



Pygmies

ON THE PIRUETI PLAINS

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The sun rises over the vast, dry plains of Pirueti. In a small scattering of huts, a tribe of small, dark-skinned hunter gatherers start off their day. Their Bonerattler begins with a couple of chants to scare off some straggling night spirits. He is surrounded by his Boneheads - wannabe Bonerattlers, who lends extra power with their frenzied dancing. The women and children start to mill about and prepare food for the tribe. The men wake up in some kind of social order. First the Fruitmunchers begins to stir, and start off to the feeding area. After them there is a group called the Meateaters, stronger and meaner. Last, and worst of them all, the Boss. Nobody starts to eat until the Boss is firmly seated - closest to the food pile. After a hearty meal the day starts off in earnest.

The Boss promptly goes to sleep under a leaf shelter.

The Meateaters start to hone their big axe-like swords. Well, not all of them... Some tend to the tribes flock of ostriches. The ostriches are the chief supply of meat, but are also used as riding animals when needed. Only the bravest, or the silliest Meateaters, dare to tame an ostrich enough to ride it. They pack a nasty wallop with their sharp feet....

The Meateaters who survive long enough are called Featherbrains.

The Fruitmunchers, the biggest part of the tribes male population, pick up their spears and go out on the plains to collect fruit and hunt for small prey.

Well, that is...

....until they find another tribe...

The Pygmies are very down-to-earth in their approach to problems in life. For example:

“Why collect fruit, when you can take the food piles from someone else?”

They can be quite eager in their efforts...

You lead a smallish warband of Pygmies, in scraps against other Pygmies. The Pygmies are distinguished by the colour of their feather plumes. There are for instance the Redfeathers, constantly bickering with the Bluecrests.

But you can colour the feathers any way you want, and make up your own names.

This game can be played in one of two ways:

Either as one shot games, where you start with a warband made from the army list. Or you could make a campaign where you harvest the jungle and steal from other warbands as a way to improve your own warband.

The rules that are used are the *Flat Out War* by Oversoul Games at www.oversoul-games.com

⇄. The Tribe

Force Layout

A Pygmy Force must have some kind of leader.

It can be the Boss, Bonerattler or a Bonehead, depending on size and scenario.

The Leaders act as independent units. The common men are split up in units of between 2-8 Pygmies of the same kind of troopers.

Boss

The Boss is the head of the Tribe. He is the best fighter, and the undisputed leader of the group. Naturally there can be only one boss. The Tribe must have a Boss. If he dies in combat, a Meateater becomes the Boss. That happens in between games, in the campaign turn. If there is no Meateater, you are allowed to turn an Fruitmuncher in order to make him Boss. You can also exchange a Featherbrain into one Meateater and one Ostrich to get a loose Meateater. If you do not have a Meateater to upgrade into Boss at the end of the campaign turn, the Tribe is lost forever.

Cost: 32 Base Die: d8 Range: 0 Move: 6
Attributes: Command, Heavy Melee Weapon



A Pygmy Boss and Bonerattler

Bonerattler

The Bonerattler is the spiritual leader and protector of the Tribe. There are a lot of evil spirits on the plains of Pirueti... There can be only one Bonerattler in a tribe, otherwise they would compete.

Cost: 38 Base Die: d6 Range: 0 Move: 6
Attributes: Command, Magic

Bonehead

The Bonerattler usually have some “apprentices”, who help in the chanting and so on... They are allowed to sleep in Huts with the other Pygmies; they do not need separate ones. If/when the Bonerattler dies, one of the Boneheads takes on the responsibility, on a roll of 5-6 on a d6. Roll once each turn for each Bonehead in the tribe. There is no upper limit on Boneheads.

Cost: 31 Base Dice: d4 Range: 0 Move: 5
Attributes: Command, Magic

Fruitmuncher

The biggest part of the Tribe consists of the Fruitmunchers. They constantly roam the areas under the sway of the Tribe. They harvest the plains for food, and other useful stuff - like Ostrich Eggs. They mostly fight with a short spear, but blowpipes are also quite common.

Fruitmuncher with spear and shield

Cost:7 Base Die: d4 Range: 0 Move: 6

Attributes: None

Fruitmuncher with blowpipe

Cost: 11 Base Die: d4 Range: 8 Move: 6

Attributes: None

Meateater

If a Fruitmuncher is allowed to eat meat for a while, he becomes stronger than his fellow Pygmies. The Meateater usually hunts for food, since he gets tired of just eating ostrich. That actually makes him better in combat. At least if you compare him to the Fruitmunchers...

Cost: 16 Base Die: d6 Range: 0 Move: 6

Attributes: Heavy Melee Weapon

Featherbrain

Now and again a Meateater tries to tame an ostrich, instead of eating it. If he survives, he becomes a Featherbrain. The Featherbrains are regarded with both awe and mistrust. Awe because they have tamed an ostrich, and mistrust because they did it instead of eating it. Ah, well... They are at least quite good to have on the field of battle.

Cost: 20 Base Die: d6 Range: 0 Move: 8

Attributes: None

All units have the **Agile** and **Loose Cohesion** attributes. Loose Cohesion is 4 inches.

Because all units have these attributes they are not included in the unit costs.

Campaign Elements

When you start a campaign you start off with a predetermined amount of food points. The amount of food is entirely up to you, the players.

You use this food to build your whole tribe, not just your fighting force. As a "starting gift" you always get one Hut for your Boss and one communal Hut for free.

If you decide to include a Bonerattler in your tribe from the start, his Hut is for free as well. - But you have to pay for the Bonerattler.



The women and children gather for the morning ritual

Woman

Um, what is a prospering tribe of Pygmies without their women? - Very short lived, that's what it is....
The women take care of the day to day work in the tribe. And they give the tribe more pygmies...
Women and children do not fight, and they can never, ever be attacked.

Woman
Cost: 5

Child

Until the Pygmies come of age, they live the carefree life. Chasing butterflies, and climbing trees.
Women and children do not fight, and they can never, ever be attacked.

Child
Cost: 3

Hut

You must have roof over your tribe.
One Hut can house 10 Pygmies. Women and children do not count up to this maximum.
The Boss and Bonerattlers must have Huts of their own, one for each character.
By the way: If the Bonerattler dies, his Hut is torn to pieces. Nobody wants to live in a Hut where a Bonerattler has summoned spirits for years on end...
If the Boss dies, the new boss takes up residence in the old Boss-Hut.

Hut
Cost: 10

Wall

If you feel paranoid you can put a wall around the village. You pay for a 4" length of wall.

Wall
Cost: 2

Door
Cost: 3

The Starting Foodpile

You use the foodpile if the harvesting Fruitmunchers come up short in the campaign turns, so it is smart to have some stored food/meat.

Egg

The Fruitmunchers forages the area around the village. Sometimes they find an ostrich's nest to plunder.

Egg

Cost: 3

Ostrich

Once in a while the Fruitmunchers fools an ostrich into a trap.... Note: You must have Meateaters in the tribe, to take care of the ostriches when they are brought home. One Meateater can take care of up to three ostriches.

Featherbrains counts as Meateaters in this regard. And their mounts counts as members of the flock.

Ostrich

Cost: 15

Meat

Once in a while the Pygmies need to chop up an ostrich.

You can start off the game with some pre-chopped Meat

Meat

Cost: 2

Food

Whatever points you have left when you are done making your tribe, you transform into food..

Food

Cost: 1



A pair of Ostriches

↑↑↑. Campaign Rules

The real fun starts when you play with the campaign rules. You can be quite a lot of tribes in a campaign. When you fight battles in a campaign, you do not need to field all your pygmies. See the tribe as your max amount of troops. But all parties in a fight should agree upon a total for the fight. Between fights you have a Campaign turn that is split up in phases. The phases are in a strict order that must be followed.

Campaign Turn

Check for injuries

Even though Pygmies are fierce fighters, they do not want to kill another pygmy.

After all, the next killed pygmy could be the killer himself... But accidents happen in fights. Roll the Base Dice for every Pygmy you have lost in battle.

If you do not have an unharmed Bonerattler in the tribe, you get -1 on this roll.

Roll	Result
0	Died of his injuries
1-2	Injured; can not fight for d3 battles. Injured Fruitmunchers can not forage in the Harvesting phase. All injured pygmies must eat, however.
3	Unharmed

Feeding Phase

The feeding phase is when you feed your people, remember the injured!

Each Pygmy needs 1 food token each turn. - Including women and children. (Exception: Children do not need food the turn they are born; they are fed by their mother.)

Meateaters need 1 meat token each turn instead. Featherbrains counts as Meateaters in this regard.

The Boss eats only eggs! He is picky, and strong enough to be it. He eats 1 egg token per turn.

The Bonerattler and Boneheads eats 2 food tokens each.

Ostriches need 1 food token each too.

If food/meat is not provided, the starving Pygmy/ostrich dies immediately. – Before the Harvesting Phase, even.

An ostrich that dies of starvation does not give 5 meat tokens. It is a loss of a good bird.

NB.

You can not “turn” a Meateater, or any other special character, into a Fruitmuncher in order to feed him cheaper.

Harvesting Phase

During the harvesting phase you may send out your surviving Pygmies to harvest out on the plains. Roll a 1D6 for each Pygmy you send to figure out what he finds. Only Fruitmunchers may harvest the land.

Ostriches can be turned into meat. This is done by the Meateaters when the Fruitmunchers roam the plains.

You must have Meateaters in the tribe to maintain the flock of ostriches.

One Meateater can take care of three ostriches.

“Take care of” means “make sure they don’t run away”...

2D6	Result
2-3	3x Food tokens
4-5	2x Egg tokens
6-8	6x Food tokens
9-10	1x Egg, 1x Meat tokens
11	1x Ostrich
12	Nothing

Featherbrains count as Meateaters in this regard.

1 Ostrich = 5 meat tokens

1 ostrich produces 1 Egg token every other turn. As long as you keep track of the ostriches, you can get Egg tokens every turn.

1 Egg token counts as 2 Food tokens, or 1 Meat token

New Unit Phase

It is in this phase children are born. Units are upgraded during this phase. Children cannot be upgraded in the same phase they are born.

Fruitmuncher/Meateater + woman → Child.

Pygmy cannot be upgraded into something else in the same turn he becomes a father. He cannot be sent out to harvest the area either. A Pygmy can become a parent only once a turn.

Boy Child + 2 eggs and 6 food → Bonehead. You must however roll 1D6, and on a 5-6 the child turns into a bonehead. If the roll fails, the child grows up to be a Fruitmuncher. The eggs are lost no matter what.

Child + 4 Food → Fruitmuncher/Grown woman

Egg + 8 Food → Ostrich

Fruitmuncher + 3 meat → Meateater

Meateater + 2 Food + 1 ostrich → Featherbrain.

Terrain

No matter whether you play one off battles or a full campaign, you need to have terrain and a scenario.

So far, the terrain is purely cosmetic. But in the future there might be differences.

Until then - use what kind of terrain pieces you have.

Two tribes go to war

The times are bad, and two tribes have to fight for their survival...

The forces start off on opposite table edges, and they fight until one side gives in or die out.

The winner gets an extra roll on the harvesting table.

Special rules:

You could decide on allowing more than one extra roll, depending on how many of the winners are left standing...

The Nest

Pygmies from two tribes have found a fresh ostrich nest with 1d4+2 egg tokens in it.

The two forces start on opposite table edges, and the nest is in the middle of the field.

The aim of the game is to get as many Egg tokens off your own table edge as possible.

Special rules:

A pygmy can carry one token each. Put the token close to the carrying pygmy. It does not affect their ability to fight at all. If the carrier is removed, the token stays on the field.

2D6	Result
2	2 boys
3	1 boy, 1 girl
4	1 girl
5-6	1 boy
7	No baby
8-9	1 boy
10	1 girl
11	1 boy, 1 girl
12	2 girls

2D6	Result
2	Jungle
3	River Bank
4-10	Savanah
11	River Bank
12	Jungle



This means WAR!!!!

Going home

The defenders have been on a really good raid somewhere, and are headed home.

The attackers wait in an ambush, on both sides of the track to the village.

The defenders start on one table edge, and must get to the opposite edge with the loot.

The attackers' goal is to get the loot for themselves, and get out on one of the other table edges with it.

Special rules:

The defender rolls two times on the harvesting table. That is the loot they fight for.

A pygmy can carry one token of loot each. Put the token close to the carrying pygmy. It does not affect their ability to fight at all. If the carrier is removed, the token stays on the field.

Raiders of the lost village

An old empty village is found, and the pygmies fight for the right to loot it.

The forces start off on opposite sides of the village. The village is a scattering of huts in the middle of the battlefield.

The winner finds enough sturdy building material to build one hut for free at home.

The competing Boneheads

Sometimes two Boneheads in the same tribe do not get along too well... That usually means a rift in the tribe, when individual pygmies take sides. The Boss and Bonerattler are mostly on top of things, but once in a while it turns into a real civil brawl.

The forces are lead by a Bonehead each, and no side gets a Boss or Bonerattler.

Both sides goal is to take the other sides Bonehead out of action.

Special rules:

No pygmy actually aims to kill another pygmy, and that is especially obvious when they fight in their own tribe.

Therefore you always get +1 on the "Check for injuries" roll after the fight.

👉. Buildings

Hut

Huts are the basic makeup of your society. You must build huts to house all the people you have.

Huts cost 10 food in labour payment to build. When you start a tribe you get a Hut for the Boss, and one communal Hut for free. A Hut houses 10 pygmies. Women and children lives with their men, they do not count up to the 10 Pygmy limit.

You can destroy a hut if you wish. It has a Base Dice of d8, and can take 5 hits before they break.

Huts needed:

- 1) To house your Boneheads, Fruitmunchers, Meateaters and Featherbrains
- 2) The Boss needs a Hut.
- 3) The Bonerattler needs a Hut.

Wall

Walls are good to safeguard the village. You pay for a 4" section of wall. A section of wall takes a certain amount of hits to knock down... They have a Base Dice of d6, and can take three hits before they break.

Totem Pole

The totem pole is the centre of the pygmy tribe. It is socially, and religiously the most important object in the tribe.

Each pygmy tribe has a different totem pole, and these poles give special things that help the tribe in their different ways.

When constructing your tribe you get two pieces of Totem pole and two rolls on the following Totem table.

You can sacrifice an ostrich to get a roll on the Totem table. When you do, you get another piece to add to your Totem pole. There is no size limit of the pole, but if it falls down, all the bonuses are lost forever.

You have to roll again – and pay the proper sacrifices. No free rolls are on a rebuild!

I have deliberately not put a Base Dice on the Totem pole, a pygmy will not – ever – try to break a totem pole.

Very bad juju indeed!

2D6	Result
2	Ancient Spirits, one unit becomes <i>Fearsome</i> for one turn only, once in a fight.
3	Heart of Stone, one unit gets +1 on their Morale roll once in a fight.
4-5	Rhino Shields, one unit gets +1 on their Recovery roll, once in a fight.
6-8	Luck of Fools, the Tribe gets one free reroll to use once in a fight.
9-10	Boar Tusks, one unit gets +1 on their Melee Attack roll once in a fight.
11	Heart of Stone, one unit gets +1 on their Morale roll once in a fight.
12	Ancient Spirits, one unit becomes <i>Fearsome</i> for one turn only, once in a fight.

To Come:

Pygmies at the shores of Lake WashaFishy

And

Pygmies in the deep Dim Dim jungles

