

Forged upon an Anvil

The game uses a system of Command Points (CP). Units should have the same base or tray size. Each player chooses an equal amount of units based on their Deployment CP (DCP) and designate 1 unit as your General's unit, unless the scenario specifies otherwise. Agree on win conditions if playing a scenario. In a basic engagement decide if you win by either destroying the opposing General or the Seat of Power. The Seat of Power counts as a Troop, but can not be given any Stratagems. Don't premeasure if you want a more challenging game.

THE FIELD OF BATTLE:

Each player gets 5 CP to blind bid on setting up the field of Battle. Players alternate placing the bid number of terrain features with the player who bid the most CP starting. When placing a terrain feature designate if it halves movement, block line of sight, is impassable or any combination of the three. A player that places 4 or 5 terrain features gains 1 or 2 extra CP respectively in the first turn of the game. Terrain may not be placed within 6" of each other. When there are no more terrain features to place, the player's Seat of Power is deployed within 12" of the player's board edge.

THE GAME TURN

At the start of a turn, each player blind bids to use up to 10 CP. In the first turn only a player can bid up to 12 CP, if extra CP were awarded during the field of Battle. The player who bids the lowest number of CP goes first in the turn. If a tie occurs, bid again. Already bid CP are lost.

ACTIVATION

Players take turns activating a single unit costing 1 CP plus the cost of Stratagems. A unit can be activated more than once in a turn. If one player runs out of CP, then the other player gets to finish his/her activation until all CP are used. The turn ends when both players have no CP left. All effects in play are removed.

DEPLOYMENT

A unit is deployed in its first activation by moving it onto the table, costing 1 CP for activating and the unit's DCP. If the General's unit has not deployed by turn 2, the player only gets 1 CP at the start of turn 3 and each subsequent turn until the General's unit is deployed. The General's unit cost no DCP to deploy.

MOVEMENT

Units turn by pivoting around the middle of their base or tray. Movement is adjusted according to a terrain feature's designation.

LINE OF SIGHT

A unit has Line of Sight (LOS) to another unit if there is an unobstructed view of at least one whole miniature in the opposing unit from any point of the unit's front. If a unit is entirely inside a LOS blocking terrain, then LOS cannot be established to it. Units in the same terrain feature can establish LOS to each other.

ENGAGING IN COMBAT

A unit with LOS to an enemy unit may engage it in combat by moving into base-to-base contact and the attacker aligns with the defender. An attacking unit that is not allowed to engage (NACE) a defending unit stops 1" away. An engage move is made in a straight line drawn from the middle of the attacking unit's base or tray, to determine if the defender is engaged in the front, flank or Rear. If in doubt front takes precedence over flank and flank over Rear.

COMBAT RESOLUTION MATRIX (CRM)

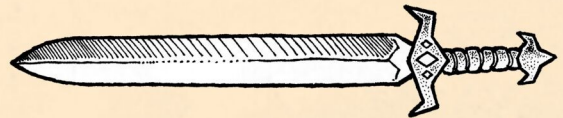
An attacking unit incurs hit points (HP) damage to the defending unit according to the CRM. A unit is destroyed when the HP reaches 0. If an attacking unit inflicts more damage than the defending unit has left, the excess damage is converted into movement inches that the attacker may use immediately.

BOUNCE BACK (BB)

If a defending unit isn't destroyed a BB of 3" occurs. If a unit BB into another enemy unit a new combat occurs, with the enemy unit as the attacker. If a unit BB upon a friendly unit or an impassable terrain feature it stops 1" away. If a unit cannot BB it loses 1 HP.

STRATAGEMS

A Stratagem may be used when activating a unit costing a number of CP. Stratagems are not included when choosing an army. Deployment Stratagems may only be used when deploying units. Interruptions are used during opponents activation. Spells are cast by Wizards and Naturals are used by Monsters.



BETA VERSION 0.1

The rules are based on the rules concept Forged upon Avalon developed by BOW/OTT Warzan. All craziness due to changes of the rules are mine alone. Please give the rules a try and feedback what you think.

Happy Hobbying!
Peaceful Warrior

COMBAT RESOLUTION MATRIX

Attacker	Hero	Wizard	Monster	Knight	War Machine	Troop
Defender	6"/4 HP	6"/4 HP	6"/8 HP	4"/8 HP	6"/12 HP	6"/4 HP
Hero	2 Front 4 Flanks 5 Rear Defender BB	1 Front 2 Flanks 3 Rear Attacker BB	2 Front 4 Flanks 5 Rear Defender BB	2 Front 3 Flanks 4 Rear Defender BB	3 Front 5 Flanks 5 Rear Defender BB	1 Front 2 Flanks 3 Rear Defender BB
Wizard	2 Front 5 Flanks 5 Rear Defender BB	2 Front 4 Flanks 5 Rear Defender BB	3 Front 4 Flanks 5 Rear Defender BB	3 Front 4 Flanks 5 Rear Defender BB	3 Front 5 Flanks 5 Rear Defender BB	2 Front 3 Flanks 4 Rear Defender BB
Monster	2 Front 3 Flanks 4 Rear Defender BB	1 Front 2 Flanks 3 Rear Defender BB	2 Front 3 Flanks 4 Rear Defender BB	3 Front 4 Flanks 5 Rear Defender BB	3 Front 4 Flanks 5 Rear Defender BB	1 Front 2 Flanks 3 Rear Defender BB
Knight	2 Front 3 Flanks 4 Rear Defender BB	NATE 2 Flanks 3 Rear Attacker BB	1 Front 3 Flanks 4 Rear Defender BB	2 Front 3 Flanks 4 Rear Defender BB	2 Front 3 Flanks 4 Rear Defender BB	1 Front 1 Flank 2 Rear Defender BB
War Machine	NATE 3 Flanks 5 Rear Attacker BB	NATE NATE 2 Rear Attacker BB	1 Front 2 Flanks 4 Rear Attacker BB	NATE 2 Flanks 4 Rear Attacker BB	3 Front NATE NATE Defender BB	NATE 1 Flank 2 Rear Attacker BB
Troops	3 Front 4 Flanks 5 Rear Defender BB	2 Front 3 Flank 3 Rear Defender BB	3 Front 4 Flanks 5 Rear Defender BB	3 Front 4 Flanks 5 Rear Defender BB	3 Front 5 Flanks 5 Rear Defender BB	2 Front 3 Flanks 4 Rear Defender BB

STRATAGEMS

INTERRUPTION STRATAGEMS

Counterattack, 3 CP (Any unit)

If engaged in combat, both units deal damage as if they are both attackers. Damage is dealt simultaneous. If no unit is destroyed both Bounce Back. The unit using Counterattack does not get to convert excess damage into movement.

Dispel, 3 CP (Wizard)

The effects of a Spell cast by an enemy Wizard within 12" is stopped. The enemy Wizards CP are still used up.

Hero of the Day, 4 CP (Hero, General)

If the unit's HP is reduced to 0, instead it does a BB and stays on the table with 1 HP left. If it cannot BB, Hero of the Day cannot be used. The attacking unit does not get to convert excess damage into movement.

COMBAT STRATAGEMS

Brace, 1 CP (Hero, Knight, Troops)

Place a Brace marker on the unit, if it is attacked deduct 3 HP from the damage suffered. A unit with Brace may not move.

Hammerblow, 2 CP (Hero, Monster, Knight, War Machine, Troop)

An attacking unit adds 1 HP to the damage dealt.

SHOOTER STRATAGEMS

Ballistics, 3 CP (Unit with Shooters)

Resolve a combat using the CRM against a defending unit in LOS and within 18" as if attacking in the front. If the defending unit is within 12" resolve the combat as if attacking in the flank, and if it is within 6" resolve the combat as if attacking in the Rear. A unit can not move if using Ballistics. Units don't Bounce Back when using Ballistics.

Parthian Shot, 1 CP (Troop and Shooter)

The unit may move and use the Ballistic Stratagem during its movement. Subtract 1HP for them damage dealt.

HEROIC STRATAGEMS

Steady, 1 CP (General's unit)
A friendly unit within 6" gain 1 HP.

Raise a Champion, 2 CP (Wizard, Troop)
If the unit reaches the enemy Seat of Power, it may deploy a Hero beside it. The Hero does not count towards the pre-game determined army size. Once per game use only.

DEPLOYMENT STRATAGEMS

flanking, 2 DCP (Any unit)
The unit may move on from any of the table's side edges, up to 2/3 from its own sides table edge.

Swiftness, 2 DCP (Any unit)
Add 6" to the units Move, for the entire game.

Shooter, 1 DCP (Knight, War Machine, Troop)
May use the Ballistic Stratagem for the entire game, but start with 2 HP less.

Weak, -1 DCP (Monster, Knight, War Machine, Troop)
The unit is deployed with 2 HP less.

fear, 2 DCP (Monster, Knight, Troop)
The enemy unit always Bounce Back in combat for the entire game.

Heavy Projectile, 2 CP (War Machine with Shooter)
The unit deals an additional 1 HP when using the Ballistics Stratagem and its Move is reduced to 4" for the entire game.

Tough, 2 CP (Hero, Monster, Knight, Troop)
The unit is deployed with 2 HP more.

Infiltrate, 3 CP (Hero, Wizard, Monster, Troop)
The unit may deploy anywhere on the table but no closer to an enemy unit than 6" during turn 1, 9" during turn 2 and 12" during turn 3 and onwards.

SPELLS/NATURAL STRATAGEMS

fireball, 2 CP (Wizard, Monster)
A unit designated by the caster within 12" and LOS suffers 2 HP.

Stormwind, 3 CP (Wizard, Monster)
Move a unit that is within 12" of the caster, up to 6" directly away or towards the caster.

Transfix, 3 CP (Wizard, Monster)
One unit within 12" and LOS of the caster may not activate this turn. Place a Transfixed marker next to it.

Drain Life, 3 CP (Wizard)
A unit within 12" of the caster suffers 1 HP in damage and the Wizard gains 1 HP.

Summon Subjects, 4 CP (Wizard has to be General)
Deploy one unit of Troops with the Weak Stratagem anywhere within 18" of the caster. The deployed unit does not count towards the pre-game determined army size. The raised Troop may be given Swiftness, Shooter or fear for the Stratagems additional cost. for the second and subsequent uses of the Stratagem the Wizard loses 1 HP each time. The Stratagem Steady can not be used on a unit that has Summon Subjects in the same turn and vice versa.

MOVEMENT STRATAGEMS

fly/Burrow, 2 CP (Hero, Wizard, Monster)
The unit ignores the movement penalties of a terrain feature. It may not stop inside impassable terrain.

March, 1 CP (Any unit)
Add 3" to the unit's move this activation. When using March the unit may not engage an enemy unit.

Interpenetration, 2 CP (Knight, Troop)
The unit may move through other units, as long as it has enough movement to clear the other units base/tray.

Skirmishing, 2 CP (Troop)
for the rest of the turn the unit counts as only having a front in combat and adds 2" to its movement. The unit gains a Skirmish token until the end of the round.

UNIT DEPLOYMENT

Unit	Availability	DCP
Hero	≤ 30%	3
Wizard	≤ 20%	2
Monster	≤ 30%	3
Knight	≤ 40%	2
War Machine	≤ 40%	4
Troop	≥ 40%	1
Seat of Power	1	0

