cm to the left.	A bird flies by and the fanatic tries to catch it.
2: Move an additional 5cm to the right.	A pretty rock catches the fanatics eye.
3: Move an additional 5cm forward.	The fanatic tries to catch something nearby. No One sees a thing.
4: Move halfway back to where you started.	A loud noise scares the fanatic. He yells in fear and stumbles a few steps back.
5: Charge to the nearest enemy unit and deal -3HP damage. Can not attack for this turn.	With a scream of fear and anger, the fanatic runs up to a surprised warrior and headbutts him.
6: Throw a random object at the nearest unit (enemy or ally) and deal 3 damage.	Suddenly the fanatic picks something up from the ground and throws it with surprising precision and strength at the person next to him.

13: BRUTES

Brutes are the largest units on the battlefield and shall be mounted on 50mm bases.

They can take lots of damage and even though they move slowly, they can deal lots of damage to large groups of enemies with devastating melee attacks.

To make up for their size and slow speed, they come with a ranged attack option to hunt down fleeing enemies.

Brute

Role: Tank

Type: Melee and ranged

HP: 32 MP: 5

Attack range: 5 or base contact

Special: Can attack all enemy units with base contact in one turn.

All successful melee attacks deal +2 damage.

Ranged and melee attacks.

Brutes can attack all enemies with base contact in one turn.

Roll attack power and damage for each enemy after another.

Moving in between attacks is not possible.

Instead of doing melee attacks, you shall choose to do one ranged attack, with a range of 5cm, per turn.

For ranged attack damage, roll with one D6 instead of the usual two.

When it comes down to miniatures, brutes can be anything, from giant snails, the infamous Maggotslugs, ogres, giant spiders or walking trees!



14: PLAYING WITH TERRAIN

These additional rules are meant for bigger battlefields but can be used for the standard-sized Tobel battle as well.

Effects apply once a unit base has contact with a terrain piece. It is suggested to place whatever terrain you use on sort of "Island" shaped bases which will visualize the terrain's effect radius. Just cut some round shapes from cardboard and place them on some trees, rocks, ruins, or harmful spikes, and you're good to go!

These are the different types of terrain:

Dense foliage:

(Groups of trees, bushes, wheat fields, high grass, graveyards)

Units within dense foliage gain +2 on their blocking power against ranged attacks.

Passing through dense foliage halves your units movement points. Minions are excluded from this rule. Brutes are not able to enter dense foliage at all.

Harmful terrain:

(Thorny bushes, toxic swamps, spikes, pit of giant dead slugs)

Passing over harmful terrain deals -2 damage to your unit. Staying in harmful terrain at the end of your turn deals 1 D6 damage to your unit.

Passing harmful terrain halves your units movement points, no units are excluded from this rule.

High ground:

(On stairs, on top of a ruin, on a roof, on big boulder, on a hill)

When a unit has high ground over its opponent, they gain +2 on their attack power for ranged attacks only.

15: FATE OF THE FALLEN

This purely optional table can be used to decide the fate of the units of whoever lost the game. The winner rolls one D6 and checks the table of his or her faction.

The Order

1: *Any Survivors are hung on the nearest tree at sunset. A priest reads from the holy book and curses their souls. The tree will forever be a glorious symbol of the Order's strength.*

2: *The soldiers of the order pile up the corpses of their slain enemies and set them on fire. Burned flesh can be smelled for miles throughout the woods.*

3: *The order captures all survivors and treats their wounds. They get food, water and clean clothes. Shortly after arriving at the closest city, they get thrown into a pit. Their death amuses the nobles.*

4: Soldiers of the order chop off the heads of their defeated enemies. They get impaled on long sticks and are left as a warning. The forest crows have a feast of their flesh.

5: The corpses get butchered. Out of their bones, a terrible altar is built on the closest glade. Many warriors of the order come this evening to hear the sermon.

6: The dead are thrown onto a pile and are left as an offering to a terrible forest beast that has stalked the orders warband for the past days. It is no use.

The Keepers

1: The dead are buried and a tree is planted upon their grave. It will be famous for its leaves red as blood and its bark, as pale white as bones.

2: All bodies get hung up on a large tree. A large bonfire is lit and at sunset, the victorious warriors have a feast underneath their slain enemies.

3: The corpses get carried to a nearby temple. They are offered to an ancient forest creature. In return it continues to hunt and kill all knights of the order that set foot into the forest.

4: Flower seeds are put into the eyes and mouths of the dead. At dawn, the battlefield is covered by black flowers. Their beautiful scent covers the smell of death..

5: All corpses are thrown into a river. They get carried deep into the heart of the woods to the ancient-ones throne. His laugh can be heard for miles.

6: Large owls come by and pick up the bodies. Their offspring are having a hard time chewing through the steel and leather.

The Servants

1: The bodies of the dead sink into the moss-covered ground. Soon, they will rise.

2: The servants have a feast of the corpses. Meat is finally back on the menu.

3: The dead flesh begins to boil. A terrible vapor fills the air as they merge and form a cursed abomination that will terrorize the land for years to come.

4: Thick fog rolls in from the north. The next day, all the bodies are gone. No sign of a battle can be seen. The forest is quiet and peaceful.

5: A giant comes by the lifeless battlefield. He sits down to eat and then packs up a few heads as a snack on the go.

6: In the cursed earth of the battlefield, nurtured by blood and rotting flesh, disgusting mushrooms grow, tall as trees and deadly to touch.