Rules:

Battle Phases:

There are three phases to battle: Movement, Targeting, and Acting. Phases are in the order as stated previously. Movement is the phase when players take turns to move their units. Targeting is when players take turns choosing what units will fight or target, inaccuracy rolls will be handled in this phase. During the targeting phase leader and hero abilities can be used if the player decides. Then in the acting turn the damage is calculated and dealt, units with abilities can also use those within this turn. Opportunity attacks can be used in any phase as if they were in the acting phase.

Unit Movement:

Units move a distance according to their speed on the campaign scale. Units can block others that they have a line of sight within their fire range, which allows players to block chokepoints, forcing combat. Movement can be blocked by terrain if defined as cliffs or similar blocking terrain. If a unit moves below its minimum speed, then the unit lands, meaning it no longer has the flying property until it moves above its minimum speed. Units have a default width of 2m.

Unit Representation:

Units can be represented by whatever you want; some guidelines are on the dedicated document as well as default representations (WIP).

Unit Tracking:

Unit stats can get cumbersome to remember, so instead, there is a sheet you can use to keep track of equipment uses, number of men, relative advantage and many more. Below is the sheet to use, which will include a filled and non-filled example; sheets for printing will be on the last pages. The group makeup would be noted in the number of alive or injured units.

Example:

Filled:

Group Name	Num of Alive	Num of Injured	Num of Dead	Speed
Alpha	Riflemen - 143 Cavalry - 136	Riflemen - 27 Cavalry - 10	Riflemen - 30 Cavalry - 4	100 (From Riflemen)

Beta	Medium Tanks - 15 Heavy Tanks - 10 Motorcycles - 10	Light Tanks - 3	Light Tanks - 12 Riflemen - 100	400 (From Heavy Tanks)

Empty:

Group Name	Num of Alive	Num of Injured	Num of Dead	Speed

Indirect Fire and Inaccuracy Dice:

Indirect Fire:

Indirect fire is the term within the game for all of the units that fire at a point, not a unit. This means they can also target points behind cover. If rolling the dice for each unit using indirect fire gets cumbersome, roll once for that turn and apply that offset to the target point of each unit, either in that group or all units on one side. If a unit has both direct and indirect fire modes, then once the target is below the indirect fire minimum range, the unit will need a line of sight to target the point. If the unit with indirect fire has a range long enough it can fire from the campaign map into battles, in this case it will fire as if it was present in the battle however the inaccuracy roll result is tripled

Inaccuracy Dice:

When an inaccuracy roll is needed or a unit uses indirect fire roll 1d10 then look at the conversion table below to get a compass direction based on the number. If nine or ten is rolled then the direction is zero if that is an option if not roll again. Once you get this direction roll the inaccuracy die stated to find the distance that the weapon is off by. For example an indirect fire property of: Indirect fire 1d4m would mean the round is of by 1d4 metres,

however for every 5% of the maximum range the target point is from the minimum range increase multiply the roll by an additional ten. So if the target is just on the edge of the minimum range the inaccuracy of the shot would be 1d4 x 10m. If the target is another

Number	Direction	Number	Direction
1	North	5	South
2	North-East	6	South-West
3	East	7	West
4	South East	8	North-West

Advantage:

Advantage is a measurement of the man equivalence of each side for example if 100 red riflemen were to attack 100 blue riflemen then the blue riflemen would get a +3 advantage for defending. To figure out the relative advantage you first subtract the lower advantage from the higher advantage, giving you a difference in favour of the more advantageous side. If this number is zero or one, then nothing else needs to be done as the footing is roughly equal. If the relative advantage is greater than one, then divide the men's equivalence of the lesser advantage side by the relative advantage. For example, the 100 red riflemen attacking the 100 blue riflemen defending a village, this means that blue gets a +3 for this encounter as they are on the defensive. The first step of subtraction looks like blue 3 - red 0 gives a relative advantage of 3. You then divide the man equivalence of the red team by 3, meaning 100/3 giving a man equivalence of 33. When doing this division step, round the manpower.

Advantage table:

Scenarios	Advantage
Higher elevation, eg, on a hill, or the enemy is in a valley	+1
One era ahead	+1
In a forest / dense foliage	+2
Defending a node	+3
High Morale	+1
Low Morale	-1

Being attacked by air units	+2

Grouping:

Units can be grouped allowing easier control over larger formations. Units will keep formation unless there is an obstacle present, in this case the units will be displaced by the controlling player. The group moves at the speed of its slowest unit. Grouping should also take into account where the units are placed within the group and their size.

Fire Patterns:

Fire patterns are, as the name suggests are the pattern that a weapon or thing fires in. Distances are given next to the fire pattern property for a circle, this distance is from the radius. If there is a range stated then the circle is centred on a point within the unit's range.

For a cone, the given distance is the radius of a 90^{o} triangle. If the there is a range stated on the unit then the cone originates from a point within the distance however the cone base is pointing directly away from the unit.

For a line fire pattern, the distance given is the length of the line. It also takes a width, eg 10x5, meaning the line is 10m long and 5m wide. If no width is given, assume the line has a negligible width and only units that fall on the line take damage. Any unit within a fire pattern takes the damage or effect stated. If the line has no length, then you can choose the length of the line pattern. If the pattern comes upon units like riflemen, then the damage is the maximum number of health that can be dealt in that attack.

For a point fire pattern choose a point within the range of the unit allowing it to target positions not just units.

If none is stated then the unit can only attack other units within it's range.

Eras:

Eras are the age that units belong to, these are more of a guideline as the units are designed to be fighting their own era. The Eras featured are: Medieval, Napoleonic, Pre-War, WW1, WW2, and Modern.
Pre-war is an almost half era as most of the units available in the Napoleonic era are also available in the Pre-war era.

Damage:

Damage and Damage Types:

Damage types vary depending on the weapon used. Slashing, Piercing, Bashing, Gunshot, Magic, Fire, Chemical, and Explosion are all forms of damage that can be dealt by units. To calculate the damage dealt, you roll the dice and do the remaining operations as if, for example, 2d6 were a number; it stands in for the number rolled when you roll those dice. So 2d6/2 would mean that you roll the 2d6, then divide that number by two. Units can deal damage to other units when they are in range for direct fire. Units can also take damage from other damage sources. When this happens, do the same thing as stated before.

Armour:

Armour is split into multiple classes: None, Light, Medium, and Heavy. The armoured unit can only take damage from armour-piercing rounds that are at least one level below. If the round is one lower armour pierce (including none) than the armour class, the unit will take half damage from that round. Units by default use non-armour-piercing rounds and so can only deal half damage to light armour. Explosions have a base armour pierce of light.

Explosives/Explosions:

Explosives explode in a radius stated on the units stat block/line. This radius is the kill radius. You then double that radius, and any unit within that doubled radius gets one injury. Units with health take the rolled damage of the damage die in the kill radius, then half of that in the injury radius.

Health and Crew:

Health is the measure of how much damage something can take. If a unit loses ¾ or more of its health or crew, the unit's man equivalent is halved, or if it fires discrete projectiles, then the fire rate is halved; this unit is now injured. Damage dealt to a unit with just crew will result in that damage being done to the crew. Units with health and crew will take ¾ of the damage as vehicle health, the rest going to the crew.

Reinforcements:

Reinforcements are optional, depending on how long you want the game to go on. Reinforcements can come from a campaign scale or manpower given after a certain number of turns. With a campaign, however, units come from the headquarters node and will need to be moved to the battleground.

Logistics:

Logistics are a key part of keeping your army supplied. Every battlefield needs to have a link in a logistics network. These can be created with the use of units with the cargo property, each unit needs one unit of cargo per campaign turn. The amount of cargo flowing into a battle should be the same or more than the number of units that are not dead. If units do not have enough cargo, all units above the cargo threshold will become injured or their health will be halved until they receive the cargo. If the unit is already injured, then that unit dies. Units with health have their health halved from their current health, and it can't be healed until the unit gets cargo. Depots can be constructed to store cargo, allowing the construction of a more complex cargo network with lower hierarchy distribution nodes. To produce cargo, factories should be built. the HQ produces 20000 per campaign turn by default. This can be improved by building factories either in the HQ node or in other nodes, either in existing ones or creating a new one as a forward operating base.

Leaders and Heroes:

The first thing a player will choose is their leader, there is only one leader per player. Once a leader is chosen, that leader cannot be chosen again. Leaders provide campaign-wide bonuses for that player, modifying the gameplay experience. Heroes are unique units that players can purchase; they provide bonuses for units within the same campaign group and can attack, unlike leaders, heroes have an in-game representation.

Morale:

Morale is the measure of how willing the army is to fight various things like the army's hero dying or heavy losses will mean the army loses morale while a great success will give high morale. Morale can be changed by various factors with the following penalties:

Senario:	Scale of Morale penalty	Morale Penalty (has duration if mentioned)
Hero Dies	Army wide	Low morale for 1d4 battle turns
Unit loses more than 80% of its numbers in one attack	Group wide	Low morale for 1d4 battle turns
Unit inflicts more than 90% loses in one attack	Group wide	High morale for 1d4 battle turns
Leader is assassinated	Campaign wide	Roll 1d6 if the roll is odd low morale until a new leader is brought in, if the roll is even high morale until a new leader is brought in

Assassinations and Leader Deaths:

Your leader can die from two situations: assassinations and dying in combat. A leader dying in battle is when the leader hero unit dies leading to that leader dying not just the hero version. The consequences are that the leader's effects are null, however the existing special units are not effected but you cannot recruit more. After your leader dies you need to choose a new one, this choice is up to the player however the scenario might place restrictions on who you can choose. There is an "election" period to put your new leader in power, this will be a period of 2d4 campaign turns in which the morale penalty will apply and you will have no leader effects or the ability to recruit special units. Assassination is a risky way to attempt to cripple a players momentum. An attempt can be started by first dedicating an amount of manpower to the assassination attempt. Refer to the table below for the minimum roll of a percentage die on the table below, if you roll the minimum or higher the assassination attempt is a success and the faction's leader dies.

Manpower Invested	Minimum roll needed
10	90
20	88
30	87
40	86
50	84
60	83
70	80
80	79
90	77
100	75
110	72
120	69
130	66
140	63
150	59
160	55

170	50

Surrendering:

You can surrender groups to the enemy, however, you lose the entire group that is surrendering, and if there are no other active groups, then you lose the node. The surrendering party gets a ten percent manpower refund, and the capturing party ends the combat without further casualties.

Scales of Battle:

There are two game types you can play: Single battle or Campaign. Single Battle is as stated, you do one battle with or without reinforcements, players can decide how reinforcements are done. A campaign is a larger-scale Wargame battle where troops move 48 times the speed. Reinforcements can come when you move a new army into an already ongoing battle.

Campaigns:

Campaigns are on the scale of countries or the world as a whole. The time scale goes from being half-hour turns to 48-hour turns. Players will each have a headquarters where their units will be purchased and start from. These units can then be moved on the same turn they are enlisted, they move on the larger campaign map in player-designated armies/groups. When opposing armies that interact, for example, meet in a village or on the campaign map, a battle will start. This new battle can either be rolled like a large group conflict on the battle scale, or it could be played out as a battle. If you are playing it out as a battle, refer to the next subheading; else, just roll for who goes first.

Battles:

Battles start by first setting up, either selecting where the army enters or, if it is a stand-alone battle, purchasing units using manpower. You then select where these groups start on the correct side of the battle map, so if your red army entered on the east side of a blue controlled village the red army would be set up on the east side of the map while the blue army would be set up where ever the blue player wants. The first turn by order of priority following: ambush, defending, attacking. So in the previous example, red is attacking the defending blue, so blue gets the first turn. However, if red were to attack blue after blue moved, red would be ambushing and thus start. If two armies have the same priority, then roll a die; whoever gets the higher number wins, rerolling ties. Defending is when an army is positioned in a place that they control, eg blue army is in a blue city, so the army is defending. Attacking is the default state of any army. This priority of turns is also applied to which side gets to fire first in a unit-to-unit combat. So if blue was defending and red attacked, then blue would fire first, then red would fire with the inflicted casualties applied.

Campaign Map:

The campaign map can be made on whatever scale you need, however, country to world scale works best. Anything smaller should be played on the battle scale. On the campaign map, there should be a headquarters node for each player, cities/landmarks, and environmental features. Avoid doing historical battles as they can cause friction between players, as some might argue that certain units should have won a battle instead of losing.

Environmental Hazards:

When units cross hazardous terrain like rivers, mud, swamps, etc, units have two options: cross cautiously, where their movement speed is ¼ usual or then can rush the crossing, moving at full speed, however roll a d6 and if the number is even then ¼ of the units crossing take 2 damage.

Buildings and Construction:

Combat engineers can construct buildings, fortifications and more depending on the era. Building stats can be found in the stat sheet. Buildings take a number of turns to make however to speed this up you can use more engineers to speed up the build time. To calculate the new building time divide the standard build time by the number of engineers rounding up if there is a decimal.

Spellcasting:

Some units can cast spells resulting. These units will be marked with the spell casting property, in addition to this the number next to the property indicated with an S is the number of spells that unit can take. The rules for spellcasters are each unit can only cast up to one spell per turn whether the spell takes a campaign or battle turn is indicated on the spell stat sheet as well as the number of turns. Some spells take multiple casters this too will be indicated on the spell stat sheet. If the spell needs multiple casters and that requirement is not met the spell will fail to cast and none of the effects take place and the casting progress resets. For spells that take multiple turns to cast the target is decided on the turn when the spell will take effect. Spells are cast during the targeting turn and take effect in the acting turn. For example a spell with a casting time of one that is cast during the targeting phase will take effect on the acting phase, if a spell has a casting time of two that is cast during the first targeting phase will not take effect on the first acting phase, it will take effect on the second acting phase.

Winning and Losing Conditions:

A player can lose by having their headquarters conquered by an enemy player. Players can end a game by all agreeing to a truce/ceasefire/surrender. The player with the most

settlement nodes under their control will be the winner, otherwise, the last player standing is the winner. Treaties can be drawn between players for greater effect and clarity.

Terminology:

Health:

Some units have Health, which is the amount of damage that they can take before death. Damage comes from the amount of damage they take. When the unit's health reaches zero or below, the unit dies; until then, the unit counts as uninjured.

Manpower:

Manpower is a unit of how many resources are available to a given side. You spend manpower to "purchase" units to use in a point buy system. It can be used to add more units to your side, give existing units extra equipment or training.

Man Equivalence:

Man Equivalence is the measure of how many times more damage per person a unit type can inflict relative to the amount of damage the same number of riflemen would cause.

Speed:

Speed is measured in Metres per turn but can be upscaled based on the battle/campaign size.

Abbreviations:

FFS: From First Surface (the first thing the projectile hits)
WIP: Work In Progress

Line of Sight:

Line of sight refers to the unit having an uninterrupted line between them and the target that is not blocked by a wall or other units

Nodes:

Nodes are what battle scale locations are called, so when a battle is started, a city, town or structure is contested, a forward operating base is created, or any other battle scale map is in play. This node just means a non-campaign scale map.

Shots per turn:

Shots per turn refer to the number of attacks a unit can make per turn, these reset on the player's next turn.

Printables:

Group Name	Num of Alive	Num of Injured	Num of Dead	Speed