



Oversoul Games' Universal Rules
for 25mm- 30mm Wargaming
v1.7

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Flat Out War

These rules are written for experienced war gamers. No effort is given to explain common terminology and procedures. A novice player might find these rules difficult to comprehend. These rules are for use with 25-30mm miniatures, for games of any genre.

The Basics of Play

To play, you will need at least two or more players and a playing area (Usually a table), some miniatures and lots of dice ranging from D4s to D20s. You will also need a measuring tape or measuring string, and something to write with.

There are a few terms used in these rules that need some clarification. A Trooper is any miniature or model, on foot or mounted. A vehicle is any unit used to carry troopers, equipment or weapons. A Unit is a group of troopers or vehicles organized together, and function as one.

The game is made up of a series of rounds broken up into turns. Each player has a turn decided by an Initiative roll. The winner of the roll has their turn first. Then the player with the next highest roll has their turn, till all players have had a turn. On a player's turn they may opt to activate a single Unit or pass their turn. Once all players have either chosen to act or pass, the round ends.

A new round is started with an Initiative roll.

Every Trooper or Vehicle's power, toughness, stamina and general natural abilities are represented by a die. Weak or small creatures roll a d4, while really powerful creatures roll a d20. Some examples are provided at the bottom of the page.

All rolls for melee, morale, recovery etc. are made using this single die. Whatever the action, for it to be successful all you need to do is roll a 4 or better on the die.

Some Troopers or Vehicles may have a weapon that modifies the range, power or number of attacks. The weapon may use a different die depending on what is changed.

Every Trooper or Vehicle also has a MOVE stat. The move stat is determined at Unit creation.

Troopers or Vehicles also have Attributes. An Attribute can be something above average or an improvement that the Unit is equipped with. Or it can be a weakness of the Unit.

Attributes that modify rolls add either -2, -1, +1, or +2 to a roll only in specific circumstances, as detailed with the Attribute. Some Attributes may affect the movement of the Unit. Others have special rules and will be explained with the specific Attribute.

Die Examples

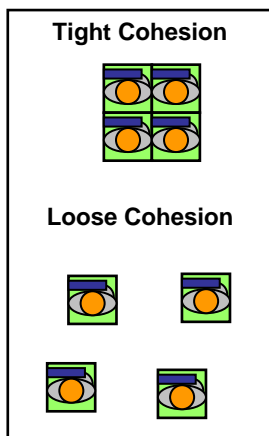
d4	Unarmed Peasant, Goblin, Halfling
d6	Average Mounted or Unmounted Soldier (Human, Dwarf, Elf, or Orc Soldier)
d8	Average Powered Infantry, Armoured Knight, Ogre, Unarmed Motorcycle
d10	Light Artillery, Armed Motorcycle, Unarmed Car, Average Demon
d12	Heavy Artillery, Light Tanks, Dragons, Giants, Light Mechas
d20	Heavy Tanks, Heavy Mechas



Flat Out War

Organization and Cohesion

All troopers, vehicles, and artillery are organized into Units. A Unit is a generic term used to refer to a group of Troopers or Vehicles who must be activated together. If one Trooper or Vehicle is activated then the entire Unit is activated, even if they do nothing. Units are usually made up of Troopers or Vehicles with the same die, similar weapons, purpose, or abilities. This is not always the case.



Cohesion is how close the various Troopers or Vehicles of the Unit must be to one another. It also determines the restrictions the Unit has on facings. There are two types of cohesion, loose and tight. Tight cohesion is considered the default for all Troopers. Loose cohesion is considered the default for all Vehicles.

A 'Loose Cohesion' attribute can be given to those Troopers that require it.

In tight cohesion all the Troopers of the Unit must remain in base to base contact with another Trooper of the Unit. A Unit with tight cohesion has some special rules it must follow. All rules pertaining to Units in tight cohesion are found in a later section.

In loose cohesion all of the Troopers or Vehicles must be within range of another Trooper or Vehicle of the same Unit.

Naturally vehicles and certain troop types will need to use loose cohesion to operate effectively.

The default range for loose cohesion is 4 inches for troopers and 8 inches for vehicles.

Getting Ready

It is a good idea to sit down with all the players and agree to some rules before actually playing. You can use one of the existing source books or come up with something yourselves. Decide things like what genre are you going to play? What types of troopers or vehicles are allowed? How about Attributes? How many points should each player have for their armies? What is the reason for the battle?

Are there any special requirements for victory?

It is usually good to talk all this out at least a day in advance. If you consistently play the same rules and armies then you only need to discuss rules only once.

The Playing Area

The playing area need only be large enough to accommodate the players and their armies. Usually 2 square feet per player or an army of 60 troopers is adequate. A flat, open playing area is quite boring. Terrain can either be determined by a scenario, or the players can collaborate to set up terrain in a fair manner.

Each takes it in turn to place a piece of terrain on the playing area. No piece of terrain may be placed within 6 inches of any other piece. When a piece of terrain is set the player must decide what its Difficulty Value is. All terrain will be Light, Heavy, or Impassable Terrain. The Difficulty Value affects the movement of any Unit passing through that terrain feature.

Examples

Light - 1.5	Heavy - 3	Impassable
Low bushes and shrubs	Marsh,	Deep Water
Waterlogged ground	Shallow water	Lava
Uneven ground or Rubble	Rocky outcrops	Ravines
Light Forest	Heavy Forest	Cliffs
Soft sand	Tank Traps	Acid
Wire		

The Round and the Turn

In a Round every player has a single turn. The order of turns is determined by Initiative. Each player rolls a D6; the player with the highest roll wins the initiative and gets their turn first. Play then proceeds to the player with the next highest roll. A new Round starts and the Initiative roll is made again.

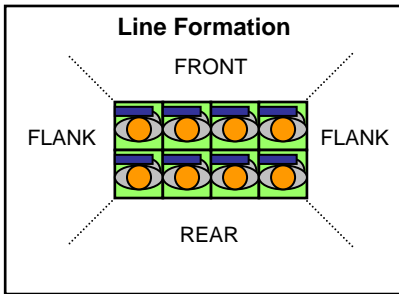
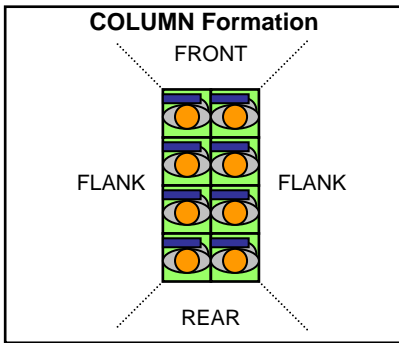
If there are any ties, re-roll them.

On a player's turn they can opt to activate one Unit they control. When the player announces they are finished, the next player gets their turn.

When activated a Unit may Move and perform one Other Action OR perform an Other Action and Move.

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Units in Tight Cohesion



There are some differences in how a Unit in tight cohesion and one in loose cohesion can act on the playing area. In some ways a Unit in tight cohesion is at a disadvantage and in other ways they have an edge. The first major difference is a Unit in tight cohesion must be in formation. A formation is an easy way to maintain order over a large number of Troopers. In these rules there are two types of formations: a line and a column. A line is your standard formation for battle and a column is your standard for moving. A Trooper's facing is determined by its Unit's formation. Troopers in tight cohesion have 4 facings.

Everything out to 45 degrees from where the Trooper is obviously looking is the front facing. The exact opposite of this, is the Trooper's rear facing. Everything else is either the left flank facing or right flank facing.

Units in tight cohesion have ranks and files. A rank is all Troopers side by side and a file is all Troopers front to back.

In a line usually all the Troopers are in a single rank. If there are more than 5 Troopers in the Unit they can be, as evenly as possible, arranged into two ranks. The two ranks must be one behind the other and maintain cohesion.

In a column usually all the Troopers are in a single file. If there are more than 5 Troopers in the Unit they can be, as evenly as possible, arranged into two files. The two files must be side by side and maintain cohesion.

All Troopers in a Unit in tight cohesion must be looking the same direction. Troopers in a Unit in tight cohesion must make the same Move and Other Action. If 1 Trooper runs then all Troopers must run. If one makes a ranged attack they all must make a ranged attack.

Moving

A Unit in tight cohesion does not have the freedom to move as freely as a Unit with loose cohesion.

First if a Unit wishes to change formation it must do so in its move action and spend half its movement for this turn to do so. If any part of a Unit is crossing a terrain feature the move will be harder and take longer. The total amount the Unit can move will be altered depending on the Difficulty Value of that piece of terrain. A Unit must give up a number of inches of its movement in order to move just 1 inch across the terrain.

When a Unit finishes its move it must still be in cohesion.

Example: A Unit with MOVE 4 is in a light forest (light terrain - 1.5) It moves a total 2 inches only. It cannot move further as it only has 1 inch left of its MOVE and you need 1.5 to move another actual inch.

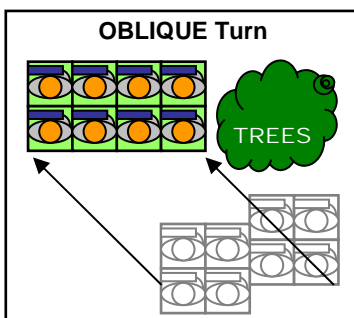
Terrain	Loss in Inches	Actual Movement
Light	1.5	1
Heavy	3	1
Impassable	X	X

Turning

Troopers in tight cohesion are subject to special rules for turning depending on its current formation.

A Unit in a column can change direction up to 90 degrees before moving. It can then move straight ahead a distance equal to its MOVE stat. It can then change facing by up to 90 degrees at the end of the move.

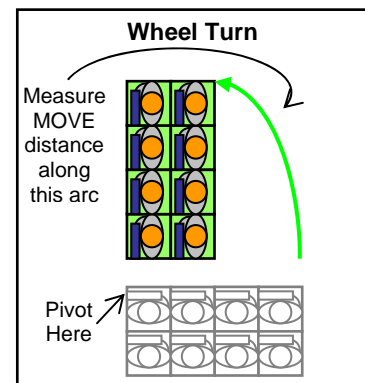
A Unit in a line can either move obliquely, do an about face, or perform a wheel.



When a Unit moves obliquely, it can move up to a 45 degree angle, relative to its starting position, however the Unit maintains its original facing at the end of the movement.

An about face is the easiest way for a Unit to change facing. It costs no movement to perform. Simply turn all the Troopers of the Unit 180 degrees.

To change the line's direction or facing to any other way the Unit must perform a wheel. One side of the Unit becomes the axis, and like the spoke of a wheel the rest of the Unit moves around it. To determine how much movement is used up in the wheel manoeuvre measure the distance along the arc or the outside edge of the line.



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Units in Loose Cohesion

Units in loose cohesion have more freedom to move and turn than Units in tight cohesion. The major difference is a Unit in loose cohesion doesn't have to be in formation. (A loose cohesion Unit can be put into formation, and when it is, it must obey all the rules for loose cohesion troops)

Moving

Each Trooper or Vehicle in a Unit is moved individually rather than together as in a formation. A Trooper or Vehicle can change direction up to 90 degrees before moving. It can then move straight ahead a distance equal to its MOVE stat. It can then change facing by up to 90 degrees at the end of the move.

If a Trooper or Vehicle is crossing a terrain feature the move will be harder and take longer. The total amount the Trooper or Vehicle can move will be altered depending on the Difficulty Value of that piece of terrain. A Trooper or Vehicle must give up a number of inches of its movement in order to move just 1 inch across the terrain.

When a Trooper or Vehicle finishes its move it must still be in cohesion with the rest of its Unit.

Example: A Trooper or Vehicle with MOVE 10 is in Dense Swamp (Heavy terrain - 3) it moves a total 3 inches only. It cannot move further as it only has 1 inch left of its MOVE and you need 3 to move another actual inch.

Running

A player may also opt to run with his Trooper Units.

When running you, double your MOVE value for this Move action.

Running causes a -1 penalty on any Other Actions you take. You cannot run if you have already taken an Other Action without the penalty. If running through Light terrain, each Trooper must roll their base die. If you fail the roll (get less than four) then a Trooper will take a hit. (See Allocating Hits) You cannot run through Heavy Terrain.

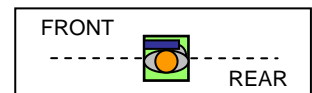
Going Prone

A player may opt to have a Trooper go prone after any move made. Going prone is free, getting up from prone uses 2 inches of the Trooper's movement. While prone anything making a ranged attack on that trooper suffers a -1 penalty, anything making a melee attack gains a +1 bonus. Naturally, vehicles or mounted troops cannot go prone.

Facing

A Unit's facing is determined during movement but is important during combat.

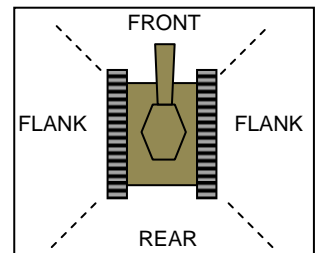
Troopers in loose cohesion have 2 facings. Their front facing is everything within 90 degrees of either side where the trooper is obviously looking. Everything else is the rear facing.



Vehicles in loose cohesion and everything in tight cohesion has 4 facings.

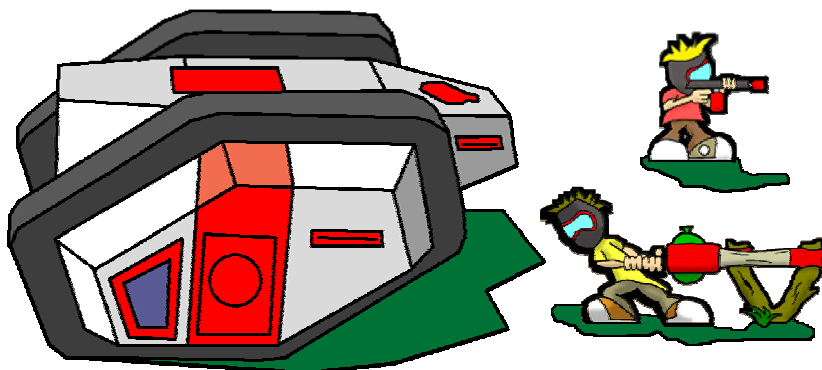
Everything out to 45 degrees from where the Trooper or Vehicle is obviously looking is the front facing. The exact opposite of this is the trooper's rear facing. Everything else is either the left flank facing or right flank facing.

Units in tight cohesion also have ranks and files. A rank is all Troopers or Vehicles side by side and a file is all Troopers or Vehicles front to back.



Charging

A Unit that moves so that it is in Base to Base contact with an opponent's Unit, counts as Charging. Charging is used for determining the abilities of certain Attributes. (See Attributes)



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Other Actions

There are 3 Other Actions a player can choose from: Melee Attack, Ranged Attack, and Cast a Spell. A Unit may only perform 1 Other Action each turn.

Melee Attack

To make a melee attack a Trooper or Vehicle must be in contact with the Trooper or Vehicle it wants to attack, in its front facing. For Troopers in tight cohesion, only troopers in the first rank who are touching an enemy trooper can make a melee attack.

Melee Attack Modifiers	
Attack in Flank	+1
Attack in the Rear	+2

To make the attack the player rolls the base die for the Trooper or Vehicle and applies any required modifiers. If the score is 4 or greater then the attack was a success and the attacker scores a hit on the target. If a trooper attacks a target in one of its flank facings or its rear facing it increases the potential of the attack

Ranged Attack

To make a ranged attack, the attacking Trooper or Vehicle must possess a ranged weapon. The Trooper or Vehicle must also be within the range of that weapon. A weapon's range looks like this R: 12. This means anything under or equal to 12 inches is short range and anything over 12 up to or equal to double the listed range (In this case 24), is long range. The range to the target will apply a modifier to the roll. The modifiers are in the Table.

Range Attack Modifiers	
Range	Modifier
Short	X
Long	-1
LoS	
Open	X
Partial	-1

The attacking Trooper or Vehicle must also have line of sight (LoS) to the intended target. This means that the Trooper or Vehicle must be able to at least partially "see" the target. Any intervening terrain will determine if the attacker has LoS to the target. This is a judgment call depending on the terrain feature.

The attacking Trooper or Vehicle also uses the modifiers for attacks on a target's flank or rear. Those modifiers are found in the melee attack section.

Troopers or Vehicles may only make ranged attacks at a target in their front facing.

Some Troopers or Vehicles may have more than one ranged weapon. The Trooper or Vehicle may attack with all those weapons

The target must be within the facing of the firing weapon and meet all other requirements above.

To make the attack the player rolls the correct die for that Trooper or Vehicle and applies any required modifiers. If the score is 4 or greater then the attack was a success.

Units in tight cohesion have an easier time making ranged attacks. Any trooper in the first two ranks can make a ranged attack. Instead of measuring the distance from each trooper. Measure from the centre of the firing rank or ranks; use this range for all firing troopers in the Unit.

Rolling for Multiple Troopers or Vehicles

A player may roll for multiple Troopers or Vehicles in a Unit at the same time. Separate them into groups of Troopers or Vehicles that have the same modifiers and roll for all in the group. Then apply the dice to their targets.

Allocating Hits

When a Trooper or Vehicle has sustained a successful hit, place it on its side or place a Hit Marker on its base, to show it is hit. A Trooper or Vehicle that is hit immediately makes a Recovery roll. (See Reaction Rolls.)



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Casting a Spell

These rules are meant to be used for all extraordinary abilities, like psionics, or superpowers. The terms "Magic", "Spell", and "Cast", are only used for simplicity.

To cast a spell the player must have activated a Trooper capable of casting a spell. The player then chooses from among the spells of that Trooper for one to cast. Each spell has a list of requirements for casting.

The Trooper must meet all requirements of the chosen spell in order to cast it.

All spells have a Casting Difficulty modifier representing how hard that particular spell is to cast. The Casting Difficulty is subtracted from the roll. Spells may have a range requirement. The range is similar to that of a ranged attack. The number given here is the maximum distance the spell can reach it has no roll modifier. Spells may also have a Duration. The Duration is a number of turns beginning after the turn it was cast. Count each passing turn and at the end of the last counted turn the spell ends.

The player rolls the correct die for that Trooper and applies any required modifiers. If the score is 4 or greater then the spell casting was a success.

Rolling a 1 for Spell casting

If the spell casting roll scores a 1 then something has gone wrong with the spell. The casting Trooper suffers for it. The player then immediately rolls again as if for Recovery, if the roll is 4 or better then the casting Trooper is fine and can continue as normal. If the roll is a 2 or 3 then the casting Trooper cannot cast any more spells for a number of turns, indicated in this chart. If the roll is a 1 then the casting Trooper is killed from the misfire and is removed from the game.

Magical Misfires	
Roll Results	
2	Cannot cast for 2 turns
3	Cannot cast for 1 turn

Reaction Rolls

Recovery Roll

When a Trooper or Vehicle is hit by an attack they must roll to see if they survive the attack. If the Trooper or Vehicle has a single weapon then the Trooper or Vehicle rolls its base die.

If the roll is 4 or better the Trooper or Vehicle survived the attack. If the roll is less than 4 the Trooper or Vehicle is removed from the game.

For Troopers or Vehicles that have multiple weapons you roll for each weapon. This is just like rolling a standard roll and uses the die for the weapons and not the die for the Trooper or Vehicle. If any of the dice fail then the weapon is destroyed and removed from the game. If a multi-weapon Trooper or Vehicle is reduced to one weapon then treat it as a single weapon Trooper or Vehicle.

If a Trooper or Vehicle that transports other Troopers or Vehicles is destroyed while transporting those other Troopers or Vehicles, then each of the transported Troopers or Vehicles must make a roll as above to see if they are affected.

Morale

Different affects in the game may cause Troopers or Vehicles of a Unit to retreat in fear. Something can force a Morale roll to be made, such as a fear causing spell, or a Trooper or Vehicle with the ability to cause fear. Such affects immediately cause a Morale roll.

The most common way is because of casualties. Whenever a Unit loses an increment of Troopers or Vehicles equal to 25% of its original amount, it immediately makes a Morale roll. Another common way to be affected is to "see" another Unit, within 8 inches, fail a Morale roll or fleeing because of a failed roll.

Do not roll for each Trooper or Vehicle in the Unit. Make one roll using the highest base die in the Unit, to serve as the Morale roll for the entire Unit. A 4 or better with all modifiers and the Unit is successful on the roll.

The Unit has an accumulative penalty to the roll for every increment of 25% previously lost. If the Unit has either a leader attached to it at the time the roll is made they gain a bonus modifier for it.

If the Unit passes the roll then they can continue on as normal. If the Unit fails the roll, when it is next activated it will immediately run. Units in tight cohesions will become disordered. A disordered Unit abandons formation and moves like a Unit in loose cohesion. The Unit must move to get behind the nearest friendly Unit, by the most direct route. When it has moved all it can for the turn, it may not take an Other Action but it may roll to see if it rallies. This roll is another Morale roll. It uses all the modifiers as above plus an additional one for being frightened.

If it fails again it will continue moving to get behind the nearest friendly Unit. If it is already behind a friendly Unit it will continue to move towards the side of the playing area controlled by the owning player.

If it moves off the playing area, the Unit is lost for the rest of the game.

If the Unit passes the roll, when it is next activated the Unit can spend all its movement to regroup and reform if it is a Unit with tight cohesion, it may then take an Other Action and acts normally.

Morale Modifiers	
For each 25% of original Unit size	-1
Frightened	-2
Attached Leader	+2

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Artillery

Artillery can be Self-propelled or crewed. Self-propelled Artillery is created like any other vehicle.

Crewed artillery does not move on its own. Instead it must be moved by its crew. Whenever the crew moves the artillery weapon moves as well. The weapon does not have its own MOVE and cannot move or fire if all the crew are gone. For attacking, artillery has facing like that of a unit with loose cohesion. Standard Artillery follows the rules as outlined in Ranged Attacks for LoS. Artillery using the 'Arcing Artillery' attribute does not need to have LoS to hit a target.

When using the Artillery weapon roll the weapon's die for the ranged attack. For melee attacks or attacks using the personal ranged weapons of the crew, use the die representing the crew.

Templates and Hits

Some weapons use templates to determine hits. For ranged attacks, center the correct template over the final location of the Target Marker. All enemies underneath the template suffer a hit for a successful attack.

For melee attacks or weapons using the flame template. Place the base of the template so it touches the front facing of the attacking trooper or facing the weapon is mounted in for a vehicle. Make an attack roll for all enemies underneath the template. Resolve each hit as normal.

Victory!

There are two ways to win the game, strategic and mathematic. Strategic victories are ones determined by scenario. If once side accomplishes its objective before the other then it has won a strategic victory. The other way is designed for tournament play. Every trooper, vehicle, and objective in the game is worth a certain amount of Victory Points (VPs), every time you eliminate a Unit, or achieve an objective you earn its VPs. The player at the end of the game with the most VPs wins a mathematically victory. A Unit's VPs is equal to 25% of its creation cost. If it cost 200 points to create, it is worth 50 VPs. An objective's VPs depend on how important the objective is. There is no formula for figuring it out; all players must discuss how much they think an objective is worth before a game starts.



Flat Out War

Creating Troopers or Vehicles, Unit, and Armies

It starts with an idea for an army. Write out the theme of the army, its purpose, racial make up, etc. Then think about what sort of Units are in that army. Are there going to be lots of cavalry, or tanks? Perhaps Legions of Infantry will fill the ranks. Once you have these ideas, it is relatively easy to create Troopers or Vehicles and Units.

Armies are built with points to ensure fairness in the game. Each Trooper or Vehicle costs a certain number of points depending on how valuable or strong it is in the game.

When creating Troopers or Vehicles, there are a large range of attributes you can give them that make the Trooper or Vehicle unique. Some of these attributes will bend or change the existing rules, while others will add new rules.

Base Die

First decide first what die best would represent the type of Trooper or Vehicle you are creating. Consult the chart on page 1 for ideas. The base cost for each Trooper or Vehicle's die is listed in this chart.

Base Die	Cost
d4	2
d6	4
d8	6
d10	8
d12	10
d20	18

Example:

Human Infantry Trooper or Vehicle - D6 Base cost is 4pts

Weapons

Next determine the type of weapon/s the Trooper or Vehicle will be using. A Trooper or Vehicle can be given a melee weapon and/or a ranged weapon

A melee weapon costs 2DACs (Die Attribute Cost) of its die type.

Example:

Human Swordsman - D6 Base cost 4pts, Sword - D6 2DAC cost 4pts - TOTAL 8pts

Die	Cost
d4	1
d6	2
d8	3
d10	4
d12	5
d20	9

A ranged weapon will also provide the melee component and is included in the cost.

A ranged weapon costs 2DAC of its die type plus 1DAC for every 2 inches of Range.

Note this value is short range and doubled for long range.

Example:

Human Archer - D6 Base cost 4 pts, Longbow R: 6 - D6 4DAC cost 8pts - TOTAL 12pts

NOTE: *The construction of the Trooper or Vehicle and weapons should all use the same die.*

Next you must then determine the Units move rate in inches. This will be a multiple of two.

For every 2 inches of movement you will add 1DAC to the Troopers or Vehicles total.

Example:

Human Swordsman - D6 Base cost 4pts, Sword - D6 2DAC cost 4pts, MOVE: 4 - 2DAC cost 4pts - TOTAL 12pts

It is possible to create a Trooper or Vehicle that is stationary however it should be noted whether it can be transported by another Trooper or Vehicle - the difference between a defence tower and a towed gun.

Next read through the list of possible attributes and decide which if any best suit the Trooper or Vehicle you are creating. Each has a cost associated with it; you add this cost to the basic cost of the Trooper or Vehicle. Some Attributes actually handicap the Trooper or Vehicle instead of aiding it. These Attributes decrease the basic cost rather than increasing it. Some of the Attributes are only usable by certain Unit types. The cost may be a straight value +10pts or a DAC value +3DAC.

If all the Troopers and Vehicles, within a game, are going to use an Attribute, then feel free to ignore that Attribute when working out point costs.

Example: A game where all units are going to have the 'Loose Cohesion' attribute at 4 inches may ignore that attribute when working out points.

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Attributes

The number listed in parenthesis beside the name of each Attribute is the how many points that Attribute costs.

Aggressive(+1DAC)- The Trooper or Vehicle fights well in hand to hand combat and gets a +1 to all Melee Attack rolls.

Examples: Berserkers, Penal Legionnaire, Screwy Computer Controlled tank

Agile (+2DAC) - The Trooper or Vehicle does not have any movement restrictions. It can move its full MOVE stat in any direction and turn as many times as it wants during the move.

Examples: Troll, Light Infantry, Light Mecha

Amphibious (+8) - This Attribute allows the Trooper or Vehicle to ignore water terrain effects.

Examples: Frogmen, Snorkelers, Tracked Patrol boat

Arcing Artillery (+2DAC) The Trooper or Vehicle follows some extra rules for its ranged weapon. Arcing Artillery can ignore rules for line of sight.

Examples: Catapult, Mortar, Mobile Rocket Launcher

Brave (+1DAC) - The Trooper or Vehicle is very courageous and gets a +1 to all Morale rolls.

Examples: Hero, Android, Robot gun platform

Charge (+4) - The Trooper or Vehicle gets a +1 bonus when charging another Unit

Examples: Heavy Cavalry, Bayonet Trooper, Bulldozer

Command (+8) - The Trooper or Vehicle is an officer and has the following abilities.

Officers never have to make Morale rolls. Officers have the ability to attach to another Unit. An Officer may only attach to one Unit at a time. To attach to a Unit the Officer must move into contact with the Unit and declare the attachment. At that point the Officer is considered part of the Unit. The Officer is activated when ever the Unit activates. It moves with the Unit. The Officer however may not make an Other Action while attached. While attached the Unit receives a +2 modifier to any Morale rolls it makes. To detach the Officer, the player activates the Unit and declares the Officer is detached. The Unit completes its activation as normal. The Officer may then be activated later.

Examples: Hero, Sergeant, Tank Controller

Cumbersome (-1DAC) - The Trooper or Vehicle finds it difficult to move. It can only turn up to 45 degrees instead of 90 degrees at the start and end of its move.

Examples: Cannon, Artillery, Heavy Walker

Deny Charge (+4) - the Trooper or Vehicle is specially trained or has weapons suited to defend against Charging Troopers or Vehicles. Enemy Troopers or Vehicles with the Charge Attribute do not get the bonus when charging this Trooper or Vehicle.

Examples: Pikemen, Machinegun, Hover Tank

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.

Exhaustible Weapon (-Special) - An exhaustible weapon is something like a missile or grenade. Work out the cost of the weapon like a normal weapon, and divide the cost by 2 (round up) for the final cost of the exhaustible weapon. The catch is you can only use each exhaustible weapon 4 times.

Examples: Poison Globedier, Grenadier, Tactical Nuke launcher

Flat Out War

Extra weapon(+Special) The Trooper or Vehicle has an extra ranged weapon that can shoot into the forward facing but is separate from the Troopers or Vehicles main weapon.

Determine the extra weapon die. The weapon costs 1DAC of its die type plus 1DAC for every 6 inches of Range. The Extra weapon must be used in the same action as the main weapon but does not have to be at the same target.

Examples: Bladed Crossbow, Underslung Grenade launcher, Coaxial Machinegun

Fearsome (+8) - The Trooper or Vehicle has the ability to strike fear into its enemies. The first time a new enemy Unit comes within 8 inches of the fearsome Unit, it must make a Morale roll.

Examples: Fanatic, Suicide Trooper, Flame Tank

Fire Linked (-1DAC) - The main weapon and the Extra weapon of an Trooper or Vehicle may be fire linked. They must be fired simultaneously as if they were one weapon. The linked weapons must all be fired at the same target.

Examples: Repeater Crossbows, Anti-Aircraft Guns, Twin Plasma Tank

Flying (+3DAC) - An Trooper or Vehicle with Flying may use their MOVE to move through the air avoiding any obstacles in the form of terrain and other Units on the playing area. A player must declare when the Trooper or Vehicle is taking flight before it is moved. The player also declares when the Trooper or Vehicle is landing before any movement is made. Landing consumes the Trooper or Vehicle's movement for this turn. When flying a Trooper or Vehicle must move at least 2 inches every turn. If a flying Trooper or Vehicle rolls a 1 for any Recovery roll it crashes to the ground. Roll a second Recovery roll if the roll is 4 or better it has survived the crash. If the roll fails then the Trooper or Vehicle is removed from the game.

Examples: Dragon, Zeppelin, Space Fighter

Frail (-1 DAC) - The Trooper or Vehicle is naturally fragile and gets a -1 to all Recovery rolls.

Examples: Pixie, Truck transport, Solar Sail ship

Heavy Armour(+1DAC)- The Trooper or Vehicle may not be damaged by any Unit with a base die smaller than a d10 that does not have the Heavy Melee Weapon or the Heavy Ranged Weapon Attribute.

Examples: Mithril Armour, Ablative Armour, Power Armour

Heavy Melee Weapons (+1DAC) - The Trooper or Vehicle can hit any Unit with a melee attack that has the Heavy Armour Attribute as normal.

Examples: Magic Sword, Dozer Blade, Power Fist

Heavy Ranged Weapons (+1DAC) - The Trooper or Vehicle can hit any Unit with a ranged attack that has the Heavy Armour Attribute as normal.

Examples: Magic Arrows, AT Rifle, Plasma Pistol

Hover (+4) - A Trooper or Vehicle must have the Flying Attribute in order to have Hover. The Unit does not have to move the 2 inches every turn as the Flying attribute requires.

Examples: Fairy, Helicopter, VTOL

Inaccurate (-Special) - A Trooper or Vehicle must have the Arcing Artillery Attribute in order to have Inaccurate. Place a Marker on your intended target and roll your ranged weapon die. If the score is a 4 or better you have hit the target. Resolve damage as normal. If the shot didn't hit, then roll on the table to see where the shot has landed. Move the marker and roll for any Troopers or Vehicles under the marker, friend or foe.

Examples: Rock Lobber, Mortar, Tactical Missile

Inaccurate	
D4	Results
1	6 Inches Right
2	6 Inches Left
3	6 Inches Short
4	6 Inches long

Jump(+Special)- The Unit has some sort of ability or device that allows it to bypass terrain, Units, and other obstacles 6 inches tall or less. Instead of its normal movement a Trooper or Vehicle may opt to jump. A jumping Trooper or Vehicle can ignore intervening terrain but if it starts or ends its move in Heavy terrain then it must roll its base die. If you fail the roll (get less than four) then the Trooper or Vehicle will take a hit. (See Allocating Hits) For every 4 inches a Trooper or Vehicle can jump, the attribute costs 1DAC

Examples: Rabbit Riders, Jump Troops, Jump Mech

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Linear Artillery (+1DAC) The Trooper or Vehicle follows some extra rules for its ranged weapon. Place a Marker on your intended target and roll your ranged weapon die. If the score is a 4 or better you have hit the target. Now determine whether the shot stops or bounces by rolling on the table. If it bounces, roll your ranged weapon die for each Trooper or Vehicle the shot would hit as it travels to its new location.

Artillery	
D6	Results
1-2	Stops
3-4	4 inches
5-6	8 inches

If the shot didn't hit then roll on the table to see how much you have overshot, a stop result means you have totally missed. Otherwise move the marker and roll your ranged weapon die for each Trooper or Vehicle the shot would hit as it travels to its new location.

Examples: Cannon, Bounce Bomb, Gauss Gun

Loose Cohesion (+Special) - The Troopers or Vehicles of a Unit must be within range of another Trooper or Vehicle of the same Unit. The cost is +1DAC for every 4 inches of range.

Examples: Skirmishers, Scouts, Jetbikes

Lucky (+2 DAC) - A Trooper or Vehicle with the Lucky Attribute gets to re-roll any one roll during the turn and keep the best results of the two. This roll must be declared and used immediately following the original roll.

Examples: Hero, General, Stealth Fighter

Magic (+16) - The Trooper or Vehicle is able to cast spells. During creation the player can choose spells to give to the Trooper or Vehicle. The cost of these spells is covered in the cost of the magic Attribute. The player may choose a number of spells with a total Spell Difficulty of -6 or less. For purposes of choosing spells, those with a Spell Difficulty of -0 count as -1.

Examples: Magician, Psyker, Demon

Multi-shot (+Special) - The Trooper or Vehicle has a weapon that can fire more than once per turn. Determine the rate of fire - 2x, 3x or 4x. Each extra shot costs 1DAC of the weapon's die type plus 1DAC for every 6 inches of Range.

Examples: Repeater Bolt thrower, Machinegun, Pulse Laser

Penetrator (+1 DAC) -The Trooper or Vehicle has a sharp weapon that can pierce armour and flesh. The Target receives a -1 modifier to its recovery rolls.

Examples: Magic arrows, Depleted uranium shells, Ion Beam

Reload: X (Special) - This Attribute is associated with certain weapons and artillery. The X is required number of turns an Trooper or Vehicle must spend reloading its weapon after it is fired. Nothing may take more than 2 turns to reload. The Trooper or Vehicle may take no Other Actions for the required number of turns. If another Action is taken then the reload starts all over. Once the number of turns has been spent reloading, the weapon can be fired again. The cost of this Attribute is a reduction in the overall cost of the Trooper or Vehicle. For every turn needed to reload, reduce the final cost of the Trooper or Vehicle by -1 DAC.

Examples: Rock Lobber, Railway Gun, Planet Killer

Sailed (-1DAC) - A Sailed Trooper or Vehicle's movement is at the mercy of the wind, whether it is air, solar or any other source that propels it. When moving **Downwind** it may move at its full MOVE. When moving **Crosswind**, the Trooper or Vehicle can move at half its MOVE. When moving **Upwind** the Trooper or Vehicle is limited to 1/4 its MOVE.

To explain these terms we will assume the wind is blowing from the North.

Down Wind: South, South East, South West

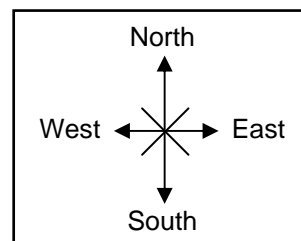
Cross Wind: East, West

Up Wind: North East, North West.

Note that a Trooper or Vehicle may never head directly into the wind. Any Trooper or Vehicle that does end its turn facing directly into the wind rolls a D4 on its next move and is turned that many compass points left or right (determined by the player) before it may move off.

To determine the direction the wind is "blowing" before the game use the directional rule in the Artillery section.

Examples: Galleon, Catamaran, Solar Sail Ship



Sharpshooter (+1DAC) - If the Trooper or Vehicle does not move on its turn it receives a +1 to a ranged attack roll this turn. This Attribute does not work for troopers with the Heavy Ranged Weapon Attribute.

Examples: Ranger, Sniper, Robot Gun Platform

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Sponson(+Special)- The Trooper or Vehicle has a side sponson on the left or right, that carries an extra weapon that can shoot into that side's 90 degrees of its forward facing. It is not limited to the normal 45 degrees. Determine the weapon die. The weapon costs 1DAC of its die type plus 1DAC for every 6 inches of Range. The Extra weapon must be used in the same action as the main weapon but does not have to be at the same target.

Examples: Steam Tank, APC, Super Heavy Tank

Stand (+4) The Trooper or Vehicle will get a free ranged weapon attack against a charging Trooper or Vehicle when charged. This attribute cannot be given to Troopers or Vehicles without ranged weapons.

Examples: Musketeers, Veterans, Defence Tower

Stealth (+1DAC) - The Trooper or Vehicle is camouflaged or has a stealth shield and cannot be targeted from a range greater than 12 inches unless it uses a ranged weapon. In effect it is hidden and cannot be seen until it reveals itself. If revealed, it can move a minimum of 4 inches to go back into hiding again.

Examples: Assassin, Ninja, Stealth Bomber

Submersible (+12) - An Trooper or Vehicle must have the Amphibious or Waterborne Attribute in order to have Submersible. The Trooper or Vehicle is able to dive in Deep Water. The player must declare when it is submerging and surfacing. Both use the entire movement of the Trooper or Vehicle for the turn. While Submerged a vehicle may move at half its MOVE value. The Trooper or Vehicle may not use any weapon while submerged and cannot be attacked.

Examples: Mermaids, U-Boat, Attack Sub

Submersible Weapon (+6) - This Attribute allows a Trooper or Vehicle to fire while submerged and to fire upon submerged Troopers or Vehicles.

Examples: Harpoon, Torpedoes, Ion Guns

Template: 2"(+1 DAC) - The Trooper or Vehicle is equipped with a weapon that uses the 2" template to determine hits. Instead of targeting a single enemy Trooper or Vehicle with the weapon, all Troopers or Vehicles that are even partially under the template count as a target and a die roll made to see whether they are hit. Modifiers may still apply.

Examples: Rock Lobber, Grenade, Plasma Grenade

Template: 4"(+2 DAC) - The Trooper or Vehicle is equipped with a weapon that uses the 4" template to determine hits. Instead of targeting a single enemy Trooper or Vehicle with the weapon, all Troopers or Vehicles that are even partially under the template count as a target and a die roll made to see whether they are hit. Modifiers may still apply.

Examples: Explosive Cannon ball, Small Artillery, Plasma Blast

Template: 6"(+3 DAC) - The Trooper or Vehicle is equipped with a weapon that uses the 6" template to determine hits. Instead of targeting a single enemy Trooper or Vehicle with the weapon, all Troopers or Vehicles that are even partially under the template count as a target and a die roll made to see whether they are hit. Modifiers may still apply.

Examples: Poison Globe, Large Artillery, Bombard

Template: Flame"(+2 DAC) - The Trooper or Vehicle is equipped with a weapon that uses the Flame template to determine hits. Place the base of the template so it touches the front facing of the Trooper or Vehicle. Instead of targeting a single enemy Trooper or Vehicle with the weapon, all Troopers or Vehicles that are even partially under the template count as a target and a die roll made to see whether they are hit. Modifiers may still apply.

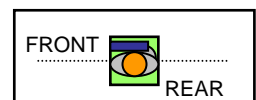
Examples: Dragon's Breath, Flamethrower, Acid Blast

Tough (+1DAC) - The Trooper or Vehicle is naturally Tough and gets a +1 to all Recovery rolls.

Examples: Troll, Self Propelled Gun, Genetically Enhanced Marine

Torso (+4) – (Vehicle Only) The Vehicle uses a torso and arm appendages. It reduces its facings down to two. Everything out to 90 degrees from where the Vehicle is obviously looking is the front facing. The remainder is the rear facing.

Examples: Gollum, Scout Infantry, Mech



Tracked (+1DAC) - This Trooper or Vehicle, has dual direction movement and increased weight distribution. It can turn up to 360 degrees instead of 90 degrees at the start and end of its move. It can ignore modifiers for Light Terrain.

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Examples: Steam Tractor, Tank, Robotic Tank

Transport (+Special) - This Trooper or Vehicle can carry other Troopers or Vehicles. The cost of the attribute is 1DAC of the Transported Troopers or Vehicles die type per Trooper or Vehicle. If the transport can carry different payloads, then work out the cost for both payloads and the highest value is used.

Examples: Mammoth, APC, Boarding shuttle

Turn (+1DAC) - The Trooper or Vehicle may make two 45 degree turns during the course of its movement.

Examples: Mounted Hero, Motorbike, Jetbike

Turret (+1DAC) - The Trooper or Vehicle is equipped with a turret weapon. The turret allows that weapon to make its ranged attack through any of the vehicles facings.

Examples: Steamtank, Tank, Space ship

Walker (+1DAC) – (Vehicle Only) The Vehicle uses leg appendages for movement. It can ignore Light Terrain and reduces Heavy Terrain to Light Terrain.

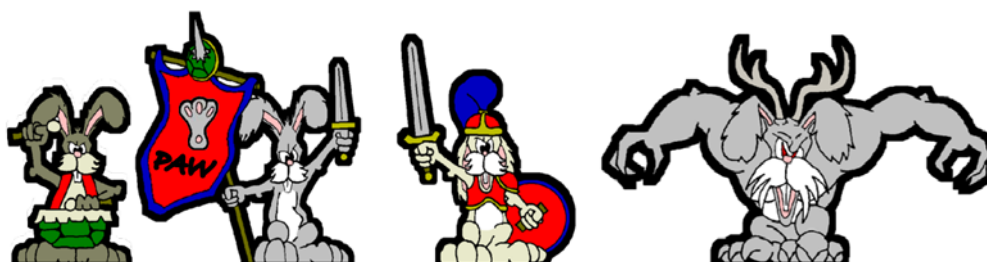
Examples: Gollum, Scout Infantry, Mech

Waterborne (-8) - A Trooper or Vehicle that is waterborne may not move outside of Deep Water terrain. If the vehicle moves into shallow water it is considered "Run Aground". Thereafter at the beginning of each of that Trooper or Vehicle's turns, it must roll a D6. If a 6 is not scored it remains stuck and cannot move for this turn. If a 6 is rolled it may move normally again.

Examples: Boat, Battleship, Leviathan

Unfeeling (+2 DAC) This Element has no feelings. The Element never suffer from fear so does not roll for morale. They also fear no pain so add a +1 to all Recovery rolls. Unfeeling Elements cannot run or go prone.

Examples: Skeletons, Zombies, Androids



Example Units

Name/Type:	Die:	Range:	Move:	Attributes	Cost:
Steel Ravens Trooper	D6	8	4	None	20
Steel Ravens SAW	D6	12	4	Heavy Ranged Weapon	26
Elven Royal Lancers	D8	0	8	Heavy Armor, Heavy melee weapon, Charge	34
Orc Rock Lobber	D10	20	0	Arcing Artillery, Inaccurate, Template 4"	72
Orc Crew	D6	0	4	Tough	14
ACW 12 pdr Cannon	D12	20	0	Linear Artillery, Template 2"	80
ACW Crew	D4	0	4	None	6
Heavy Tank	D20	20	10	Heavy Armor, Sponson x2, Turret, Template 4"	225
Sponson Machine Gun	D8	8	0		
Skeleton Trooper	D6	0	4	Unfeeling	22

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Spells

Fast

Spell Difficulty: -1 Range: 8
Duration: 4 Template: No

Choose a Unit within range. With a successful roll that Unit receives a +2 to their MOVE or the duration of the spell.

Fireball

Spell Difficulty: -2 Range: 6
Duration: Instant Template: 2"

Declare you are casting this spell and place a Target Marker on any Unit within range. This spell uses all rules for making a ranged attack. Roll and apply all modifiers, if the roll is 4 or better then the attack is successful. Centre the 2" template over the Target Marker; all Units underneath of it take a hit. Extra hits may be allocated to any Unit under the template with multiple successes.

Fly

Spell Difficulty: -4 Range: 8
Duration: 8 Template: No

With a successful roll, choose any Unit within range. That Unit gains the Flying Attribute for the duration of the spell. The Unit must follow all the rules that go with flying. If the Unit does not land before the duration ends it crashes to the ground. Follow the crashing rule with the Flying Attribute.

Ironwill

Spell Difficulty: -1 Range: 8
Duration: 4 Template: No

Choose a Unit within range. With a successful roll that Unit receives a +2 to all Morale rolls for the duration of the spell.

Shield

Spell Difficulty: -2 Range: 8
Duration: 4 Template: No

With a successful roll, choose a Unit within range. All Units attempting to attack the targeted Unit receives a -2 on the attempt.

Slow

Spell Difficulty: -1 Range: 8
Duration: 4 Template: No

Choose a Unit within range. With a successful roll that Unit receives a -2 to their MOVE for the duration of the spell.

Strengthen

Spell Difficulty: -3 Range: 8
Duration: 6 Template: No

With a successful roll choose a Unit within range. That Unit receives a +2 on both melee and ranged attack rolls for the duration of the spell.

Summon

Spell Difficulty: -4 Range: No
Duration: Permanent Template: No

With a successful roll a "d4" basic trooper appears beside the caster. This creature has no attributes. For all mechanical purposes it acts identical to a trooper with the same die. It may be activated on the controlling players turn. It will remain till it is removed from the game. For every +2 increment the caster rolls over 4, the summoned trooper's die will increase to the next highest.

Teleport

Spell Difficulty: -4 Range: 24
Duration: Instant Template: No

Choose any one Unit within range. With a successful roll place that Unit anywhere within range of the spell.

Terrify

Spell Difficulty: -1 Range: 8
Duration: 4 Template: No

Choose a Unit within range. With a successful roll that Unit receives a -2 to all Morale rolls for the duration of the spell

Weaken

Spell Difficulty: -3 Range: 8
Duration: 6 Template: No

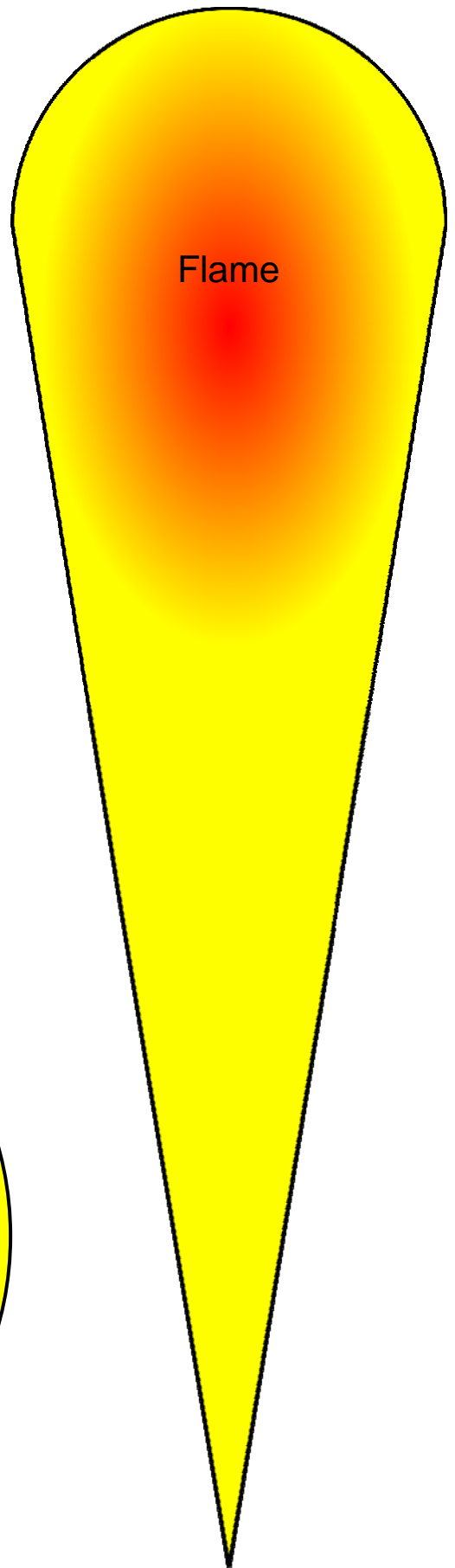
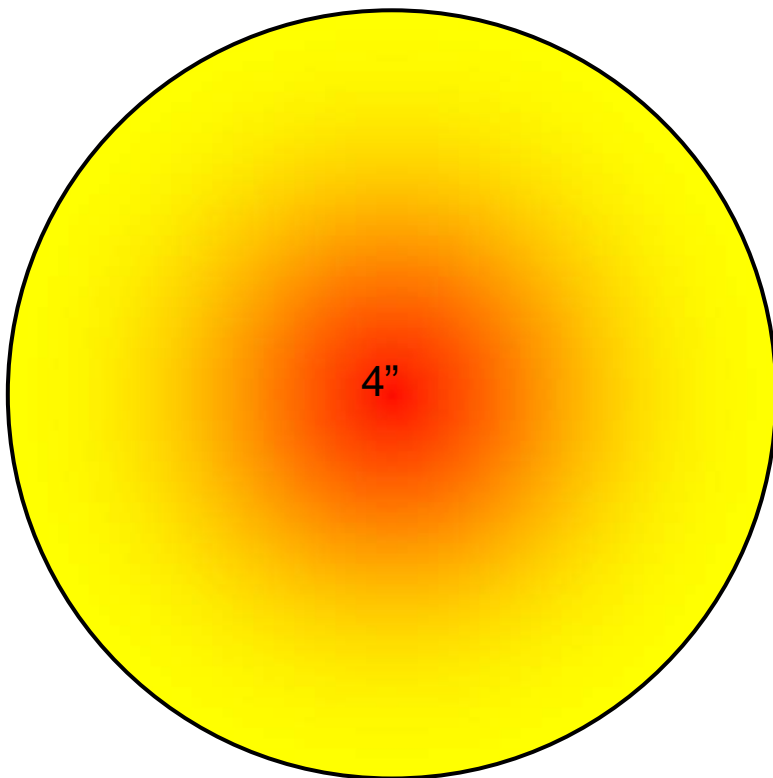
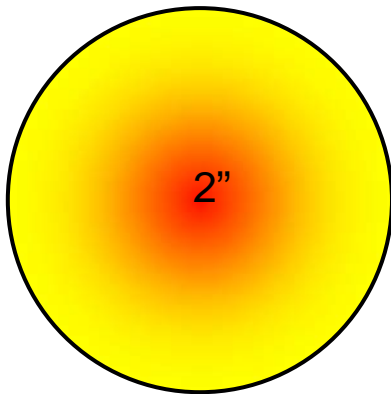
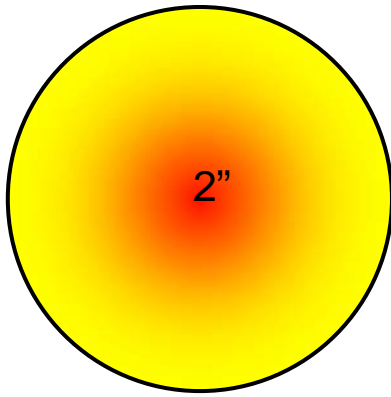
With a successful roll choose a Unit within range. That Unit receives a -2 on both melee and ranged attack rolls for the duration of the spell.

Zap

Spell Difficulty: -0 Range: 8
Duration: Instant Template: No

This spell uses all rules for making a ranged attack. Choose any Unit within range, roll, and apply all modifiers. If the roll is 4 or better then the attack is successful. When the targeted trooper rolls Recovery for the attack, it receives an additional -2 modifier to any current modifiers to the roll.

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