



Stand-ups for Béthorm™

Set #5

Sagun
Tsu'uru
Sramuthu
Qol Archer

*BONUS
Firepits
and
Alluring
Rubbish*

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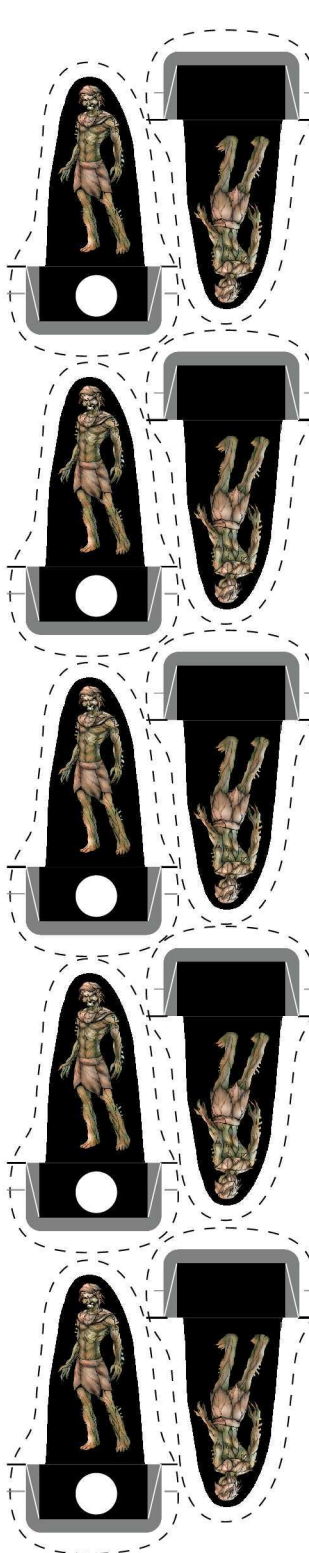
UNigames

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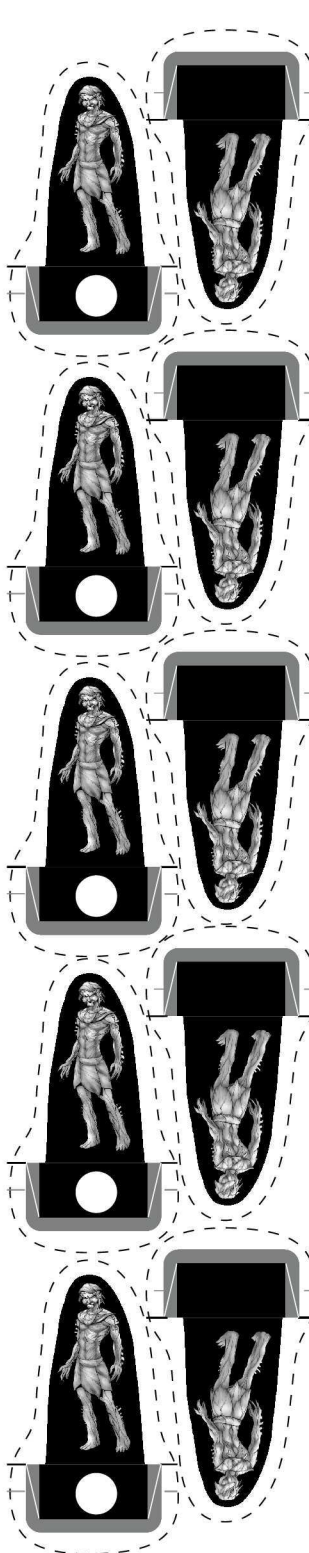
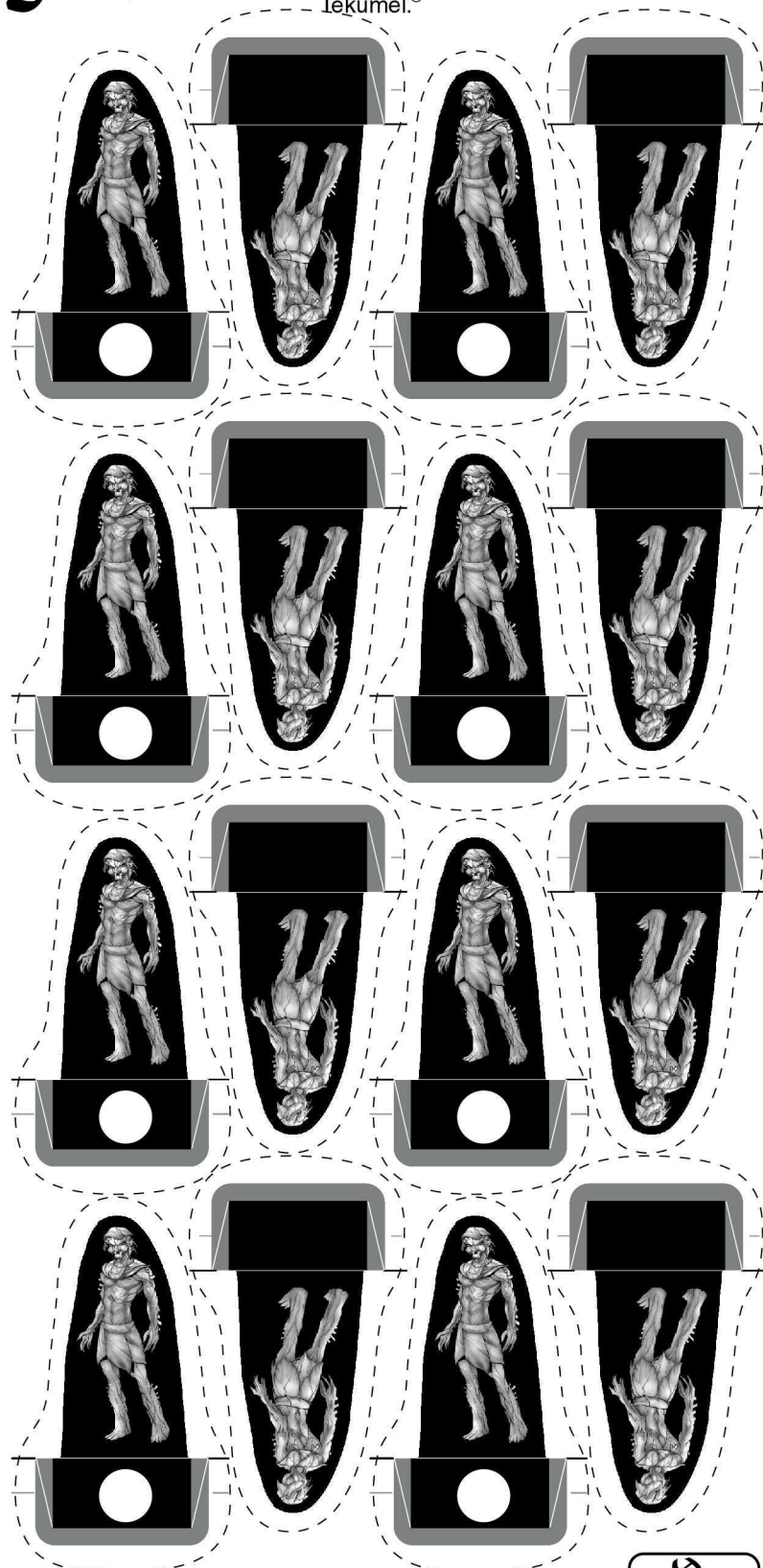
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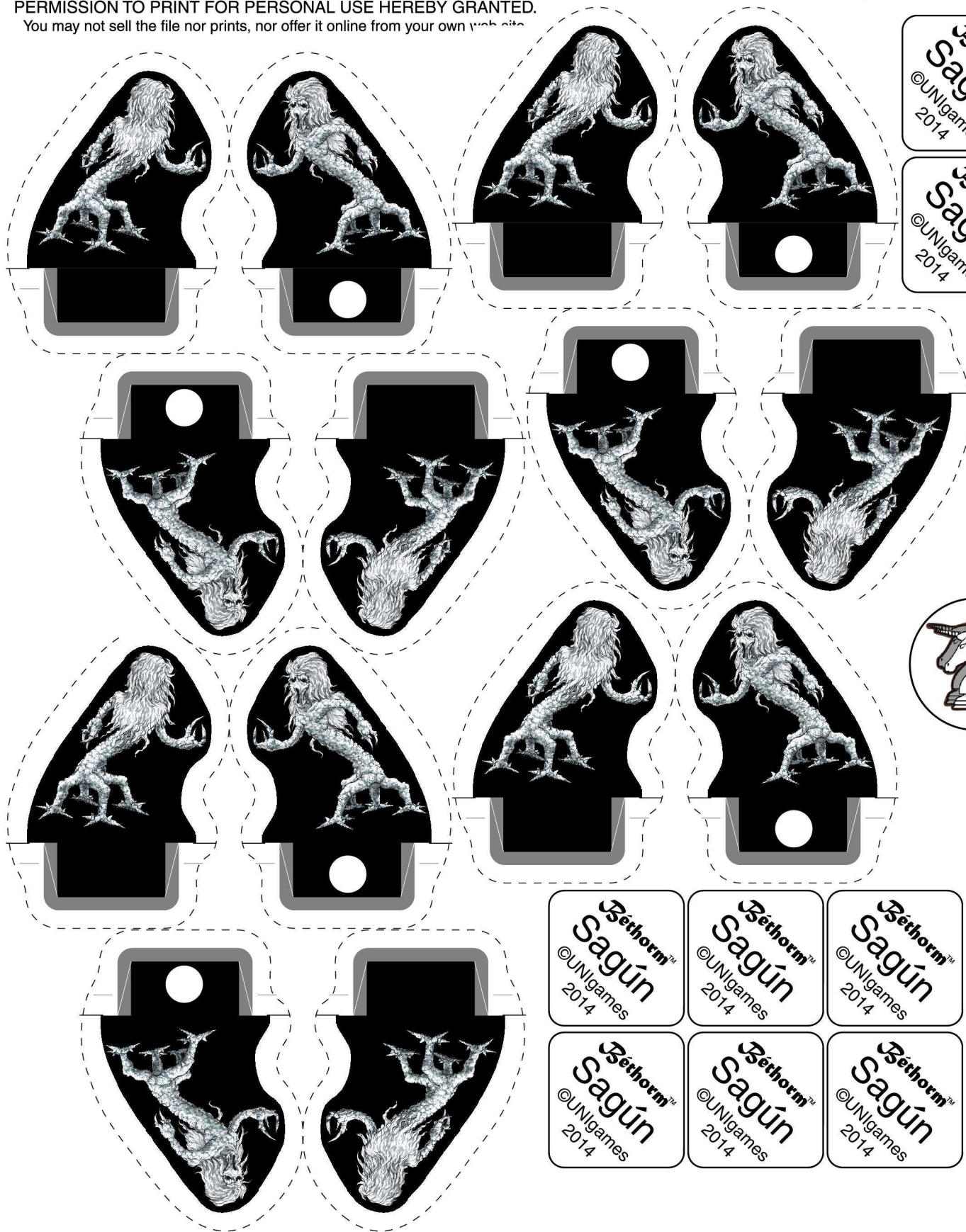
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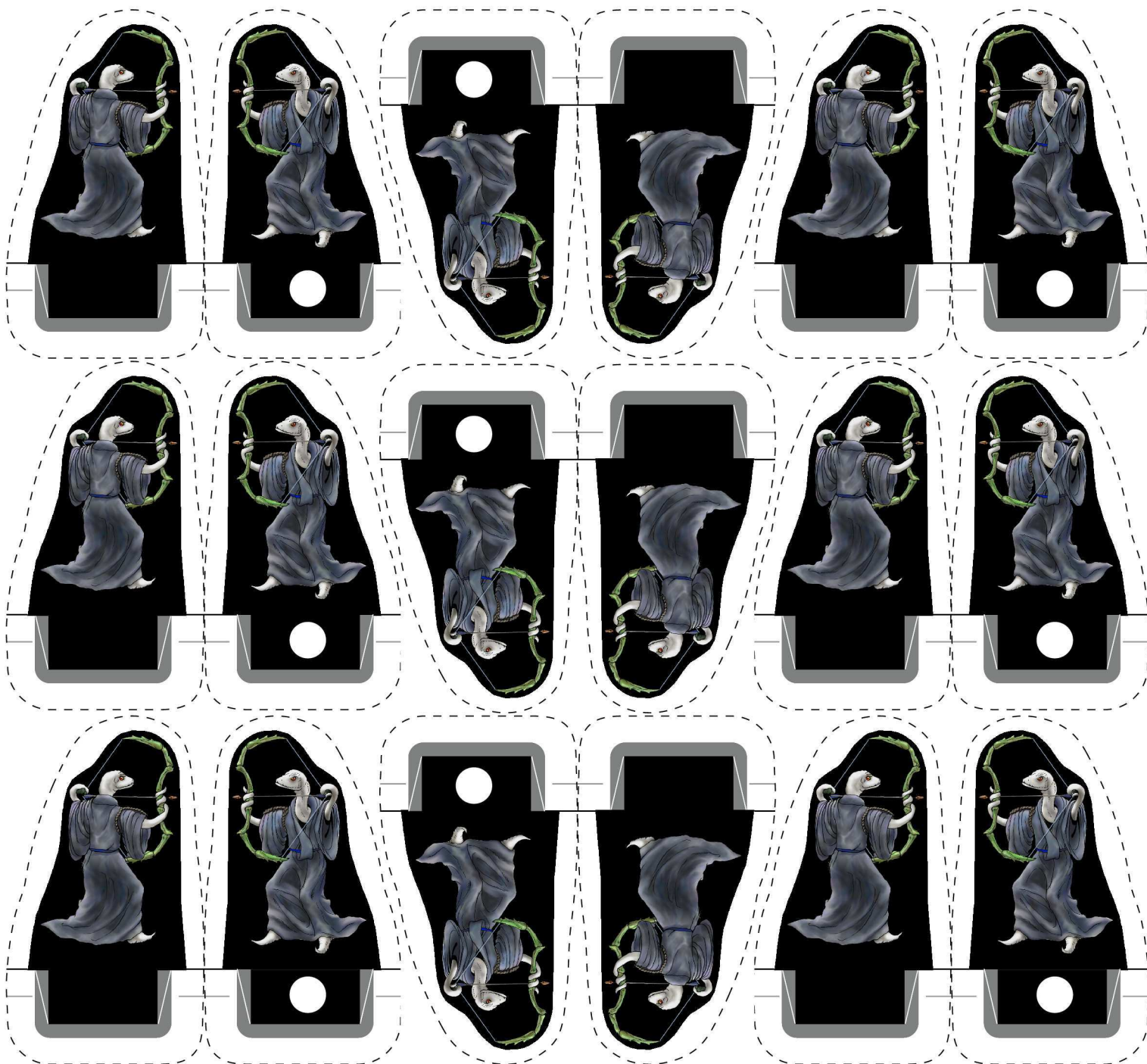
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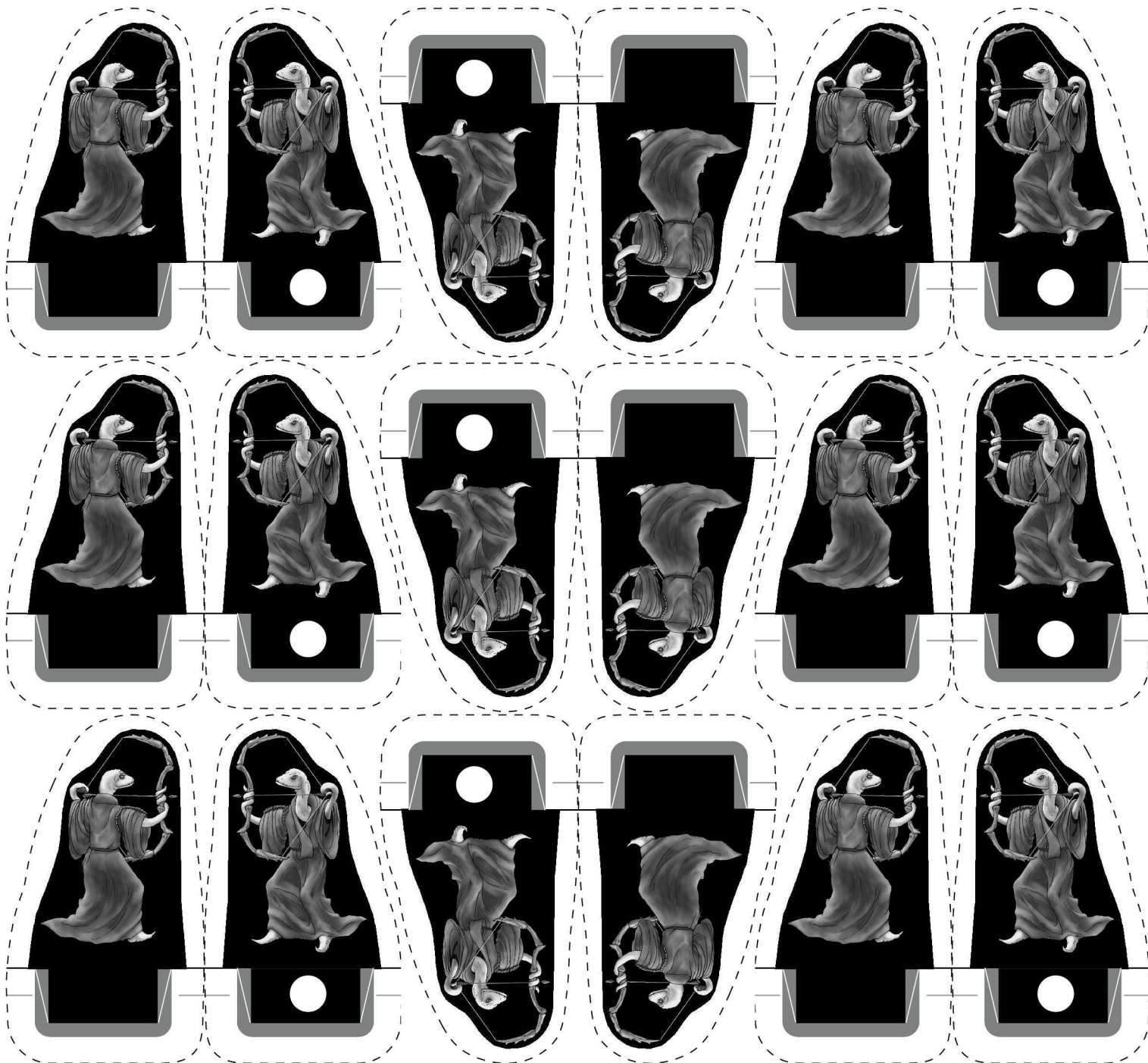
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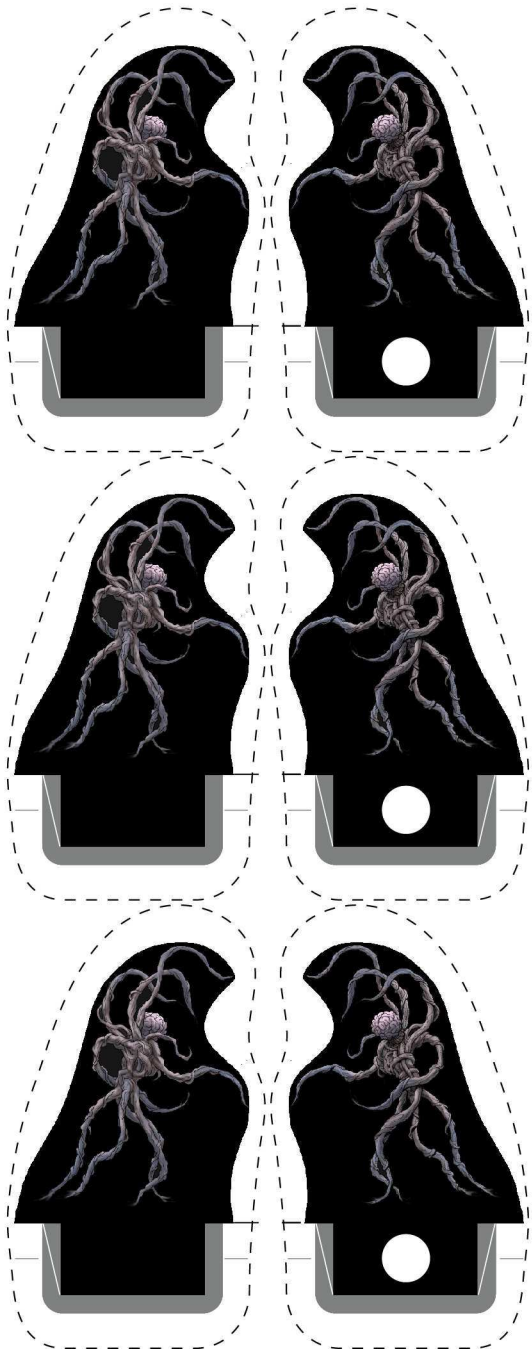
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Rubbish Heaps!



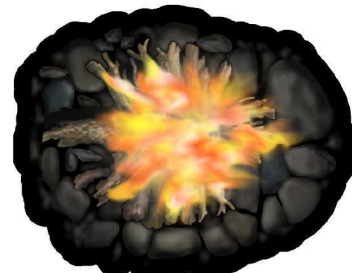
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BONUS! Fires & Wood Piles!

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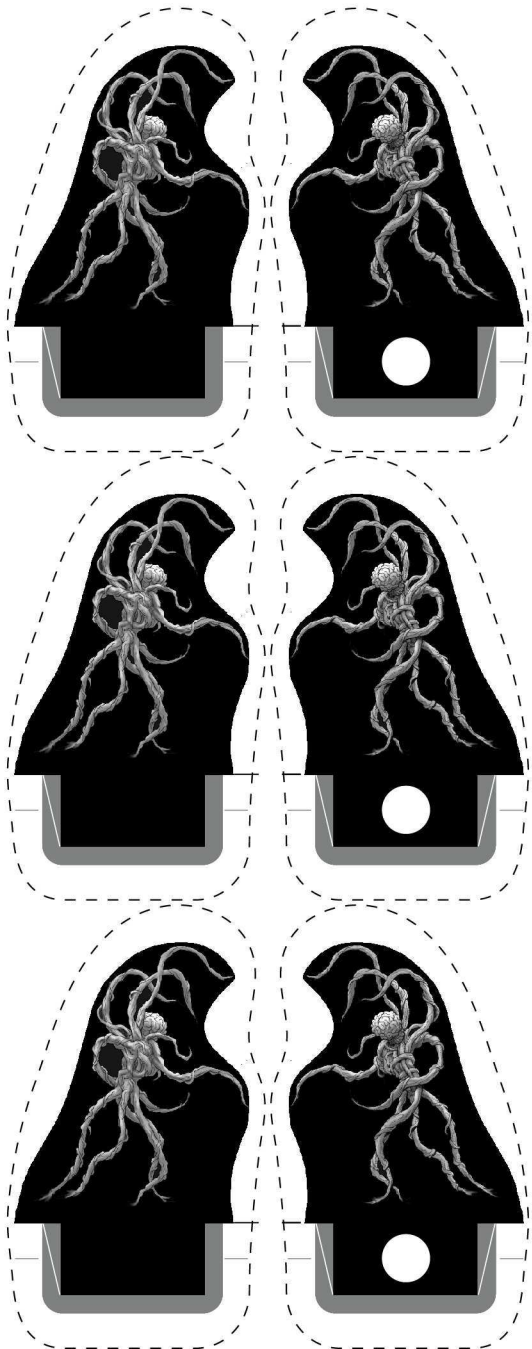
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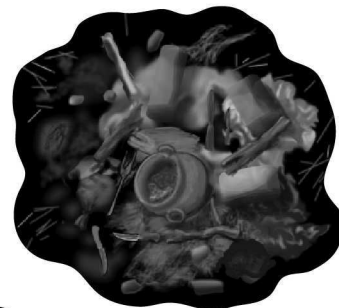
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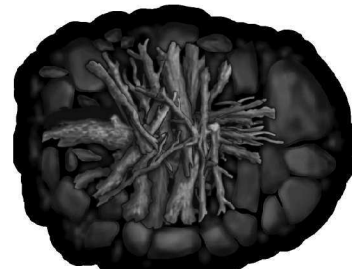
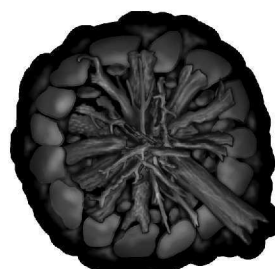
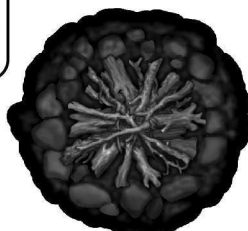
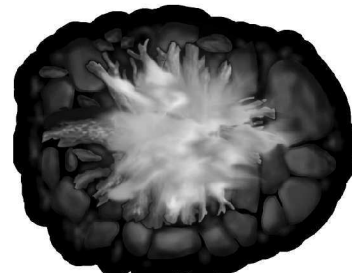
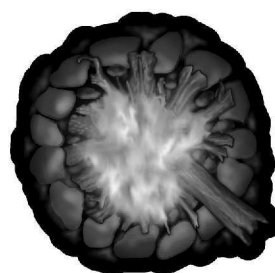
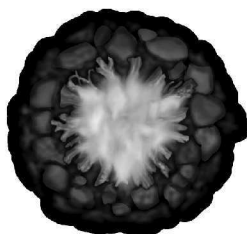
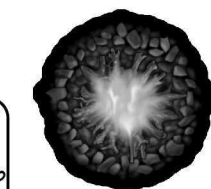


Rubbish Heaps!



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BONUS! Fires & Wood Piles!



How to Make UniGames Cardboard Stand-ups



1. Print out. 2. Color with pencils or watercolors.

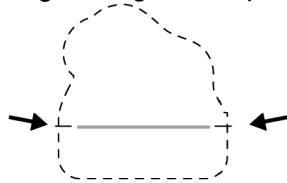
3. Glue to thin cardboard (such as cardstock or a Ritz cracker box).

4. Cut out dotted outlines.

Cut these two black lines.



5. Turn the piece over and use a ruler and ballpoint pen to draw a line between these cuts. This makes a MUCH nicer fold, preventing damage to the printing.

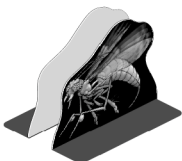


6. Cut inwards to black outline. Go clockwise if you are left-handed and counter-clockwise if you are right-handed.



7. Fold black base flaps outwards.

8. Glue two halves together. (For maximum durability, I use Elmer's Pro-Bond. White glue tends to warp.)

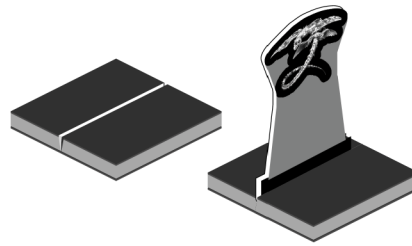
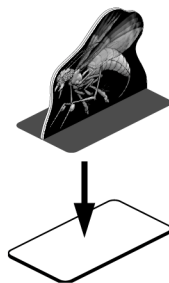


9. Glue to the base pieces.

10. **OPTIONAL:**

Take black paint or marker and darken the edges.

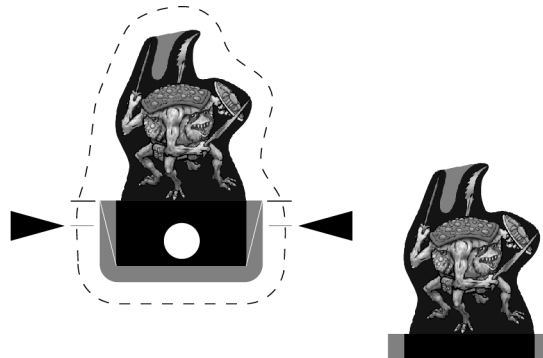
Coat with Reaper Miniatures' Sealant



TIP: For flatter storage, use these in bases made of foam core.

Cut squares and slit carefully with a X-acto knife. Cover the edges with carpenter's glue or white glue or acrylic paint. Insert for use; take out and store in a plastic bag.

Cut the miniatures out across the base at the two thinner lines.



If you like, you can construct your minis with hexagonal bases by cutting along the white lines provided.

New to foam core?

Check out "Foam Core Crafts for Beginners", the little instruction book by Talzhemir, available as a .PDF from <http://rpgnow.com!>

The white circle indicates the front of the figure. It is also useful for pencilling in a number to tell the figures apart. If you don't want them, use a black marker or a spot of paint to cover them.



The Stances and Tricky Stuff give the hero dramatic choices in combat, and lead to a much more vivid fight.

COMBAT STANCES

(declared when you take your turn.)

GO "DESPERATION"

-2 TO ALL ROLLS SUCH AS TO-HIT CHANCE.

+2 POINTS DAMAGE.

X2 MOVEMENT

2 POINTS EASIER FOR ENEMY TO HIT UNTIL YOUR NEXT ACTION.

"FIGHT DEFENSIVELY"

-2 TO-HIT CHANCE.

2 POINTS HARDER FOR ENEMY TO HIT UNTIL YOUR NEXT ACTION.

GO "FULL DEFENSE"

4 POINTS HARDER FOR THE ENEMY TO HIT UNTIL YOUR NEXT ACTION.

THIS IS YOUR ACTION; YOU MAY TAKE NO OTHER.

<http://unigames.us>



TRICKY STUFF ANYONE CAN TRY:

MULTIPLE ACTION

-2 PENALTY TO ALL ROLLS FOR EACH EXTRA ACTION.

AVOID ARMOR

--3 TO-HIT CHANCE VS CREATURES. TO-HIT PENALTY VARIES DEPENDING ON COVERAGE

HEAD SHOT

-3 TO-HIT CHANCE.

VS. BLUNT: TARGET MUST MAKE A PHYS CHECK AT +2, MINUS THE DAMAGE THAT PENETRATES. FAILED CHECK = UNCONSCIOUS.

VS. SHARP: POINTS TAKEN PAST ARMOR ARE DOUBLED.

DISARM

REDUCE TO-HIT CHANCE BY 3 AND THE TARGET'S PHYS, ADDING ATTACKER'S PHYS. IF SUCCESSFUL, ITEM IS DROPPED.

DEATH BLOW

-8 TO-HIT CHANCE.

TARGET MUST ROLL A PHYS CHECK AT A PENALTY OF POINTS TAKEN PAST ARMOR. FAILED CHECK = DEATH.

CAYEMASTER

is the serious prehistoric
RPG played with stones
instead of dice.



*Run it as historical
fiction, or throw in
the cool optional
Spirit Magic system!*

THE BREEDS



Yorwa - like Cro-magnon people
("anatomically modern humans").



Rogók - the "Cave Lords" are
inspired by the Neandertals.



They're single-minded, and
their menfolk are strong.
Tanui - the "Sea People" with
their pointed ears speak of
ancient traditions.



Maheechee - the "Tree People"
are boisterous climbers with fur
and tails.

CHAYTOK

"Knife Tooth"

Saber Toothed Tiger
(*Smilodon fatalis*)



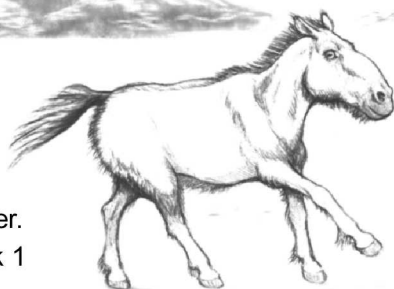
620 lb, 3 ft at shoulder
Core 5, Run X1½, Kick 1

*10,000 years ago,
"low-carb diet"
could mean YOU.*

TAHPEE

"Grass Runner"

Wild Horse
(*Hippidion saldiasi*)



286 lb, 63 in at shoulder.
Core 5, Run X1½, Kick 1

Enter the world of
Tékumel®
with
Béthorm™

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**SIMPLE TO PLAY!
EASY TO RUN!**

**260 PAGES. INCLUDES A
FULLY ILLUSTRATED BESTIARY
& COMPLETE SPELL SYSTEM.**

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