Simple Fantasy Skirmish

A set of Table-Top Wargame Rules for younger kids. (2 players).

1 Background

This rules are designed to provide a simple introduction to table-top fantasy wargaming. Rules are simplified and generalised wherever possible, and in play, there are no tables to look up. Once you get familiar with the system, you can easily play without ever having to refer to the "rulebook".

These rules pages are lengthy – but that is only because they contain lots of examples and photos of actual table-top scenarios - to help explain the system to players who have never met table-top wargaming before.

The combat 'stats' system, and the points system for creating units, is adapted from "Very Simple Generic Miniatures Rules by Andrew Domino 2013 (www.dominowriting.com/games.html).

Keeping to the spirit of the original, these rules are divided in to a BASIC section which is all you need to play a fast and fun game with a few model soldiers, and an ADVANCED section which allows for more diverse scenarios.

Before you can play, you need Unit Cards for your models. Creating them involves some patience and some mathematics - so that is best done with the assistance of an adult. You can print out and use the Unit Cards included in the game .zip file - provided you have models that roughly match the pictures on the cards – but you may wish to design your own (to match the models you do have) - and that process is probably beyond most young kids. A blank Unit Card template is included.

Once the "stats" for a Unit have been worked out, kids can have fun filling in the numbers on the Unit Card template, drawing pictures, and inventing names for their Units.

BASIC RULES

2 Equipment Required to Play

You will need:

1. A tabletop.
2. A variety of 25 or 28mm scale fantasy miniatures. Any models will do, but it is best if you have models that form a number of small squads of approximately 4 to 6 models per squad.
3. Some 25 or 28mm scale scenery. If you don't have anything suitable, check this source for great quality (and inexpensive - some are even free!) "print, cut-out and glue" type 3D models: http://www.davesgames.net/
4. Plenty of six-sided dice (ideally with a few of a different colour). For advanced play, 1 each of 8-sided, 10-sided, and 12-sided. If you don't have dice there are lots of suppliers online (try ebay...)
5. A set of markers (coloured glass beads serve well). These are used to keep track of which Units have already moved or attacked during a round of play.
6. Rulers marked in inches.
7. Unit Cards – the idea is that you will make Unit Cards to match your models. A template for the cards is included in the .zip file with these rules.

3 General Rules

3.1 Unit Cards

This is a *skirmish* game, with rules based on **Units**. Each Unit has a **Unit Card** providing everything you need to know about that Unit. There are no complicated calculations or look-up tables. There can be plenty of models on the table, but you don't have worry too much about the precise location or status of any individual model, because it is the *Unit* that matters, not each indivual model.

3.2 The Rule Of Halves

Decisions about whether or not a Unit can do something is simplified down to the "**Rule Of Halves**":

If at least half the models in a Unit can do something, then the whole Unit can do it. (e.g. Able to attack, able to defend (save), able to move at full speed, able to clamber over a wall, etc...)

If at least half the models in a Unit are in a certain status, then the whole Unit is in that status. (e.g. under cover, in rough ground, on high ground, etc...)

The Rule Of Halves is a powerful mechanism, and we will see it applied to a variety of situations.

4 The Unit Card in Detail

Each player controls a number of Units**.** A Unit can comprise from 2 to 10 models.

There are two different types of basic Units, called **Troops** and **Elites.**

Information shown on the Unit Card applies to all models in the Unit.

The upper section of the Unit Card shows the **Name** of the Unit, its **Type**, its **Move** speed in inches, and the **Cost** expressed as a number of points *per model* in the Unit.

The centre section of the card shows the Unit **Stats**. The numbers here determine what dice results are required for the Unit to succeed in the various actions that it might take in combat. The number shown indicates that the player must roll this number (or higher) on a die in order for the action to succeed. So, in this game a *lower* number indicates a more capable Unit.

A Unit's Stats are presented in three columns. In each column there may or may not be a number accompanied by a symbol:

- Sword Symbol = Melee or "hand-to-hand" action.
- Bow Symbol =Ranged or "from a distance" action.
- Stars Symbol = Use of magic.

Attack Numbers in red boxes relate to attacking.	Save Numbers in green boxes relate to defensive saves.	Skill Numbers in blue boxes relate to non-combat skills.
Melee Attack	Melee Save	Hand Skill
Ranged Attack	Ranged Save	Ranged Skill
Magic Attack	Magic Save	Magic Skill

Example: The Stats for the Vetera Guards show the number 3 in a red box accompanied by a Sword symbol. In a game, when a Unit of Veteran Guard makes a Melee Attack, the dice result required to hit the enemy will be 3 or higher.

If a box has no number present, then that Unit has no capability to carry out that kind of action.

Attacks and Saves (red and green) are used in the Basic Game. Skills **(**blue**)** are introduced in the Advanced Game.

The lower section of the card provides explanatory notes that are required to properly field the Unit in the game. Notes can be:

1. Upgrades that this unit has - for example, *Heavy Armour* – these help to explain the Unit's Stats. Upgrades are simply noted here (not explained in detail) because they are *already reflected in the Stats numbers***.**
2. Any special rules which apply to this Unit. Upgrades affecting things *other* than Stats are explained in detail on the Unit Card, so you don't need to refer to tables of rules elesewhere.
3. "Flavour" text that has no game significance.

Example: For the Veteran Guards shown above, the Unit has a Melee & Ranged Save (green) of 4. The notes indicate that this is because the Unit is wearing Heavy Armour.

At top right of the Unit Card is a picture of a typical model in the Unit. Unit models do not have to be identical, but they should be armed and armoured in a way that matches as far as possible the information on the card.

5 Rounds, Turns, & Initiative

The game progresses in **Rounds**.

At the start of each Round, any activation markers are removed from all Unit Cards, and the players roll a die each for **Initiative** – the highest chooses which player takes the first turn.

The first player takes a **Turn.** They choose one of their Units to activate.

Activating a Unit involves:

1. Moving the Unit any distance, up to the maximum distance that it can move this turn (bearing in mind the Unit's **Move** speed in inches, and any rough ground or other restrictions.)
2. If the Unit is able to attack, then making one attack, either **Ranged**, **Melee**, or **Magic**.
3. Placing an activation marker on the Unit Card to show that the Unit has been activated in this Round.

Note that performing (1) and (2) in the reverse order (attack first, then move) is not permitted in this game.

The other player then takes a Turn, selecting a Unit and activating it.

Players alternate Turns until all the Units that they wish to activate have been activated.

The next Round then begins with removing all activation markers and rolling for Inititative again.

5.1 Measurement

Measuring is performed as follows

- **Normal Move** = measure from **Unit centre-point** at the start of the move, to **Unit centre-point** after the move.

- **Charge In to Melee** = measure from attacking **Unit centre-point** to the **nearest model** of the enemy Unit.
- **Line-Of-Sight** = measure from **Unit centre-point** to **Unit centre-point**.
- **Range** = measure from attacking **Unit centre-point** to the **nearest model** of the enemy Unit.

The meaning of "unit centre-point" will become clear via the provided examples.

5.2 Resolving Measurement Disputes

Games will be more fun if if they proceed without having arguments over accurate measuring.

In this game, a special marker is used for something called "leeway". At the start of a game, the player who takes the first turn, also takes the **Leeway Marker**.

If a measurement is disputed, then a player in possession of the **Leeway Marker** may claim "leeway", which is to say, measurement need only be accurate to **give or take the width of the base of one model**.

Having invoked leeway, the player must *immediately* give the Leeway Marker to their opponent. Only the player in possession of the Leeway Marker may invoke the leeway rule. In this way, the "right" to invoke the leeway rule alternates between players.

Example: A player announces that a Unit is performing a Charge In. The distance to the nearest enemy model is around 6.5 inches, which would normally be too far to charge in one move, and the defender objects to this proposed charge. However, the attacking player has the Leeway Marker, so decides to invoke leeway. Half an inch is less than a model base, so the defending player is obliged to concede that the Charge In may go ahead. The Leeway Marker passes to the other player.

6 Unit Movement

A Unit moves, and attacks, together. The models in a Unit always strive to remain within **one model base-width** of the nearest other model in their Unit – this is *skirmish formation*. Models that get separated by more than one base-width from the nearest other model in the Unit can still move and attack, but they must use any move capability they have to try to get back into proper *skirmish formation*.

In-between turns, models are standing in one place on the gaming table. However, the game rules assume that troops are (in your imagination) "milling around" in the heat of battle, so the exact location and facing direction of one individual model is not significant in this game.

If you decide that the tactical situation calls for your models to be in a special formation – for example, in single file, or bunched tightly together, or spread apart, then you are free to use the **Move** part of your turn to bring this about – provided that the spread between individual models is never more than one model base.

Example: A player moves a Unit 3" into the cover of a ruined building. It is a small building, so the player bunches the models tightly together in order to fit the models in the building, and so gain the advantage of the cover.

You cannot (normally) move your models when it is not your turn – other than adjusting their facing direction.

A Unit can make one move per Round. A Unit does not have to move. A Unit can move up to the maximum **Move** distance shown on its Unit Card, unless affected by terrain or obstacles, in which case it may move at **half-speed**. Models in the Unit must not move out of skirmish formation.

You don’t have to move a Unit in a straight line — Units may twist and turn around obstacles to get

the best move possible.

Models can be rotated into any "facing" direction at any time, for visual effect.

A model can move through any **friendly** model during its movement.

6.1 Movement Speed

A Unit's movement speed is printed on the Unit Card. The number is in inches, and represents the greatest distance that the Unit can move at full speed **across open ground**.

Some Units move faster than the normal rate, perhaps due to being mounted on a riding animal, or because they have some special ability - these are called **Fast Units**, and they move at 9" per turn. Units may also move slower than normal rate, but whatever the case, a Unit's move is always indicated on their Unit Card.

6.2 Terrain & Obstacles

Obstacles and difficult terrain reduce a Unit's move to half of its normal speed. If a Unit's normal speed is 6 inches, then it can move at half-speed up to 3 inches.

All terrain and obstacles are treated the same, and penalties to movement are **not additive**:

Example: A Unit clambering over a wall (an obstacle) whilst also moving uphill to higher ground (difficult terrain) still move at half-speed (not quarter-speed).

If at least half the Unit is affected by terrain or obstacles, then the whole Unit is slowed to half-speed.

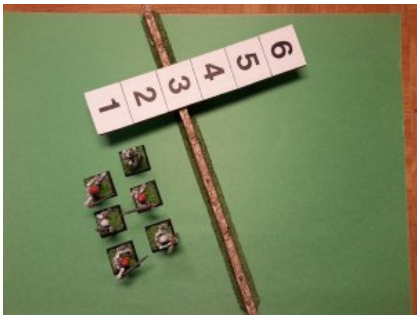
Things that reduce movement to half-speed include

- Starting or ending a move in rough terrain (woods, rocks, swamp, water, etc.)
- Starting or ending a move inside a building or ruins.
- Clambering over a low wall or barrier (a low barrier is no higher than a model's head).
- Moving uphill to a level higher than a model's head.
- Moving up one level in a building.

Note that vertical barriers higher than a model's head prevent vertical movement – unless there is some obvious method of overcoming the obstacle - such as stairs, ladders, etc.

The "Rush to Catch Up" Rule

Units **do not get split up** when encountering obstacles or terrain. If at least half the Unit can use their half-speed move to get over the wall / into the buidling / into the woods, etc. Then the whole unit performs a "rush to catch up" manouver:

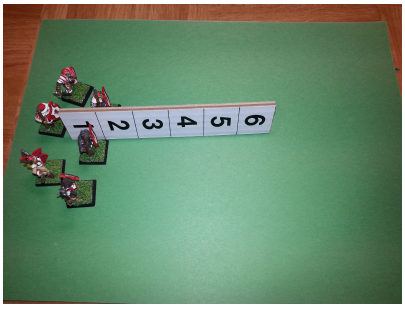
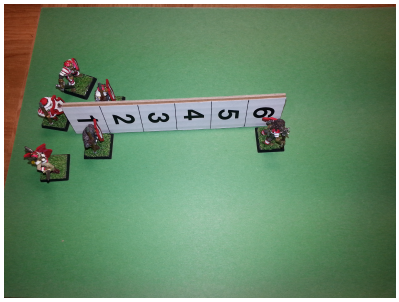
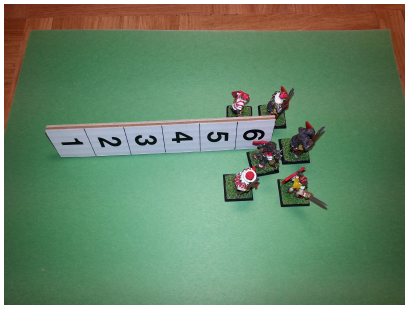
 *The first 3 models in the Unit can use their haf-speed move to reach the other side of the wall.*	*The last 3 models (even though they began more than 3 inches from the other side of the wall)* rush to catch up *and stay in formation.*

6.3 How to Move a Unit

Moving Units should be a simple process, but if you wish to 'formalise' it, you can follow this detailed approach:

To move a Unit:

1. Work out at what speed (how many inches) the Unit can move – bearing in mind obstacles such as rubble, walls, ruins and other rough ground.
2. Find the approximate **centre-point** of the Unit. If you have found the centre correctly, then considering the desired direction of movement, there should be roughly as many models forward of this point, as there are models trailing this point. (*Rule of Halves* – remember?) This is the point you measure from.
3. Place the start of a ruler at the centre point, and orient the ruler in the desired direction of travel. Pick up one model, and place it back down such that its base is no further forward than the other end of the ruler.
4. Pick up the remaining models in the Unit and place them down such that they are again distributed roughly half of the models forward of the ruler end, and half further back, ensuring that all models remain in *skirmish formation*. The end of the ruler should now be at the Unit's new centre point. The precise location of individual models is not important.

 Placing one end of a ruler at the centre-point of the Unit in its starting location.	 Moving the first model (any model, it doesn't matter which) It moves no further than the other end of the ruler.	 Moving the remaining models. After the move, they are still in skirmish formation, with the end of the ruler at their new centre-point.

7 Types of Attack – A Quick Overview

7.1 Melee

In a Melee (sometimes called "Close Combat") attack, Units use swords, axes, fists, claws, or even improvised weapons - at close range. A Melee is a "scrum" of frenzied activity. All Units are capable of making a Melee attack.The Unit card Stats will indicate - in the red column with a sword symbol - the required dice roll for that Unit to hit with a Melee attack, and – in the green column with a sword symbol - the dice roll required for that Unit to save (defend) against Melee attacks.

7.2 Ranged

Ranged attacks are made from some distance away using bows, darts, crossbows, slingshots etc. To make a ranged attack, the Unit must be able to see the enemy. The Unit card **Stats** will indicate – in the red column with a bow symbol - the required dice roll for that Unit to hit with a Ranged attack, and – in the green column wth a bow symbol - the dice roll required for that Unit to save (defend) against a Ranged attack from the enemy.

7.3 Magic

Magic attacks happen when a Unit with a magic attack capability casts spells – hurling lightning bolts, icicles, phantom fireballs or other such supernatual weapons towards the enemy. Magic attacks can be used either in Melee, or via line-of-sight towards an enemy up to 12" away. The Unit card Stats will indicate – in the red column with the stars symbol - the required dice roll for that Unit to hit with a Magic attack, and – in the green column with the stars symbol - the dice roll required to save (defend) against any Magic attack.

The main difference with Magic is that the ability to use magic is rare (most Units do not have a magic attack), and saving against Magic is a matter of intelligence or willpower – not armour. To this end, Units have a separate Save roll against Magic. Most humanoids and creatures have an innate resistance to magic. Animals often do not respond to Magic at all, and so may have a better Save roll against Magic. Powerful magical creatures (Ghosts, Vampires etc.) are more susceptible to Magic attack, and so may have no Magic Save at all.

Wearing armour interferes with spellcasting, so **Magic Users never wear armour** – though they may have magical defenses to protect them.

7.4 Dice Rolls in Combat

When rolling, it is a good idea to remember two things:

1. When rolling to attack, it is the **successes** (target number or higher) that matter – because these become **hits**.
2. When rolling for Saves, it is the **failures** (below target number) that matter – because these become **casualties**.

The following section describes combat in detail, with examples.

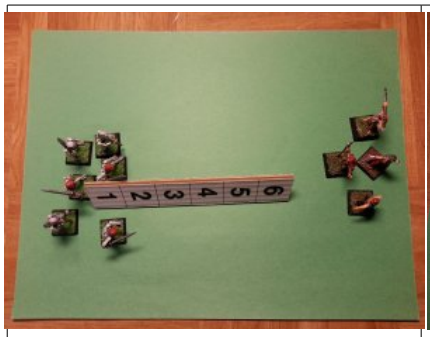
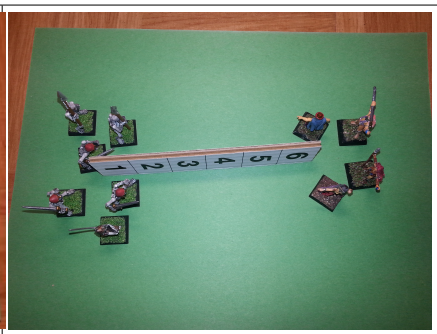
8 Melee Attack

8.1 Special Move - the 'Charge In'

One of the most important types of move is when a Unit first charges into Melee combat. Having won the initiative, you want to charge in and attack before the other player can move or respond.

To check whether a Melee can start based on a **Charge In** move:

1. Determine at what speed (how many inches) the Unit can move – bearing in mind the rule of halves when it comes to obstacles such as *rough ground* etc.
2. Find the approximate **centre-point** of the Unit. If you have found the centre correctly, then considering the desired direction of the charge, there should be *roughly* as many models forward of this point, as there are models trailing this point.
3. Place the start of a ruler at the centre point, and orient the ruler in the desired direction of the attack.
4. If the ruler reaches one or more models in the enemy Unit (give or take L*eeway* if invoked), then the attackers can Charge In.
5. If the ruler does not reach any models of the enemy Unit, then Melee cannot begin this turn. Then the would-be attacker faces a choice for the Unit. It can move towards the enemy - provided that the Unit ends up with *no model closer than one base to an enemy model* - or it can stay put, or it can move away.
6. This is equivalent to a *Rule of Halves*, "**If at least half the attackers can reach the enemy, then a Charge In move is possible this turn**."

		
Even bearing in mind possible L*eeway*, it is clear that the Skeletons cannot charge the Wizards this turn.	If the Skeletons had been a little closer, then they could charge in to melee this turn.	After the charge-in move, the players choose the option to re-arrange the models a little to better represent the fight.

Once contact has been made, both players may (if they wish) move the models in the engaged Units up to one base width further - to get models into base-to-base contact and more appropriately represent the "scrum" of a hand-to-hand fight. This is optional, and it makes no significant difference to the game. This is the only time that a player gets to move their models when it is not their turn.

8.2 Resolving a Melee Attack

If more than one enemy Unit is engaged in the Melee, then the attacker chooses one Unit to attack.

The attacking player then rolls a number of dice equal to the number of models in the attacking Unit. On the *attackers*' Unit Card, the number in a *red box with a sword symbol* is the dice result required for a Melee Attack to become a *hit*. Each die result equal to or higher than the required number is a *hit*. If there were no hits, then the attack was unsuccesful and nothing else happens – the Melee can continue on a later turn.

If the defending Unit has a Melee Save number (the number in a *green box with sword symbol*),

then the defending player rolls one die for each *hit* perpetrated on the defending Unit.

Each die result *lower* than the required Save number is a **casualty** – the others hits were absorbed by armour or otherwise deflected/avoided. If the defending Unit has no Melee Save number, then all *hits* automatically become casualties.

The defending player removes casualties. Models are removed from the "back" of the scrum (assuming that combatants "move up" to take the place of their fallen comrades.

 The Skeleton Unit (Melee Attack 4) rolls 6 dice and get the result **4,3,2,3,1,5 –** so the **4** and the **5** represent a total of 2 hits on the Wizards.	 The Wizards (Melee Save 4) roll 2 dice and get the result **2,6 –** so one hit is Saved and the other is a casualty. One of the Wizard models is removed.

Melee combat can continue on the alternate players turn until one Unit is wiped out. (Although it doesn't have to continue immediately – for tactical reasons the other player could decide to activate a different Unit on his turn, leaving the original Unit to their fate.)

Units never flee from melee combat. (Turning your back on the enemy is suicidal.)

On further turns, other Units may Charge In to an ongoing Melee scrum, provided that they can reach it using the normal movement rules.

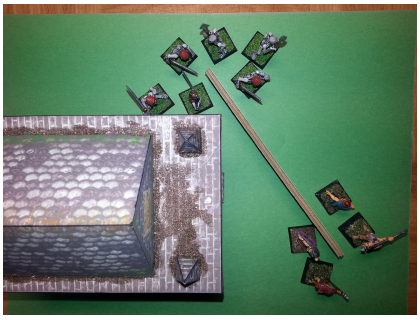
9 Ranged Attack

If a Unit Card has a number in the **red** column with a **bow** symbol, then that Unit has the capability to make Ranged Attacks.

Ranged attacks can usually be made targetting an enemy up to 12" away. (But always check the Unit Card).

To check wether or not a Unit can make a ranged attack:

1. Check **Line-Of-Sight**. If an imaginary line drawn from the **centre-point** of the attacking Unit to the **centre point** of the target Unit is clear and not interrupted by tall buildings, high walls, dense foliage etc., then the attackers have Line-Of-Sight.
2. Check **Range.** Measure from the **centre-point** of the attacking Unit to the **nearest model** of the target Unit.
3. This is equivalent to a *Rule of Halves*, "**If at least half the attackers can see at least half the enemy, and have Range to the nearest enemy model, than a ranged attack is possible this turn**."

 Despite 3 of the 6 Skeleton models being visible to the 4 Wizards at lower right, the line-of-sight from Unit *centre to Unit centre* goes through the building – so Ranged Attack is not possible this turn.	 If the Skeletons had been positioned a little further to the right, line-of-sight would be unobstructed, and Ranged Attack would be possible this turn.

Units with ranged attack capability will **never** target an enemy Unit that is engaged in Melee – the risk of hitting your own side is too great.

Units with ranged attack capability that are engeged in Melee combat cannot disengage and use their Ranged Attack – they must use their Melee Attack.

On the *attackers*' Unit Card, the number in a *red box with a bow symbol* is the dice result required for a Ranged Attack to become a *hit*. The attacker rolls one die for each model in the Unit. Each die result equal to or higher than the required number is a *hit*. If there were no hits, then the attack was unsuccessful and nothing else happens.

Example: A Unit of 5 Archers (Ranged Attack 5) is attacking a Unit of 4 Warriors (Ranged Save 6). Using 5 dice, the result is ***3,1,4,5,6.*** *Two of the archers rolled* ***5*** *or more, so 2 "hits" were scored.*

Players then refer to the *defending* player's Unit Card, checking the **Ranged Save** (the number in a *green box with a bow symbol*). If the defending Unit has a Ranged Save number, then the defending player rolls one die for each *hit* perpetrated on the defending Unit.

For each die that makes the required **Ranged Save** result (or higher), the Unit's armour or dodge ability or other special power has absorbed, deflected or otherwise avoided one of the hits. Any rolls *lower* than the target Save number become casualties. If the defending Unit has no Ranged Save number, then all *hits* become casualties.

Example: Continuing the example above, 2 dice are rolled for the 2 hits, and the result is ***2,6****. Since 6 or more was required for a successful* ***light armour save****, one of the Warriors is saved, but one is killed and removed as a casualty.*

Surviving a *hit* confers no penalty in this simple game – there are no "wounded" – a model is either fighting fit, or dead - nothing in-between!

The defending player removes any casualties from the Unit. Models are usually taken from the "back" of the Unit (assuming that combatants "move up" to take the place of their fallen comrades) – but the defending player may decide to remove any models he wishes. (If the selection of casualties breaks a Unit formation, then the Unit will be obliged to get back into skirmish formation during their next move turn.)

10 Magic Attacks

Magic attacks can only be made by Units which have the special *Trait* "Magic User". Their Unit Card will have a number in the **red** column with a **stars** symbol.

Magic attacks can be made either in Melee, **or** targetting an enemy up to 12" away.

The pre-requisites for making a **Ranged Magic** attack are the same as for normal Ranged Attack:

1. Check **Line-Of-Sight**. If an imaginary line drawn from the **centre-point** of the attacking Unit to the **centre-point** of the target Unit is clear and not interrupted by tall buildings, high walls, dense foliage etc., then the attack can go ahead.
2. Check **Range**, measuring from the centre point of the attacking Unit to the nearest enemy model of the target Unit.

Units with Magic attack capability will never target **at range** an enemy Unit that is engaged in Melee – the risk of hitting your own side is too great.

Units with Magic attack capability are allowed to use their Magic Attack when they are engaged in Melee. (Some Units can **only** make Magic Attacks in Melee.)

On the *attackers*' Unit Card, the number in a *red box with a stars symbol* is the dice result required for a Magic Attack to become a *hit*. The attacker then rolls one die for each model in the Unit. Each die result equal to or higher than the required number is a *hit*. If there were no hits, then the attack was unsuccessful and nothing else happens.

If the defending Unit has a Magic Save (the number in a *green box with a stars symbol*), then the defending player rolls one die for each *hit* perpetrated on the defending Unit.

For each die that makes the required Magic Save result (or higher), the Units' resistance to Magic has allowed them to inore, deflect, or otherwise avoid damage from the magic. Each die result *lower* than the target Magic Save is a **casualty**. If the defending Unit has no Magic Save number, then all *hits* become casualties.

The defending player removes any casualties from the Unit. Models are usually taken from the "back" of the Unit (assuming that combatants "move up" to take the place of their fallen comrades) – but the defending player may decide to remove any models he wishes. (If the selection of casualties breaks a Unit formation, then the Unit will be obliged to get back into skirmish formation during their next move turn.)

11 Ending the Game

The Basic Game supports a "deathmatch" scenario – the loser is the first to have no models remaining on the table. In the Advanced Game, you can design any scenario you wish, and set your own victory conditions. The only limit is your imagination.

Unit Roster – Designing Units

The following section explains how to design Units for this game.

Unit cards you design must be assigned a cost of so many points per model (**ppm**). You can have as many Units as you like, but the total points in each opposing army should be roughly the same.

Some example Unit Cards are included in the .zip file with these rules. Blank templates are also provided – in both .**pdf** format (to print out and complete by hand), and in Open Office **.odt** format should you fancy having a go at designing your own Unit Cards using a computer.

1 Model Point Values

1.1 Basic Costs

Troops cost 1 ppm. They get **Melee Attack 4**, **Melee Skill 4,** and **Magic Save 6**.

Elites cost 2 ppm. They get **Melee Attack 3, Melee Skill 3,**. and **Magic Save 6**.

1.2 Ranged Attack Upgrade

It costs 1 ppm to give a Unit **Ranged Attack 5 + Ranged Skill 5**.

1.3 Magic Attack

Magic Attacks are only granted via *Traits* – see later.

1.4 Armour Upgrades

Light Armour (leather or part-mail) and Heavy Armour (mail or plate) provide some chance of absorbing or deflecting hits. Creatures or monsters may have a particularly thick hide which serves the same purpose, in which case it is called "Tough" or in its improved form, "Resilient".

Light Armour or Tough: It costs 1 ppm to give a Unit **Melee Save 6 + Ranged Save 6**.

Heavy Armour or Resilient: It costs 2 ppm to give a Unit **Melee Save 4 + Ranged Save 4**.

In advanced rules, Heavy Armour or Resilient is a free upgrade for *Champions*.

Upgraded Saves against Magic are only granted via *Traits*.

1.5 "Fast" Upgrade

It costs 2 ppm to give a Unit a 9" move speed (half speed 4.5"). This may be due to being mounted on some riding animal, or due to some other special ability.

Moving at high speed makes you difficult to hit, so **Fast** Units can have **Light Armour** or equivelant for free, and **Heavy Armour** or equivalent for only 1 ppm.

1.6 Traits

To give a Trait to a Unit costs 2ppm.

Note that no Trait or combination of Traits can improve a target Roll beyond 2+. (A roll of 1 is **always** a fail.)

Some Traits require the Unit to already have another Trait before they can be given.

Here are some examples: (or you can design your own).

Trait	**Ability / Effect**
Assassin	Improve Ranged Attack by 1 (requires Sharpshooter).
Battle Mage	Improve Magic Attack and Magic Save by 1. (requires Magic User, or other Magic Attack based Trait).
Combat Master	Improve Melee Attack and Melee Skill by 1.
	Improve Ranged Save and Melee Save by 1.
Magic Lore	Improve Magic Save and Magic Skill by 1
Magic Defense	Gain Melee Save 4 + Ranged Save 4. (Requires Battle Mage).
Magic User	Gain Magic Attack 5 + Magic Save 5 + Magic Skill 5. Magic Users cannot wear armour.
Reflexes / Stealth	Improve Melee Save, Melee Skill, Ranged Save & Ranged Skill by 1. (Cannot be combined with Heavy Armour/Resilient).
Sharpshooter	Improve Ranged Attack and Ranged Skill 1.

ADVANCED RULES

1.1 Advanced Rules - Advantages

Certain common tactical situations are valued in wargames. These include things like holding higher ground, hugging cover, morale, intimidation, surprise etc. In addition, certain Units have advantages that are inherent in their nature/abilities.

These are all catered for by a single in-game concept of **advantage points**. Whether attacking or defending, or attempting a non-combat action, a Player may have a number *advantage points.*

Certain factors grant an advantage point, and in complex situations, a Player may have more than advantage point.

In a specific game situation, if **any** player has **more advantage points than the other player**, then they have advantage, and may "spend" the points difference.

For each point, that player may choose to do **one** of the following:

1. After the opposing player's dice roll, turn any one die to any number.
2. After their own dice roll, turn any one die to any number.

Both players check for advantage points whenever dice rolls are required.

Example:Your Skeleton Warriors are in the cover of a ruined building, which provides one advantage point when an enemy Unit charges in to attack. Your Skeletons have no armour, so you will not roll any Save *dice this turn. Therefore, you plan to spend your advantage point as option (1). If the attacker rolls and gets hits, you will turn one of the "hit" results into a "miss" result.*

If both players have the same number of advantage points, they **automatically cancel out**, there is no **net** advantage, and no die turning can happen.

1.2 "Lone Model" Advantage Rule

If a Unit is reduced by casualties down to one model, then that Unit cannot have **net** advantage **in any circumstances.** (If one model could always turn the die for their Save result, they would be invincible!!)

A lone model can however, have the benefit of advantage points in circumstances where points cancel out:

Example: A lone model fighting inside a building is in cover, as is the enemy - so the points cancel out. However, if a Unit with no advantage points charges into a lone model hiding behind a low wall, the lone model gets no advantage point for the cover.

Some example Tactical Advantages are:

1.3 Ranged Attacks into Cover

If the target Unit is in cover such as in woods, in a building, or "hugging cover" behind a low wall or other obstacle, then the defending Unit gains one advantage point against Ranged Attack. A unit is "hugging cover" if at least half the models in the Unit are in contact with obstacle. There are no "lobbed" projectiles in this game – Line-of-Sight is required, and arrows can be fired over a low wall, but not over a house or a hill.

*Example: A Unit of 6 Slingshot Throwers (Ranged Attack 5) attacks a Unit of Wizards (Ranged Save 4) hiding 10" away behind a low wall. The attacking player rolls **2,1,6,5,5,3.** Normally this*

would generate 3 hits. But because the Magic Users are in cover, the defending player gets one advantage point, and decides to spend it converting one of the 3 hits into a miss - so only two of the Wizards have actually been hit, and only two dice are rolled for Ranged Save.

1.4 Melee Attack Into Cover

If a Unit charges in to Melee Attack against a Unit that is in cover, then **for that turn only**, the defending Unit gains one advantage point. Once the melee has begun, both units are "fighting over an obstacle", so advantage points cancel out.

If both Units are in cover (for example, fighting room by room in a building, or fighting over an obstacle) then both players have one advantage point, and they cancel out.

1.5 Fighting over obstacles

When two or more Units are engaged in Melee across a low wall , through a line of trees, or other obstacle, both Units are equally hempered, so advantage points cancel out.

1.6 Height advantage

Being on ground that is at least one model height higher than the enemy grants 1advantage point for either Melee Charge or Ranged/Magic Attack. (It is less exhausting to fight downhill, and missiles travel further and hit harder when fired from above.)

*Example: A Unit attacking from higher ground (1 advantage point) also has the Trait "*Fearsome*" (grants 1 advantage point when attacking). If the enemy Unit has no advantage points, then the net advantage to the attackers is 2. The attacking player has 2 advantage points more then his opponent in this situation. He can alter two dice results this turn. These can be applied to one set of dice results, or, he can split them – altering one of his attack results, and reserving one advantage point to be applied during the enemy's defensive Save rolls.*

2 Advanced Rules - Skills

Depending on your game scenarios, you may wish to allow your Units to do other things than fighting – actions which add some "flavour" to the game. These can be things like stealing the enemy flag, delivering something to a particular place, picking the lock on a gate, climbing a sheer wall, etc.

Units can do something that requires a Skill roll at any time other than during the Attack phase.

If the action is trivial, then it is simply assumed to be done when the circumstances arise. However, if the action is not trivial, you can enhance the game by requiring a normal Unit or a single Champion to make a **Skill** roll.

Skills are organised into three types which roughly match the Ranged/Melee/Magic classification, and so are presented on the Unit Card Stats table in those columns. If a Unit attempts to do something (other than moving or attacking) that requires skill, the player must roll one dice and make the target number or higher in order to succeed.

One die is rolled for the whole Unit – regardless of how many models are in the Unit. (If you are playing *Advantage* rules, then it may be possible to alter the outcome, depending upon the circumstances.) If the roll fails, you can try again when the Unit is activated in the next Round.

Skill roll failures can be a springboard for interesting "plot" devices. If both players agree to it, then feel free to design scenarios where *failing* to do something could cause *hits* on the Unit !

Melee Skill: Used for any activity that requires manual dexterity at close range, e.g. picking a lock,

dismantling a trap, breaking down a door, climbing a sheer wall.

Ranged Skill: Used for any activity that involves distance, e.g. estimating distance, throwing an object, being able to see something approaching from afar.

Magic Skill: Used for any activity concerning Magic, e.g. recognizing magic effects, seeing the reality behind illusions, finding objects that have been magically hidden, locking a door with a magic spell.

3 Advanced Rules - Champions

Champions each have a name, and the Unit comprises a **single model**. Champions are the only Units that can wield *Enchanted Weapons* or *Enchanted Artifacts*.

Champions cost 4 ppm. They get **Melee Attack 3, Skill Roll 3** and **Magic Save 5**.

Champions get Heavy Armour or equivalent (**Melee Save 4 + Ranged Save 4**) for free.

Champions can move around the battlefield on their own. Champions attempt to Save against multiple hits by repeatedly rolling their die – once for each hit - until they either Save all the hits, or miss their Save target. However, no matter how good a Save roll they have, a roll of 1 is always a fail – so lone models can be vulnerable to "swarm" Units rolling lots of dice.

More often, a Champion will be *attached* to another Unit. Champions can begin the game attached.

The Champion's Unit Card is placed overlapping the other Unit Card, to indicate attachment.

Attached Champions lose their independent turn for as long as they remain attached. They make their Skill, Move, Attack and Save rolls in the same turn as the Unit they are attached to, and contribute their results from their one die to the outcome for the Unit.

As part of a Unit's move, any attached Champion can detach, and move away from that Unit. They can detach from one Unit, and subsequently attach to another Unit if their move speed enables them to reach within one base-width of one of the models in the new Unit. If the new Unit has not yet been activated, then the Champion may move (again!) and contribute to that Unit's attacks. If the new Unit has already been activated this round, then the Champion cannot contribute an attack roll, only a save roll.

Die results for an attached Champion need to be *checked separately* – because the Champion will typically have *different Stats*. Sometimes this will be easy, because the Champion has a relevant enchanted item, and rolls a different shaped die anyway. However, if the Champion is *not* wielding a relevant enchanted item, then you should use a different coloured six-sided die for the Champion.

Attack Example: The Champion "Hadumar" *(Melee Attack 3, Melee Save 3) carries the Legendary Enchanted Shield* "Yggdril". *He is attached to a Unit of three Veteran Guards (Melee Attack 4, Melee Save 4). They charge in to melee with six Skeleton Warriors. The attacking player rolls 3 six-sided dice for the Gaurds, and a separate die for Hadumar. The unlucky Guards roll **3,3,3** generating no hits at all. Hadumar also rolls **3**, but this is a hit - because his Melee Attack is more powerful.*

*Defense Example: Next turn, the Skeleton Warriors strike back – they get lucky and manage to roll 2 hits. The Guards player rolls for Melee Save, using 1 six-sided die and one 12-sided for the legendary enchanted shield. The d6 result is **4,** and Hadumar rolls a **10,** - both saves - so the Unit takes no casulaties.*

3.1 Attachment & Casualties

If casualties do occur in an attached Unit, then the defending player must **remove them from the Unit first** - before considering the fate of any attached Champion. This is true even if there was

only one hit, and it was the Champion's die roll that failed ! Remember that in this game it is the Unit that acts and is acted upon. **An attached Champion cannot die while any models in his attached Unit are still alive**.

If a Unit with an attached Champion is **wiped out,** and there are still failed Save rolls for this turn that have not yet been removed as casualties, then *failed Saves from the Unit do not automatically kill the Champion* **-** regardless of the *actual* Save roll result that the Champion has already contributed to the Unit's defence.

Instead, the attached Champion is allowed *another* Save roll for each of the remaining failed Saves – which he rolls using *his stats & his die*.

These special rules are the game's way of reflecting the fact that Champions are great heroes who are almost always the last one to be killed.

An unattached Champion model is a **lone model** – so while it may benefit from advantage points in circumstances where points cancel out, **they can never have NET advantage**. (They are not invincible.)

*Defense Example: In a later round "*Hadumar" *finds himself now accompanied by only one Guard. Their bad luck continues, and they take another 3 hits. The Guards' player rolls for Melee Save, using 2 six-sided dice and one twelve-sided. The d6 results are* ***1,2*** *and the d12 result is* ***2*** *- so there are 3 failed Save rolls to be converted into casualties. However, the first casualty* ***wipes out*** *the Unit, so the remaining 2 failed Save rolls do not automatically kill Hadumar . The "Last Man Standing Rule" for Champions kicks in. Hadumar rolls his d12 again and gets* ***8,*** *and then again and gets* ***5*** *– both Saves - so he is still alive, but alone (for now!)*

3.2 Advanced Traits

If you are playing advanced rules, additional Traits are available. Here are some examples (or you can design your own.)

Advanced Traits cost 2 points per model:

Trait	**Ability / Effect**
Ethereal	Ethereal creatures (Ghosts, Phantoms, Spectres) have little physical existence, and so are hard to kill with normal weapons. They get **Melee Save 4** and **Ranged Save 4** versus normal weapons. Ethereals must be in **close combat** to do damage. They have **melee Magic Attack 5**. They have no Magic Save, and no Save against Enchanted weapons. Ethereals can pass through solid walls or other normally impenetrable barriers at half-speed.
Fearsome	Grants *1 advantage point* if the Unit Charges.
Leadership	Can only be given to **Champions**. For as long as the Champion remains attached, that Unit has *1 advantage point* for Attack/Save/Skill rolls.
Paralyzing	Paralyzing creatures (Beholder, Medusa, Gorgon, Cockatrice..) have **Ranged Magic Attack 5** at a range of 6".

	If a Unit *without* an activation marker suffers any hits from a Paralyzing enemy, then that Unit immediately gets a turn marker - as if had already been activated this Round. Paralyzing cratures have no Magic Save, and no Save against Enchanted weapons.
Steadfast	Grants *1 advantage point* if the Unit is charged by the enemy.
Terrifying	Always has *1 advantage point* in close combat. (Requires Fearsome).
Vampiric	If a Vampiric Unit caused casualties in the previous Round, then it has *1 advantage point* in Attack, Save and Skill rolls this Round. Vampiric creatures have no Magic Save, and no Save against Enchanted weapons.

A Unit can be given a *Penalty* to offset the cost per model. Penalties cost **minus** 0.5 points – so granting two penalties offsets 1 point spent on upgrades.

Examples of Penalties:

Shambling: The Unit moves at most 3" per turn.

Stupid: The Unit cannot make Skill rolls.

Rookies: The Unit is very inexperienced, and cannot make use of *advantage points* derived from terrain such as *cover* or *height*.

Panicable: If the Unit is reduced to one model, that model will turn tail and run – and get automatically killed.

3.3 Advanced Rules - Enchanted Items

Enchanted Items are real weapons or artifacts that have additional magical powers. Only Champions can wield Enchanted Items. A Champion does not need to have a special *Trait* in order to wield the item – the power comes from the item itself, not from the wielder.

The power that an item has improves Ranged, Melee, or Magic dice rolls, and can enhance either Attack, or Save, or Skill.

Enchanted Items are graded according to their power, refered to as "Enchanted", "Rare", and "Legendary". Legendary weapons and artifacts are unique and have names. There can only be one instance of a Legendary weapon or artifact in thegame. (Both players cannot have a Champion wielding the Legendary Artifact "*Shield of the Angels: roll Melee Save on d12*".

An Enchanted Item allows a Champion to make their dice roll for one type of attack/save/skill roll using a die with more than 6 sides:

3.4 Enchanted Weapons

Enchanted Weapons (swords, hammers, axes, bows...) allow the Champion to make **one** type of Attack using a die with more than 6 sides.

Enchanted Weapon, cost = 2 points, roll Attack using a **d8**.

Rare Enchanted Weapon, cost = 3 points, roll Attack using **d10**.

Legendary Enchanted Weapon, cost = 4 points, roll Attack using **d12**.

Examples:

*Enchanted Bow: roll Ranged Attack using **d8**.*

*Rare Enchanted Staff: roll Magic Attack using **d10**.*

*Legendary Enchanted Sword "Widowmaker": roll Melee Attack using **d12**.*

3.5 Enchanted Artifacts

Enchanted Artifacts (shields, gauntlets, helmets, etc) grant magically enhanced defences or skills. They allow a Champion to make their dice rolls for **both Melee and Ranged Saves (**or for **Skill** rolls) using a die with more than 6 sides:

Enchanted Artifact, cost = 3 points, roll Save or Skill using **d8**.

Rare Enchanted Artifact, cost = 4 points, roll Save or Skill using **d10**.

Legendary Enchanted Artifact, cost = 5 points, roll Save or Skill using **d12**.

Examples:

*Enchanted Shield: roll Melee & Ranged Saves using **d8**.*

*Rare Enchanted Talisman: roll Magic Save using **d10**.*

*Legendary Enchanted Cloak "Mistwalker": roll Melee & Ranged Saves using **d12**.*

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