

LANDS OF RUIN

RULEBOOK

AD NIHILUM RECIDUNT OMNIA

Created by: Juhani Lehtimäki, Frederick Albrecht, Jasper Morgan, Sebastian Kaspari

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Artwork by: Natalia Kovalchuk, Marcel Gröber, Frederick Albrecht, Axel Bockhorn

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THANK YOU!

We would like to thank the following people helping us to make the game reality!

Special Thanks

Nils Hitze, Mehmet Ali Bahit, Natalia Kovalchuk, Sara Janasz, Robert T. Best, Stephen Baird,

Very Early Play Testers

Benjamin Stürmer, José Jeria, Sara Janasz, Andy Bell, Dennis Schaaf, Lyudmila K-V, Natalia Kovalchuk, Emanuele Di Saverio, Marco La Mantia, Jessica Kampmann, Nils Hitze, Mehmet Ali Bahit, Lina Suarez, Alexander Sporn, Steven Wichert.

Early Play Testers

Stephen Baird

Kickstarter backers

Robert T Best, Straw, Patrick Joynt, Matthew Sochocki, Johnny Kilowatt, Raith481, Akeley, Wolf, Andy Strauss, Chazwald Vitug, cleptic, William Larberg, Stephen Baird, Franz Georg Roesel, bommelhopser, Frank Gamerson, Duncan Waugh, Erik Melnichenko, Melissa "The Ice Queen" Illig, LemOnLine, Kraken Wargames, Max Glasner, Alex Sinkowski, Ethan Dettlaff, Smott, BanZai, Lightning, Juan del Rio, Andre Suwanda, Lakas kkmmm4evah Shimizu, Pera, Chaoszwerk, Lurgy, Dennis Schaaf, Thomas Max, Mark Fadden, Dalibor Nikic, Leon von Tippelskirch, Pedro F.S., Benjamin Stürmer, Oranje, JackMack, Robin Leighton, Matt Gullett, Glyn Owen, Kieren Swift, Massimo Moscarelli, Chris Chaffin, LPBK, James78, Jonathan Vega, Asher Simonds, Brian Redman, Ben Davis, Gideon LeFrey, Ralf Eichler, Paul Burke, Peter Fröhlich, Tuomo Tuominen, rock3r, CAM77, Burt

Yaroch, Chris Murphy, Craig Huber, Veligor Vespasian, Nat Bacchus, John Barrow, David Bohner, Rhandolph, Joseph Huckobey, Martin "Angrox" Zehetmayer, Jason "Pidgeon" Greenwood, Hobgoblin42, Will Taylor, Cyrunicorn, Alis Cooper, Jase Clarke, UPafus, Sam Billings, Viella, Chris "Grimtooth" Colborn, Tao Lin, Roy Nicholas Hansen III, Idaeus Vespasian, MadMan_6424, Emanuele, Kyle Matsumura, Pettersson, Joshua Sturk, Matthew Koleda, TabletopgamesUK, Lina S, Walmyr Carvalho, pharmacoholic, Tom aka "Original Timmy", Matthew Demski, Mark "Daelhoof" Johnson, Harrane, Ewoks, Terry Hudgell, Holger, Jouni Penttinens, RiTides, 3dmg, Alexandre Morin, Taylor Ling, Anton von Leski, Masterworld Entertainment, James Curtis, Philip Konrad, Robert Street, Chris Handley, Taxiguerrilla, CJ Kremp, Chris Kenna, Burton Miller, Philippe Banwarth, Frank Kirkpatrick, Bill "Gryffn88" Stilson, Code Orange Games

Your name here! - As a thank you for spending time to test Lands of Ruin before it is polished and made easy to understand we would like to express our gratitude by including your name to this section. Simply email us your feedback / experiences about the game and your name will be added here. info@landsofruin.com

WELCOME TO THE **LANDS OF RUIN**

HYBRID TABLETOP GAMING AS IT SHOULD BE

Lands of Ruin is a hybrid tabletop miniature game which merges traditional tabletop miniature gaming with modern tablet technology.

It is a skirmish scale, near-future, Sci-Fi game. Games are usually played with two players, both with 2 to 10 characters on their side.

Having a tablet replace classic rulebooks, character cards, stat sheets, and pen-and-paper calculations, allows us to add previously impossible types of realism and game mechanisms to Lands of Ruin.

Simultaneous player actions, AI controlled NPCs, environmental effects, and auto-generated battle reports are just a few of the features added by the app.



Foreword

Dear Player,

Thank you for taking the time to learn how to play Lands of Ruin.

As you will learn, each game you play influences the living world of Lands of Ruin. Your every action influences the overall experience, and has an impact on the fate of all other players worldwide. You must choose an alliance, for you are unlikely to survive alone. Will your tribe rise to dominate the wastelands, or will they merely be a footnote in the legends of opposing tribes? We invite you to join the community, and help us create the lore of the Lands of Ruin.

Have fun... or else!!!

Early access note

Lands of Ruin is still under heavy development and many parts of the gameplay are going to change in the final release. Some gameplay components are missing in the early release and will be added later.

This non-final version of the rulebook also contains many, many placeholder images. Photos, screenshots and art are going to be remade or improved throughout.

Contact us / feedback

We want to hear from you! If you have problems with the rules, the companion app or any feedback about any aspects of the game we want to hear from you!

You can find us on Google+, Twitter and Facebook. We also have Facebook and Google+ communities for testers to directly connect to us. You can also send us email at: info@landsofruin.com.



How to use this book

This rulebook will take you through the game of Lands of Ruin from the key concepts to the complex intricacies of the game system.

The most important thing is to gain an understanding of the unique concepts of Lands of Ruin. We have made it our goal to keep many of the game mechanisms and rules as familiar as possible to experienced wargamers. However, we have also introduced several novel concepts into the game. The best approach is to skim through this rulebook to get a general idea of the gameplay style, and then follow along with the example gameplay at the end.

Once you have an understanding of the core rules and turn sequence described in the example, you will begin to grasp the depth of the rules described in this rulebook.

Graphical Hints

 Unique to Lands of Ruin. Even experienced players should read this.

 Common concept in tabletop miniature games. If you have played a lot of games this is probably familiar to you.

 Additional information about the rules that can be ignored at first as they're handled by the Command Console app automatically. These are rule details that are not mandatory for learning to play but are important to know to play the game well.



This part is mostly performed using the Command Console companion app.



This part is mostly happening on the gaming table.

Callouts clarify or call attention to important concepts or rules.

Terminology

| Term | Description |
|-------------------------------|--|
| NPC | Non-Player Character. These are characters, monsters, etc that are not controlled by any player. |
| Rotters | Rotters are zombie-like NPCs . |
| Lands of Ruin Command Console | The tablet companion app that is used to play Lands of Ruin. |
| Line of sight (LoS) | Imaginary, unobscured, visual line between two characters. |
| Cover | A piece of terrain that can be used to partially obscure the line of sight. |



**MISSING
CONTENT**

The World

Set in the near-future, after the catastrophic global collapse of civilization, humanity has returned to tribal, nomadic societies to help cope with the constant dangers of this new world. The game's conflict revolves around the interaction of these tribes. Players can choose to play as one of the pre-made tribes, or create their own.

Want to read more about the world of Lands of Ruin? We have you covered. Download our "Voices from the Waste" short stories collection as a free PDF from our website to start your dive into the history and stories.

<http://landsofruin.com/>

Tribes

In the wastelands, tribal groups battle for survival and dominance. Each player controls a team that is aligned with one of these tribes, and each game is played to increase the renown and success of their tribe within the living world of Lands of Ruin.

Baleans

The Baleans are the ultra-violent marauders of the wastelands – a barbaric tribe of psychopaths, cannibals, and sadists.

Baleans attack suddenly and with overwhelming force in the dark of the night. They hide their humanity behind horrific masks, spikes, chains, scavenged or scrap metal armor, and the stench of death. They commonly drench themselves in blood before a raid. In an instant, entire villages are wiped from the earth, and the raiders have vanished back into the shadows.

Baleans live to strike terror in their enemies by looking and acting like nightmare creatures. These savages are the descendants of mobsters, prisoners, and the criminally insane who further augment their viciousness with psychoactive drugs, steroids, and adrenaline.

Reclaimers

The Reclaimers base their culture on military organizations and societies such as ancient Sparta, Rome, Hellenistic Greece, and modern military regimes and institutions. The members of this tribe are the descendants of the decimated armies of the various world powers who were fighting in the wastelands at the collapse of civilization. Many of these armies were abandoned on the battlefield when the governments they served were dissolved or overtaken by different megacorporations. These forces had huge caches of military equipment and supplies at their disposal, giving them a pronounced advantage over many other wasteland survivors. These widely dispersed units and armies began to unite over time under a common set of ideals until they became a unique tribal power in the wasteland after several generations.

The betrayal and abandonment of these

soldiers on the battlefield, in combination with their military conditioning and agendas, have shaped, twisted, and united their tribal ideology. The Reclaimers believe that the fall of human civilization was the inevitable result of the human race's gradual descent into decadence, laziness, and complacency under the irresponsible guidance of corrupt political structures and the self-serving greed and influence of the megacorporations. The goal of the Reclaimers is to take the planet back from the opportunistic tyrants, and the masses of enslaved, cowardly, weak humans that they helped create. Their vast resources, rigid conditioning, and superior weapons have given The Reclaimers many victories over other wasteland tribes, resulting in a shared egoism and views of superiority. Reclaimers hope to rebuild the world in their own image by imposing their Spartan, militaristic society onto the world after destroying all people and cultures they perceive as weak.



KEY CONCEPTS



Complex game mechanisms handled by the app

The Lands of Ruin game rules are fairly complex as they try to closely simulate realism. However, the companion tablet app hides most of the complexity, and players don't have to know everything to start playing the game.



AI Controlled NPCs

The battlefield is not empty. Players' tribes confront remnants of the final war in the form of automated drones, decaying battle mechs still executing their wartime orders, and hordes of the infected dead, all controlled by the companion app's AI.

Hidden Characters & Secret Activity

Previously in wargaming, hidden characters and secret actions were not so hidden or secret. Minis had to be placed on the tabletop, and secret actions declared in order to keep things fair. LoR allows players to have hidden characters in play without their opponents knowing they are there, as well as perform actions that the opponent doesn't know about. Imagine a hidden sniper waiting to ambush the opponent. This is all tracked and kept fair through the Command Console.

MMO & RPG-like Features

Characters gain experience and skills as well as obtain new equipment during battles. The players choose characters from their tribes to fight in each battle.

Build your own heroes and watch them grow to greatness.

Realism

The LoR game rules are designed to be realistic without hindering the speed of gameplay.

Simultaneous Action

There are multiple ways that the rules of LoR simulate simultaneous action more closely than any other game. I.e. characters can be attacked while moving from cover to cover, damage is resolved in a realistic way, the environment actually affects gameplay, etc.

Multiplayer Games

Lands of Ruin will soon support games with more than 2 sides. We're even planning to bring you a drop-in-drop-out style of gameplay where more players can join an ongoing game and players can leave a game at any point.

Tutorial Mode

The Lands of Ruin Command Console companion tablet app is the gamemaster, rulebook, and a teacher. New players can jump into playing a game by following the tutorial instructions of the app instead of spending ages reading rulebooks and trying to learn everything beforehand.

You can begin playing LoR as soon as you install the app.

World History

The history of the Lands of Ruin world is unique, rich, and full of stories. The final war that destroyed civilization still rages on as a ghost war being waged by hordes of reanimated soldiers, drones, and battlemechs still executing their battle orders long after their masters have perished. Not even the dead have seen the end of the war

The rest of the history is still to be written. Every game played shapes the world. How will your actions change the fate of the Lands of Ruin? What will your role be? How will your tribe be remembered?

Battle Reports

Since the app logs all actions and events each player performs, as well as their outcomes, these logs can be easily converted into video and pictorial battle reports through use of the tablet's built in camera.

Let your friends know how you emerged victorious against impossible odds by sharing your battle reports online.

**what you
need to play
the game**



Miniatures

To play the first game, each player needs at least three miniatures for their individual Band. To play, you will also need about 20 zombie miniatures or miniatures you can use as "Rotters" as they are known in the world of Lands of Ruin (the more the better). If you don't have zombie miniatures available, or you don't have enough them, you can use other miniatures, simple markers like dice, or pieces from board games to represent them.



Tablet

Lands of Ruin is a hybrid tabletop game played together with a free companion tablet app called the "Lands of Ruin Command Console." See more details about the Command Console app later in this book.

An Android version is available from the Google Play Store for free.

iOS(tm) version coming soon!

Download the
Lands of Ruin
Command
Console free
from
Google Play.

Dice

Lands of Ruin is played with D20 dice (20-sided Dice). Having a single D20 die is enough to play the game, but if you have five D20's, some aspects of the game become a bit easier. You'll rarely need more than five.

Ruler

Lands of Ruin uses an inch based measurement system. To play the game you need a way to measure distances up to 20".

If you don't have a tape measure or another measuring tool for inches you can easily create one from a cm ruler or from a piece of string. To create one you can mark 2.5cm (about an inch) increments on the ruler, stick, or string with a permanent marker. The inch increments don't have to be exact, as long as both players are using either the same measuring tool, or two with identical length increments.

Metric measurement system will be supported in a future release.



Gaming table

Lands of Ruin, like other miniature games, is better when played on fully modelled gaming terrain. However that is in no way a requirement for the game.

You can play the game on nearly any size table but the best gaming experience will be achieved with a 4' x 4' table.

Terrain, buildings etc.

Lands of Ruin works better when the table has fairly dense terrain.

Dense terrain allows for a greater variety of strategies. This way, the same terrain can have very different outcomes for each battle. A great way to start out with your terrain would be to use one of the supported battlemats.



COMMAND CONSOLE OVERVIEW

Lands of Ruin Command Console is a free companion tablet app that is used to play the game. The Command Console enables fast paced gameplay without having to overly simplify the game

Download Lands of Ruin Command Console free from Google Play.



Command Console and tabletop

The Lands of Ruin Command Console is used to make the game faster, simpler for the players, and more realistic.

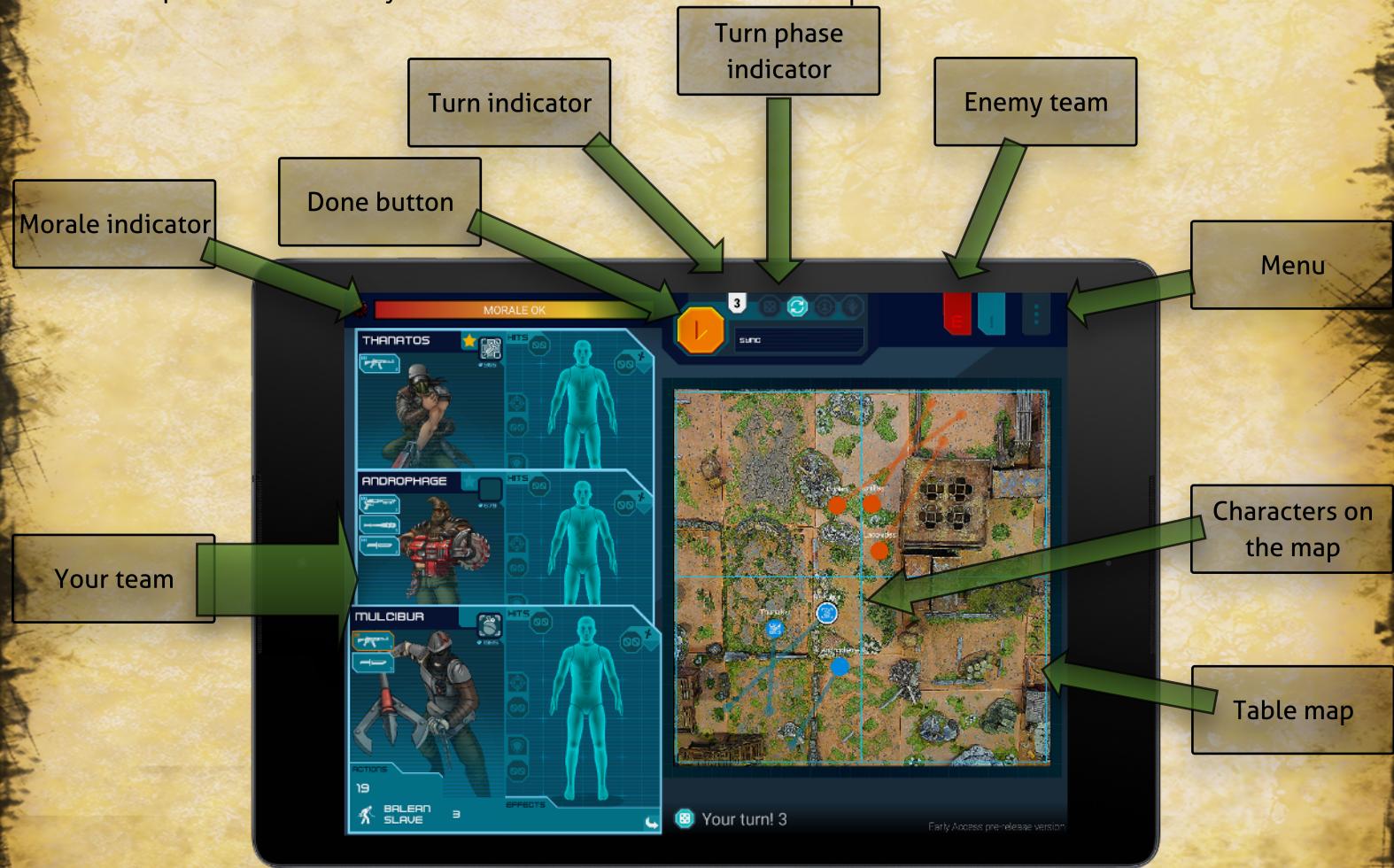
Main Game Screen

The main game UI assists the player throughout the gameplay.

- **Your team** – These are the character cards for your individual team members. You can select a character by tapping it' character card. See details below.
- **Morale indicator** – Shows the team's current morale status. When the morale bar is completely exhausted the team panics and the game is over for that player.
- **Turn phase indicator** – Shows which turn phase it is currently. A blue indicator means

that it is a phase of your turn and a red one indicates the current phase of your opponent's turn. When it is your turn you can end the current phase by tapping in the middle of the indicator.

- **Turn indicator** – This shows the current number of used turns.
- **Menu** – Tap the menu icon to access actions like ending the game, changing the tutorial settings or even to undo an accidental game phase change.
- **Enemy team** – Tap the stack of enemy team cards to view them. You will have only limited access to information, but you can see actions assigned to the characters when your opponent is playing his / her action phase. You can also track the number of environment hits an enemy has suffered.
- **Table map** – The map represents your game table.
- **Characters on the map** – Each character that is placed on the table is represented by a small circle in the corresponding location on the map.

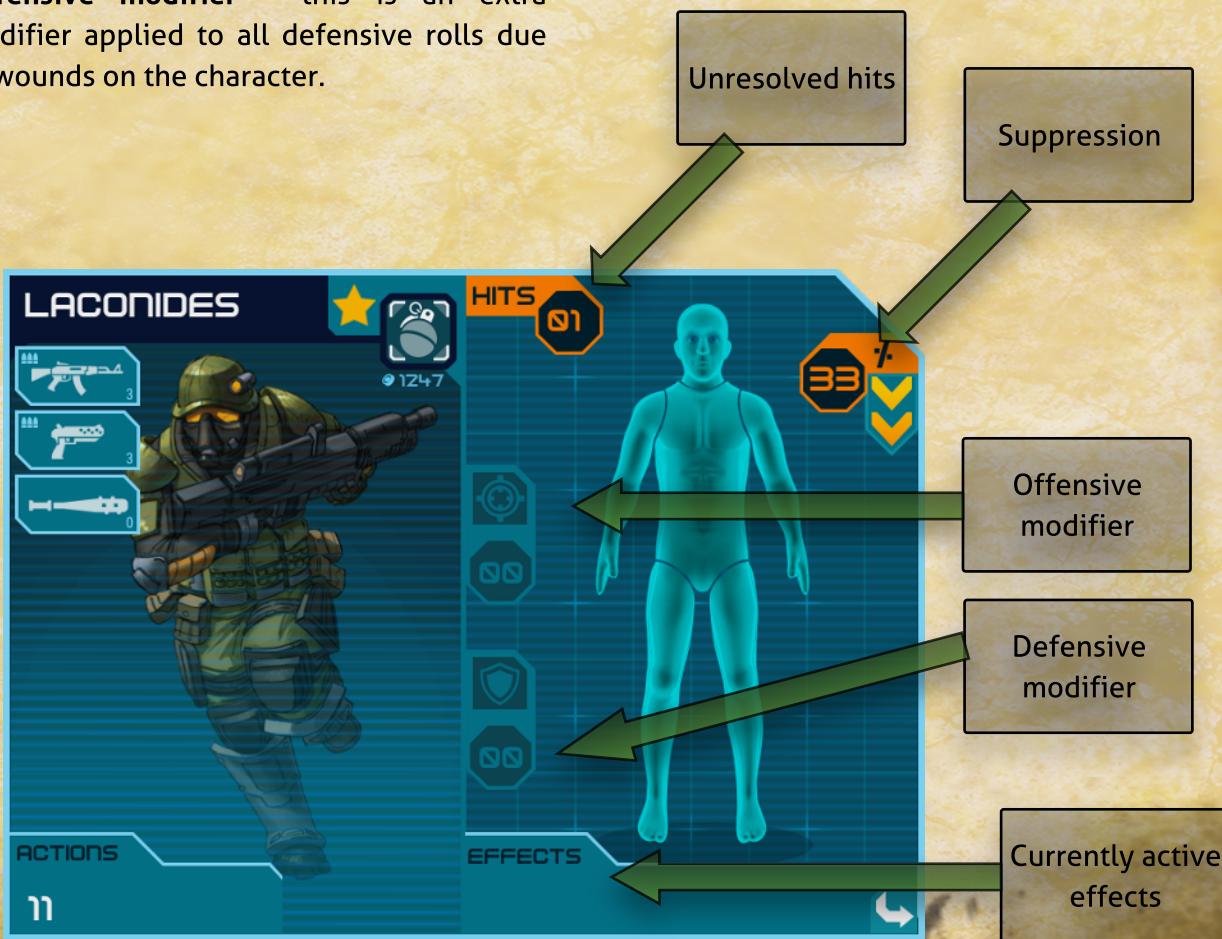


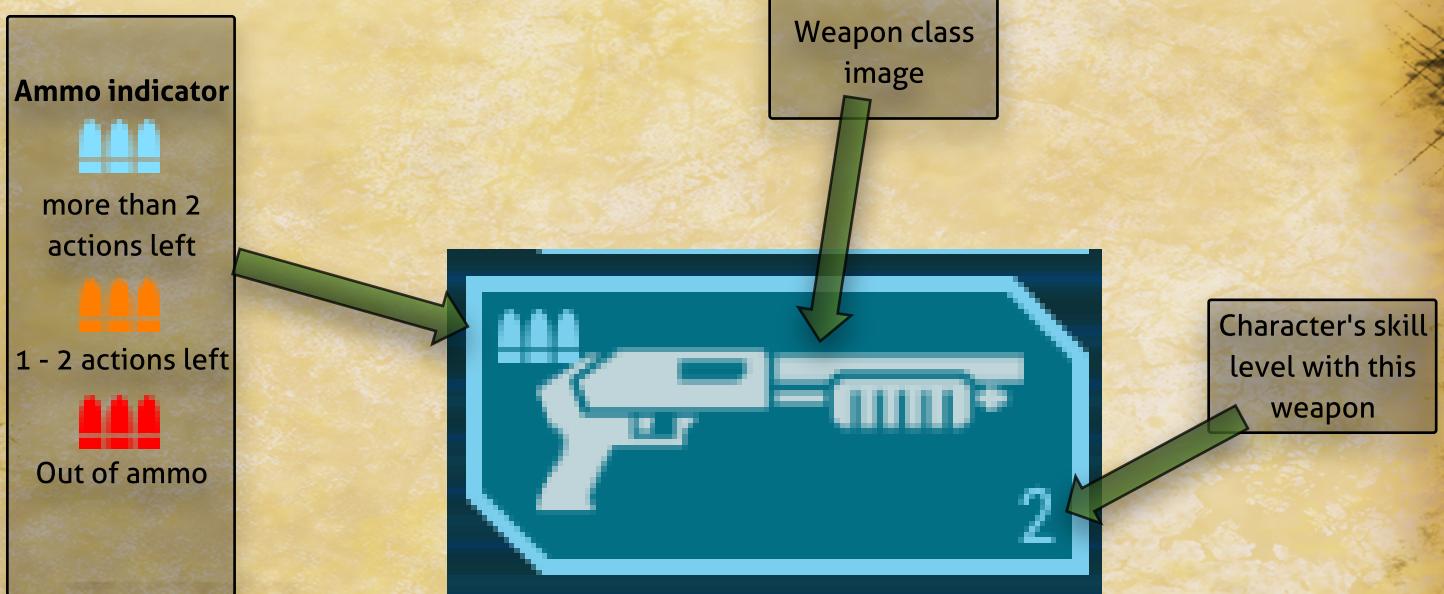
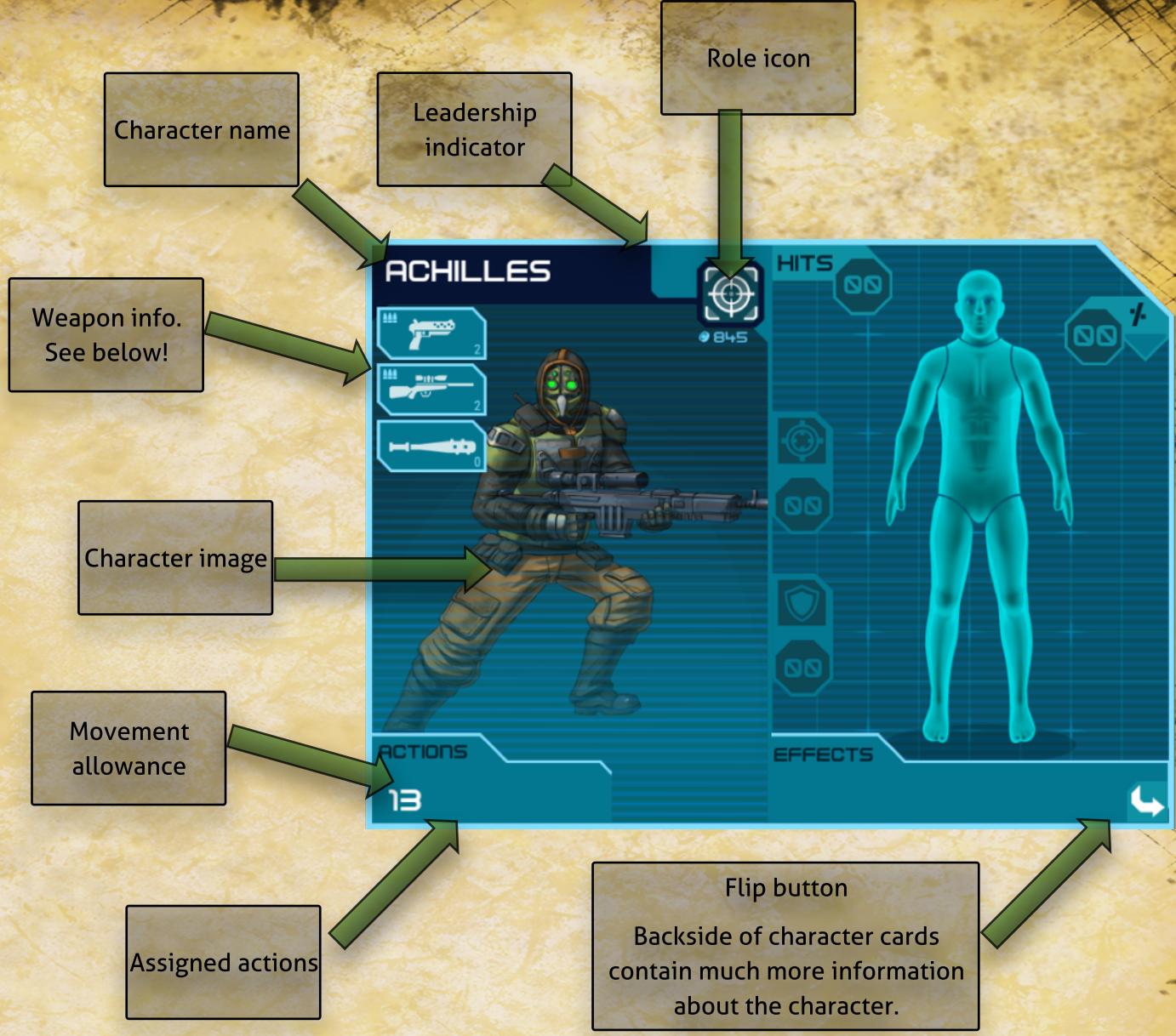
Character cards

Each character on the table is represented as a card in the Command Console. Each card contains the health of the character and his / her current status.

- **Primary and secondary weapon** – These are icons of the characters two most prominent weapons. The icons represent the weapon class, rather than the actual weapon. Note that this is visible to your opponent as well.
- **Tribe icon** – Shows your tribes icon with pride!
- **Character name**
- **Leadership indicator** – a gold star is shown for your current leader and a silver star for the second in command. This can change during the fight when your characters die or go down.
- **Offensive modifier** – this is an extra modifier applied to all offensive rolls due to wounds on the character.
- **Wound indicator** – Indicated where the character has been hit.
- **Defensive modifier** – this is an extra modifier applied to all defensive rolls due to wounds on the character.

- **Flip button** – Use this button to turn the character card over to see more detailed information about the character effects, equipment, skills, etc.
- **Active effects** – All active effects are represented as icons here. Flip the card over for a description of each icon.
- **Assigned actions and movement** – This part shows the current movement allowance and assigned actions.
- **Unresolved hits** – This shows how many hits the character has that have not yet been resolved. All these hits will automatically get resolved at the start of your next command phase.
- **Role indicator** – Some characters have skills or equipment that define their role on the battlefield (like medic, demolitions specialist, etc). The role indicator is automatically inferred for your characters. The same icon is used on the map as well.
- **Suppression indicator** – The longer the arrow, the more the character is suppressed. Suppression reduces both the character's movement and chance to hit when attacking. To see the exact character suppression flip the card over.





GAME SETUP

Lands of Ruin currently supports 2 players per game, but support for more players will be added in the future releases.

To start a game one of the players starts a new game in the Command Console app on their tablet. Other players then join the game.

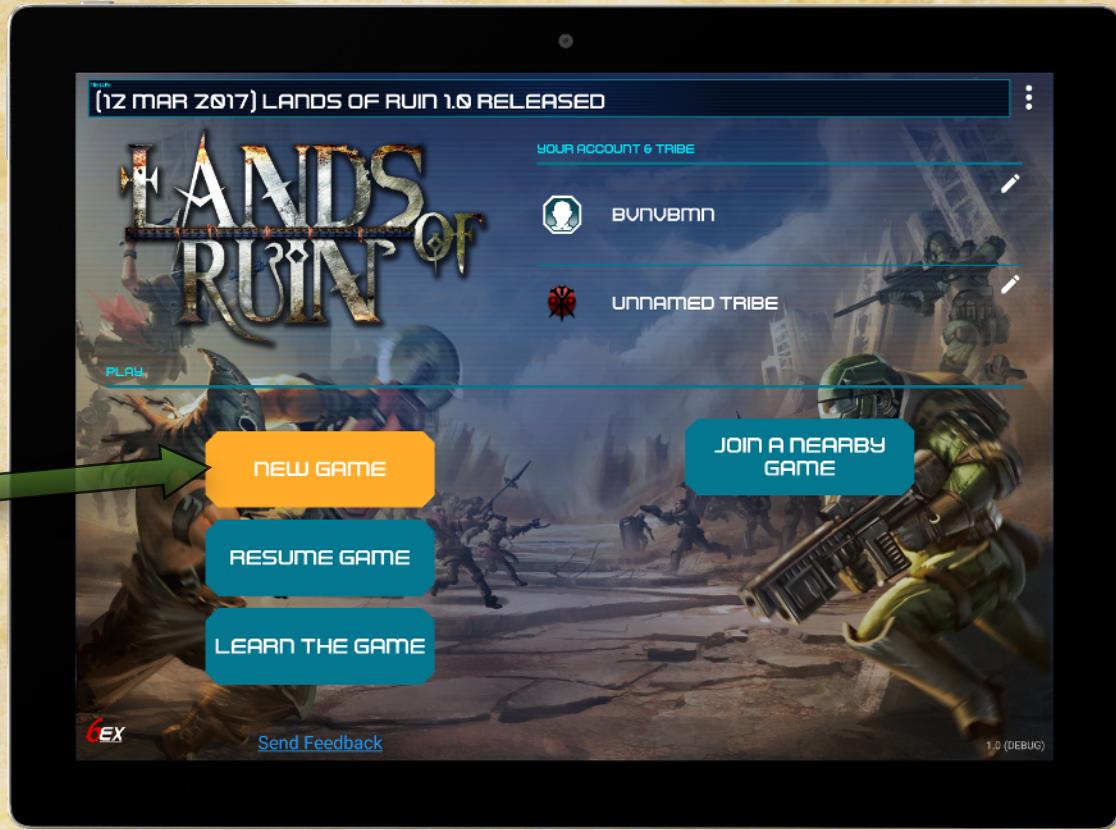
To setup a game follow the instruction on the Command Console app.



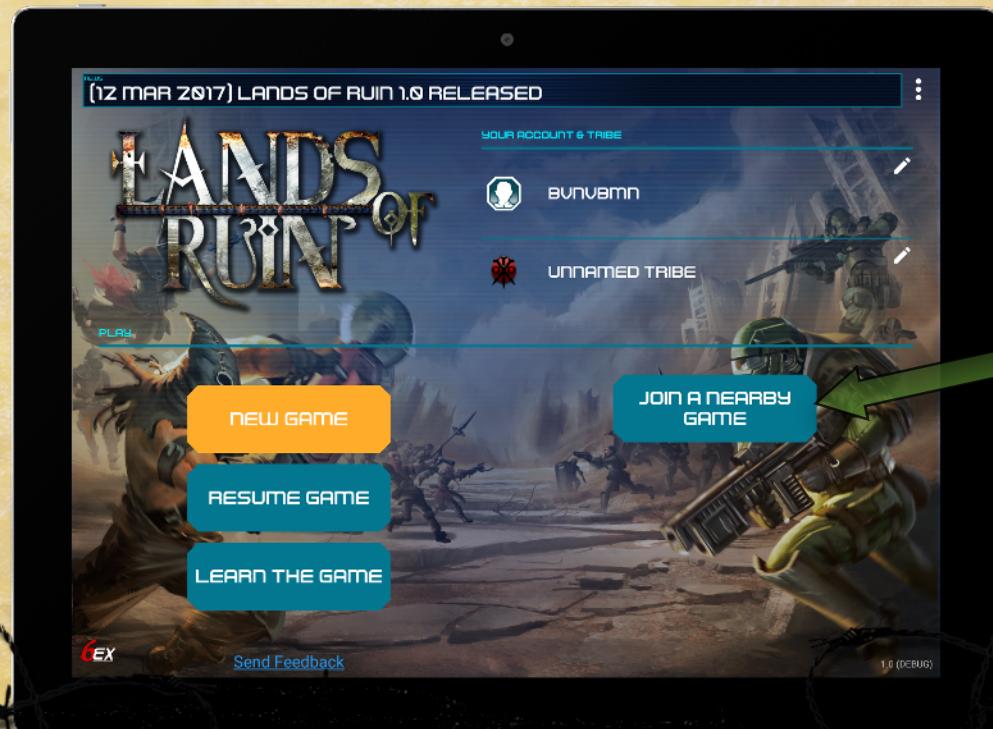
Starting a Game

One of the players will host the game. Select the new game button on the landing screen to start a new game.

Once the game is started, any other Lands of Ruin apps on the same WiFi network will be able to see the game.



The other player can then join by selecting the game from the nearby games list. Previously unfinished games can also be resumed from this list.

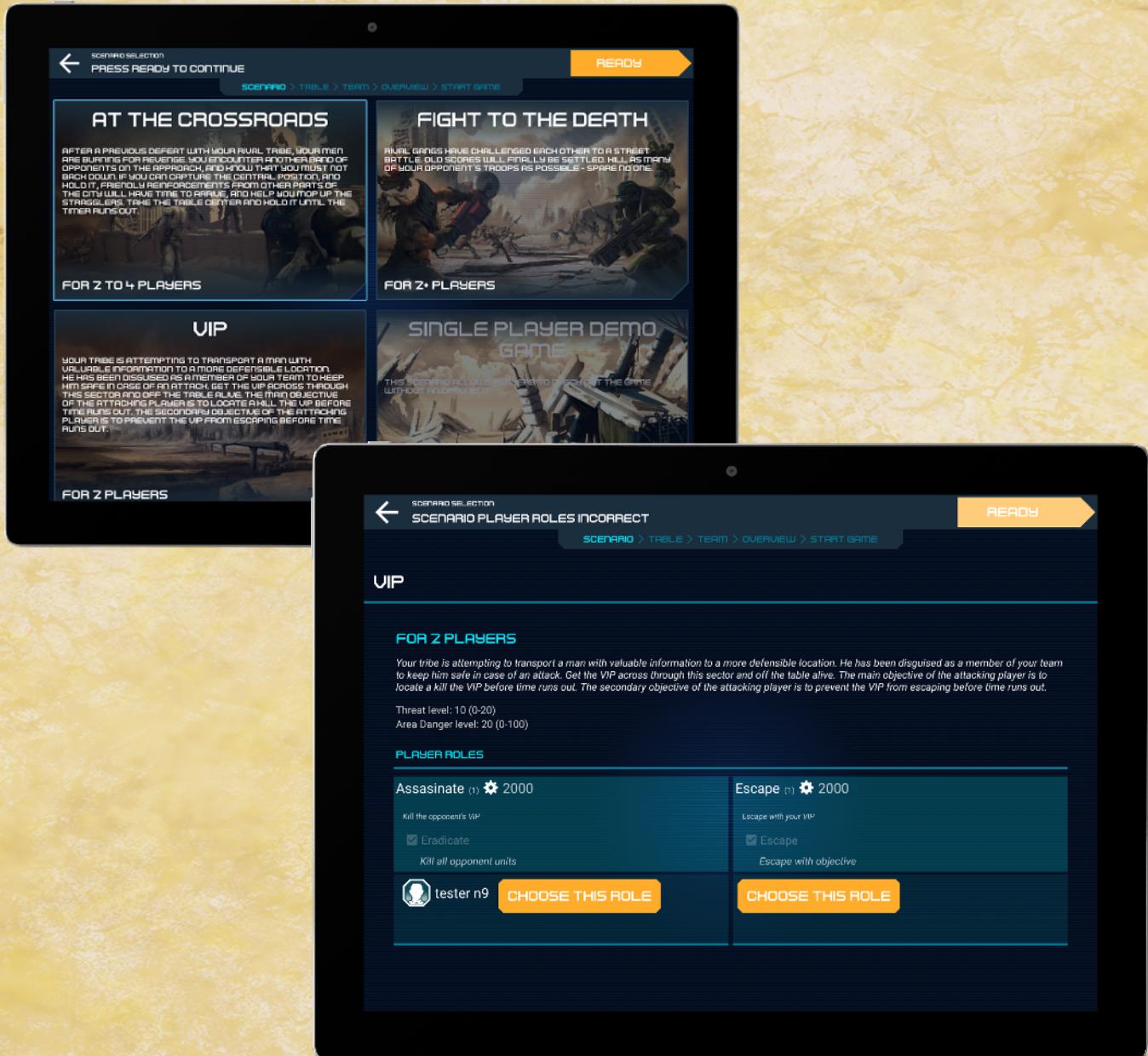


Selecting a scenario

Each game of Lands of Ruin is played as a scenario. Players decide which scenario they want to play for each play session.

The selected scenario defines what kind of troops are available to the players and what each player's goals and victory conditions are.

Each scenario also defines how each player's troops are deployed on the table. See scenario descriptions later in this rulebook, or in the Command Console app for more details.



Each player selects their player role for the game by tapping the corresponding role on the Command Console app.

Map and table setup

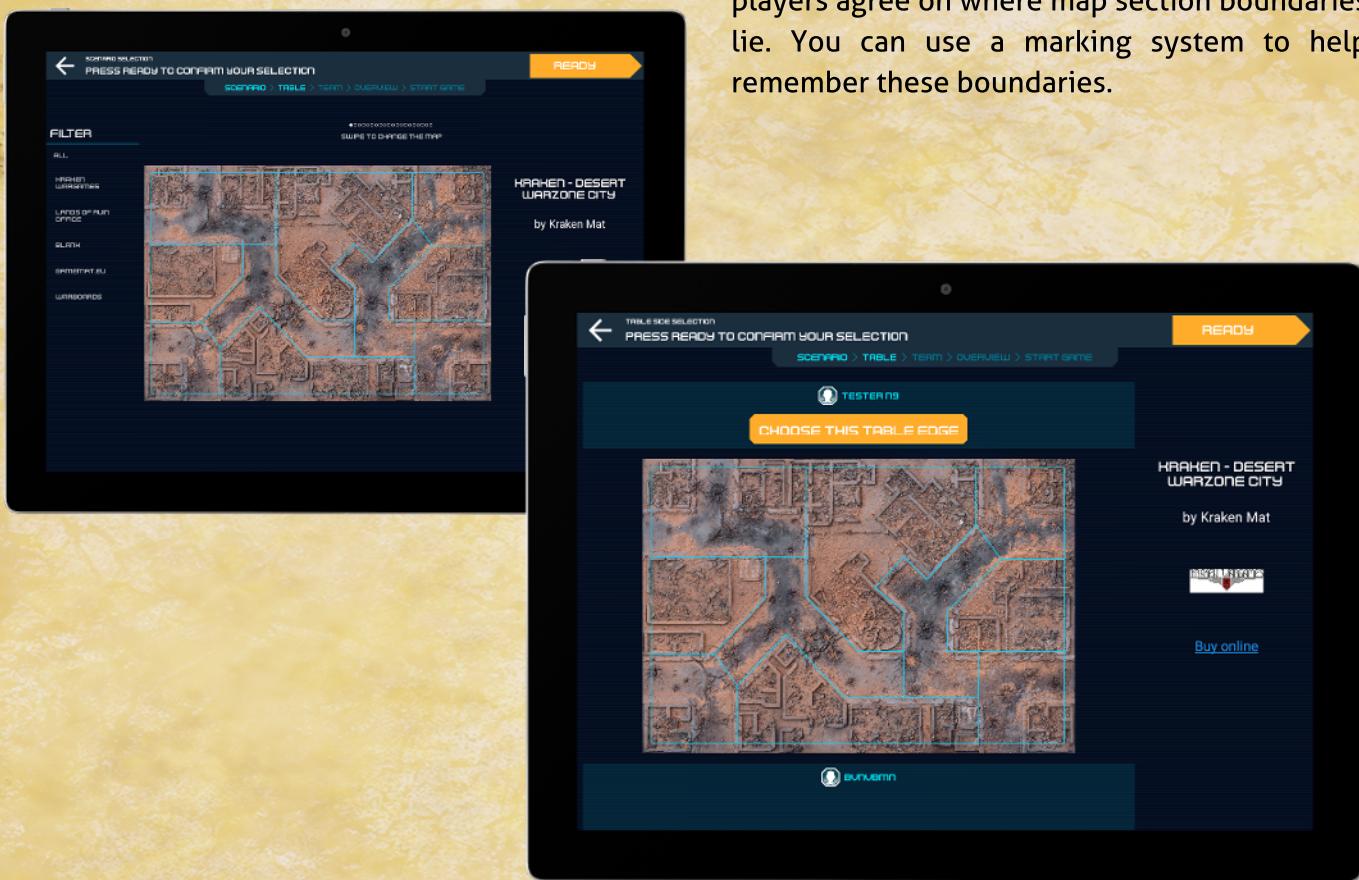
In order for the Command Console app to know where player characters are located on the table, it needs the players to manually enter that information each turn. The exact locations of characters are not important. The app mechanisms are only concerned with which area of the terrain the characters are occupying and moving through. This is why all of the maps are split into sections.

Map sections & selecting the right map for you

Available maps with variable sections are something that will be greatly expanded upon soon, but for now the game is playable with the limited selection of maps.

To play the game, first select a map with sections that correspond most closely to your game table. It doesn't have to be an exact match to your terrain, but the closer it is in appearance, the easier everything is to remember and set up.

Before starting the game make sure that all players agree on where map section boundaries lie. You can use a marking system to help remember these boundaries.



The host player can select the map layout by swiping the map part of the UI.

Both players select the side of the map or table they're on by tapping the corresponding area. This ensures that the Command Console app knows how to rotate the map correctly to match both players' points of view.

Selecting your team

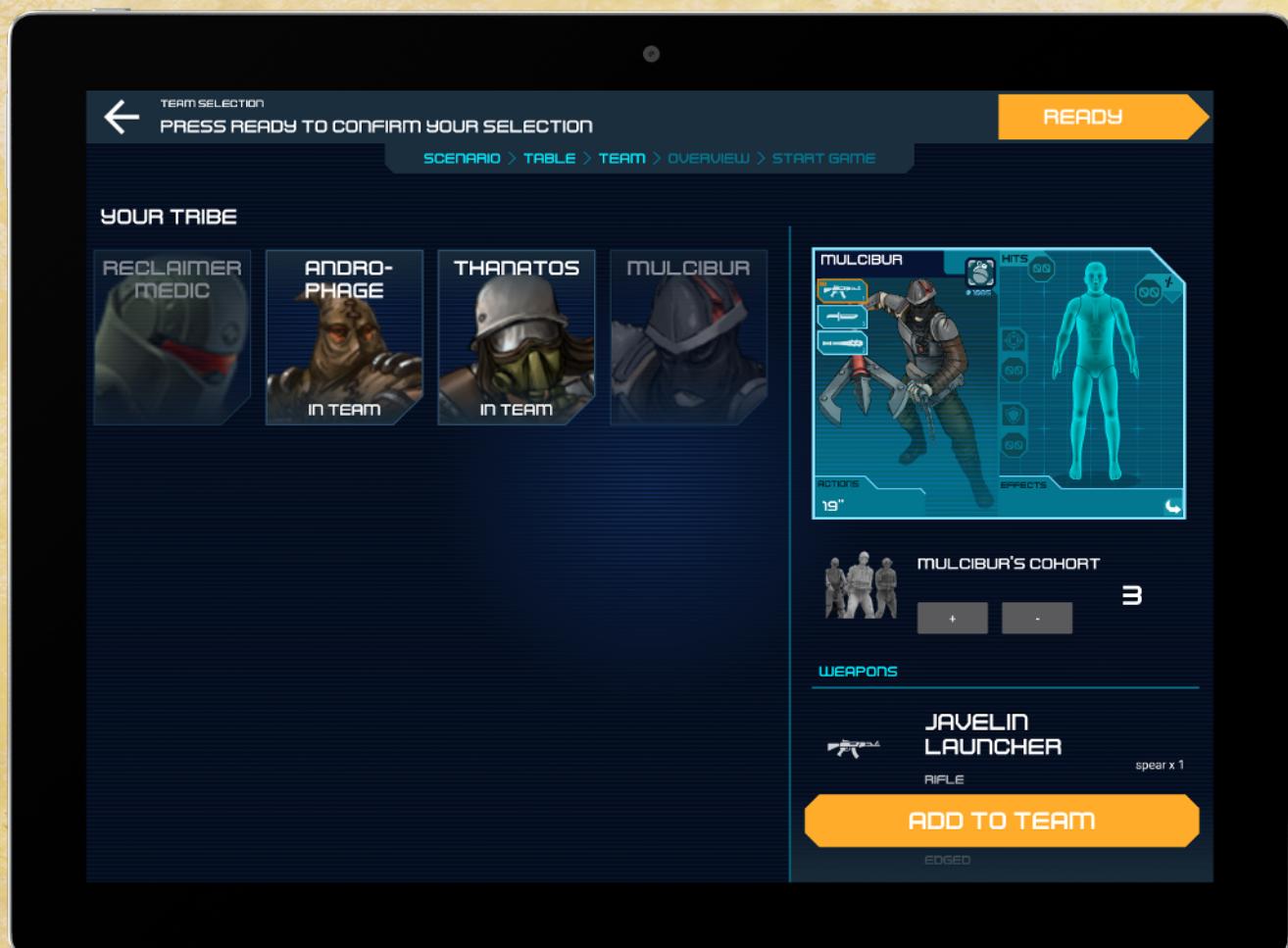
Note: Team and tribe creation is still under heavy construction. For this early release we have created a placeholder approach for team creation. This system will drastically change in the final product.

The next step is for both player to select the characters they wish to use for the scenario from the character selection screen.

Gear value

Each character has a gear value assigned to them. Both players should typically select near equal gear value of characters to form balanced teams.

Gear value represents the power of your character



Pregame Table Setup

The Pregame Table Setup allows players to perform various actions before the game starts as well as prepare the battlefield for the game.

In the Pregame phase players perform the following actions and then press ready on the phase selector. Once all players are ready the game will begin.

Deploy pregame Rotters

The battlefield is rarely empty when the conflict starts. To emulate this, the Command Console automatically sets up Rotters (more NPC types will be implemented in later versions). The number shown on each section indicates how many Rotters should be placed in that section. The number shown without brackets is the number of Rotters you place and the number in brackets is the number of Rotters your opponents will place.

Each player can place the indicated amount of Rotters anywhere in the section at ground level.

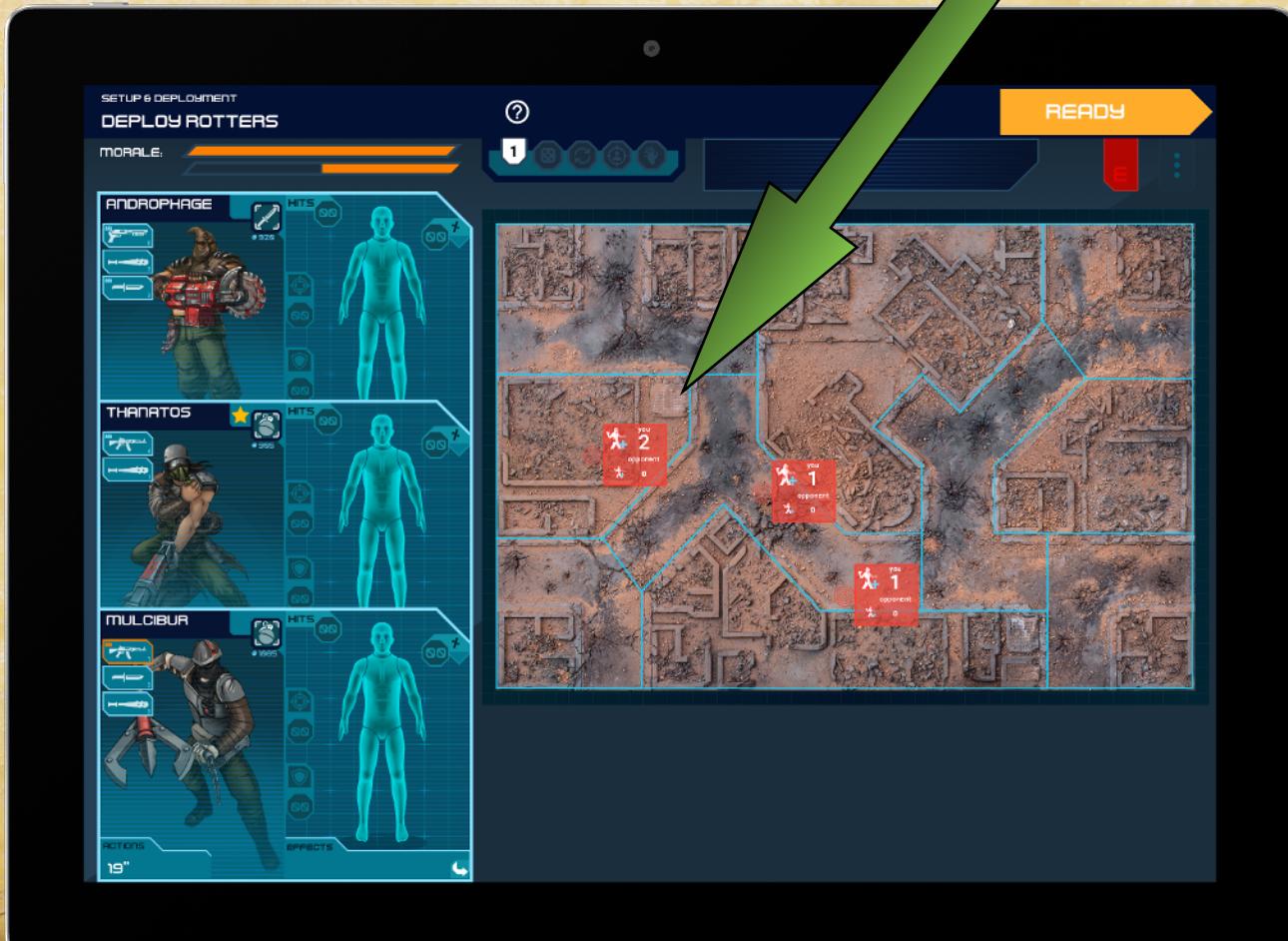
Deploy infiltrators

If the selected scenario allows, any characters with special infiltration skills can be deployed on the table. See infiltrators section later in this book for details.

Deploy pregame deployed troops

Some scenarios allow one or more of the players to deploy part, or all, of their troops on the table before the battle starts. See the scenario definition for details.

The bottom number represents your opponent's Rotters. The top one represents your



TURN SEQUENCE



Starting the game

The game starts once the pregame phase is completed by all players. The Command Console app automatically determines which player starts. This can be random, or in some scenarios players with a certain role always go first. See the scenario definitions later in this book or on the Command Console app for more details.



Deploying your troops

Note that in many scenarios the game starts without either player having any models on the table. While some scenarios allow special troops to be deployed before the battle in most cases each player moves their troops to the battle field on their first action phase.

Unless the scenario states otherwise select a point along your table edge to be your deployment point. All your characters move from that point according to normal movement rules.

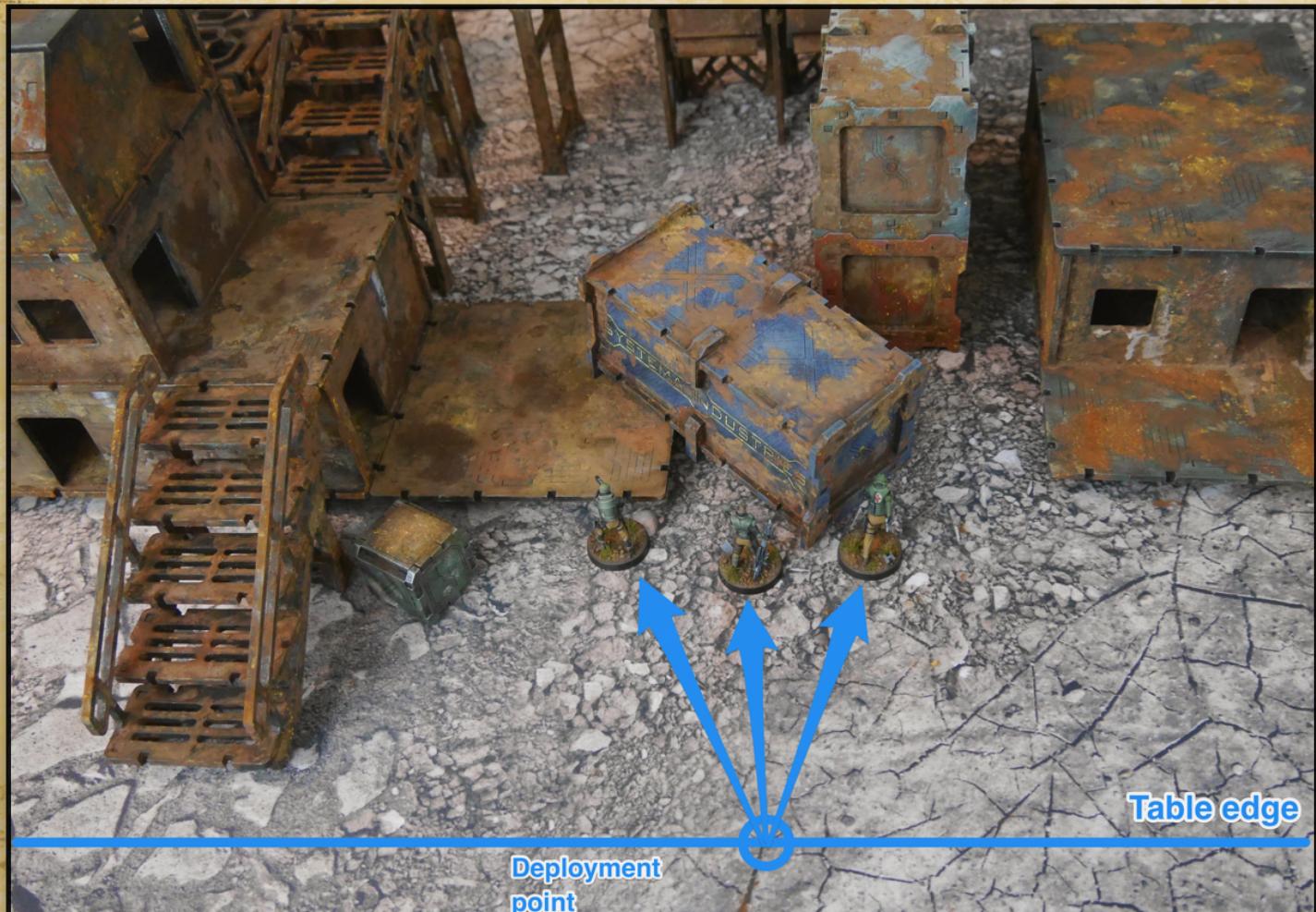


Table edge

Deployment point

Action points

Lands of Ruin is an Action Point based system. understanding the meaning of Action Points is required to understand the game sequence introduced next.

In a normal scenario each player character has **20 action points** to spend per turn. These points will be used to assign actions to the characters for the following turn. Different actions require a different number of points determined by the complexity of the action. In abstract terms, action points describe the time available to the character that turn to perform a series of activities.

Each
character
has 20
Action
Points per
turn

Unspent action points

Any action points left over - ie. not spent on any actions - are automatically converted into movement. The base conversion is 1 unspent action point gives the character 1" of movement. This is modified by the character's unique skills as well as being reduced based on the weight of the gear the character is carrying, so ultimately the final value might be lower than 1" per unused Action Point.

For every 5 unspent action points the character also gains a +1 defensive bonus for the following turn. This is because a character that runs faster is more difficult to target. Even if the character doesn't spend the time/action points on moving, the extra time is spent observing the surroundings and using the landscape for better cover.



Turn Sequence

A Lands of Ruin game turn is divided into phases. Each phase has its dedicated tasks for the players to perform.

Players play and complete their turns sequentially. First, player one completes their turn and after that the next player completes theirs. The players keep playing turns until the game has ended.



Action phase

The Action Phase is where all actions are performed and characters are moved. A character can perform any actions assigned to it in the previous command phase. Assigned actions can be ignored but action points assigned to that action are then lost. In other words, you may decide not to perform all of the actions you previously assigned to a character, but the action points spent on that command are lost.

See more about performing specific actions in the action specific rules sections below.

A character can move up to the movement allowance indicated on the character card in the app. This movement allowance is adjusted automatically according to remaining action points, and is displayed in inches (i.e. 10"). See more about movement rules in the movement section below.

The first action phase

Note that on the first Action Phase, the only available action for all characters is movement, as there has not yet been a command phase and therefore no other actions have been assigned to characters.

On the first Action Phase, the only available action for all characters is movement

Sync phase

The Sync Phase is where the player tells the app where the characters are located on the battlefield.

Move each character to the correct map section by selecting the character card you want to move and then tap or drag the character indicator on the map to indicate where the character is.

Exact positioning of your characters isn't required for the app's mechanics. It is only important that the characters are indicated in the correct map sections. However, you might want to position your characters in their exact positions to help you and your opponents recognise the characters. It can also allow you to have a more accurate battle report after the game.

Command phase

The Command Phase is where you have to plan for your next turn by assigning actions to your characters. You can assign actions to any characters that are not pinned, unconscious or dead (see the Effects rule section for more details about these effects) and your team morale state allows (see morale rules section for more information about morale).

Note that the app will automatically disallow assigning actions that are not allowed in a certain situation, so you don't have to have a full understanding of all the effects and morale to play the game.

Each character has 15 action points to spend per turn. Action points roughly correspond to time available to the character. If a character chooses to fire their weapon, for example, they don't have time to move as far in during the same turn.

You can assign any combination of actions to your characters. The app will automatically limit options that are not valid to you or to specific characters. Assigning certain actions will also automatically disable other, conflicting actions.

Any remaining action points are automatically converted into movement.

Using quick shortcuts

The app gives the players shortcuts to assign actions to the whole team with one button press. This has no effect on the gameplay and is offered only as a shortcut to make the the gameplay faster.

Whenever you select one of the shortcuts, all previously assigned actions of all your active characters on the table are reset to the action indicated in the shortcut. You can then modify individual characters to change individual actions.

You can, for example, first select the "Hold the Line" quick action that will assign "Aim & shoot ranged weapon" to all of your characters, which leaves no movement and then remove aim action from the characters you want to move as well. In many situations this can help speed up the Command Phase.

Environment phase

At the end of each player's turn there is an Environment phase. While this phase is technically the last part of one player's turn, all players participate in each Environment phase. This will transition to the opposing player's following turn.

All Rotters on the battlefield are first moved as per the Rotter movement rules based on the app-controlled AI. See the Rotter Movement section for more information.

Once the existing Rotters are moved, newly appearing Rotters are added to the table based on the app's information. Newly added Rotters do not move or attack during the same turn on which they arrive. See more information about adding Rotters in the Rotter rules section.

After moving and adding new Rotters, all Rotters that are in base-to-base contact with any player characters perform their attacks. Add a Rotter attack to the app for any target characters by selecting the corresponding character card in the app. The app will then calculate all results of the attack. Again, see Rotter attack rules for more details.

Once all Rotter attacks are resolved, add damages caused by environmental effects, like grenades, mines, traps, and molotov cocktails, to the characters by selecting the character cards.

The other NPC AI creatures and threats of the Lands of Ruin world operate on similar mechanics to the ones stated for Rotters. The specific rules for each of these types of NPC's will be outlined in later sections.

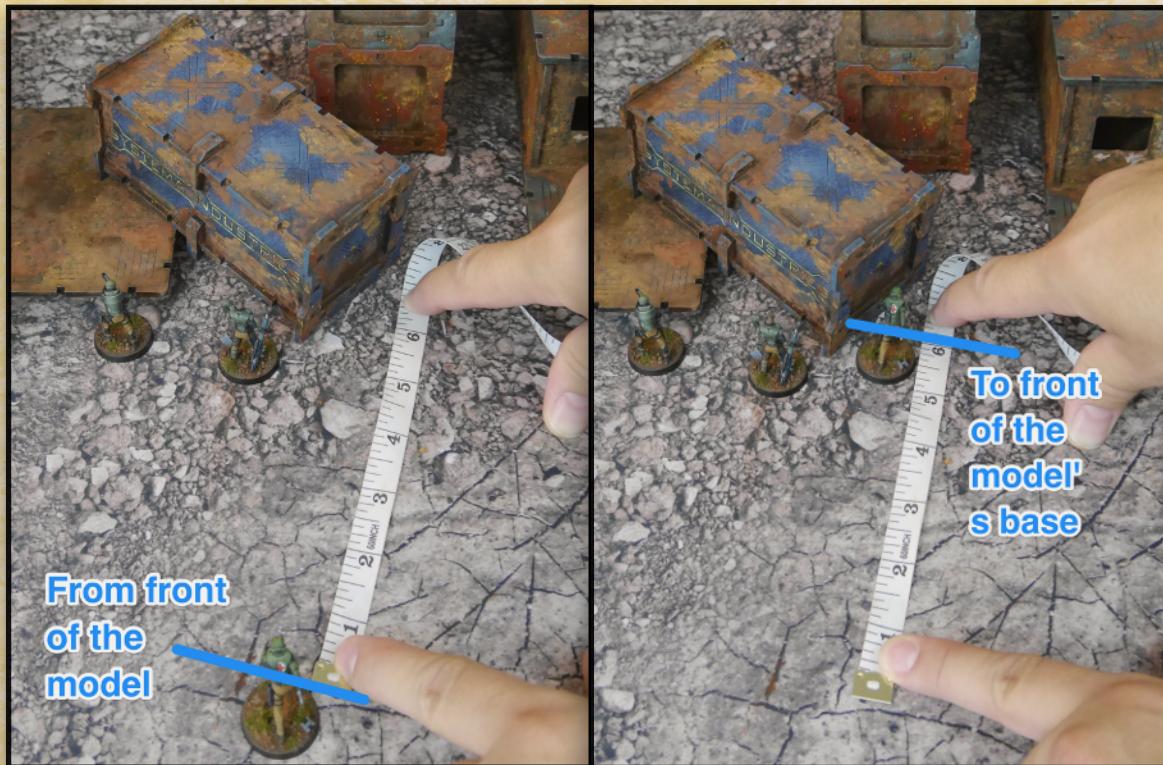
ACTION RULES



Movement

During the Action Phase characters can move up to their movement allowance (see the character card).

When moving a character, measure the character's movement path. The path doesn't have to be straight. You can move your characters around corners, climb ladders, etc. The movement path should logically navigate the terrain according to realistic movement. The total movement distance can be up to the character's movement allowance. You don't have to spend all of the allowance (or move at all) if you so wish.



Obstacles and difficult terrain

Characters moving over obstacles or through difficult terrain suffer a movement penalty. Any terrain piece higher than half of the height of the character miniature counts as an obstacle. Whenever a character's movement path takes it through an obstacle, that character's movement is halved for that turn. Note that this often means that going around small obstacles will allow your characters to move faster than going over them.

To keep everything fair and clean players must agree before starting the game which parts or types of the terrain count as difficult terrain. In case of disagreement roll a die and on a roll 11+ the terrain piece will be difficult terrain for the rest of the game.

Any terrain piece taller than the character miniature is impassable and characters cannot move over it unless otherwise agreed upon by all players. Climbing rules will be added in a future release.

Moving through difficult terrain halves the character's movement value for the turn

Combining movement with other actions

Characters who have actions like "Fire ranged Weapon," etc. assigned can perform their actions in any order they want. You can, for example, first move your character, then fire a weapon, or first fire the weapon and then move, or even fire the weapon in the middle of the movement. This does not apply to fighting in close combat. A character can either fight and then fully move, or fully move and then fight.

For example, a character with 6" of movement allowance can first move 2" forward, fire their weapon, and after completing the shooting action, move the rest of the allowed movement in any direction. This allows characters to pop around a corner, fire and then dive back into cover.

How Movement Allowance is calculated

Movement Allowance is automatically calculated by the Command Console app based on the actions assigned, character gear weight, and suppression. During the Command Phase, any unassigned action points are automatically converted into movement. One action point gives the character 1" base movement. The base movement is reduced if the character is carrying heavy equipment. You can see how much a character's gear affects their movement from the flipside of the character cards.

The resulting movement allowance is then affected by the character's suppression. 100% suppression reduces the remaining movement by 100%. 50% suppression reduces the remaining movement by 50% and so on.

The result of all these calculations is what the app shows on the character card.



Firing ranged weapons

"Fire a ranged weapon" is the basic attack with any shooting weapon. When assigning this action during the Command Phase, you don't have to decide which weapon or which firing mode you want to use. You can decide that when performing the attack during the later Action Phase.

Shooting a ranged weapon is done in three steps. You first select the weapon and mode you want to use. After that you select the targets your character is shooting at, and once that is done, you roll to hit.

Selecting weapon and firing mode

Characters may carry multiple weapons, and some weapons have multiple firing modes. Your first task is to select the weapon and mode you want to use. The app screen helps you with the selection indicating the differences between your various weapons and their modes.

See more information about weapons and modes in the Weapons section of the rulebook.



Inputting targets

Select the targets you want to attack by tapping the corresponding target cards. Note that you are allowed to shoot the same target multiple times. There is no benefit not to attack your opponent.



You can
attack the
same target
multiple
times

Choosing targets

The next step is to select the targets. The weapon and firing mode you selected define how many targets you can attack.



Line of sight

To attack a target, the attacking character must be able to see the target. In miniature games this is commonly called Line of Sight or LoS. LoS is an imaginary uninterrupted line drawn from the eyes of the attacking miniature to the target.

A laser pointer is a good additional tool for determining LoS



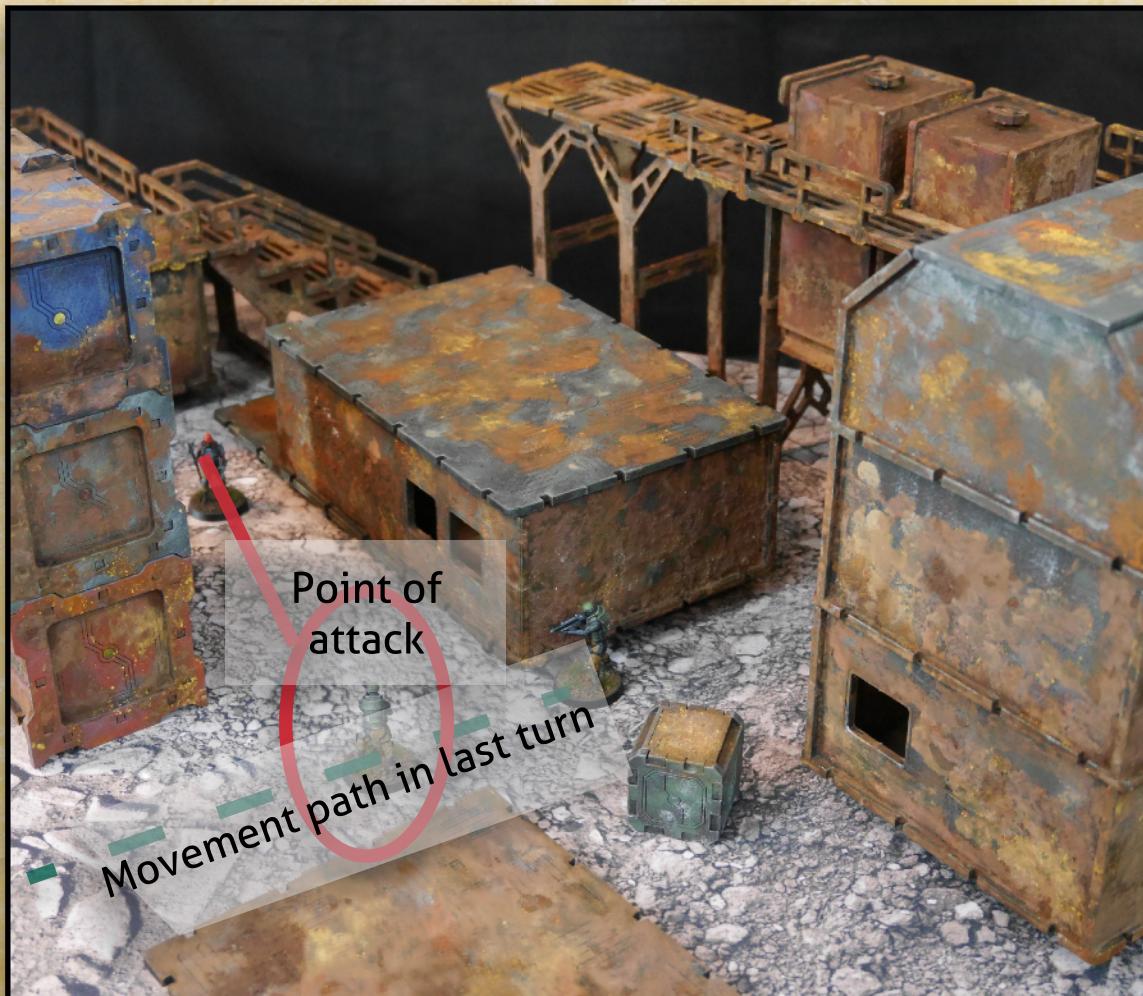
Advanced line of sight rule

In the Advanced Gamemode, line-of-sight can involve any point on the target character's previous turn's movement path. As this is one of the more uncommon features in Lands of Ruin some explanation is needed.

While in the Napoleonic era armies took turns to stand still and let the other side fire at them across the battlefield, that's not the case in modern (or future) conflicts. Many game systems seem to be stuck in the Napoleonic era as well as allow characters to warp around the battlefield. For example, in a situation where one character is waiting in ambush in an alleyway and the enemy character moves across the alleyway from cover to cover not allowing the ambushing character to attack. Being unable to shoot the enemy as they run past the opening to the alleyway gives the impression that the enemy teleported from cover to cover. This is not good. We wanted to change that!

We allow targeting along the entire movement path to simulate the reality that the ambushing character has the opportunity to shoot the enemy as he runs past.

Allowing players to target characters during their movement allows us to build much more flexible game system. Movement can be much longer, movement can be split into sections and characters can perform attacks at any point during their own movement. All this is possible without making the system abusable.

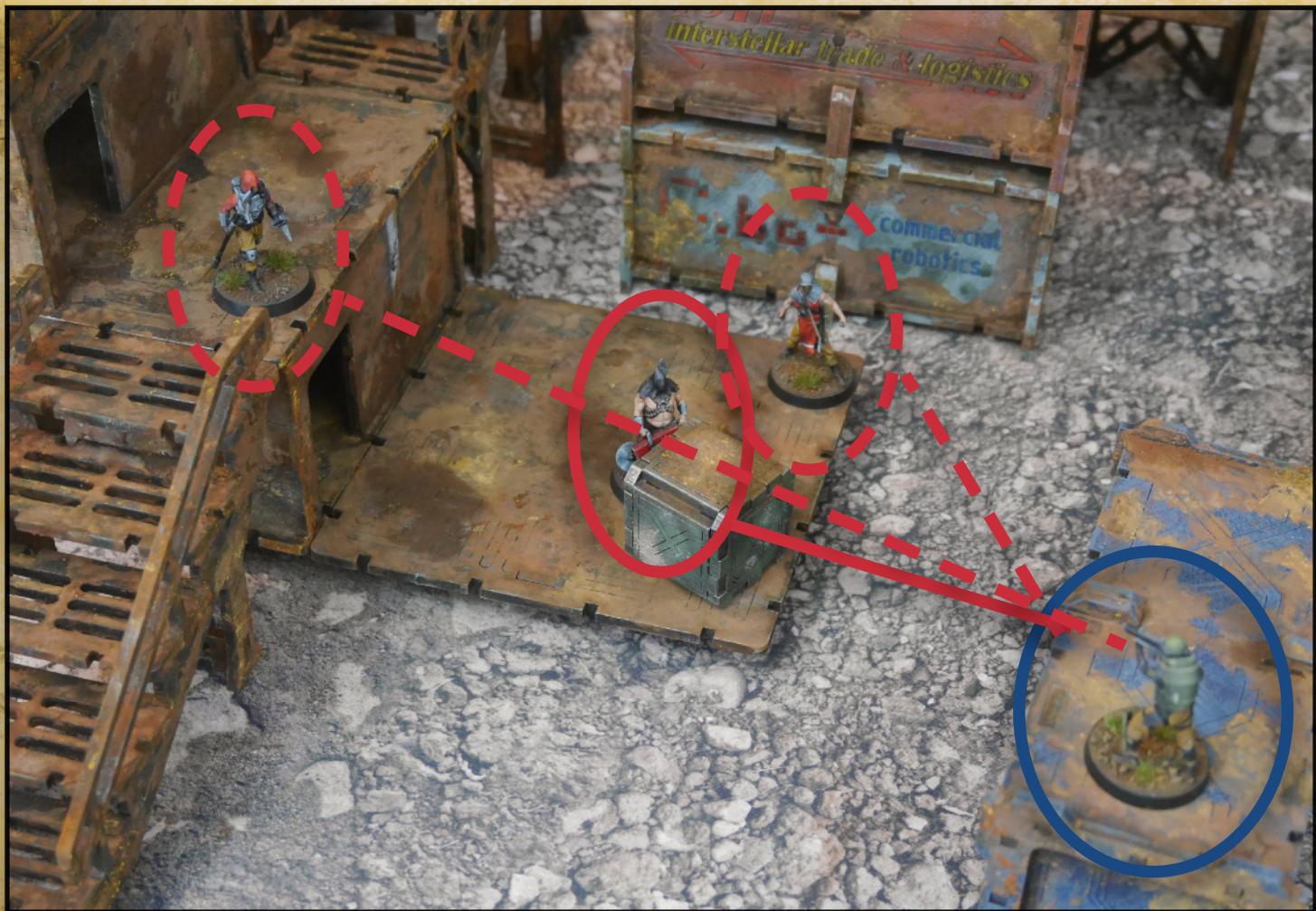


Shooting multiple targets

Some weapons can be used to attack multiple targets with one attack. See the maximum number of targets in the weapon's stats.

When attacking multiple targets, first select one target. You can then select more targets within 5" of first target up to the total maximum amount of targets.

Multiple targets can be selected within 5" from the first target.



Measuring range

All ranged weapons in Lands of Ruin have the same range. However, each weapon's accuracy is affected uniquely by the various ranges. Some weapons become almost completely inaccurate at long distances.

Measure the closest point of the shooting model to the closest point of the target. If you're shooting at the target at a point in his previous movement path, measure to that point to determine the range. As the path might not be exact in case of the measurement being inconclusive always chose the longer range option.

Multiple targets & range

When targeting multiple targets always measure the range to the most distant target and use that range for all targets during this shooting attack.

Weapon ranges

For all weapons range up to 10" is considered short range. Range between 10" and 20" is medium range, and any range longer than 20" is long range. Note that weapons do not have a maximum range. As long as you can see your target you can shoot at them. Whether you stand a good chance of hitting them at longer ranges depends on the weapon's accuracy stats.



Cover

In Basic Gamemode, cover is simplified to only "Cover" or "No cover." If a character has a fully unobscured line-of-sight to the target, no cover is added. If any part of the target character is obscured by another object in the line-of-sight, the cover modifier is added.

In the Advanced or Online Gamemode, cover has two states. Characters can either have "Heavy Cover" or "Light Cover." If the target character model is fully visible, no cover is added. In case the target is more than 50% visible "Light Cover" is applied. If less than 50% of the target is visible "Heavy Cover" is applied.

Less than 50% visibility means the character is in heavy cover



Roll to hit

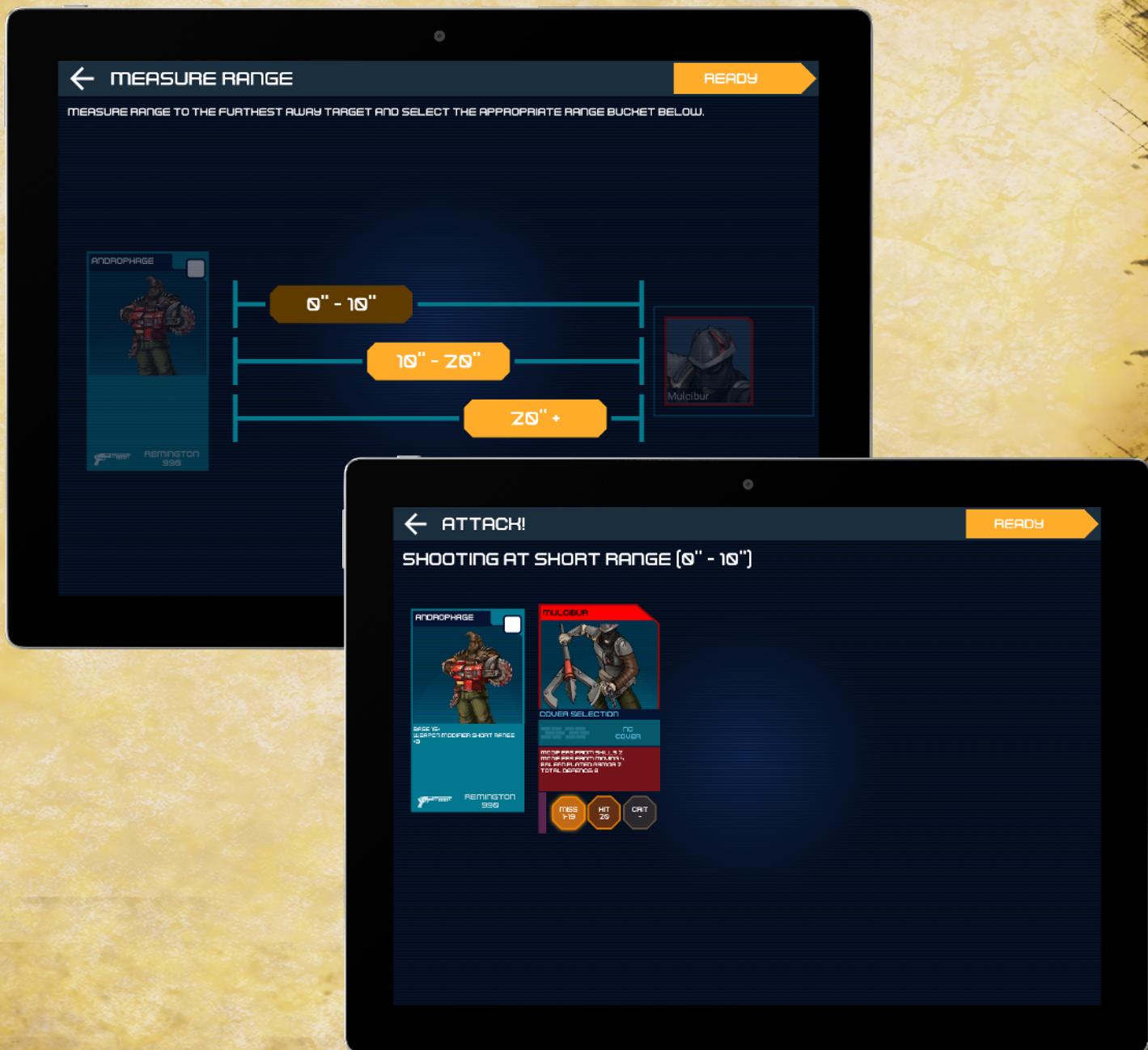
Once all modifiers are set, roll a die for every target to see if the attack is successful. Note that each target is marked with a colour. When attempting to shoot multiple targets, rolling a D20 with the same colour as each target in the app will make it easier to identify which dice roll corresponds with which target. In case no correct dice colours are available make dice rolls individually, clearly indicating which roll is for which target before each roll.

Once rolling is complete select the corresponding buttons on the Command Console app to tell the app what the results were. The app will then take it from there and handle dealing damage and suppression to all targets.

Ammo

Each character carries a limited amount of ammunition. The app automatically calculates the ammo your characters have left each time they fire their weapon. You can always check the remaining ammo from the character card's flipside.

Note that different firing modes consume different amount of ammo.



Fighting in close combat

Fighting in close combat follows a very similar procedure to that of firing a ranged weapon. However, the requirement of having a line-of-sight to your target is replaced with a requirement for being in base-to-base contact with all targets being attacked.

Note that you have to be able to reach base-to-base contact with the target model in its current location. The movement path from the previous turn cannot be used for close combat attacks.

Throwing grenades

To throw a grenade select the throwing action for the type of grenade you want to use (in case your character has multiple types). Note that the grenade is consumed in performing the action.

Drag the grenade marker to the correct map section, confirm the actions, and place a marker on the table to exactly specify the grenade's location.

A grenade throwing range depends on the character's skill. The marker can be placed anywhere within the throwing range as long as the throwing character can see the target spot.

Grenades, once thrown, become neutral and part of the environment and are therefore handled during the Environment phase.

Damage from grenades

At the start of each Environment phase, the grenade effect radius changes. If the radius is 0" the grenade has no area of effect this environment phase and the following turn. This simulates the spreading explosion and shrapnel from the grenade.

At the start of the Environment phase (before moving the Rotters) measure the area of effect as defined by the app from the marker on the table. Any characters (friend or foe) within that radius will get hit by the grenade. Add a corresponding hit to the target character in the app UI.

Any Rotters in the grenade area of effect, or subsequently moving through a grenade area of effect, are automatically killed and removed from the table.

Any character's moving through any grenade area of effect during their movement phase receive a hit from the grenade during the next Environment phase. When moving a character through a grenade area of effect, place a marker next to the character to remind you that a hit must be added during the next Environment phase.

Once a grenade area of effect is no longer visible on the companion app the grenade marker is removed and it has no further effect on the game.



DAMAGE

Damage in a game of Lands of Ruin is not resolved immediately. This is to simulate the simultaneous action. "In the real world", while your character is attacking your opponent's characters, they are already moving and attacking you at the same time.

Whenever a character is hit, either from Rotters, characters, or other environmental effects, the character receives an unresolved hit.



Unresolved hits & Resolving damage

Unresolved hits are tracked by the app without need for player interaction but you can always see the number of unresolved hits on your character cards.

All unresolved hits are automatically resolved at the start of your next command phase. Animations and log messages indicate any new effects (or recovered effects).

When resolving unresolved hits the app rolls from a D100 chart to see what effect that hit caused. The results of the hit vary from no effect, to wounded, to unconsciousness, and death.

See the Effects section for more info about each effect.

Attack power

Each weapon has an assigned attack power. The attack power adds a modifier to the damage resolution roll. More powerful weapons are more likely to cause more serious results.

A critical hit adds +1 to the weapon power for that hit.



Suppression

Almost all attacks cause suppression to the target. Many weapons cause considerable suppression even when they fail to hit the target. Some automatic weapons even have dedicated firing modes designed to keep the enemy head down with a spray of bullets, known as "Suppressing Fire".

The amount of suppression is defined per weapon. Each weapon has two suppression values. Targeting suppression and hit suppression. The targeting suppression is always added to all targets regardless of the attack hitting or not. If the attack hits its target, an additional hit suppression is added.

Unlike damage, suppression affects the target immediately. You can always see suppression of your own characters on their character cards. This depicts the characters' shock and reflex reactions to the weapon being used.

Suppression affects the character's movement speed as well as adds a negative modifier to any attack rolls.

Suppression is described with a percentage from 0% to 100%.

The suppression percentage directly reduces the character's movement allowance. A 100% suppressed character is considered to be frozen in fear or too busy finding cover and cannot

move at all. A character with a 50% suppression can only move half of its assigned movement. The movement value on the character card automatically factors in suppression.

When a suppressed character attacks its suppression is calculated automatically. A 100% suppressed character receives a -10 modifier to all attack rolls, a 10% suppressed character receives a -1, a 20% suppressed character receives an automatic -2, etc.

Suppression Reset

Suppression will be automatically reset for all of your characters each turn at the beginning of your command phase.

The image shows a digital interface for a game. At the top left, there is a red arrow pointing right and a blue square icon. On the right side, there is a large green arrow pointing diagonally upwards and to the right. The main area contains the following information:

- OPPONENT'S ACTION:** Shows a character card for "ANDROPHAGE". The card includes:
 - MORALE:** A progress bar at 965.
 - HITS:** 01.
 - EFFECTS:** 33.
 - ACTIONS:** 10".
 - Abilities:** ANDROPHAGE'S COHORT (represented by a soldier icon) and B.
- Attack Result:** A message "Rotter missed" with a crossed-out sword icon.
- Minimap:** A top-down view of a ruined city street. It shows three units: "Androphage" (blue circle), "Thanatos" (blue circle), and "Androphage's Cohort" (blue circle). The map is labeled with "Androphage", "Thanatos", and "Androphage's Cohort".

EFFECTS

Character effects can influence characters in several different ways. Effects can be positive and/or negative. Effects can be added to characters when they get wounded or may be result of an action performed by another character. Some effects last a limited amount of turns, and some are permanent or require an action to reverse the effect.



Wounded and attack / defence modifiers

When a character is wounded they receive modifiers to their attack and defence. Attack modifiers affect all attack rolls including shooting and close combat. Defensive modifiers affect rolls when the character is being attacked.

You can always find the current modifiers on the character card.

Damage effects

Bleeding

A bleeding character receives new offensive and/or defensive modifiers every turn until the bleeding stops.

Bleeding stops randomly (determined by the app), or it can be stopped by another character with the first aid skill. See more about first aid in the action specific rules section.

Pinned

A pinned character is out of action for one turn. No actions can be assigned to the character for the next turn. The character will automatically recover the next turn.

To the opposing player, a pinned character shows as down. Place the character model face down on the table. No one but the character's commanding player will be able to tell if the character is pinned, unconscious, or dead. This can often be used tactically.

Rotters and other AI will ignore a pinned character.

Unconscious

An unconscious character is out of action until it recovers. No actions can be assigned to the character. The character will recover randomly (determined by the app), or when healed by another character with a first aid skill. See first aid action in the action specific section.

To the opposing player, an unconscious character shows as down. Place the character model face down on the table. No one but the character's commanding player will be able to tell if the character is pinned, unconscious, or dead. This can be used tactically.

Rotters and other AI will ignore an unconscious character.

Dead

A dead character is out of action for the rest of the game.

To the opposing player, a dead character shows as down. Place the character model face down on the table. No one but the character's commanding player will be able to tell if the character is pinned, unconscious, or dead. Even a dead character can be used tactically, since the opponent cannot know if the character will get back up eventually.

Rotters and other AI will ignore a dead character.



COMMAND

PLAN FOR YOUR NEXT TURN

MORALE:



3



ANDROPHAGE



0



3



3



905

HITS



00



7



0Z



0Z

ACTIONS

00"

ANDROPHAGE'S COHORT

3

EFFECTS



ACTIONS

00"

EFFECTS



00

EFFECTS

3

ACTIONS

Z0"

Current effects

ANDROPHAGE

0"



NOT END
BERSERK
FOR Z0" IN
AN OFFEN



NOT END
USE COV
USE COVE



REMINGTO

W
Ind

SHORT

MANUAL

14



NOT END
AIM AND
PERFORM

TEAM MORALE

Morale rules are disabled in Basic Gamemode.

Morale is handled automatically by the app, but understanding how morale is calculated allows you to avoid team panic and even try to cause your opponent's team to panic.

Your team has three states of morale: normal, team confused and team panicked. Unlike suppression, morale is applied equally to all of your characters, since it represents the team's cohesion and the leader's ability to keep them focused and following orders.

The app always calculates new team morale at the start of your command phase.



Team confused

When your team is confused, complex actions cannot be assigned to any characters. The morale state will recover automatically if the team's leader regains control of the situation.

Team panicked

Once your team panics there's no turning back. You will not be able to assign any actions to your team for the rest of the game. Once your team panics it is time to withdraw the remaining characters from the battlefield and call it a game. Try to beat a quick retreat to save as many as you can.

How is team morale calculated?

Note that you do not need to know this to play the game.

Each character has a leadership value. The character with the highest leadership value is your team's leader. The leader is indicated with a golden star on the character card. Unconscious and dead characters are ignored.

The leadership value indicates how much the character can handle. Each event in the game has a positive or negative morale value. Characters being attacked have a negative value, characters being wounded have higher negative morale value and so on. The more drastic the event the higher the resulting negative morale value will be.

Attacking your opponent, achieving an objective, and other positive events have a positive morale value.

At the start of your command phase all the morale event values of the whole turn are calculated together. If the negative value is higher than your current leading character's leadership value your team will be confused.

The difference between your leader's leadership value and the turn's negative morale value is then deducted from your teams total morale pool.

Once the team's morale pool is exhausted your team will panic.

COMMAND

PLAN FOR YOUR NEXT TURN

MORALE:

ANDROPHAGE



HITS

0/05



3



Androp

THANATOS' COHORT

20"

NPCs, ROTTERS



Attacking Rotters

Unlike other characters, Rotters are immediately removed from the battle when they receive a hit. Since they cannot withstand much damage, one successful hit will kill a Rotter. Alone, they are easy to kill, but en masse, they become increasingly difficult to fend off.

Movement

Rotter movement is a simple procedure:

1. If a Rotter is within 10" of a character that isn't down (= pinned, unconscious or dead) the Rotter will move directly towards the closest character, ignoring the app AI described in the step 2..
2. If there's no player characters within 10" the Rotter will move directly towards the point indicated by the app AI. During the Rotter phase the app will highlight one of the map sections. If the section has characters in it, the app will also highlight a character in the target section. The highlighted character is the intended target for all the Rotters. They all move directly towards the target character, or if there's no target character the target is the center of the target section. They will continue in this way until they come within 10" of an active character (this may, or may not, be the target character).

Normal Rotters move 5" per Environment phase. Note that as Rotters move twice per player turn, which gives them an effective movement speed of 10" per turn. An Environment phase (during which the Rotters perform movement and attacks) occurs once per player turn as the last phase of their turn. This means that the Rotters move and attack twice as often as your own characters.

Rotters are dumb. They do plan ahead for the route they will take. This is why Rotters are always moved directly towards their target. Sometimes this will lead Rotters into places where they get stuck. If the path to a target section/character is blocked by a building, fence, etc. in most cases the Rotter will simply continue running into the obstacle until a new target is indicated by the app that takes it in a different direction.

When navigating around walls and other impassable obstacles a simple rule is applied: a Rotter can never be moved in a direction that would lead them farther away from their movement target even for one step. They will "hug the wall" to move closer to their target but never away from it to a clear path or to find a door. In a case where a Rotter would have to take a step that would lead it further away from the target the Rotter is simply considered stuck and will not move any further this turn.

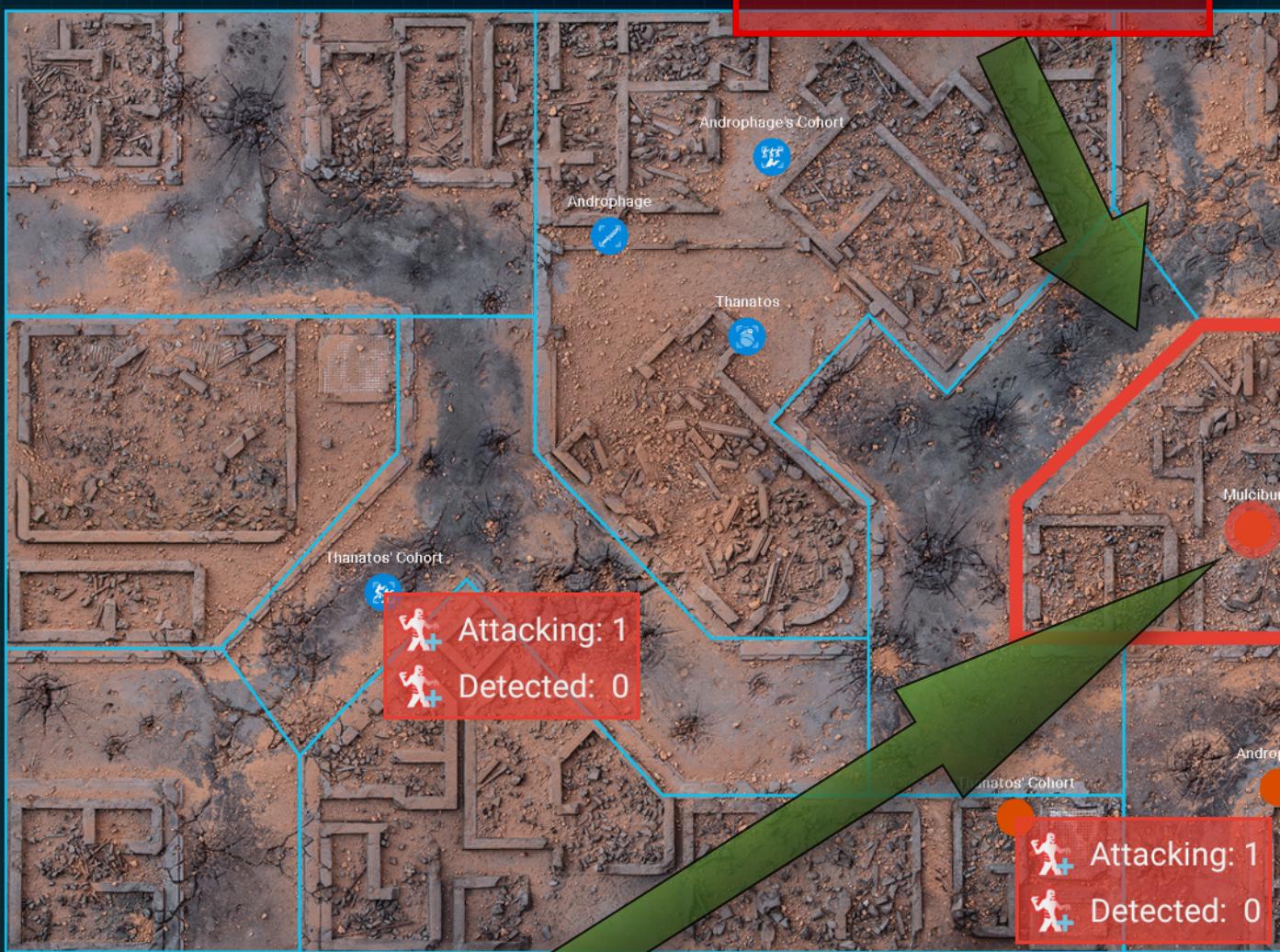
In case of dispute, the player whose turn it is gets to decide which route a Rotter takes.

Obstacles / difficult terrain

Rotters will scale any obstacles that are less than half of the size of the rotter miniature. No movement penalty is applies for rough terrain, unlike with player characters. Any obstacles higher than that are treated as impassable terrain, and Rotters will use their normal movement rules to get around them, or become stuck.

Any Rotter
within 10" of a
character ignores
the game AI and
heads directly
towards the
closest character.

Rotter target section is highlighted on the map



If there's a character in the target section one of them is selected as the target



Example 1

The rotters are within 10" of the Balean. As the Balean is the closest model to the Rotters he is their target.

However. There's a shipping container on the way. The Rotters move towards the Balean but when they reach the Shipping container they cannot move closer towards their target without first moving further away from it. The Rotters will therefore stop their movement.



Example 2

Both characters, the Balean on the right and the Reclaimer on the left, are within 10" of the Rotters. So the Rotters ignore their AI instruction from the Command Console app and move towards the closest character.

The Balean character is the closest character but the Rotters' path is blocked by a shipping container and they cannot move towards their closest target. They will end their movement here.

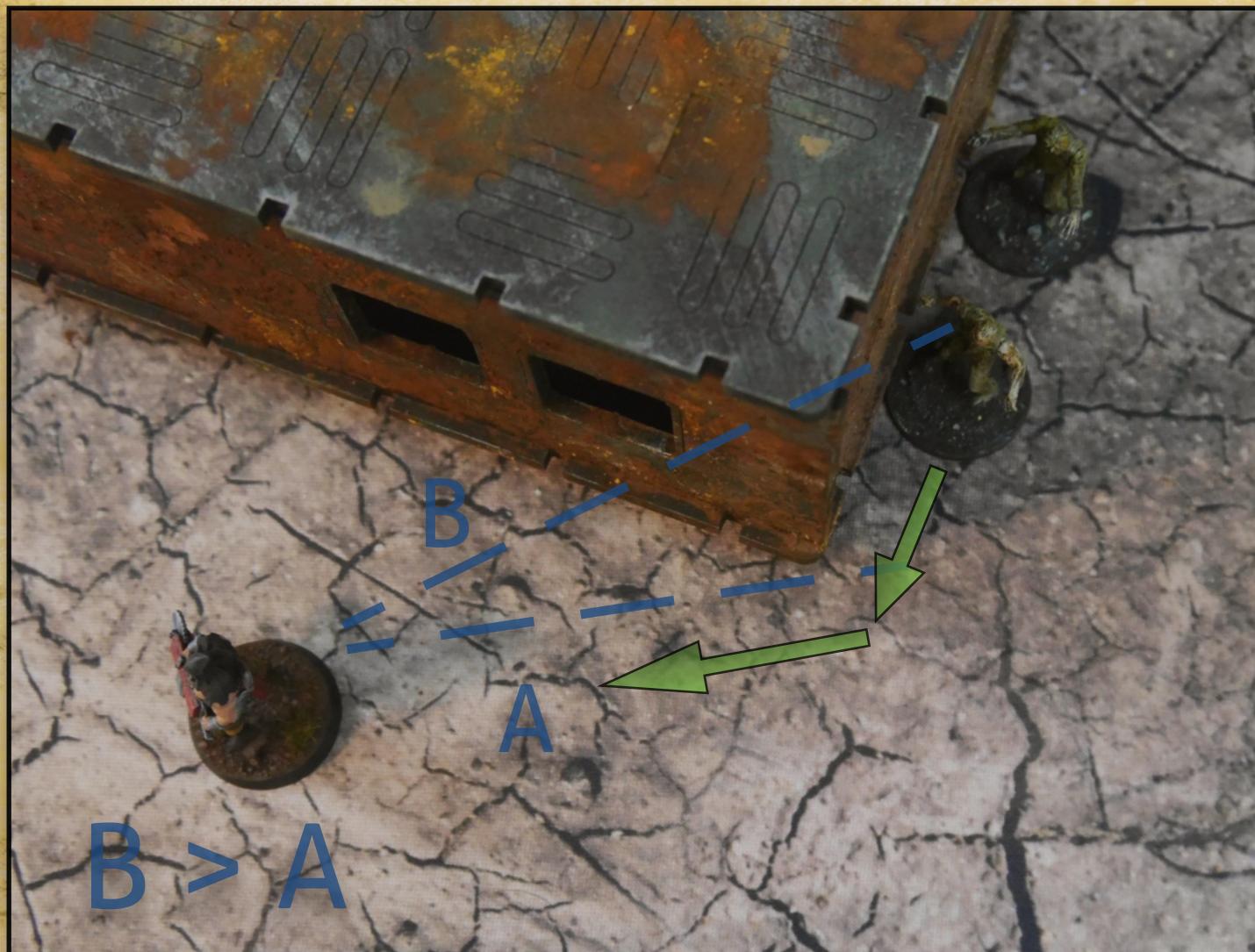
Even when
Rotters can't
move towards
the closest
character they
don't change
targets.



Example 3

The Rotters' target is the nearby Balean. Their path is blocked by a building. However, in this case the Rotters can walk by the wall to the direction of their target making them closer to their target on every step on the way. The Rotters will therefore "hug the wall" and once the path is direct they will move directly towards the Balean.

Rotters will
"hug the wall"
if every step
takes them
closer to
their target.



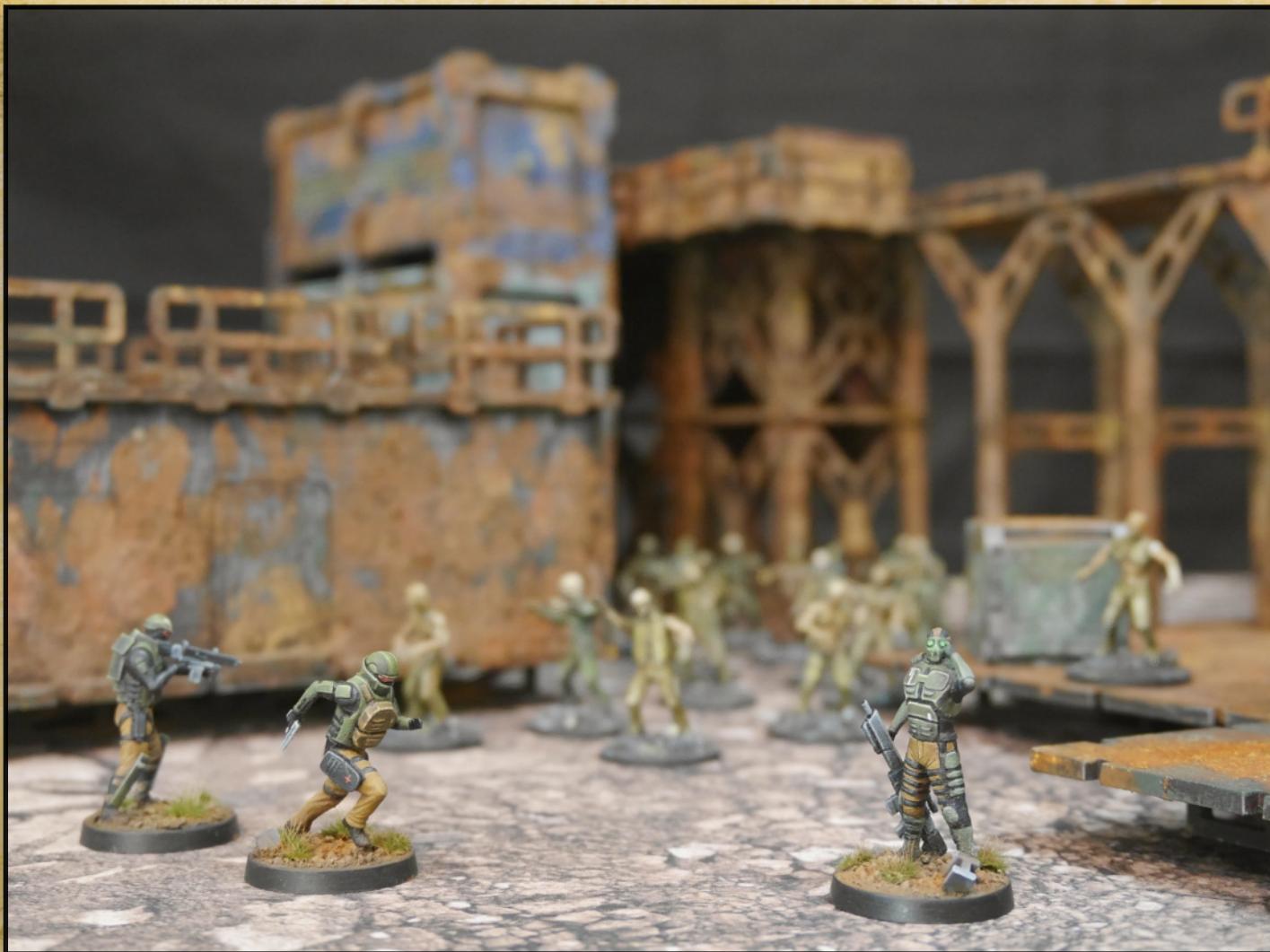
Attack

Any Rotter in base-to-base contact with a character at the end of the Rotters' movement will immediately attack the character. Select the target character on the app and add a Rrotter hit to the character.

The app will roll behind the scenes to see if the attack hits or not at the end of the Environment phase. Animations and log messages tell you if the attacks hit or missed.

Base-to-base contact with multiple characters

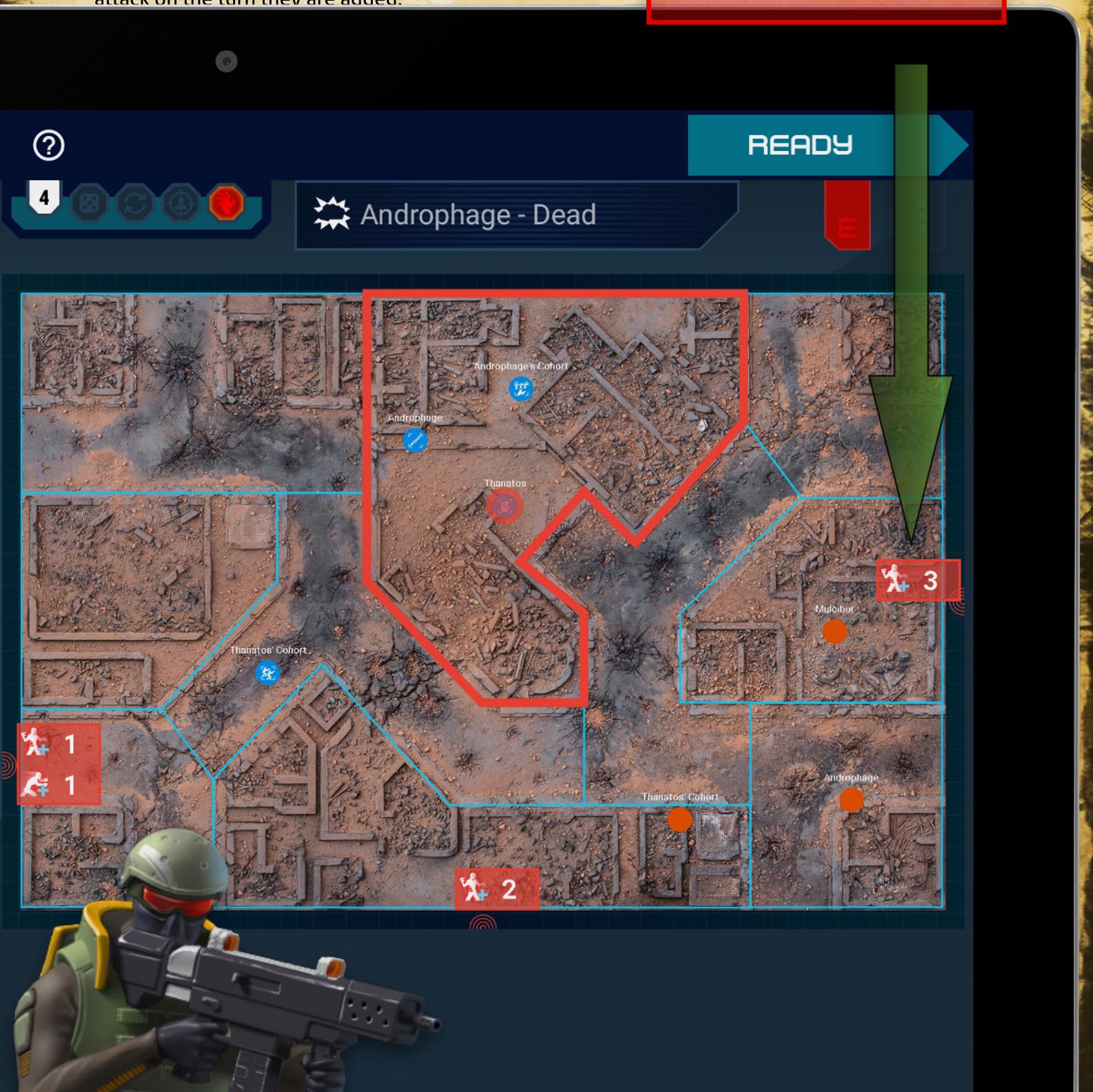
Sometimes a Rrotter might end up being in base-to-base contact with multiple player characters. In this case the player whose turn it is gets to decide which character the Rrotter attacks.



Spawning new Rotters

During each Environment phase the Command Console app shows how many new Rotters are added to the table edge as well as their location by placing a dot with the number of Rotters on the map edge on the screen. Place the correct number of Rotter miniatures to the indicated location. These new Rotters will not move or attack on the turn they are added.

The Command Console app indicates new Rotters on the map

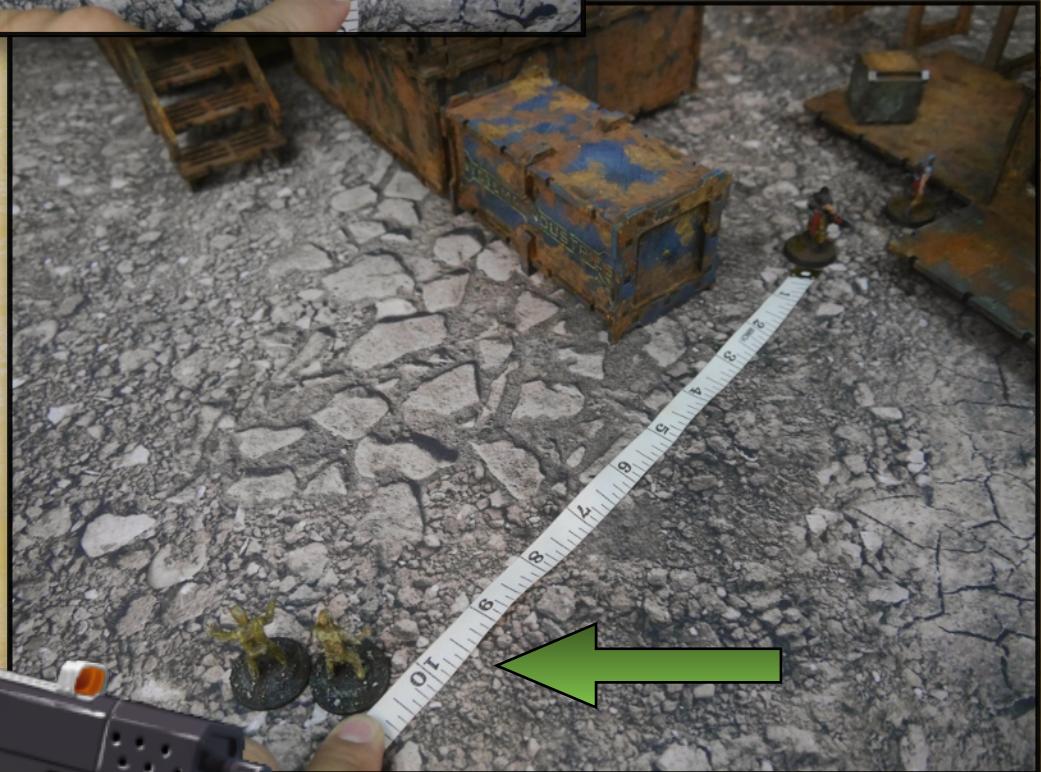


Spawning near characters

No new Rotter can appear within 10" of a character on the table. If the app's indicated Rotter spawning location is within 10" of a character the Rotter spawns just outside the 10" range at the table edge as close to the initial spawn location as possible. This represents the character's skills of observation. It is assumed that the character would know if a group of Rotters were approaching before they got that close.

If it is unclear which direction the rotters spawn should be pushed, the player whose turn it is gets to decide which direction the spawn is pushed.

Rotters
cannot spawn
within 10"
of any
character



Threat level

Threat level is a cumulative indicator of the rotter threat in the area. The higher the threat level the higher the chance there is that new Rotters and other NPCs appear.

Weapon noise adds to the threat level. Every shot and every close combat attack makes the area more dangerous and pulls more and more Rotters to the area.

Each weapon, and many character actions, have a noise level which is calculated each turn to see which map section and character are making the most noise. This is how the app determines who and where the rotter target is.

A higher
threat level
attracts more
Rotters to
the
battlefield

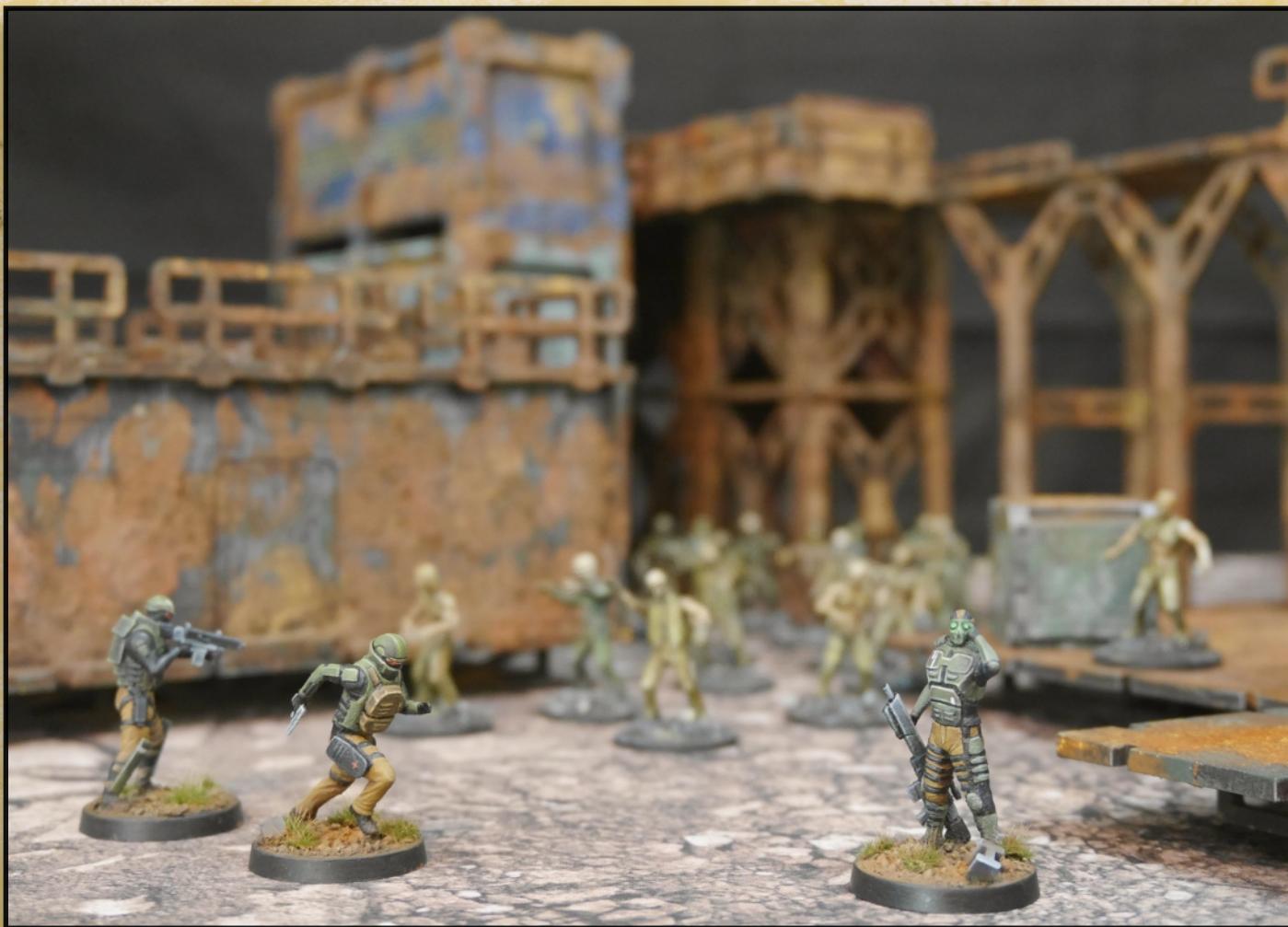


ENDING THE GAME



Some scenarios define the length of a game and others define another ending condition. In the first releases of Lands of Ruin players are themselves responsible calling an end to the game based on the scenario definition.

To end a game one of the players selects "End Game" from the Command Console app's menu. Once both players have agreed to end the game the Command Console app will resolve any outstanding unresolved hits. Once the hits are resolved players resolve scenario objectives.



CHARACTERS



Heroes and Cohorts

Hero characters establish a devoted following in your tribe's population. When they want they can bring some of their followers, or cohort, to the battle with them.

Cohorts come in 3 different types. Each one with their own ruleset.

INDEPENDENT



Independent cohort acts as a hero character. They are free to move around the battlefield using their movement allowance and they assign and perform actions as a hero character would.

Independent cohorts must stay within 2" of each other. Simply put each cohort model must always have another model from the same cohort within 2".

CLOSE SUPPORT



Close support cohort stays nearby the hero character throughout the battle directly supporting the hero. Close support cohort won't assign its own actions but instead applicable actions (shooting and close combat) will be automatically assigned to the cohort when assigned to the hero. The cohort always has the same movement value as the hero.

Close support cohorts must stay within 2" of each other and the hero. Simply put each cohort model must always have another model from the same cohort or the hero within 2".

When a hero of close support cohort goes "down" the cohort won't move out of the range of the hero. The cohort can still move as long as they maintain the 2" rule. A close support cohort will be able to shoot and fight in close combat even when their hero is "down". In these



SLAVE / MINDLESS



Slaves don't have actions of their own. They act as ammunition and living shields of their "hero".

Slave squads always stay near the hero. Place any slaves into base-to-base contact with the hero.

When the controlling hero is "down" the slave cohort becomes practically unusable. They will stand around doing nothing. They will still be attacked by Rotters or can be attacked but they won't fight back.

HEROES WITH THEIR COHORT

Cohorts are not just a different type of character on the battlefield. In fact, the cohort often unlock special abilities of the corresponding hero character. For example, the Reclaimer Dorian character can fire a huge Bazooka once a game but only if his cohort is still alive. Same applies to the Balean Androphage and his fearless Berserker Charge across any terrain ignoring all incoming fire (suppression).



Hidden Characters

One of the features in tabletop gaming the Lands of Ruin team have felt most strongly about is the lack of true hidden characters. While some games have tried to find ways to implement hidden characters using cameras, tokens etc means we feel that all of these means fall short from creating the right type of excitement, tactical options and gameplay.

If your opponent knows that there is a hidden sniper on the table the system has already failed. Even worse if your opponent knows approximate location or even exact location but has to pretend that their team doesn't.

The lack of good implementations of true hidden characters on tabletop gaming is not surprising. There simply is no easy way to make it work properly without making the gameplay suffer. Luckily we don't have the same limitations. Technology to the rescue!

SECRET DEPLOYMENT

Players who bring hidden characters into the battle deploy them only on their Command Console app. Your opponent will never know if you have a hidden sniper or not until you open fire with it or it gets detected.

The lack of certain information allows interesting possibilities for mind games. Can you make your opponent believe you have a hidden sniper when you don't have one? Can you keep them secret long enough to spring a perfect ambush?

A character with *Infiltration* skill can be

deployed to the battlefield before the game starts. To do this simply drag your infiltrator to the location you wish them to be during the pre-game phase.

AUTOMATIC DETECTION

There's no such thing as perfect camouflage. Your hidden characters might get detected earlier than you'd like.

But wait! How can we roll for detection without letting your opponent know that there's something to roll detection for?

This is the second key point of our implementation using technology. The Lands of Ruin Command Console app knows where our hidden character is. It also knows where your enemies are. Hence, it can roll for detection automatically in the background and only alert your opponent about your hidden character when they're detected.

Each character has a camouflage rating that is derived from the gear they wear (large items lower the rating and special items, like camouflage cloak, improve it). Each character also have a detection value which describes how aware they are of their surroundings. This can be improved by skills and equipment.



Once a turn (at the start of your Action Phase) the Command Console app secretly rolls a die to determine if any characters in the same map section as a hidden character detect the presence of them. This roll takes into account the camouflage and detection values mentioned above. In case of a successful detection the detecting player is notified and the hidden character is marked as detected on the map.

ASYMMETRIC INFORMATION -> NEW GAMEPLAY OPPORTUNITIES

It is worth noting that when your opponent detects your hidden character you won't be told. The information is provided to your opponent without your knowledge.

The detecting player can then at any point reveal the hidden character and force the owning player to bring the miniature on the table.

Letting your opponent force you to place your hidden characters in table is not a good idea. Any character revealed by the enemy are suffering "surprised" effect for the next two turns making them easy targets and not able to move.

Note that while at some times it is clear exactly where the character is in some cases the battlefield has multiple levels, walls etc that are not part of the map in the app. In these cases the owning player gets to place the miniature to the level / side of the wall he chooses. Think of this as the revealed character dashing into cover or jumping down/up in desperate move after realised that they have been exposed.

A revealed character can then immediately be targeted for attacks like any other character on the battlefield.

SPRINGING THE AMBUSH

Hitting your enemy with a devastating sniper shot at the critical time is, of course, the goal of a hidden sniper. To spring your ambush simply assign shooting (or any other action you'd like) like you would for any normal character. When your action phase comes you will place the character model on the battlefield and execute your action normally. The Command Console app will automatically remove your hidden status when you perform any actions. Naturally, when it is you who reveals your hidden sniper the "surprised" effect is not added to them and they can act normally in the following turns.

It is worth noting that hidden characters cannot move. If you do not have targets available and you want to move your hidden character you must first reveal them. You can always assign "Reveal" action to your own hidden character allowing you to place the model to the battlefield and continue using them as any other character for the rest of the game.



EQUIPMENT

Characters carry much more than just weapons with them. All equipment (including weapons) have weight that the characters have to carry with them. Weight and its effect in the characters' movement is automatically calculated by the Command Console app but you need to be aware of the load you make your characters carry.



Weapons

Weapons in Lands of Ruin come with a detailed Statline. Each Statline element influences different characteristics of the weapon.

Here's an example of the VZ 99 V Assault Rifle Weapon Statline.

The complete Weapon Statline might feel overwhelming, but fortunately almost all of the weapon functions are handled automatically by the app during the gameplay. However, it makes sense to understand the basic weapon stats, so you can utilise your weapons optimally during the gameplay.

Basic stats

This section explains the stats you should familiarise yourself with to play the game.

Number of targets (#)

Maximum number of targets that can be attacked with single action.

Power - Light Infantry (p-li)

Weapon power against light infantry targets.
Note: all targets in the current game version are considered light infantry!

Bullets per action (b/a)

Bullets per action. This amount of bullets is deducted from the character's ammo reserves when an attack in this mode is performed.

Short

Modifier applied when targets are in short range (0" - 10"). All close combat weapons always use short range.

Mid

Modifier applied when targets are in medium range (10" - 20").

Long

Modifier applied when targets are in long range (20" +").

Noise

Amount of noise caused by one attack in this mode.

Advanced stats

This section contains advanced stats of the weapons. All of these stats are handled automatically by the app and do not require any player interaction. Understanding these stats, and using them accordingly, can offer you a significant tactical advantage.

Power - Heavy Infantry (p-hi)

Weapon power against heavy infantry targets.

Power - Light Armour (p-la)

Weapon power against lightly armoured targets.

Power - Heavy Armour (p-ha)

Weapon power against heavily armoured targets.

Suppression (spprssn)

Suppression caused to the target by this weapon mode. The first number is the suppression number that is caused by simply firing at the opponent. The second number is added if the attack is successful.

Camouflage modifier

Camouflage modifier applied to the character wearing this gear. Weapon modes do not affect the rating.

VZ 99 V ASSAULT RIFLE



Gear value 120

Ammo per clip 35

Gear value per clip 27

Camouflage modifier 7

| | # | P - li | P - hi | P - la | P - ha | b/a | short | mid | long | noise | spprssn |
|------------------|---|--------|--------|--------|--------|-----|-------|-----|------|-------|---------|
| focus fire | 1 | 2 | 2 | 0 | 0 | 5 | 2 | 2 | 0 | 100 | 5+10 |
| full auto | 3 | 1 | 1 | 0 | 0 | 15 | 0 | -2 | -6 | 150 | 15+10 |
| suppressing fire | 5 | 1 | 0 | 0 | 0 | 35 | -5 | -15 | -20 | 300 | 25+10 |

Ammo

Most ranged weapons consume ammo when fired. Some rare close combat weapons also require ammunition.

The app will automatically calculate the remaining ammo for your character. Once there's not enough ammo left for a firing mode you cannot select that mode for your action anymore (i.e. - if firing in automatic mode requires 10 bullets to fire once, but you have only 5 remaining, you cannot use the automatic firing mode).

You can always see the remaining ammo for your characters on the character card's flipside in the weapons section.

Keep an eye
on your ammo.
When you run
out of bullets
your gun is
useless!



Defensive equipment

Defensive equipment is armour, shields, and all kinds of clothing that can protect the wearer against attacks.

Each piece of defensive equipment has three values:

Defense bonus against ranged attacks

Defense bonus against close combat attacks

Defense bonus against Rotters

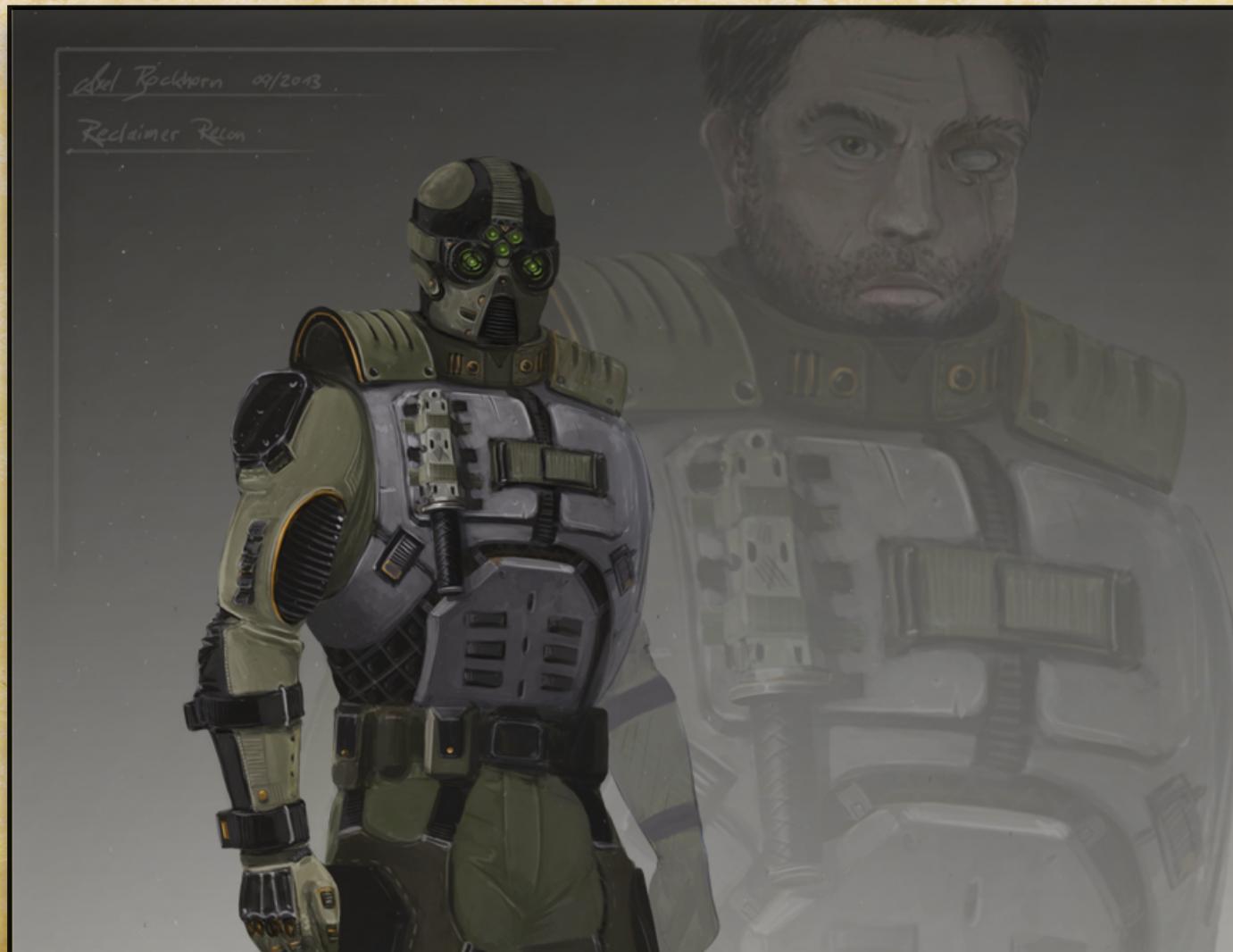
The correct type of defence bonus is automatically applied by the Command Console app to all attacks.

Accessories

Accessories are equipment that can be attached to another piece of equipment. Accessories can directly modify the parent equipment's behaviour like a silencer that causes a weapon to make less noise. Some equipment, like weapon a bipod, allows the character to perform additional actions like deploying the weapon to gain benefits to accuracy.

Consumables

Consumable equipment are things that are lost once used like grenades. The Command Console app automatically removes the consumable item from the character's inventory when it has been used.



SCENARIOS

Scenarios define the goals for the game. Each scenario comes with primary objectives which define the overall winner of the game.



In Lands of Ruin, each time you play the game, you will play a scenario. Scenarios are the stories. They describe the background details, conditions, and player roles that define player objectives and roles in each battle.

Player role

Each player selects a player role in the setup phase. In some scenarios more than one player can have the same role, or maybe even all players have the same role, while in some scenarios players have different roles creating asymmetric scenarios like attacker - defender.

Player role defines the player's objective, how their characters are setup for the game and maximum gear value allowed

Player objective

Player objectives tell the players what their primary goal in the game is. Completing the objective and preventing the opponents from completing theirs defines the winner of the game.

Character deployment

Player role defines where the player's team starts the game. In most scenarios the characters move to the battlefield at the start of the player's first action phase but some scenarios allow one or more of the players to setup their characters on the table before the game starts, for example the defender in the Defences Overrun scenario.

Player role also defines whether or not a player can deploy their infiltrator characters in pregame phase or not.

Maximum gear value

Gear value is the abstract size of the team the player can select. See gear value section for more info.



HANDS



OF RUIN

