



Rules



v 0.3

background

In the year 2,199 the Earth stood ravaged by the consequences of mans continuous failings.

Where once fertile valleys lay like green highways to the horizon now only dust and ruins remained. The once inviting blue skies, now a grey dark warning to those who dare to venture into the outdoors; oceans that once teemed with life sit lifeless. Humanity's indiscretions; plundering of the earths resources, an unquenchable need to for conquest and ofcourse war had led to only one fatal result; the Earth had died. Now all that was left was for humanity to die along with it.

In this time of desperation the human race found unity like never before. In its quest for survival, those with the means bound together to build giant galactic transports that would carry them far out into the galaxy in search of a new home. Their last act on Earth was not without its sacrifices; giant though these transports were, they could not carry everyone. The strongest, smartest, most powerful, and of course most wealthy took to the stars whilst the remainder were left to die on the decomposing rock left behind.

The human race's second chapter in the stars was meant to be a new beginning. "Man-kind" had found a bond in survival that had out weighed their petty differences. Bound together as one people they pledged to build a great society of the human race, and to always remember those who were sacrificed for this second beginning. Forever leaving their indescretions behind.

But as it turns out the universe is not an empty place, and many other civilisations had ventured to the stars before the humans. First contact with other species started harmoniously enough, but the humans could not escape their past, and soon WAR!



Pushed back by their new rivals the humans fled enemy space, falling back to their own solar system and the dying planet they had left behind. But the year was now 30,000, and the long thought dead planet now sat like a blue pearl in the darkness of space. "Man-kind" had found their new home in the rebirth of their old it seemed.

Still, the earth had one more surprise in store. Not only had the planet survived, but so to the fragment of humanity left behind. These humans had adapted and overcome the perils of the planet that had remained their home for the last 800 years. Still human, but now different. Twisted and distorted by the world they'd been forced to live on; a new species, the next evolution of man, and these inhabitants of earth were not so willing to welcome back their brethren.

To make matters worse, the humans troubled exploits in space were not behind them, and now other species gazed upon the earth with envious eyes.

The year was 30,000 A.D. and the GALACTIC WAR for Earth had begun!



Before you start

Choosing your faction

Each faction within the game has it's own strengths and weaknesses.

Some factions are fast and mobile, while others are slow but heavily armoured. Some factions prefer to fight in close quarters whilst others will do best picking their enemy off from range.

You should decide which faction best suits your playing style.

Building your Battle Group

Before starting a Skirmish you must first decide how many Tokens you will be playing with.

Every unit in the game has an associated "Token Cost", the Sum of your Battle Groups Token Cost must not exceed the agreed token value.

Brief Overview

The game is contested by two or more Battle Groups comprising of a collection of units. Each unit has a statistic sheet (or stats for short) that provide the player with all the information they'll need to command the unit through the battle.

The game is played on a 3 dimensional board made up of hexagonal tiles. These tiles provide the metric by which all game sequences are played using the stats mentioned above. For example if a unit has a movement statistic of 4, this means that unit can move up to 4 hexagonal tiles (more on this later).

The game is played over a number of rounds consisting of a number of phases. During each round all players will have an opportunity to command their units in an attempt to win the game.



Starting the game

Deployment Phase

This phase only occurs once, at the very start of the game. Each player will be provided a deployment zone in which they can deploy their units.

They will not be able to see their opponents deployment until the end of this phase.

Round One

The game begins with the first round (Round 1). Each proceeding round will be played following the same process. A round consists of a collection of phases played in a specific order as described below:

Initiative phase

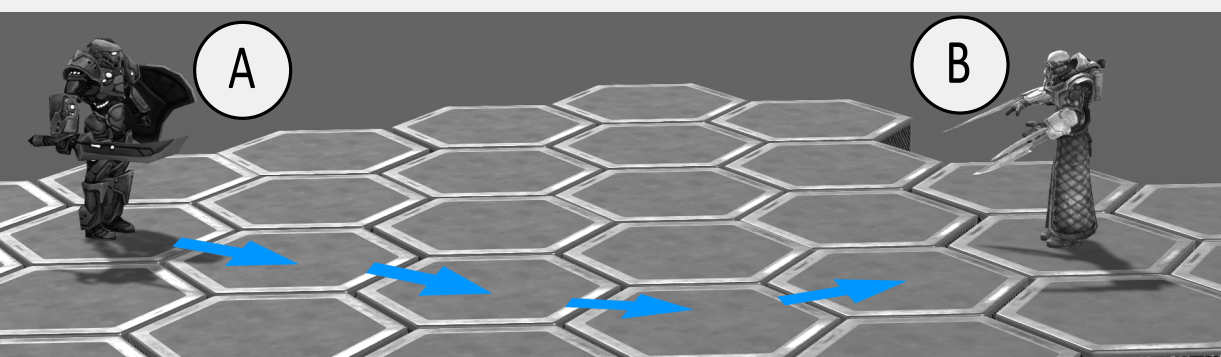
Before any player can commence commanding their units the game will first allocate the initiative (or initiative sequence if more than two players are playing). In round one the initiative is allocated at random, in later rounds it is allocated based on the players success in the proceeding round, more on this later.

Movement phase

In this phase each player will be given the opportunity to move as many of their units as they wish. The player who won the initiative in the proceeding phase will go first.

Using their units stats the player will choose to move each of their units up to as many tiles as dictated by the units SPEED statistic.

Once the player has finished moving all of their units their movement phase ends, and the next player in the initiative sequence will begin their Movement Phase. Once all players have moved all the units they wish to move, the Movement Phase is over.



Unit A moves 4 tiles to engage Unit B in Melee Combat.

Action Phase

As the name suggests, the action phase is where all of the action takes place. As with the movement phase the players take it in turns. The player with the initiative goes first.

The player can perform one action (or no action at all), with each unit on the board. Actions available are as follows:

Manoeuvre : A unit may be able to gain a strategic advantage on the enemy by performing some additional movement outside of the movement phase. Using the Manoeuvre Action a unit may move up to 50% of its MOVEMENT statistic (if the unit moves an uneven distance the value is rounded up, so a unit with a MOVEMENT statistic of 5 can Manoeuvre 3).

Shoot: A unit equipped with a ranged weapon can fire that weapon at an enemy unit within the range of the weapons range statistic, and in line of sight (unless the weapon has indirect capability). The effectiveness of this shot will vary depending upon the situation. See Ballistic Attack section for details.

Melee: A unit that occupies a tile immediately adjacent to a tile occupied by an enemy is said to be in Melee Combat. The unit could have moved into an adjacent tile in the Movement Phase or during the Action phase as the result of a Manoeuvre Action. By performing a Melee action the unit will combat the selected adjacent enemy. The effectiveness of this Melee combat will vary depending upon the situation. See Melee Attack section for details.

Overwatch: Placing a unit on Overwatch will allow it to fire during the enemy players Movement Phase in the following round.

Once the unit has performed the action, it can do nothing else in the action phase. The player moves on to the next unit. Once the player has performed actions with all the units they wish to perform actions with, the action phase is passed to the next player in the initiative sequence. Once all players have completed their action phase the game moves to the Victory Phase.



Understanding Stats

When a unit performs an action, the success or failure of this action is determined based upon the unit and weapon statistics. Whilst the game will automatically calculate the success or failure of an action, understanding how this happens can help guide a players decision making throughout the game.

All statistics within the game operate on a value of 0-10. We can think of these statistics as likelihood of success. So imagine for a given action a unit has a statistic of 7. This means the unit has a 7 in 10 chance of success, or 70%.

When using a statistic to assess the success of an action the game will randomly generate a value and compare this to the statistic. We can think of this as a roll of a ten sided dice (D10). So sticking with a statistic of 7, if the D10 simulated roll equals 7 or less, the action succeeds, otherwise the action fails.

Note there are many Modifiers within the game that alter the likelihood of success. These are described below in reference to each action.

If this seems complicated don't panic. The game will display key metrics to you when deciding which action to perform against which enemy unit, such as % chance to hit, % chance to wound, and % chance to kill, so you will always have the information you need to make an informed decision. However like a good poker player, the advanced player may keep these statistics in mind throughout the battle as they think multiple rounds ahead.

Ballistic Attack

A unit equipped with a ballistic weapon (a gun) can perform a ballistic attack. A ballistic attack can be performed on ANY enemy unit within the range of the units equipped ballistic weapon range statistic.

The effectiveness of a ballistic attack depends upon a number of factors.

Hitting the enemy: When performing a ballistic attack the first thing that is checked is if the unit successfully hits the enemy.

For this we start with the firing units Ballistic Skill (BS). This provides us with the fundamental chance of success for the selected unit to hit a target. So if the unit has a BS of 6, they have a 60% chance to be successful. From here we add/subtract Modifiers.

Range: To assess the impact of range we look at the firing units weapon Range statistic R and how far away the target is. If the target is within 25% or less of the weapons range the target is considered to be at CLOSE RANGE. If the target is beyond 25% of the weapons range but and no further than 75% of the weapons range it is considered to be within MID RANGE. If the target is beyond 75% of the

weapons range it is considered to be at LONG RANGE. These three ranges provide the following BS Modifier. CLOSE RANGE +1, MID RANGE 0, LONG RANGE-1.

Cover: Cover is an essential part of the game. By carefully keeping your units in cover you can minimize the possibility of them being picked off by ranged fire. Cover such as walls, boulders, trees etc.. Can protect you from enemy fire. How much protecting a piece of cover provides varies, but here's some info to keep in mind. A rock wall will provide more cover than some tree branches and leaves. A large boulder will provide more cover than a small one. One last thing to consider is "taking cover" when a unit is directly adjacent to a piece of cover that is sheltering them from an attacking unit's ballistic attack, they are said to be "taking cover", and will receive an additional -1 modifier against the chances of a successful ballistic attack.

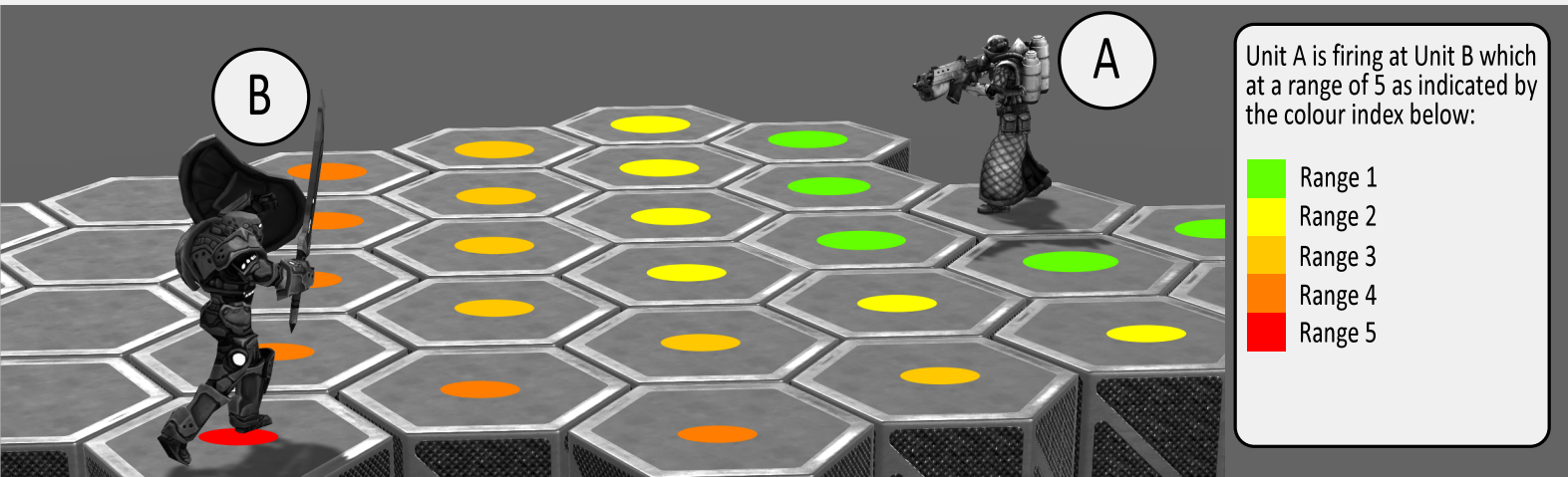
The game will calculate the cover modifier in real time and reflect this in your chance of hit success. In some cases cover will completely obscure line of sight, this will be reflected by a chance to hit of zero!

Friendly fire and Unit shield: Sometimes rather than a piece of cover obscuring a units view to a target it could be another unit obscuring the view to the target. For each unit obscuring the target, the player receives a -1 Modifier against the chances of success. This provides a strategic opportunity as a player can use one or more units to shield another of their units. This is known as a Unit Shield.

If the unit obscuring the target is a friendly unit (so a unit from the same army as the unit performing the ballistic attack), then this opens up addition risk to taking the shot. In this instance if the firing unit misses their target, there is a 50% chance they will hit the obscuring friendly unit as a result.

This is known as Friendly Fire. You will be alerted of a possibility of friendly fire before taking the shot. Note, if they obscuring friendly unit is directly adjacent to the firing unit then there is NO chance of hitting them.

Firing into Melee combat: The risk of firing into Melee combat is even more dangerous than that of firing near a friendly unit (see friendly fire). As such, if an enemy unit and a friendly unit are engaged in Melee combat and a player chooses to perform a ballistic attack upon the engaged enemy unit they will not only receive a -1 Modifier against the chance of success, but also in the event of a failure to hit, the friendly unit engaged it combat will AUTOMATICALLY be hit instead.



Combat locked: When a unit is engaged in Melee combat it is said to be Combat Locked, and cannot perform a Ballistic attack.

In the event that a unit successfully hits another unit (be it an enemy or friendly) with a ballistic attack the next step is to check if this successfully wounds or even kills the unit.

See section Wounding a Unit.

Melee Attack

When a unit is adjacent to an enemy unit it is considered to be locked in Melee Combat with that unit and can therefore perform a Melee Attack action.

Striking the Enemy: When performing a Melee Attack the first thing that is checked is if the unit successfully strikes the enemy unit.

For this we start with the assumption that a unit has a 50% chance of hitting the enemy, or 5 in 10. We then calculate the difference between the attacking and defending units Melee Skill statistic (MS) and add this to the 5 in 10 chance.

So if an Attacking unit has a MS of 6 and the Defending unit has a MS of 5 then this would be $6 - 5 = 1$. $5 + 1 = 6$ so the attacking unit has a 6 in 10 or 60% chance of striking the unit.

If the above roles were reversed and now an Attacking unit has a MS of 3 and the Defending unit has an MS of 6, then this would be $(3 - 6) = -3$. When this is applied to the initial 5 in 10 chance we have $5 - 3 = 2$. So the attacking unit has a 2 in 10 or 20% chance of striking the enemy. Note an Attacking unit always get a minimum of a 10% chance of striking an enemy, or 1 in 10.

Piling On: When more than one of a players units are in combat with the same enemy unit, they are said to be Piling On. For each additional friendly unit locked in Melee Combat with the target unit the attacking unit gains a +1 Modifier to their Melee attack statistic.



Two units engaged in Melee Combat.

Overwatch

A unit can only be placed on overwatch if it is NOT locked in Melee Combat.

A unit on overwatch will perform a ballistic attack at the first unit that provides line of sight and is within range during the enemy players movement phase. Overwatch attacks are resolved in the same way as regular ballistic attacks however the attacking unit receives an additional -1 Modifier to hit.

Wounding the enemy

To discover if a unit is wounded after being successfully hit we need to first take the defending units armour statistic (A), and the attacking units weapon power statistic (WP). We subtract the WP from the A. This gives us the percentage chance of the armour saving the unit from being wounded. A unit ALWAYS has a minimum of a 10% chance of making an armour save.

So if we have a unit with an **A** of 7 and they are struck by a weapon with a **WP** of 4 we would have the following chance of saving / causing a wound:
 $(7-4)=3$. So this would be a 30% of the armour saving the unit from a wound or a 70% chance of causing a wound.

Victory

In this phase we calculate the results of the entire round. Did one of the players achieve victory? If so the game will end and the victor congratulated.

If not the player who performed best will be awarded the initiative in the next round and the game will continue with the next rounds Movement phase.

The game continues, round after round until a victor is reached. See mission section for Victory Conditions.

Missions

Annihilation: This mission requires that you destroy all opposing players units. Whichever player has the last unit(s) on the board will be victorious.

Example Stats

The BALLISIC SKILL stat indicates how well the unit fires a ranged weapon.

The SPEED stat indicates how far a unit can move.

The MELEE SKILL stat indicates how well the unit performs in hand to hand combat.

The ARMOUR stat indicates much protection the unit has against attack.

The units token value.

The WEAPON RANGE stat indicates how far a unit weapon can fire.

The WEAPON POWER stat indicates how likely a weapon is to damage its target.

The HEALTH stat indicates many times the unit must be wounded to be destroyed.

Starsapien						3	
HEAVY							
S	BS	MS	A	H	WR	WP	
4	5	2	6	2	18	7	
<small>The Starsapien Heavy is a heavily armoured unit that carries a long range powerful weapon. Its heavy armour make it slow moving, and its weapon is a hindrance in melee combat, but the prodigious range make it a real threat from long range.</small>							