

BRINK OF BATTLE

SKIRMISH GAMING THROUGH THE AGES

By Robert A. Faust

Buy One Set of Rules and Play Small Skirmish Games
from ANY Time in History!



Game Features

Miniatures- Use what you have! **NO** need to rebase or use ‘approved’ models. **Any** company, **Any** basing, from **Any** time in history!

Size- Play with 3-20 models per side on a 3’x3’ or 4’x4’ Tabletop.

Game Play- Alternating Activations, Opposed Rolls, & Breaks in the Action keep Players engaged at all stages of the game! No waiting to get shot or stabbed by every model your opponent has!

Game Length- Between 30 minutes to an hour for most game sizes.

Historical Periods- Pick a *single* year from 3 over-arching Periods in History – *Ancient/Medieval, Early Modern, & Modern*. You and your opponent decide the When & Where. The Rules will give you a Period specific ‘feel’ as you recreate that Historical Period’s type of warfare!

No Army Lists- Brink of Battle is points based with an open design structure. Players choose between **3 Force Organization Types** – **Standard, Elite, or Horde**. They then buy their Commander, Veterans, & Troops to make up their Battle Force. Also includes rules for Cavalry, War Dogs, & Aerial Deployment!

Customized Forces- Over **50 Profile Traits** let you customize your Force to represent the variety of fighting styles, troops, and training found in each Period. Over **60 Gear Traits** are used to represent over **90** different types of weapons, armor, & equipment. Rules for Blackpowder smoke effects, Camouflage Uniforms, Extra Rations & Ammo, Tactical Harness, & Consulting the Oracle!

Missions- 3 Mission Types included: **Raid, Recon, & Retrieval**. Each Mission plays like a separate game for each different Period!

Tournament or Campaign- Choose to play one-off Tournament games, or have a developing Campaign with your models gaining Experience & Injuries that carry into future battles!



Grab your mini’s & a friend and go to the brink - the *Brink of Battle!*