

PENANCE

Range & Line of Sight Rules

Absolution Through Steel

Generated range-and-los

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Penance: Absolution Through Steel

Version: 2.0 Base Rules (October 10, 2025) **v3.0 Enhancements:** Optional Dice Pool Advantage available

Hex Grid Basics

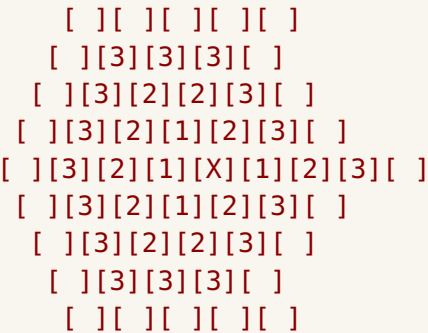
Penance uses a hex grid for movement and combat.

Hex Counting

- **Range 0:** The hex you're standing in
- **Range 1:** The 6 hexes directly adjacent to you
- **Range 2:** The 12 hexes one ring out
- **Range 3+:** Continue counting outward

Do NOT count the hex you're standing in.

Range Diagram



- X = Your Casket
- 1 = Range 1 (adjacent, 6 hexes)
- 2 = Range 2 (12 hexes)
- 3 = Range 3 (18 hexes)

Range Bands (For To-Hit Modifiers)

Cards specify maximum range, but to-hit modifiers apply based on distance:

v3.0 OPTIONAL: Instead of static modifiers below, use Dice Pool Advantage - Long range = Disadvantage (3d6 take lowest 2), etc.

Range Band	Distance	To-Hit Modifier	Weapon Examples
Short	0-3 hexes	+0 (no penalty)	Melee, pistols, shotguns
Medium	4-6 hexes	+1 to target number	Rifles, bows, crossbows
Long	7-10 hexes	+2 to target number	Sniper rifles, long bows
Extreme	11+ hexes	+3 to target number	Artillery, siege weapons

How It Works: - **Base To-Hit:** 5+ (roll 2d6 Attack Dice) - **Apply range modifier** to target number - Example: Medium range (5 hexes) = need **6+** instead of 5+

Card Range Examples: - **Faithful Thrust:** "Range: Melee" (1 hex only, Short range modifier +0) - **Quick Shot** (Pistol): "Range 3" (up to 3 hexes, Short range modifier +0) - **Rifle Shot:** "Range 8" (up to 8 hexes, Long range modifier +2 if shooting 7-8 hexes) - **Sniper Shot:** "Range 12" (up to 12 hexes, Extreme range modifier +3 if shooting 11-12 hexes)

Special Range Types: - **Self:** Range 0 (affects only you) - **Aura X:** X hexes radius (affects all units within X hexes, ignores LOS)

Line of Sight (LOS)

To attack or target an enemy, you must have Line of Sight.

LOS Basics

You have LOS if: - You can draw a straight line from center of your hex to center of target hex - That line does NOT pass through LOS-blocking terrain

LOS is BLOCKED by: - **Walls** (solid obstacles) - **Large terrain** (buildings, cliffs) - **Dense forests** (specifically marked as "blocks LOS")

LOS is NOT blocked by: - **Other Caskets** (you can shoot past allies/enemies) - **Rubble** (provides cover, doesn't block) - **Light terrain** (water, ice, clear ground)

LOS Diagram

BLOCKED LOS (Wall in the way):

```
[ ][T][ ]
[ ][#][ ]    # = Wall
[ ][A][ ]    A = Attacker, T = Target
```

LOS blocked! Cannot attack.

CLEAR LOS (Rubble provides cover, doesn't block):

```
[ ][T][ ]
[ ][~][ ]    ~ = Rubble
[ ][A][ ]
```

LOS clear! Can attack, but target has +1 Defense (cover).

CLEAR LOS (Can shoot past other Caskets):

```
[ ][T][ ]
[ ][E][ ]    E = Enemy Casket
[ ][A][ ]
```

LOS clear! Other Caskets don't block.

Cover System (For To-Hit Modifiers)

Cover provides defensive bonuses without blocking LOS.

Cover Rules

If target is: - In or adjacent to cover terrain (forests, rubble) - AND attacker's LOS passes through/near that terrain - **Attacker gets +1 to target number** (harder to hit)

Cover Terrain Types: - **Light Cover** (forest, rubble): +1 to target number - **Heavy Cover** (fortress walls, dense forest): +2 to target number - **Other Caskets:** +1 to target number if enemy Casket is between you and attacker

Cover does NOT stack: - Use highest cover modifier only (even if multiple cover sources) - Example: Target in forest (+1) AND behind fortress wall (+2) = **+2 total** (highest)

To-Hit Example: - Base 5+, target in light cover (rubble) = need **6+** to hit - Base 5+, target in heavy cover (fortress wall) = need **7+** to hit

Cover Diagram

COVER EXAMPLE:

```
[A][ ][ ]
[ ][~][T]  ~ = Rubble, T = Target
```

Target is IN rubble hex.
Attacker's LOS passes through rubble.
Target gets +1 Defense.

NO COVER (Behind rubble, but not in it):

```
[A][ ][ ]
[ ][~][ ]
[ ][ ][T]
```

Target is NOT in rubble hex.
No cover bonus.

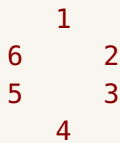
Facing & Firing Arcs (6-Hex-Side System)

Caskets have a facing (which direction they're pointed) AND a shield-side/weapon-side.

Hex Facing (6 Directional Sides)

Each Casket occupies 1 hex and faces ONE of the 6 hex sides.

Hex Sides (6 possible directions):



- 1 = Front (primary facing)
- 2 = Front-Right
- 3 = Rear-Right
- 4 = Rear (directly behind)
- 5 = Rear-Left
- 6 = Front-Left

6-Hex-Side Arc System

Attacks from each hex side have different modifiers based on shield/weapon positioning:

[1]	1 = FRONT (0° - 60°)
[6] [X] [2]	2 = FRONT-RIGHT (60° - 120°)
[5] [3]	3 = REAR-RIGHT (120° - 180°)
[4]	4 = REAR (180° - 240°)
	5 = REAR-LEFT (240° - 300°)
X = Your Casket	6 = FRONT-LEFT (300° - 360°)

Rotation: - **Free action** (once per turn) - Rotate 1 hex-side clockwise or counter-clockwise - Can rotate multiple times by spending 1 SP per additional rotation - Example: Rotate 3 hex-sides = 1 free + 2 SP

Shield Side & Weapon Side (BattleTech-Inspired)

When building your Casket, declare which side has your shield:

Shield-Side Options: - **Left-Shield (default):** Shield on hex-sides 5, 6, 1 (left + front) - **Right-Shield:** Shield on hex-sides 1, 2, 3 (right + front) - **No Shield:** No shield bonuses (if using 2-handed weapon or dual weapons)

Example - Left-Shield Casket:

[6-Shield][X][2-Weapon]	Shield protects Left + Front
[5-Shield] [3-Weapon]	Weapons on Right side
[4-Rear]	

Facing Modifiers (Detailed 6-Hex System + To-Hit)

Attacking from different hex-sides has specific effects:

Hex Side	Arc Name	To-Hit Modifier	Damage Bonus	Defender Defense	Shield Blocks?
1 (Front)	Front	+0	+0	Full Defense	Yes (if shield)
2 (Front-Right)	Weapon Side	+0	+1	-1 Defense	No (weapon side exposed)
3 (Rear-Right)	Flank (Weapon)	-1 (easier)	+2	-2 Defense	No
4 (Rear)	Rear	-2 (easier)	+3	-3 Defense	No (blind spot)
5 (Rear-Left)	Flank (Shield)	-1 (easier)	+2	-2 Defense	No
6 (Front-Left)	Shield Side	+1 (harder)	+0	Full Defense +1	Yes (shield covered)

To-Hit Modifier Explanation: - **Easier to hit** (flanks, rear): -1 or -2 to target number (need lower roll) - Example: Base 5+, attacking rear (hex 4) = need **3+** instead - **Harder to hit** (shield-side): +1 to target number (need higher roll) - Example: Base 5+, attacking shield-side (hex 6) = need **6+** instead - **Front/weapon-side**: +0 to target number (standard difficulty)

Shield Side Advantage: - Attacks from **shield-side hexes (6, 1)** can be blocked with shield - **Hex-side 6 (Front-Left with left-shield)** grants +1 Defense bonus - Shield-side reactive cards (Deflect, Shield Wall) work on these hexes

Weapon Side Vulnerability: - Attacks from **weapon-side hexes (2, 3)** cannot be blocked by shields - **Hex-side 2 (Front-Right with left-shield)** gives attacker +1 damage - You cannot use shield reactive cards against these attacks

Rear Arc (Hex-sides 3, 4, 5): - All rear attacks gain +2 or +3 damage - Cannot use reactive defense cards from rear attacks - Must rotate to defend properly

Tactical Shield Positioning

“Shield-Wall” Tactic (BattleTech-inspired): - Present your shield-side to the most dangerous enemy - Rotate to keep weapon-side away from threats - Force enemies to either: - Attack your defended side (lower damage) - Move to flank (costs them movement SP)

Example:

Enemy A is dangerous, Enemy B is weak

[A]	Keep shield facing Enemy A
[6][X][2]	Enemy A attacks hex-side 6 (shield protected)
[B]	Enemy B on weapon-side (hex-side 2)
	But Enemy B is weak, acceptable risk

“Damage Soaking” Tactic: - If one side is already damaged (Right Arm destroyed) - Present that side to enemies (absorb damage on already-broken side) - Protect your functional side

Example:

Right Arm destroyed, Left Arm has weapon

[E]

[2-DMG][X][6-OK]

Present damaged right side

Enemy attacks hex-side 2 (already broken)

Hex-side 6 still functional, protected

Facing Diagrams (6-Hex System)

DIRECT REAR ATTACK (Hex-side 4 - Most Vulnerable):

[]

[][T][]

[A][][]

↓

T = Target (facing DOWN ↓)

A = Attacker (hex-side 4)

Attacker at hex-side 4 (rear)
+3 damage, target's Defense -3
Target CANNOT use reactive defense cards

FLANK ATTACK - WEAPON SIDE (Hex-side 2 or 3):

[]

[][T←][A]

[]

T = Target (left-shield, facing LEFT ←)

A = Attacker (hex-side 2, weapon side)

Attacker at hex-side 2 (front-right, weapon side)
+1 damage, target's Defense -1
Target CANNOT block with shield

SHIELD SIDE ATTACK (Hex-side 6 - Best Defense):

[]

[A][T→][] T = Target (left-shield, facing RIGHT →)

[] A = Attacker (hex-side 6, shield side)

Attacker at hex-side 6 (front-left, shield side)

+0 damage, target's Defense FULL +1

Target CAN use shield reactive cards

FRONT ATTACK (Hex-side 1 - Expected):

[A]

[][T][] T = Target (facing UP ↑)

[] A = Attacker (hex-side 1)

↑

Attacker at hex-side 1 (front)

+0 damage, target's Defense FULL

Target can defend normally

Elevation & Height

Some hexes are elevated (hills, platforms, buildings).

Elevation Rules (For To-Hit & Damage)

Higher Ground Advantage: - If you are **1+ levels higher** than target: - **-1 to target number** (easier to hit) - **+1 damage** to attacks (if hit) - Ignore cover (shoot over it)

Shooting Uphill Penalty: - If you are **1+ levels lower** than target: - **+1 to target number** (harder to hit) - **-1 damage** to attacks (if hit)

Levels: - Level 0: Ground level (most of map) - Level 1: Hills, platforms (+1 elevation) - Level 2: Towers, rooftops (+2 elevation)

Climbing: - Moving UP 1 level: Costs +1 SP (2 SP total) - Moving DOWN 1 level: Normal cost (1 SP)

To-Hit Example: - Attacker on Level 2, target on Level 0 (2 levels higher) - Base 5+ → -1 modifier (higher ground) = need **4+** to hit - If hit, +1 damage bonus

Elevation Diagram

HIGHER GROUND (+1 damage):

[A2] A = Attacker (Level 2)

[]

[T0] T = Target (Level 0)

Attacker 2 levels higher: +1 damage, ignore cover

Special LOS Rules

Aura Effects (Self-Centered Radius)

Some cards create aura effects:

Aura X = Affects all targets within X hexes of you (including yourself)

AURA 2 EXAMPLE:

[][x][x][x][]

[x][x][2][x][x]

[x][2][A][2][x] A = You, 2 = Aura range

[x][x][2][x][x]

[][x][x][x][]

All 'x' and '2' hexes are affected by Aura 2.

Aura ignores LOS (no need to see targets, just be within range).

Melee Range (Adjacent Only)

Melee weapons require Range 1 (adjacent).

You can melee attack enemies in any of your 6 adjacent hexes, regardless of facing.

BUT: Facing still matters for damage bonuses! - Front melee: +0 damage - Side melee: +1 damage - Rear melee: +2 damage

Quick Reference: Range/LOS/Facing Checklist (With To-Hit)

Before attacking, check:

1. **In range?** (Count hexes from you to target)
2. **In firing arc?** (Target in front 180° of your facing?)
3. **Have LOS?** (No walls blocking straight line?)
4. **Calculate To-Hit Number:** - Base: 5+ - Range modifier: Short +0, Medium +1, Long +2, Extreme +3 - Attacker movement: 0 hexes +0, 1-3 +1, 4-6 +2, 7+ +3 - Defender movement: 0 hexes +0, 1-3 +1, 4-6 +2, 7+ +3 - Hex-side facing: Front +0, Weapon +0, Flank -1, Rear -2, Shield +1 - Cover: Light +1, Heavy +2 - Elevation: Higher -1, Lower +1
5. **Roll 2 Attack Dice** (add values, compare to target number)
6. **If hit, apply damage modifiers:** - Strong Hit (7-8): +1 damage - Critical Hit (9): +2 damage, bypass 1 Defense - EXECUTION (10): Auto-destroy component, bypass all Defense - Hex-side bonus: Weapon +1, Flank +2, Rear +3 - Elevation: Higher +1, Lower -1

Hex-Side Quick Reference Table (With To-Hit)

Hex-Side	Name	To-Hit Mod	Damage Bonus	Defense Penalty	Shield Blocks?	Reactive Cards?
1	Front	+0	+0	0	Yes	Yes
2	Front-Right (Weapon)	+0	+1	-1	No	Yes
3	Rear-Right (Flank)	-1	+2	-2	No	No
4	Rear (Blind)	-2	+3	-3	No	No
5	Rear-Left (Flank)	-1	+2	-2	No	No
6	Front-Left (Shield)	+1	+0	0 (+1 if shield)	Yes	Yes

Common Situations

“Can I shoot through my ally?”

Yes. Other Caskets (ally or enemy) do NOT block LOS.

“Can I shoot an enemy I can’t see?”

No. You must have LOS. Walls/dense forest block attacks.

“Does rubble block LOS?”

No. Rubble provides +1 Defense (cover), but doesn’t block LOS.

“Do I need LOS to move?”

Yes. You can't move into hexes you can't see (no blind movement through walls).

“Can I attack behind me without rotating?”

No. You can only attack targets in your front 180° arc. Rotate first (free action).

“If I'm surrounded, can I be attacked from all sides?”

Yes. Enemies attack from whatever facing they're in (front/side/rear). Rear attackers get +2 damage.

“Does cover stack?”

No. Maximum +1 Defense from cover, no matter how many cover sources.

“Can I shoot over allies from higher ground?”

Yes. Higher ground ignores cover, including allied Caskets.

“I have a shield on my left arm. Which hex-sides does it protect?”

Left-Shield protects hex-sides 5, 6, and 1 (rear-left, front-left, and front). Hex-sides 2, 3, 4 are vulnerable (weapon side + rear).

“My opponent has a right-shield. Which side should I attack?”

Attack their LEFT side (your right when facing them) - hex-sides 5, 6. Their shield is on hex-sides 1, 2, 3 (their right), so attacking from their left bypasses the shield.

“Can I block an attack from my weapon-side with my shield?”

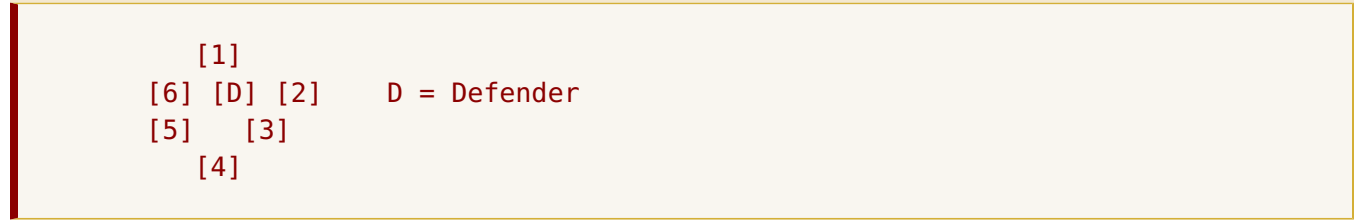
No. Shield reactive cards (Deflect, Shield Wall, etc.) only work if the attack comes from your shield-side hexes.

“I’m being attacked from hex-side 4 (direct rear). Can I use Brace for Impact?”

No. Rear attacks (hex-sides 3, 4, 5) cannot be defended with reactive cards. You must rotate to defend.

“How do I know which hex-side an attack is coming from?”

Determine which of the 6 hexes adjacent to the defender contains the attacker.



[1]
[6] [D] [2] D = Defender
[5] [3]
[4]

If attacker is in hex 2, it’s a Front-Right (weapon-side) attack.

“Can I rotate to change my facing mid-combat?”

Yes. Rotate once per turn for free, or spend 1 SP per additional rotation. **Example:** Rotate 180° (3 hex-sides) = 1 free + 2 SP = costs 2 SP total.

Terrain Types Summary

Terrain	LOS	Movement	Cover	Special
Clear	Pass through	1 SP/hex	No	Baseline
Forest	Pass through	2 SP/hex (difficult)	+1 Def	None
Rubble	Pass through	2 SP/hex (difficult)	+1 Def	None
Wall	BLOCKED	Impassable	N/A	Blocks LOS
Water	Pass through	1 SP/hex	No	Remove 2 Heat/turn
Elevated	Pass through	2 SP/hex (climb up)	No	+1 dmg if higher

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“Distance is measured in hexes. Death is measured in mistakes. Know your range. Know your angles. Miss once, and you’re scrap.”