

**Oversoul Games' Universal Rules
for 25mm- 30mm Wargaming
v1.3**

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These rules are written for experienced wargamers. 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. A measuring tape or measuring string, and something to write with.

There a few terms used in these rules that need some clarification. A trooper is any miniature or model either on foot or mounted. A vehicle is any miniature used to carry troopers, equipment, and/or weapons. Artillery is a crew of troopers that work together to operate a single large weapon. 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's power, stamina, and general natural ability is represented by a single die. Weak or small creatures roll a d4, while really powerful creatures roll a d20. Vehicles and Artillery are a little different. Vehicles have one die representing the vehicle itself. A vehicle can carry onboard a number of troopers or weapons depending on its size. Each weapon or trooper onboard has its own die. With artillery the crew are troopers with their own die and the actual weapon also has its own die. These are discussed in more detail later.

All rolls for attacks, morale, and everything else, for a specific trooper, vehicle, or artillery piece, is 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.

Die Examples

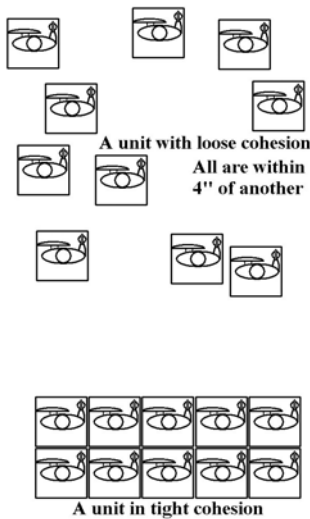
d4	Unarmed Peasant, Goblin, Halfling
d6	Average Mounted or Unmounted Soldier (Human, Dwarf, Elf, or Orc Soldier)
d8	Average Powered Infantry, Armored Knight, Ogre, Unarmed Motorcycle
d10	Light Artillery, Armed Motorcycle, Unarmed Car, Average Demon
d12	Heavy Artillery, Light Tanks, Dragons, Giants, Light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

Every trooper and vehicle also has a MOVE stat. The trooper or vehicle's die determines its MOVE stat the same as it determines its overall power. The number given in the chart is how many inches a trooper or vehicle can normally move in a turn across open ground. Note that you cannot have a d4 vehicle in these rules. Artillery weapons cannot move on their own. They must be moved by their crew.

Troopers and vehicles also have Attributes. An Attribute can be something above average or an improvement that

Movement

	Trooper	Vehicle
d4	5	-
d6	6	20
d8	8	12
d10	10	10
d12	12	8
d20	20	6



the trooper or vehicle is equipped with. Or it can be a weakness of the trooper or vehicle. 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 trooper or vehicle. Others have special rules and will be explained with the specific Attribute.

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 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 need not always be 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. Loose cohesion is considered the default for troopers, vehicles ALWAYS have loose cohesion. In loose cohesion all of the troopers must be within 4 inches of another trooper of the same unit. For vehicles they must be within 8 inches of another vehicle of the same unit.

A unit of troopers may also have tight cohesion. In tight cohesion all the troopers of the unit must remain in 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.

Getting Ready

It is a good idea to sit down with all the players and agree to some rules before actually playing. 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 reasons for the battle? Any 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 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.

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 is its Difficulty Value. All terrain will be either Light, Heavy, or Impassible Terrain. The Difficulty Value affects the movement of any trooper or vehicle passing though that terrain feature.

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, reroll 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 clockwise gets their turn.

When activated a unit may Move and perform an Other action. The player may opt to do this vice versa as well.

Moving

When moving a trooper or vehicle you look at its MOVE stat and you then can move that trooper or vehicle up to that many inches across the playing area. If a trooper or vehicle is crossing a terrain feature the move will be harder and take longer. The total amount it 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 unit finishes its move it must still be in cohesion.

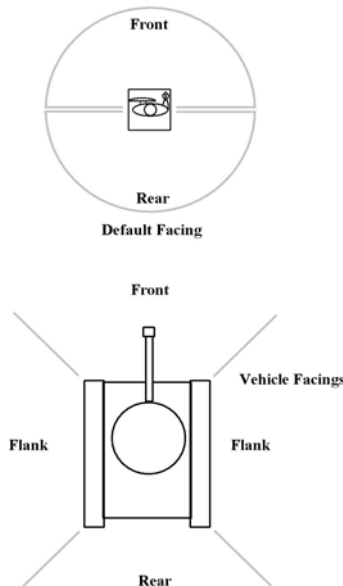
Terrain	Loss in Inches	Actual Movement
Light	1.5	1
Heavy	3	1
Impassible	X	X

Running

A player may also opt to run. When running you double your MOVE value for this Move action. Running causes a -1 penalty on an Other actions you take, if the move was elected first. A vehicle cannot run.

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 troopers movement. While Prone anything making a ranged attack on that trooper suffers a -1 penalty, anything making a melee attack gains a +1 bonus.



Turning

Vehicles change direction by means of a 45 degree template. A vehicle may make one 45 degree turn anywhere along the course of the movement

Facing

A trooper or vehicle's facing is determined during movement but is important during combat. Troopers in a unit with loose cohesion only have two facings. They can turn and move about freely, so their front facing is everything within 90 degrees of either side where the trooper is obviously looking. Everything else is the rear facing.

Vehicles have 4 facings. Everything out to 45 degrees from the obvious center of the vehicle's front side is the front facing. Exactly opposite of this is the vehicle's rear facing. Everything else is either its left flank facing or right flank facing. Every weapon on a vehicle is mounted in one of its four facing and can only attack targets in that facing.

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.

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 and the attacker scores a hit on the target.

Melee Attack Modifiers

Attack in Flank	+1
Attack in the Rear	+2

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 below.

Range Attack Modifiers

Range	Modifier
Short	-0
Long	-1
LoS	
Open	-0
Partial	-1

The attacking trooper or vehicle must also have line of sight (LoS) to the intended target. This means that the trooper 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 also uses the modifiers for attacks on a target's flank or rear. Those modifiers are found in the melee attack section.

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

A vehicle armed with multiple ranged weapons may attack with one ranged weapon for every crewman on board. 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.

Charging

Charging is a combination move and melee attack. The attacking trooper or vehicle must move at least 4 inches forward in a straight line into contact with the target. The attacker then receives +2 to the Melee Attack roll that follows.

Rolling for Multiple Troopers

A player may roll for multiple troopers in a unit at the same time. Separate them into groups of troopers

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 to show it is hit. For vehicles place a Hit Marker on its base. A trooper or vehicle that is hit must immediately make a Recovery roll.

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. 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 spellcasting was a success.

Rolling a 1 for Spellcasting

If the spellcasting roll scores a 1 then something has gone wrong with the spell. The casting trooper then 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 is hit by an attack they must roll to see if they survive the attack. The trooper rolls its die. If the roll is 4 or better the trooper survived the attack. If the roll is less than 4 the trooper is removed from the game.

For vehicles that fail a Recovery roll they are not immediately removed from the game. Instead roll another Recovery roll for all weapons and/or troopers on the hit facing. This is just like rolling a standard roll and uses the die for the affected trooper or weapon and not the die for the vehicle. This is left up to the best judgment of the player as to which weapons or trooper would be affect. If any fail they are removed from the game. If all are successful then the vehicle instead suffers a permanent -2 to its MOVE. This penalty is accumulative with any future penalties.

Morale

Different affects in the game may cause troopers 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 with the ability to cause fear. Such thing immediately cause a Morale roll. The most common way is because of casualties. Whenever a unit loses an increment of troopers equal to 25% of its original amount , it immediately makes a Morale roll. Another common way is to "see" another unit, within 8 inches, fail a Morale roll or fleeing because of a failed one.

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

Do not roll for each trooper in the unit. Make one roll using the highest 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.

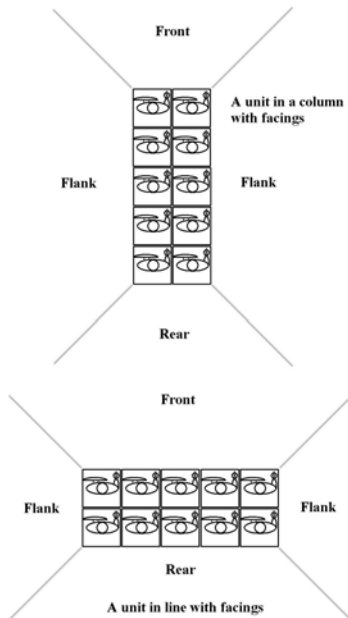
If the unit passes the roll then they can continue on as normal. If the unit fails, when it is next activated it will immediately run. Units in tight cohesion will become disordered. A disordered unit abandons formation and moves like a unit in loose cohesion. The unit must move to get behind the nearest 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.

Special Rules

Unit in Tight Cohesion



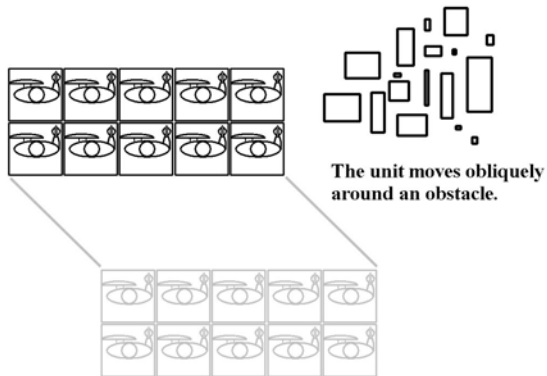
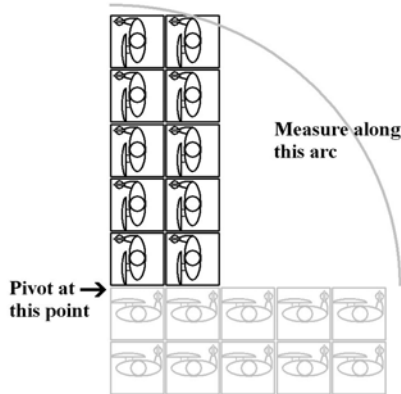
There are some differences in how a unit in tight cohesion and one in loose cohesion can act on the playing area. In some ways a unit in tight cohesion is at a disadvantage and in other ways they have an edge. The first major difference is a unit in tight cohesion must be in formation. A formation is an easy way to maintain order over a large number of troops. 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 marching. A trooper's facings 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. Exactly opposite of this is the trooper's rear facing. Everything else is either its 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 the all must. If one makes a ranged attack they all must.



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 the unit passes through a terrain feature the entire unit suffers the movement penalty of the terrain.

Turning

Troopers in tight cohesion are subject to special rules for turning depending on its current formation. A unit in a column moves similar to a unit in loose cohesion, the unit can make as many turns as it likes, but must maintain its cohesion. 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. Simple turn all the troopers of the unit 180 degrees. To change the lines 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 maneuver measure the distance along the arc or the outside edge of the line.

Attacks

Only troopers in the first rank who are touching an enemy trooper can make a melee attack. 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 center of the firing rank or ranks, use this range for all firing troopers in the unit.

Allocating Hits

If the troopers of the unit all have the exact same stats simple allocate all hits to the unit itself, just begin

laying troopers down starting at the rear of the unit. When rolling for recovery roll for each trooper on its side.

Leaders

Leaders are special units made up of a single trooper with a special Attribute. They have a die and Attributes like other troopers and their rules for moving and combat are as above. Leaders never have to make Morale rolls. Leaders have the ability to attach to another unit. A leader may only attach to one unit at a time. To attach to a unit the leader must move into contact with the unit and declare the attachment. At that point the leader is considered part of the unit. The leader is activated when ever the unit activates. It moves with the unit. The leader 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 leader, the player activates the unit and declares the leader is detached. The unit completes its activation as normal. The leader may then be activated later.

Independent Mounts

Most mounts are considered to be part of the trooper. They usually only bare the trooper in battle. Certain mounts may be independent or even intelligent and have their own die. The mount's die is used to determine the MOVE stat of the pair. When activated both mount and rider can choose Other actions and each resolves them separately. They also resolve Reaction rolls separately. When attacked, the attacker must choose either the rider or the mount for the attack. If either is removed from the game the other continues on alone.

Artillery

Artillery comes in two varieties, Linear and Arcing. 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.

For attacking, artillery has facing like that of a unit with tight cohesion. Linear Artillery follows the rules as outlined in Ranged Attacks for LoS. Arcing Artillery does not have to have LoS to hit a target.

Artillery is special because its has 1 die for each of its crew (standard for its race or class) and 1 die for the artillery weapon. It looks like d6[d10]. The d6 is what each crewman is and the d10 is the artillery weapon. Like other ranged weapons each has a range and uses range modifiers. 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.

Hitting with Artillery

Place a Target Marker on your intended target and roll. If the score is 4 or better, after modifiers, the shot is on target and hits the Target Marker. If it is less then the shot misses and deviates.

Use the chart and the results of the roll to determine how far the shot lands from the Target Marker. Roll a die to determine the direction the shot goes. If the roll is an even number the shot goes right. If it is an odd number it goes left.

For arcing artillery use the chart again to determine how much the shot is off of the target. Designate each tableside 1-4 and roll a d4 to determine which direction it lands in. Check to see if the shot hits another target. If a possible target is present roll the die again. A 4 or better with all modifiers hits as normal. 4 or less results in nothing.

Artillery Deviation	
Roll	Results
1	6in
2	4in
3	2in

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 it's 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, every time you eliminate a trooper or vehicle, or achieve an objective you earn its Victory points. The player at the end of the game with the most Victory points wins a mathematically victory. A trooper or vehicle's Victory points is equal to 25% of its creation cost. If it cost 200 points to create, it is worth 50 Victory points. An objective's Victory points 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.

Creating Troopers, 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. Lots of cavalry, or tanks? Legions of Infantry? Once you have these ideas, it is relatively easy to create troopers and vehicles.

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

For troopers, decide first what die would best represent the type of trooper you are creating. Consult the chart on page 1 for ideas. The basic cost for each trooper or vehicle is listed in this chart.

Base Point Cost	
Die	Cost
d4	4
d6	12
d8	24
d10	40
d12	60
d20	120

This takes into consideration the very basic equipment of the trooper or vehicle. For troopers ,this is usually a light or medium melee weapon and basic armor.

If the trooper is equipped with a ranged weapon decide what is that weapon's range. The range number you choose is half the total range of the weapons. The number must be a whole number that is divisible by 2. Now divide the range by 2 and add it to the basic cost of the trooper. A trooper or vehicle may only have 1 ranged weapon.

Next read through the list of possible attributes and decide which if any best suit the trooper you are creating. Each has a cost 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 troopers or vehicles.

The process for creating a vehicle is similar. Decide on the base die of the vehicle. In a 25-30mm game no vehicle can have a die less than d8. Vehicles are special in they are able to carry either weapons or troopers on board. How much a vehicle can carry is called a payload and is determined by it base die. A vehicle can carry a number of dice worth of troopers or vehicles equal to or less than its base die. The Payload chart shows the amount each can carry. The vehicle can carry any combination so long as it does not exceed its base die.

Each weapon adds to the the total cost of the vehicle. The cost of each ranged weapon on board is figured as if it where a trooper with range and Attributes. DO NOT figure in the cost of space occupied by actual troopers. These are considered to separate and have their own cost in the army.

The vehicle can also have its own Attributes that will add to its cost.

When creating artillery create troopers as normal. Treat the actual artillery weapon as a trooper, decide on its die, range, and any appropriate Attributes. Figure its points in with the rest of the unit.

For troopers with independent mounts, figure the cost for each separately within the unit.

Once you have all this figured up this is how much it costs to add one of this type of trooper or vehicle to a unit you are creating. If the unit is made up of 20 of these then multiple the basic cost by 20 to determine who much the unit will cost.

Vehicle Payload

Base Die	Payload
d4	-
d6	1d6 or 2d4
d8	1d8, 2d6, or 4d4
d10	1d10, 2d8, 4d6, or 8d4
d12	1d12, 2d10, 4d8, 8d6, or 10d4
d20	1d20, 2d12, 4d10, 8d8, 10d6, or 10d4

Example Units

Name/Type:	Die:	Range:	Attributes	Cost:
Steel Ravens, Tactical Squad				
9X Basic Infantry	d6	R:10	None	153
1X Trooper with SAW	d6	R:12	Heavy Ranged Weapon	22
Elven Royal Lancers				
10X Elven Knights	d8	R:0	Mounted, Tight Cohesion Heavy Armor, Heavy Melee Weapons	320
ACW Artillery Section				
4X US/CS Gunners	d6	R:0	None	48
1X 12pd. Napoleon	d10	R:20	Heavy Ranged Weapon, Reload:1, Template: 2"	47
Light Tank				
1X Tank	d20		Heavy Armor, Heavy Ranged Weapon(Main Cannon), 2XSponson (Machine Guns), Template: 2" (Main Cannon) Tracked, Turret (Main Cannon)	206
Weapons:				
1X Main Cannon (Front)	d10	R:10		
2X Machine Gun (1X Each side)	d8	R:8		
Warcycle Squad				
5X Warcycles	d10	R:4	Fast, Heavy Ranged Weapon, Turn X2	310

Attributes

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

Aggressive(+4)- This Attribute is for troopers only. The trooper fights well in hand to hand combat and gets a +1 to all Melee Attack rolls.

Amphibious(+8)- This Attribute allows the trooper or vehicle to move in deep water as if it were shallow water.

Brave(+4)- This Attribute is for troopers only. The trooper is very courageous and gets a +1 to all Morale rolls.

Command(+8)- This Attribute is for troopers only. The trooper is an officer and acts and has the abilities listed in the Leader Section.

Exhaustible Weapon(Special)- An exhaustible weapon is something like a missile or grenade. Work out the cost of the weapon like a normal artillery weapon, and divide the cost by 4 (round up) for the final cost of the exhaustible weapon. Exhaustible weapons also take up less room for figuring payload they count as the next lowest die. The catch is you can only use each exhaustible weapon 4 times.

Fast(+8)- The trooper has a MOVE equal to one with next higher die. A d6 would move as if it were a d8. A vehicle adds +4 to its MOVE.

Fearsome(+8)- This Attribute is for troopers only. The trooper has the ability to strike fear into its enemies. The first time a new trooper or unit of troopers comes within 8 inches of the fearsome trooper it must make a Morale roll.

Fire Linked(+8, +Special)- This is a vehicle only Attribute. Weapons that are fire linked can be fired simultaneously by single crewman as if it was one weapon. The fire linked weapons must all be fired at the same target and each must meet the requirements for firing on that target. For each weapon that is fire linked, beyond the first two, the cost of the Attribute increases by +4. A vehicle may have multiple groups of fire linked weapons.

Flying(+12)- A 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 figure 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 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.

Frail(-4)- This Attribute is for troopers only. The trooper is naturally fragile and gets a -1 to all Recovery rolls.

Heavy Armor(+4)- The trooper or vehicle may not be damaged by any trooper or vehicle with a base die smaller than a d8 that does not have the Heavy Melee Weapon or the Heavy Ranged Weapon Attribute. The trooper or vehicle also receives +1 on all recovery rolls.

Heavy Melee Weapons(+4)- The trooper or vehicle can hit any trooper or vehicle with a melee attack that has the Heavy Armor Attribute as normal. The trooper or vehicle also received a +1 on all melee attack rolls.

Heavy Ranged Weapons(+4)- The trooper or vehicle can hit any trooper or vehicle with a ranged attack

that has the Heavy Armor Attribute as normal. The trooper or vehicle also received a +1 on all ranged attack rolls.

Hover(+4)- A trooper or vehicle must have the Flying Attribute in order to have Hover. The trooper or vehicle does not have to move every turn as flying requires.

Jump(+8)- The trooper or vehicle has some sort of ability or device that allows it bypass terrain, units, and other obstacles of a certain height or less for short distances. Instead of its normal movement a trooper or vehicle may opt to jump. It can jump a distance of 8 linear inches and over obstacles 4 inches tall or less.

Lucky(+6)- A Trooper or Vehicle with the Lucky Attribute gets to reroll any one roll during the game and keep the best results of the two. This roll must be declared and used immediately following the original roll.

Magic(+16)- This Attribute is for troopers only. The trooper is able to cast spells. During creation the player can choose spells to give to the trooper. 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, Spells with a Spell Difficulty of -0 count as -1.

Mounted(+8)- This Attribute is for troopers only. The trooper is mounted on either a common steed or an independent mount. The MOVE stat of the rider and common steed is the rider's MOVE stat +4. For independent mounts just use the MOVE stat of the mount.

Reload: X(Special)- This Attribute is associated with certain weapons and artillery. The X is required number of turns a trooper or vehicle must spend reloading its weapon after it is fired. Nothing may take more than 3 turns to reload. The trooper or vehicle may take no Other actions for the required number of turns. If an Other 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 12.5%, rounded up.

Sailed(-8)- This Attribute is for vehicles only. A Sailed vehicle's movement is at the mercy of the wind, or other source that propels it. When moving with this source it may move at its full MOVE. When moving across it, the vehicle can move at half its MOVE. When moving into it the vehicle is limited to 1/4 its MOVE. To determine the direction the source is "blowing" before the game use the directional rule in the artillery section.

Sharpshooter(+4)- This Attribute is for troopers only. If the trooper 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.

Slow(-8)- The trooper has a MOVE equal to one with next lower die. A d6 would move as if it were a d4. A vehicle has -4 penalty applies to its MOVE.

Sponson(+6)- This is a vehicle only Attribute. You must declare what weapon is occupying the sponson, only one weapon can be in a single sponson. A sponson allows that weapon to fire 90 degrees of its facing into the two facings beside it.

Submersible(+12)- A 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.

Submersible Weapon(+8)- This Attribute allows a trooper or vehicle to fire while submerged and to fire upon submerged units.

Super Heavy Armor(+12)- The trooper or vehicle may not be damaged by any trooper or vehicle with a base die smaller than a d12 that does not have the Super Heavy Melee Weapon or the Super Heavy Ranged Weapon Attribute. The trooper or vehicle also receives +2 on all recovery rolls.

Super Heavy Melee Weapon(+12)- The trooper or vehicle can hit any trooper or vehicle with a melee attack that has the Super Heavy Armor Attribute as normal. The trooper or vehicle also received a +2 on all melee attack rolls.

Super Heavy Ranged Weapon(+12)- The trooper or vehicle can hit any trooper or vehicle with a ranged attack that has the Super Heavy Armor Attribute as normal. The trooper or vehicle also received a +2 on all ranged attack rolls.

Template: 2"(+8)- The trooper or vehicle is equipped with a weapon that uses the 2" template to determine hits.

Template: 4"(+16)- The trooper or vehicle is equipped with a weapon that uses the 4" template to determine hits.

Template: 6"(+24)- The trooper or vehicle is equipped with a weapon that uses the 6" template to determine hits.

Template: Flame"(+16)- The trooper or vehicle is equipped with a weapon that uses the Flame template to determine hits.

Tight Cohesion(-8)- This Attribute is for troopers only. The trooper must maintain contact with all other troopers or vehicles in the unit.

Tough(+4)- This Attribute is for troopers only. The trooper is naturally Tough and gets a +1 to all Recovery rolls.

Tracked(+4)- This Attribute is for vehicles only. A vehicle behaves like any other vehicle, except it may opt to turn and face any direction before it moves. This counts as its turning for this turn. If the tracked vehicle moves it is limited to the single 45 degree turn as normal.

Turn X2(+8)- This Attribute is for vehicles only. Instead of the usual allowance of a single 45 degree turn, the vehicle may make two 45 degree turns during the course of its movement.

Turn X3(+16)- This Attribute is for vehicles only. Instead of the usual allowance of a single 45 degree turn, the vehicle may make three 45 degree turns during the course of its movement.

Turret(+12)- This Attribute is for vehicles only. The vehicle is equipped with a turret. You must declare what weapon is occupying the turret, only one weapon can be in a single turret. The turret allows that weapon to make a ranged attack through any of the vehicles facings.

Walker(+8)- This Attribute is for vehicles only. It allows a vehicle to move as if it were a humanoid figure. It is not limited to a single 45 degree turn. It still may not run and cannot go prone. The vehicle also uses the uses facings as if it were a trooper

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.

Undead(+8)- This Attribute is for troopers only. The trooper has risen from the grave. The trooper never suffer from fear so does not roll for morale. They also fear no pain so add a +1 to all Recovery rolls. Undead troopers cannot run.

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 for 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. Center the 2" template over the Target Marker, all trooper or vehicles underneath of it take a hit. Extra hits may be allocated to any trooper or vehicle 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 player's 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

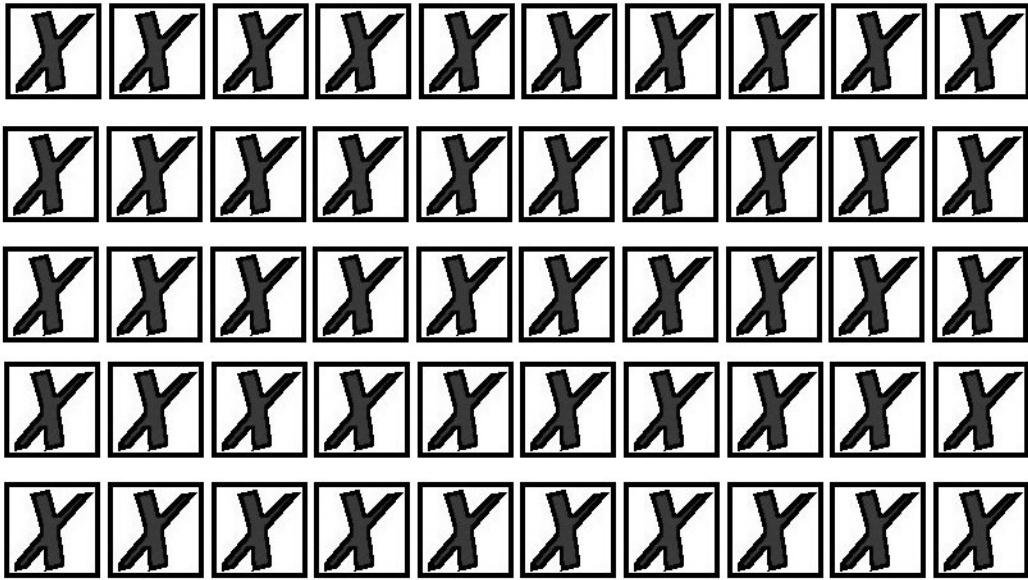
With a successful roll choose a unit within range. That unit receives a -2 on both melee and ranged attack rolls for the duration of the spell.

Zap

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

This spell uses all rules for making a ranged attack. Choose any trooper or vehicle 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.

Hit Markers



Target Markers

