



By  
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Splatball is a standalone tabletop war game that uses the Flat Out War rules from Oversoul Games ([www.oversoulgames.com](http://www.oversoulgames.com)). To play you need at least two players, the FOW rules, and the Splatball miniatures (Also available on [www.oversoul-games.com](http://www.oversoul-games.com)).

The KidZ of the Neighborhood love to play Splatball! It started with just a handful meeting up on Saturdays, now nearly every Kid has a Splatmarker and mask. They even have two permanent (more or less) teams that many of the KidZ belongs to, Blue Team and Team Red. Each team has its own territory within the Neighborhood when one or the other crosses that border a Splatball battle breaks out, some are large, some are small. Each team is constantly trying to outdo the other and they employ some fantastic tactics and equipment. Splat cannons hurl paint filled balloons over fort walls, tanks zoom between battle lines. The games can last for hours! Filled with glories and triumphs. Each team has their heroes, KidZ whose actions on the splatfield have made them legends in the Neighborhood!

In Splatball you build a Blue or Red force to play a tabletop game of Splatball with your rival team.

## ***NEWT, BOY GENIUS***

Most of the popularity of Splatball is due to Newton Albright, or as he is better known, Newt. Newt is an inventor; he has built all sorts of nifty gadgets, none as popular as his Splatball equipment. Not only does he build Splatmarkers but he has built a variety of strange vehicular contraption for use on the splatfield. If someone needs something they go see Newt. Newt does not play Splatball himself, he feels it is much too physical for someone of his intelligence, but he love to see his inventions in action. He also loves the attention the other KidZ give him, so he is eager to create something, and he always has some top secret project going in his workshop.

## ***THE TEAMS***

Blue Team is led by Joe Hardy and calls its controlled area the United Blue Zone. Team Red is lead by Eliza Tally and they call their controlled area the League of Red Territories. The UBZ is made up of Kids mostly from the west side of the Neighborhood and control most of that side as well. The LRT is made up of KidZ from the east side of the Neighborhood and consider it to be under their control. Other than that there is not much difference between the teams. They both are organized similarly and both use Newt's equipment and they both are equally passionate about attacking the other team.

## OTHER TEAMS

Not every Kid in the Neighborhood belongs to Blue or Red. There are many small independent teams in the Neighborhood. They usually have their own team names and distinct uniforms. These teams only invite the most exceptional players to join them. They practice hard and are very good at Splatball. These teams are usually organized to play in tournaments but when you hear the clatter of Splatmarkers outside who can resist? They usually will join whatever team that offers the most. One week they may well keep Team Red's right flank from collapsing and the next, they are leading Blue's charge on Red's center. They do not come cheap; they are legendary in the Neighborhood and are quite proud of their abilities.



Blue Team and Team Red face off.

## THE NEIGHBORHOOD

The Neighborhood is vast. It has its suburban streets, corner stores, playgrounds, parks, wilds woods, creeks, and ponds all prime locations for Splatball! What the Blue Team and Team Red control is constantly in flux and their hold is always shaky at best. Areas shift sides frequently. One day Blue occupies it and the next Red is patrolling it. Deep strikes are easy and not uncommon so it is possible for one team to hold an area well to the rear of their opponent. But they never hold it long.

However it has been long established by the Treaty of Oak Lane Playground, that Newton Albright's home and everything on the block is a neutral Free Area. No team may attempt to hold this area or attack the opposing team within it.

## FORCE LAYOUT

Both teams use similar ways to organize their forces for Splatball (and why not?) If it works, it works. The basic unit is the squad it is made up of 2 to 5 troopers or 1 to 4 vehicles and or artillery. Two squads make a platoon. Two platoons are a company. 2 to 5 companies are a battalion. 2 to 4 battalions make a brigade. 2 or more brigades make an army. Finally all the armies make up the team. In reality there is not enough KidZ in the Neighborhood to fill this requirement and the idea is mainly what the KidZ daydream about in school. In practice what one team calls a brigade or army is little more than a couple of companies. Those companies are a hodge-podge of troopers, vehicle, and artillery of varying strength.

However when choosing your forces, you will notice that some units are classed as core units and some as special units. You may choose one special unit for each core unit in your army. You may use a partial unit (a unit that does not have all its members) to use as many points as you can for your army.

**For Example:** a 1000pt point army has 955 points in units. To use up the last of the points a partial unit of snipers is purchased. 2 snipers give you 44 points or 999 points for the army

# TROOPERS, VEHICLES, AND ARTILLERY

## Runt

Your all around basic Splatballer is called a runt. Runts make up the backbone of all Splatball teams

Runt Cost: 18      Base Die: d6      Range: 4      Move: 6

Attributes: None

## Sniper

The snipers are basically runts with tricked out Splatmarkers capable of firing twice as far as normal. They spend a lot of time practicing to be able to hit a target from a great distance. The snipers are used to take out specific or key targets on the splatfield, often swinging the tide of the game into their team's favor.

Sniper Cost: 28      Base Die: d6      Range: 12      Move: 6

Attributes: Sharpshooter

## Balloonadier

These Splatballers do not carry a marker instead they carry a sack full of paint filled balloons that they heave at the enemy. The balloons do not have the greatest range but well aimed they can splash and take out several enemy players at once. Understandably Balloonadiers are used on the frontline and in close quarters.

Balloonadier Cost: 22      Base Die: d6      Range: 4      Move: 6

Attributes: Heavy Ranged Weapon, Template: 2"

## Globberber

Globberbers carry a massive pressurized paint tank on their backs connected to a spray gun. When fired it projects a massive burst of paint covering anything in its path. They pack a wallop but are quite heavy and slow down the wearer drastically. Globlobberbers are used in close quarters to quickly remove resistance.

Globberber Cost: 24      Base Die: d8      Range: 0      Move: 4

Attributes: Template: Flame

## Bushwhacker

Bushwhackers are equipped with a full suit made to look like brush. When hiding among leaves, limbs, and vines, the bushwhacker is completely invisible till he or she opens fire. Bushwhackers commonly sneak behind enemy lines and attack their opponents when they least expect it. This tactic often throws part of the enemy force into disarray and hopefully opens a window of assault for their comrades.

Bushwhacker Cost: 24      Base Die: d6      Range: 4      Move: 6

Attributes: Entrenched, Stealth

## Balloon Launcher Crew and Weapon

A Balloon Launcher is a massive slingshot that hurls paint filled balloons into the opponent. A balloon launcher takes some time to reload but well aimed their range and the splashing effect of the balloons can be devastating to the opposing team. Balloon launchers are most often deployed to support advancing troopers. Their crews are lightly armed as they have to lug around the launcher and ammo and are not able to stand up well against an assault from other troopers.

Crew Cost: 9      Base Die: d4      Range: 4      Move: 6

Attributes: None

Weapon Cost: 33      Base Die: d8      Range: 12      Move: As Crew

Attributes: Reload 1, Template: 4"

### **Badger, Light Assault Vehicle**

Officially known as the Albright AVL-01, it earned its moniker on the splatfield. The badger may be considered "light" but it is a fierce and fast fighter. It has 4 wheel drive and 4 big knobby tires that can tackle almost any terrain. Its dorsal mounted turret sports 2 Albright MK-III Heavy Splatmarkers. On the splatfield it has a versatile role it can be deployed to support an advance, lead an advance, or in an anti-armor capacity. In large battles these vehicles are almost always seen racing between the lines and Splatballers have learned to either remove it quickly or get out of the way!

Badger Cost: 80      Base Die: d10      Range: 8      Move: 10

Attributes: Heavy Armor, Turret, Extra Weapon, Fire-Linked

### **Armadillo, Armored Personnel Carrier**

Another of Newt's creations, the Armadillo can carry a full squad within its armored shell giving complete protection to them till they get to their deployment point. Armadillos are tracked so they can move through terrain where other vehicles cannot. The only drawback to the Armadillo is weaponry. It has no room for any armament when fully loaded. Armadillos are commonly used to ferry reinforcements into hotspots and exchange unloaded runts for fully loaded runts. They have been used in deep insertion operations, where several Armadillos with squads make a mad dash to get behind enemy lines, usually at the cost of the Armadillo.

Armadillo Cost: 60      Base Die: d12      Range: 0      Move: 12

Attributes: Heavy Armor, Tracked

### **Battle Wagon**

These rickety wooden contraptions are as old as Splatball itself. They are not shiny and hi-tech like Newt's stuff. The battle wagons show Splatballer ingenuity at its best. They are very ugly, made of whatever material the builder could acquire; the battle wagon is basically a large wooden box with an open top on wheels. It is not an advanced fighting machine. It is propelled by a two bicycles cleverly tied into the wheels of the wagon. It is more of a weapon platform than anything else. A single squad can fit on board. That squad is the only armament the Battle Wagon has; they attack from behind the protection of the walls of the wagon. Battle wagons are still a common sight on the splatfield, though it is becoming less and less so. They are used to support assaults and the occasional withdrawal. Depending on what type of squad is on board they can even be used in an anti-armor role.

Battle Wagon Cost: 40      Base Die: d12      Range: 0      Move: 8

Attributes: None

### **Groundhog, Light Tank**

One of Newt's heavier creations but not his heaviest! The LT-03 Groundhog rumbles across the splatfield offering heavy support for its team. The Groundhog is heavily armored and tracked allowing it to go places, the Badgers can't. For a tank it is quick, able to achieve a good vantage point or exploit an opening in the enemy lines.

However the term light is more than true in the case of the Groundhog. It mounts a single turret with Splatcannon. The Groundhog is highly effective against mid to long range targets but is nearly useless against short range targets. As such it is most often used as sort of a rapid deployment artillery weapon, able to deploy and redeploy to meet the ever changing situation on the splatfield.

Groundhog Cost: 95      Base Die: d12      Range: 12      Move: 10

Attributes: Heavy Armor, Tracked, Turret, Template: 2"

# UNITS

## **Assault Squad** Cost: 90

An assault squad is your basic formation for both Blue Team and Team Red. The squad is made up of 5 runts and is a core unit choice.

## **Tactical Squad** Cost: 94(with Balloonadier) or 96(with Globlobber)

A Tactical Squad is designed for line breaking. It is made up 4 Runts and either a Balloonadier or a Globlobber. The squad is highly trained and as such all troopers in the squad have the Aggressive attribute. A tactical squad is a core unit choice.

## **Sniper Squad** Cost: 112

A sniper squad consist of 4 sniper Splatballers and is a special unit choice

## **Balloon Launcher Section** Cost: 102

A balloon launcher section consists of 2 balloon launchers each with 2 crewmen. The section is a special unit choice.

## **Bushwhacker Squad** Cost: 120

The bushwhacker squad is made up of 5 bushwhackers and is special unit choice.

## **Light Assault Vehicle or Squad** Cost: Variable

Normally in Splatball, vehicles function independently. However vehicles can be grouped into squads of 2-4 at the player's choice. All vehicles in a squad must be made up of the same type of vehicle and the cost is dependent upon the vehicle and number. Armadillo Squads count as a core unit while Badger and Groundhog squads count as special units.

## **Hero of the Neighborhood**

There are KidZ in the Neighborhood that have become famous, for their Splatball exploits. Many of these have risen to high positions within Blue Team and Team Red. Most hold leadership roles and do not always belong to a squad. These heroes are created as normal in FOW rules. Feel free to give them whatever base die (up to d12) and Attributes you like. The heroes count as a unit.

## **Air Fill Station**

Each team gets one free Air Fill Station for their team when creating an army for play. The Air Fill Station must be placed within the team's set up zone. Each additional one costs 75 points.

## **Ammo Dump**

Each team gets one free Ammo Dump for their team when creating an army for play. The Ammo Dump must be placed within the team's set up zone. Each additional one costs 75 points.



Air Refill being defended by Team Red

# ATTRIBUTES

*Entrenched (+2 DAC)* - This attribute allows a Trooper or Vehicle to be concealed anywhere on the table, from the start of the game. After the playing area is set up and all units are placed in their starting positions. A player with any Troopers or Vehicles with this Attribute must write down a specific location of the playing area for each unit. You may name a piece of terrain (The left hand corner of the forest) or use co-ordinates (12" from the left and 18" from my baseline). Whatever is the easiest to perform, with your table configuration? At anytime during that player's turn the player may reveal the location of the Entrenched Trooper or Vehicle and must immediately activate them. They must also be revealed if an enemy unit comes within 6" of the Entrenched Trooper or Vehicle.

*Large Air Fill Station (+50)* - This attribute is purchased for the entire team and is applied to one of the team's Air Fill Stations. The teams have twice the equipment as normal for refilling their Splatmarker air tanks. Two units can fill air at the same time instead of the standard one.

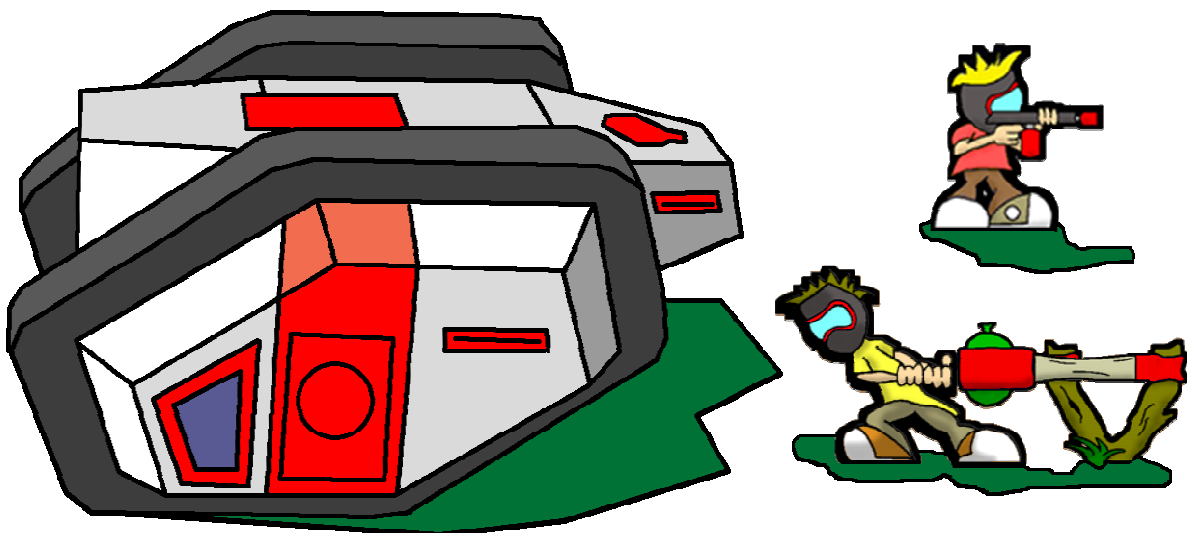
*Large Ammo Dump (+50)* - This attribute is purchased for the entire team and is applied to one of the team's Ammo Dumps. The teams have twice the amount of space for ammo as normal for refilling their Splatmarker hoppers. Two units can fill their hoppers at the same time instead of the standard one.

*Extra Ammo (+8)* - The trooper, vehicle, or artillery is carrying enough extra ammo to refill its weapon one time during the game as if it returned to the ammo dump. In the case of a vehicle this attribute must be purchased with each weapon. For artillery it can be purchased for the crew or weapon or both.

*Extra Air Tank(+8)*- The trooper, vehicle, or artillery is carrying an extra air tank to refill its weapon one time during the game as if it returned to the air fill station. In the case of a vehicle this attribute must be purchased with each weapon. For artillery it can be purchased for the crew or weapon.

*Large Ammo Hopper (+12)* - The trooper, vehicle, or artillery is equipped with a Splatmarker that is able to hold more ammo than normal. Instead of needing to refill after 3 attacks it can last through 6 attacks. In the case of a vehicle this attribute must be purchased with each weapon. For artillery it can be purchased for the crew or weapon or both.

*Large Air Tank (+12)* - The trooper, vehicle, or artillery is equipped with a Splatmarker that is able to hold more air than normal. Instead of needing to refill after 6 attacks it can last through 9 attacks. In the case of a vehicle this attribute must be purchased with each weapon. For artillery it can be purchased for the crew or weapon.



# THE RULES

## Melee and Magic

Splatball uses some variants to the standard Flat Out War rules. First and most important is there is NO melee or spell casting action or combat. Splatball is strictly a game of ranged combat. Why? Well some KidZ get kind of rough and Splatball is about having fun not getting hurt. Magic? HA! That's make-believe for little babies!

Troopers, vehicles, and artillery in Splatball may not move closer than an inch to an enemy trooper, vehicle, or artillery. Troopers may not have the *Magic* Attribute.

## Air and Ammo

Splatmarkers fire Splatballs via compressed carbon dioxide tanks. Both of which can run out in a Splatball game and must be refilled or you're a sitting duck. A typical Splatmarker can be fired for 6 rounds before running out of air. A Splatmarker must be reloaded with ammo after 3 rounds of firing. A unit may not make any attacks till reloaded.

You keep track of air and ammo usage by unit. If a single trooper, vehicle, or artillery fires in a round it counts as an expenditure of air and ammo.

**For Example:** A fully charged unit of 10 troopers has 60 rounds of air and 30 rounds of ammo.

## Reloading

If either air, ammo, or both are exhausted they must be reloaded. Normally each team has an air fill station and an ammo dump on field to re-supply their forces. These are normally kept well to the rear so as not to be lost to the opposing team. When a unit needs reloading, they must move to either the air fill station or the dump to do so. At least one miniature of the unit must be in contact with it. Only one unit at a time may be reloaded at a standard air fill station an ammo dump. It takes a full action for a unit of troopers to reload. Vehicles and artillery require two consecutive actions.

Sometimes units carry extra air and ammo with them. These units do not have to return to the fill station or the dump for reloading but must still spend 1 action to refill or rearm.

## Structures

The KidZ of the Neighborhood have built numerous bunker and forts for their Splatball games. They lend shelter and cover to their defenders and serve as a vantage point for return fire. However unlike real war these structures cannot sustain any damage from paint and hence cannot be removed from the game.

## Victory

The tide of the game can ebb and flow quickly. Final victory can be determined by achieving an objective such as recovering a captured fort. More commonly is determined when the members of one team feel that they have had enough for one day and want to go home for supper. This is normally the first team to lose 50% of its original force in points.

## Campaigning

In some cases the Splatball games of the KidZ in the Neighborhood can carry on for more than a day. Grudges, retribution, glory, and strategy can lead to a series of games. In these cases at the end of the day it is important to figure out what resources you have lost, gained, or just held on to. Resources could be anything from territory to Splatballers. Resources are figured by victory points. The more victory points you have the more you are able to do. A team's victory points translate directly into points for replacing and creating troopers, vehicles, and artillery.



Blue Team hunkers down behind their bunkers.

## Games

The players may decide on what reasons, objectives, and points for their campaign as they see fit. Reason and objectives may change from game to game however the points and troopers, vehicles, and artillery remain the same. You do not create a new army for each game you continue playing with which ever units survive the last game. Each player starts out with all the points they have for the entire campaign. If you start the game with 1000 and you lose half then the next game you only have 500 points worth of team for the next one. If you lose half again then for the third game you would only have 250 points of team left and so on. There are two exceptions to this rule. You can fill your ranks with Victory points and freebie points. Both are discussed below.

Terrain available for use in a given game can be agreed upon or determined randomly. If decided randomly, roll on the **Terrain Chart** to determine how much terrain is used in the game. The amount of terrain is given in total inches of area the terrain occupies on the table.

**For Example:** 24 square inches of terrain could be a 2X2 piece of scenery, a 3X4 piece of scenery, and a 2X4 piece of scenery. This method is used to determine light terrain. For heavy and impassible terrain the method is a little different. For heavy terrain every inch of scenery counts as 2 in the total area and for impassible every inch of scenery counts as 4.

**For Example:** With 24 square inches of terrain you could only have a 2X2 piece of heavy terrain and a 2X4 piece of heavy terrain.

The first game is set up as the standard rules for terrain placement in FOW. Each game played there after in the campaign the terrain is set up by the loser of the previous game. This shows the withdrawal of their forces and the redeployment at another defendable location.

After a game each team will run through the Campaign Turn.

## Recovery

During the Recovery phase each team rolls to see what their real losses are. Have they had enough and they quit Splatball forever? Or will they return to play another day? Roll a d6 for each trooper, vehicle, and artillery you lost during the game to determine their fate on the **Recovery Chart**.

## Filling the Ranks

After it has been determined what remains of you team you can begin filling your ranks and/or creating new units. When filling ranks troopers, vehicles, and artillery must be replaced with the same that was lost.

**For example:** A Tactical Squad loses its Globlobber. They cannot be replaced with a runt, Balloonadier, or other type of trooper. A Globlobber can only replace a Globlobber.

Squads reduced to one trooper must be refilled. The same is true for artillery that has lost its weapon. New units maybe added but must be purchased by squad.

## Freebies

During the campaign and after the first splat battle, each team has a free 150 points they can use to augment their team. Before each game the victor of the previous game must decide first if they are going to use those points for this game and announces it to their opponent. Then the opponent decides and announces it to the victor of the last game. All the points must be used at once you cannot use a fraction of them.

### Terrain Chart:

1-2	48 square inches
3-4	72 square inches
5-6	96 square inches

### Recovery Chart

1-	I QUIT!!!
2-3-	Pouting, miss the next game.
4-6-	Ready to go!

# SCENARIOS

## Shed 51

A team has discovered a secret base of their opponent's deep within the woods. Through a vast espionage network it was learned this base is called Shed 51 and it contains some of that team's most top secret information. Shed 51 is only lightly defended since it is supposed to be a secret location. Both sides know that the other side knows, and they know that they know they know! The attacking team now musters their forces for an assault on Shed 51 to try and capture the secret information. For the other team reinforcements have been called and they must hold out at all costs till they arrive!

### Set Up

Before play, decide which team will be the attacker and which team will be the defender. The attacking team gets the standard 500 points to create their units with. The defender gets 700, but when the game begins can only have 300 points worth of units on the playing area.

The playing area should be 4' by 4'. Since the defender controls Shed 51 the defending player gets to set up all the terrain on the playing area. The player must place Shed 51 in the center of the playing area and then can place 72 square inches of terrain on the playing area as they wish. The defender must also set up all their units on the playing area and cannot set them up closer than 1' to any edge of the playing area. The attacker then sets up their team any way they like but must be in contact with any edge of the playing area. The attacking player goes first.

### The Goal

The goal of the attacking player is to steal whatever secrets are within Shed 51. To do so the player must have at least 1 trooper in contact with Shed 51 for 3 consecutive rounds. If so the game immediately ends at the end of that third round.

The goal of the defending player is to drive off the attacker. To do so the defender must remove 2/3 of the attacker's team from the table.

### The Reinforcements

On the defender's turn of the eleventh round the reinforcements arrive. The defender may set the units up any way they like but only on two adjoining sides of the playing area. The units must also be in contact with the edge of those sides.

## Ronald and Janet

Ronald is one of the better snipers for his team. He's got a solid reputation, and his team almost worships his skills with the MK-V/B Long range Splatmarker. There is actually only one problem in his life; He's got the hots for Janet, the little sister of Aaron, a squad leader for the other team.... On this particular afternoon Ronald wants to take Janet to the Carnival, especially to take her for a ride in the Love Tunnel.

Needless to say, Janet's big brother does not like the idea one bit. Through his team's spy network he has found out where and when they are meeting and intends on being there with some of his fellow team mates!

Ronald's team knows that the other team knows, and worse than that they know, that they know they know....whatever.

### The Set Up

Before play decide which team will be the attacking team and which team will be the defending team. Each team can have 250 points of squads; vehicles are prohibited in this scenario. The cost for Aaron and Ronald count against their team's total points for this scenario. The playing area is 2 feet by 4 feet and the players can set up a total of 48 square inches of terrain. Determine 3 miniatures to represent Ronald, Aaron, and Janet respectively.

Place Janet's miniature in the center of the playing area after placing terrain.

Players must set up their forces within 6 inches of their home edge of the playing area.

### The Goal

The aim for the defending team is to get Ronald in base contact with Janet, and for them to leave the field of battle on any table edge EXCEPT the one directly across from the defending team's entry edge. The goal of the attacking team must remove Ronald from the game before he exits with Janet to go to the carnival.

### **The Twist**

When Ronald and Janet are in base contact only Janet's Brother Aaron may shoot at Ronald. A miss on the shot means Aaron may hit Janet instead. For each miss roll a d6 a score of 1, 3, or 5 and he hits her. If he does that his mother grounds him for three games. IE, for three games his team has to pay points for Aaron but not use him.

### **Extras**

**Ronald** Cost: 44

Base Die: d8 Range: 8 Move: 6

Attributes: Sharpshooter, Command

**Aaron** Cost: 44

Base Die: d8 Range: 8 Move: 6

Attributes: Sharpshooter, Command

## **Lemonade**

It is HOT today! There is very little going on in the Neighborhood because of the sweltering weather. Susie Jones has set up a lemonade stand in Oak Street Park. She has made quite a bit of money today selling to all the KidZ of the Neighborhood. However she is running out. Two assault squads one from Blue Team and the other from Team Red want to buy what she has left and well neither is willing to let the other have it so a battle ensues. As the sounds of Splatballs echo through the Neighborhood more and more squads show up to help out their comrades.

Soon they forget all about the heat and the lemonade!

### **The Set Up**

Each team has 500 points to build their forces with. Each team must have at least one assault squad. The playing area is 4 feet by 4 feet and players can set up a total of 72 square inches of terrain as they wish. Set one piece of terrain to represent the lemonade stand in the center of the playing area. The lemonade stand is no more than 4 square inches in size. When play starts only one assault squad from each team can be set up on the playing area. The squad cannot be closer the 6 inches to the lemonade stand and may not be farther than 12 inches from it.

### **The Goal**

The goal is to remove all of the opposing player's forces currently on the playing area from the playing area. When one side does this the game is over.

### **The Twist**

Each team starts the game with only one assault squad on the playing area. Reinforcements begin arriving during the game starting in the second round. The reinforcements arrive alternately from round to round. This round Blue Team's reinforcements arrive, the next Team Red's and so on. To determine the order before the game starts both teams take turns rolling a d6 the first team to roll either a 5 or 6, has their reinforcements begin arriving in the second round. Reinforcements can only be added one squad a round. The controlling player gets to decide which squad of his or her forces arrives on their round.

The newly arrived squad begins play touching the home edge of the playing area anywhere the controlling player wishes.

Reinforcements continue to arrive until there are none left. If one side has more squads than the other, after their opponent has no more reinforcements left, these remaining squads arrive each round till they are all in play.

### **Credits:**

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