

asp games

Undying Lands

rules



for use with 6mm, 10mm, 15mm, 20mm, HO/OO and 25mm scales

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UNDYING LANDS

Putting the 'reality' back into your fantasy games

Welcome to **Undying Lands** a completely revised version of FLD. The constant evolution of the rules is thanks to the feedback I have received. Before I briefly cover the new features of the rules I would like to firstly focus on why these rules came about. The purpose and intent of this game is to provide players with a much more realistic fantasy game in contrast to the artificially contrived contemporary games that pay little attention to deployment, command control, light troops, orders, linear tactics and ignore the problems of movement, drill and reserves, they have unrealistic armies with ultra powerful beast that trance anything that moves, with 20 year old game mechanics repackage every 5 years and sold at a phenomenal price that spotty teenagers are all to pleased to pay. Crap game, slick marketing. The list goes ever on.

We take the works of Tolkien and Moorcock to be actual historical accounts. In our careful reading we found that fantasy battle is an extension of the mechanics of historical battle. In **Undying Lands** you get all the tactical subtleties of historical wargaming plus an array of fantastic beasts, sorcery, special attributes and their associated benefits and problems. Whether your intent is fair or foul, regardless of your Balrog bodyguard, the 'ordinary' rank and file is the tactically most important soldier on your battlefield and that his physical constraints is on par with his historical counterpart.

What's new in **Undying Lands**? Basing is much more integrated and flexible, The command control system has been streamlined and clarified, troop and weapon characteristics have been amalgamated into a single versatile and variable factor. The result is a streamlined, integrated and smooth game that plays faster.

First, we define the combat and manoeuvre characteristics of your troops, then deal with command, control and orders starting from the top down. Next we generate the battle field, then the sections on the game turn, movement, combat, missile fire, results and victory conditions. Finally, there's a section on 'how to win and common battlefield, tactical and organisational errors. **HAVE FUN.**

EQUIPMENT

To play Undying Lands, you will need a selection of figures, a gaming table, a selection of polyhedral dice, pen and paper.

BASING YOUR TROOPS

Your finely painted models, your pride and joy that you have slaved hours to bring to life are mounted on a **vignette**. The size of the Vignette varies depending on the scale of your figures. The following table shows figure scale and Vignette and Sub-stand size.

Figure Scale	Vignette Frontage
2mm to 15mm	80mm (2 sub-stands each of 40mm)
15mm to 35mm	120mm (2 sub-stands each of 60mm)

Alternatively, if you are on a low budget or use a small table you may wish to use the basing as below:

Figure Scale	Vignette Frontage
2mm to 15mm	40mm
15mm to 35mm	60mm

The number of figures on a **Vignette** is not really that important as in this game it is the vignette that fights as a whole and not the figures mounted upon it. However, **close order** troops should be mounted on a vignette shoulder to shoulder, troops in **loose order** should have a figure's width between them and **open order** troops should have a two figure width between them. Close or Loose order foot troops should be mounted two ranks deep. Close order foot armed with Spears have the option of being mounted in three ranks and if armed with pike in four ranks. This is to aesthetically reflect their deeper formation. Other troops should be mounted in one rank on a vignette that is deep enough to accommodate the model(s).

TROOPS CLASSES

Now we classify your troops. Such classification cannot be rigid and is often arbitrary. Troop characteristics must conform as close to their figures and models as possible. Vignettes fall into one of four general classes, three order classes, two army classes, twelve weapon classes, five morale class, three weapon proficiency classes and six defence classes.

THE GENERAL CLASSES:

These are **FOOT**, **MOUNTED**, **LEVIATHAN** and **BEHEMOTH** as described below:

FOOT: Foot includes all un-mounted bipeds not including the **Leviathan** class. They can be **Close**, **Loose** or **Open** in Order.

MOUNTED: Includes all ridden, non-ridden quadrupeds and chariots, where the crew or rider (if it has one) is the main combatant, the mount may contribute to shooting or melee. They can be **Close**, **Loose** or **Open** in Order. Some large ridden creatures can also be classed as **Leviathan** or **Behemoth**. Large chariots or chariots drawn by unusually violent or large creatures may be counted as being **Behemoth**.

LEVIATHAN: Includes all large and very large bipedal creatures such as Trolls, Ogres, Balrogs, Giants, Chaos Warriors, Wyverns and flying dragons. Some mounted troops can also be classed as Leviathan. They can fight in **Close**, **Loose** or **Open** Order.

BEHEMOTH: Includes all large bipeds or quadrupeds such as Elephants, Oliphants, Mammoths and Dragons, or chariots drawn by large or ferocious animals. Large quadruped Behemoths may have up to six crew. Behemoths can be in **Close**, **Loose** or **Open** Order. Incidentally, I use this word for sake of familiarity with another rule set. As with Leviathan the word itself comes from the Biblical Hebrew and literally means Beast, usually a big one and perhaps refers to the Water Ox or Hippo.

THE ORDER CLASSES ARE:

CLOSE ORDER: Are troops who fought shoulder to shoulder in the case of Foot, stirrup to stirrup if mounted. Close Order foot are vulnerable to difficult ground which disorders them and to the charge of a wild irregular warband, behemoths and to heavy chariots. Close Order Mounted troops are generally vulnerable to difficult ground and to light mounted troops who could easily evade while causing a dribble of casualties by their shooting. Either way their close order gave them considerable resisting power.

LOOSE ORDER: Are troops who adopt a less rigid and a more flexible formation, are not affected by difficult ground or to the danger a wild charge by a Warband or Behemoth. However, the insensitivity to terrain made Loose Order Foot more vulnerable to mounted troops when caught in the open. Often, Loose Order Foot made the link between Close Order Foot and Mounted troops.

OPEN ORDER: Are troops who generally fought in a loose swarm, hanging around the enemy inflicting a dribble of casualties and evading when charged. Open Order troops are useful for slowing up the enemy, this can be more important than their fire.

Troops cannot change between being in **Close**, **Loose** or **Open** in formation during the length of the battle.

THE ARMY CLASSES ARE:

IRREGULAR: These troops have a much more informal organisation than regulars or emphasise individual combat, importance or prowess, their units usually being larger. Irregular troops are less mobile are harder to control, they are not necessarily inferior to regulars, their charge often being very dangerous. By their nature Behemoths are always counted as irregular. Celts, Gauls, Galatians, Saxons, Vikings, most Knights, and Orcs are examples of irregular troops. Their basic tactic was a ferocious charge in the hope of breaking and sweeping away the enemy. The minimum Tactical Unit size for irregular troops is **two** vignettes (that's twice the number as their regular counterparts). Generals and sub-commanders find irregular troops more difficult to control than regular. As a result, irregulars tend to have larger tactical units and are more difficult to control.

REGULAR: These troops generally belong to a standing army, being paid, drilled and usually but not always uniformed. They can obey commands such as "left incline", "double ranks", "form up". Examples of regulars are Roman Legionaries, Spartan Hoplites, Orcs of the late 1st age post seige Angband. The minimum Tactical Unit size for regular troops is one vignette unless using pikes when it is two. As a result, regular troops are easier to control and manoeuvre.

THE WEAPON CLASSES ARE:

There are eight close combat weapon classes and four missile weapon classes. These are:

Close Combat Weapon Classes:

Lance: Such as the Kontos, Kontarion, Xyston, Lancea or the heavy medieval lances. Only used by mounted troops and only effective in the first turn of contact.

2HPW: Two handed pole weapons such as the Bill, Halberd, Axe, Naginata, and No-datchi. Can only be used by Foot and Leviathan in Loose or Open order.

2HW: Two handed weapons such as the Katana and medieval two handed and hand-and-a-half swords. Can only be used by Foot and Leviathan.

M2HW: Massive two handed weapons such as clubs, axes and maces. Can only be used by Foot and Leviathan in Loose or Open order.

HFS: Heavy Flung Spear, heavy usually weighted spears flung immediately before contact, such as Axes, Pilum and Angon. Can only be used by Foot.

Pike: Long pikes 12' to 24' in length wielded in both hands to thrust. Can only be used by Foot in Close Order.

Spear: Long spears 6' to 9' in length wielded in one hand to thrust over-arm. Can only be used by Foot in Close or Loose Order.

SA: One handed side arms such as sword, axe, mace, javelins and spears reserved for melee only, Gladius and Spatha. Also included in this class is natural weapons such as claw, maw, tail lash, talon and any other weapons not listed above. Can be used by any. May use the designation **NC** (Inclusive of **N**atural weapons and/or **C**rew) instead of the **SA** designation if it is more appropriate. The Leviathan and Behemoth class will have **SA** or **NC** if none of the above classes seem suitable.

Missile Weapon Classes:

SSW: Supplementary Shooting Weapons. Very short ranged weapons thrown with one hand to supplement front rank melee such as the Dart, Spiculum, Verutum and other light javelins. Can only be used by Foot and Javelin armed mounted.

SRW: Short Ranged Weapons requiring the use of two hands such as the short or composite bow and sling. Can only be used by Foot and Loose or Open Order Mounted.

LRW: Long Ranged Weapons requiring the use of two hands such as the Elf bow, Long bow, Cross bow and Staff Sling. Can only be used by Foot except for the Elf Bow which can be used by Mounted.

SBW: Special Breath Weapon such as fire, ice, acid and vomit breath. Can be used once in a game by any and will cause the opponent to test Integrity.

A vignette is allowed to have a maximum of one Close Combat Weapon Class in addition to SA **and/or** one Missile Weapon Class in addition to SBW.

INTEGRITY POINTS

A vignette's Integrity Points (**IP**) determines it's combat ability and is an amalgamation of various and variable factors that include cohesion, morale, determination, fatigue, casualties. A vignette's integrity Points can be reduced during the game so when a vignette's Integrity Points fall below a certain level it dissapates or breaks. We calculate a vignette's Integrity Points starting with the vignette's **Base Integrity Value (BIV)** as on the below table.

The **BIV** table

ORDER	Foot	Mounted	Leviathan	Behemoth
Close Order	16	18	20	30
Loose Order	12	14	15	20
Open Order	8	10	10	10

Increase **BIV** by 4 if Foot with Spears and by 8 if with Pikes.

Two other factors that come into play are the **Physique** and **Size** of the creatures on the vignette. These are assigned by you on an arbitrary basis. Modify the **BIV** with the results of the below table and record the results..

The **Physique-Size** table

Physique	SIZE				
	V-Small	Small	Average	Large	Huge
Low	0	+1	+2	+3	+4
Average	+1	+2	+3	+4	+5
High	+2	+3	+4	+5	+6
Extreme	+3	+4	+5	+6	+7

Physique is the creatures all-round physical ability and includes such factors as strength, endurance, its toughness and ability to withstand pain and the stress of combat. An example of Low Physique would be Tribal Goblins and Skeletons while Chaos warriors would have an Extreme physique. Size includes a creatures physical height as well as its general bulk and is relative to the vignettes General Class, for example an 'average' sized foot figure is smaller than and 'average' sized Behemoth. Again, this factor is arbitrarily adjudicated by yourself taking your models (actual size and bulk) into account.

THE MORALE CLASSES

The **BIV** now modified by the Physique-Size table is adjusted by the vignette's Morale Class, again, this is arbitrarily assigned by you.

The **Morale Class** table.

Morale Class	Examples	BIV Modification
Class V	Spartans, Some Gauls.	+10 IP pts
Class IV	Legionnaires, Hypaspists.	+5 IP pts
Class III	Most troops.	+0 IP pts
Class II	Goblins, Green or raw troops	-5 IP pts
Class I	Levy.	-10 IP pts

If your vignette's Integrity Points have gone into minus numbers,

don't worry. A vignette's minimum Integrity Points regardless of any circumstances is always 1.

THE WEAPON PROFICIENCY CLASSES

You can assign your troops a Weapon Proficiency Class, this affects both close combat and missile combat. The Classes are:

Militia: The troops have had but the most rudimentary weapon handling and training.

Drilled: Nothing to do with electric power tools. The troops have had good quality training or actual combat experience over a period of time and are proficient in handling their weapons.

Skilled: The troops have an extraordinary ability with their arms and demonstrate an impressive prowess and skill.

You will see how the Weapon Proficiency Class and all the other classes and Integrity affects a vignette's ability in combat as we progress through the rules.

THE DEFENCE CLASSES

There are six defence classes as expressed on the following table:

Class	The Armour covers...	IP pts	+ Sh	+LSh	Move
A	No Armour.	+0	+2	+4	- 0cm
B	Body only.	+2	+3	+5	- 0cm
C	Body, Upper Arms.	+3	+4	+5	- 3cm
D	Body, Upper Arms, Thighs.	+4	+4	+6	- 5cm
E	All extremities.	+5	+6	+6	- 5cm
F	Enhanced Armours.	+6	+6	+7	- 0cm

+2 if Mounted with partial animal armour, **+4** if Mounted with full armour. **Pts** = the number of IPs added to the **IP** total so far. **+Sh** = the number of IPs added to the **IP** total so far if the vignette is equipped with Shields. **+LSh** = the number of IPs added to the **IP** total so far if the vignette is equipped with Large Shields. Large shields can only be used by Close and Loose Order Foot, they must be similar to Hoplite or the large Roman shields in size.

Shields cannot be used with **2HPW**, **2HW** or **M2HW** or **LRW** and cannot be used by the **Leviathan** or **Behemoth** class.

Large Shields cannot be used with **2HPW**, **2HW**, **M2HW**, **Pikes** or any **Missile Weapon Class** and cannot be used by the **Leviathan** or the **Behemoth** class.

Textile and Metallic armours both have pros and cons which average out. Behemoths cannot make effective use of armour. However, they may be protected by a tough hide or may have horn or bone plate that serves the same purpose as armour, if this is the case simply choose a class that suits the look of the model. The **Pts**, **+Sh** and **+LSH** columns on the above table are **NOT** accumulative but are separate circumstances.

Vignettes can also be given Special Characters and Special Factor Cards. We will deal with these in a separate module. For each vignette fill in the Army Roster sheet provided at the end of the rules. Use this sheet to record a Vignettes current Integrity Points. You'll be able to fit your entire army on one sheet. **You must write down before the game on paper the characteristics of your vignettes, and must show this to the opponent if requested.**

MOVE RATE

The below table gives a vignettes **Tactical Move Rate**:

Order	Foot	Mounted	Leviathan	Behemoth
Close Order	10cm	10cm	10cm	10cm
Loose Order	15cm	15cm	15cm	10cm
Open Order	15cm	20cm	15cm	10cm
Extra if Fast	+5cm	+10cm	+5cm	+5cm

Some Loose and Open Order vignettes can be classed as **Fast**. Mounted vignettes classed as **Fast** may not use armour for the mount.

THE SEAT OF POWER

In the near future we aim to produce 'template' army lists to help you create your army. However, you are in the Seat of Power, you play the role of Morgoth, Sauron, Fingolfin or Aragorn. Its up to you to get your army together, organise it and then march forth conquering all before you. Well, that's the theory anyway.

ARMY ORGANISATION

Your army is commanded by a General figure (this is usually you). He issues orders to his Sub-Commanders and they in turn act upon those orders. All Sub-Commanders start the game with their initial orders. As the game progresses the General may see a need to issue new orders to his Sub-Commanders. Sometimes a Sub-Commander (or two or three) may start to act on their own initiative, the General may see a need to rectify this.

Vignettes are brought together to form **Tactical Units**, refer to P4 for the minimum number of vignettes in a **Regular** or **Irregular** Tactical Unit. The vignettes that make up a Tactical Unit must be touching each other in a line one vignette deep. All of your army's Tactical Units are divided among your Sub-Commanders as you see fit. A Sub-Commander has exclusive control and influence of the Tactical Units given to him by the army General before the game. This is also what happened in real life in a number of armies. A Sub-Commander and his Tactical Units is called a **Wing**, or Battle if you prefer. A Sub-Commander must have a least one Tactical Unit, there is no maximum number. A General may appoint any number of Sub-Commanders.

For each vignette fill in the Army Roster sheet provided at the end of the rules. Use this sheet to record a vignettes current Integrity Points. **You must write down before the game on paper the General Figure, the Sub-Commanders and their Tactical Units, the composition of those Tactical Units and the characteristics of the vignettes that comprise those Tactical Units and must show this to the opponent if requested.**

COMMAND CONTROL

The General and Sub-Commanders are represented by single figures which must permanently join a Tactical Unit. They have total control over that Tactical Unit, it is automatically activated. The General and each Sub-Commander is given a **Commander Rating** which represents his/her/it's ability to command a number of Tactical Units, or in the case of the army's General the ability to command his Sub-Commanders. A General is counted as neither Regular nor Irregular. A Sub-Commander is counted as Regular if **most** the Tactical Units he commands are Regular, otherwise he is counted as Irregular.

Number of Tactical Units or Commanders activating if they are REGULAR	General or Sub-Commander Rating						Number of Tactical Units or Commanders activating if they are IRREGULAR
	1	2	3	4	5	6	
1 - 3	5	4	3	2	1	1	1
4 - 6	6	5	4	3	2	1	2-3
7 - 8	6	6	5	4	3	2	4-5
9+	6	6	6	5	4	3	6-7
	no	no	6	6	5	4	8
	no	no	no	6	6	5	9+

The Commander Rating (of 1 to 6) is cross referenced with the number of units a Sub-Commander is attempting to activate in a current turn or the number of Sub-Commanders the General is attempting to activate during the current turn, the result is the score required on a six sided die for activation. The sequence and effect of Sub-Commander and unit activation is fully explained in the combat section of the rules. It is a good idea to pay particular attention to the number of Sub-Commanders and Tactical Units that can be activated against the die score required to activate them. Otherwise you'll end up losing control as command structures break down.

SETTING UP THE BATTLE

After you have assigned characteristics for your pride and joy collection of finely painted models and figures, and organised their vignettes into Tactical Units, you then assign each Tactical Unit to a Sub-Commander. Your army's Sub-Commanders all come under the control of your army General. Hopefully, you will find with battle experience that the more Tactical Units and Sub-Commanders you have the more difficult it is to control them, and that battle shows a visible deterioration in the battle line.

THE TABLE

The surface that the game is played on what is called the 'Table', that is a standard wargames table, usually 4'x4', 6'x4', 8'x4' or 8'x5'. The surface of the table is divided into 12", 16" or 20" squares. Carpet tiles are ideal for this or terrain blocks from a company like Gallia. Then, for each square throw an eight sided dice on the below table, the result is the terrain piece/type that occupies each square.

Die Score	Terrain Type
1 - 4	No Terrain or Open Area
5	Gentle Hill*
6	Steep Hill**
7	Wood**
8	Built-up-Area**
9+	Impassable Area

Add **two** to the dice score when throwing for the terrain type in the squares that border the table edge. Impassable terrain are such as mountains, highland, swamp, bog, lake, sea or major river. After Terrain has been placed, both players throw a six sided die, the player with the highest score can remove up to two pieces or swap the positions of two pieces to his choice. Terrain pieces marked * give a combat advantage. Terrain pieces marked ** disorder all Close Order, Mounted, Leviathan and Behemoth troops moving into or over them. Terrain pieces cannot be any larger than the square it is in.

TIME SCALE AND BATTLE READINESS

As troops of this period did not have the same time consciousness of today, time being much less important. Battles are considered to

take place in the morning or afternoon, generally being set pieces with both sides prepared. Therefore, both players write down in a clear concise manner a diagram of unit deployment. Each player then throws a d6, and the higher scoring player places all his units or forces his opponent to do the same. Units must be deployed within 40cm of your own baseline and within 60cm of the tables left/right edge. In the dice score above, if one player exceeds his opponents score by 5, the loser must write down his order of march and then march from one of the tables diagonals (to choice) to the other. The higher scorer may deploy anywhere within 30cm of his opponent at any time he chooses.

COMBAT

Once both sides have deployed, tactical combat can begin with the first stage of the tactical sequence. Play is divided into turns, each an hour in duration, likewise the turn is sub-divided into two thirty minute phases (which include a variable amount of delay). During each turn, both players;

Stage 1: At the beginning of the turn, BOTH players Issue operational orders from the General (if required) to his sub-commanders, and dice for the activation of the Sub-Commanders.

Stage 2: At the beginning of the turn, Sub-Commanders dice for activation of any or all of the units under their command. Activated Tactical Units have a counter placed near them marked with an 'A'.

Stage 3: At the beginning of the turn, all Sub-Commanders on both sides dice for their Tactical Initiative level.

Stage 4: Phases 1 and 2 in which Sub-Commanders from both sides start moving their Tactical Units. Starting with the Sub-Commanders with the highest Tactical Initiative and working down to the lowest. Each Sub-Commander starts with all Tactical Units taking Tactical Action 1 before moving onto Tactical Action 2 and so on to Tactical Action 5. Where, in each of the two phases tactical units can move, shoot and respond according to chosen and compulsory Tactical Actions. Integrity tests are made when the criteria is met for a test to be made.

OPERATIONAL ORDERS

These orders are issued by the General to his Sub-Commanders. The game begins with each Sub-Commander having initial operational orders, these have to be written down before the game begins and to which Sub-Commander they apply. **Operational orders are:**

ATTACK: All of the Tactical Units under the command of the Sub-Commander with this order must advance no less than it's full move rate toward the nearest enemy unit. **Allowed Tactical Actions: ALL.**

ADVANCE: All of the Tactical Units under the command of the Sub-Commander with this order must advance no less than half of it's move rate toward the nearest enemy unit. **Allowed Tactical Actions: ALL**

WAIT: All of the Tactical Units under the command of the Sub-Commander may not move and are waiting for further orders. **Allowed Tactical Actions: 3.**

HOLD: All of the Tactical Units under the command of the Sub-Commander may move up to it's full move distance, but may not move at all any closer toward an enemy unit. **Allowed Tactical Actions: 3, 4 & 5.**

RETREAT: All of the Tactical Units under the command of the Sub-Commander must move up to it's full move distance immediately away from any enemy units or toward their own sides baseline whichever is closer. **Allowed Tactical Actions: 3, 4 & 5.**

MARCH: All of the Tactical Units under the command of the Sub-Commander may move at up to twice their move rate in a marching column. A Tactical Unit in marching column must be one vignette wide and as deep as there are vignettes in the Tactical Unit. **Allowed Tactical Actions: 4 & 5.**

See page 17 for the definitions of Tactical Actions (TA). They are in order: Fanatic Charge, Charge, Shoot, Melee and Move.

Once operational orders have been issued, a throw is made to activate the Sub-Commanders. The General cross references his commander rating as on the table on Page 11 with the number of Sub-Commanders he decides to activate. A General can choose to activate one, some, all or none of his Sub-Commanders. The result is the score required on a six-sided die to activate a Sub-Commander. **Only Sub-Commanders that have been activated can act on their orders.** Sub-Commanders that have not been activated and all those that fail their throw may act on their own initiative. The score required for Sub-Commander activation is modified if any of the below apply:

+1	If the Sub-Commander is 30cm to 60cm from the General.
+2	If the Sub-Commander is 61cm to 120cm from the General.
+3	If the Sub-Commander is further.
+1	If a direct line to the Sub-Commander from the General is blocked by intervening terrain.
+1	If changing a Sub-Commander's operational orders.
-2	If the Sub-Commander is currently on Wait orders.

One throw is made per Sub-Commander, per issuing of operational orders in Stage 1 above.

If a Sub-Commander acts on his own initiative throw a six-sided die on the table below if the Sub-Commander or any of the troops he is commanding are irregular troops. Read off the result.

Score	Sub-Commander Rating					
	1	2	3	4	5	6
1	LR	R	R	R	R	AT
2	LR	R	R	R	AT	AT
3	LR	R	LR	AT	AT	A
4	R	LR	AT	AT	A	A
5	LR	AT	AT	A	A	P
6	AT	AT	A	A	P	P

AT changes the Sub-Commander's orders to Attack. **A** changes the Sub-Commander's orders to Advance. **W** changes his orders to Wait. **P** changes the orders to the Players wishes. **LR** changes the Sub-

Commanders orders to that of the Sub-Commander that is to the Left or Right, this can be decided with a die throw if there is a friendly wing to the left and right. **R** changes the orders to **Rush**, all of the Sub-Commander's Tactical Units move at double rate towards the nearest enemy units. **Rush** is the same as **Attack** with only Tactical Action 4 and 5 allowed.

If the Sub-Commander **AND** the troops he is commanding are Regular use the below table.

Score	Sub-Commander Rating					
	1	2	3	4	5	6
1	A	LR	A	A	A	P
2	LR	A	A	A	P	P
3	A	A	LR	P	P	P
4	LR	W	W	P	P	P
5	LR	W	W	W	P	P
6	W	LR	W	W	W	P

AT changes the Sub-Commander's orders to Attack. **A** changes the Sub-Commander's orders to Advance. **W** changes his orders to Wait. **P** changes the orders to what the Players wishes. **LR** changes the Sub-Commanders orders to that of the Sub-Commander that is to the Left or Right, this can be decided with a die throw if there is a friendly wing to the left and right.

Operational Orders stay in force until changed by the above method or by an integrity test result. When Operational Orders have been issued, changed or modified (it is a bad idea to allow a Sub-Commander to continue disobedience) Sub-Commanders on both sides throw for Tactical Initiative (Stage 3). This is achieved by throwing a twenty-sided die for each Sub-Commander, adding to their score his Sub-Commander rating. Sub-commanders then activate the Tactical Units under their command in order of highest Tactical Initiative to the lowest. Put a marker next to each Sub-Commander with his Tactical Initiative score written on it. Ties dice again. A Sub-Commander activates his Tactical Units in the same manner as a General activates his Sub-Commanders. The Sub-Commander cross-references his Sub-Commander rating with the total number

of Tactical Units he is attempting to activate. The more Tactical Units he attempts to activate the harder it is for him to succeed as a whole. This simulates a General dispatching messengers down the chain of command. The result is the score required on a six-sided die to activate that number of Tactical Units. A Sub-Commander may attempt to activate one, any, all or none of his Tactical Units. Tactical Units that are successfully activated can choose a Tactical Action as per the players wishes. Tactical units that are not activated may act on their own initiative. Some Tactical Actions may involve a counter-action by the other side. At the beginning of each phase, each activated Tactical Unit may choose one of the following Tactical Actions. Tactical units only remain activated for the two phases of **Stage 4** above. They must then (if required) be activated in **Stage 2** of the following turn. A Sub-Commander may still activate his Tactical units even if he himself acts on his own initiative and/or has no Operational Orders from the General. Controlling your Sub-Commander and their Tactical Units is the real skill and art of Battle. You will soon find that letting your troops do their own thing with little or no input from you ultimately leads to defeat. Remember, start with the Sub-Commander who has the highest Tactical Initiative and work down to the Sub-Commander with the lowest initiative, dicing again for ties, each activated Tactical Unit in a Sub-Commander's **Wing** may choose one of the below Tactical Actions, while his Tactical Units that are not activated may act on their own initiative. This means that the action will, generally swing from one side to the other, as in real Battle. Tactical Actions are declared for each unit in turn at the beginning of each phase. First, all units taking Tactical Action **ONE** are declared and then carried out starting with a unit of the players choice. Then, when all Tactical Units of a **Wing** that have declared and carried out **Tactical Action ONE** have done so, declarations are then made for each Tactical Action in turn completing for all units taking the action before moving onto the next Tactical Action. Compulsory Tactical Actions, i.e. those Tactical Units taking Tactical Actions on their own initiative are made before the optional in the correct sequence of descending Tactical Action order.

The **Tactical Actions** that an activated **Tactical Unit** can take are:

1: Fanatic Charge: This is only allowed to Irregular Close or Loose Order troops and to Behemoths under **Rush** or **Attack** orders. A morale test has to be taken and passed by five. If the test is failed

then the unit takes **Tactical Action 2) Charge**: as below instead. The charge move must be in a straight line with no pivot, turn or wheel. The move distance of a unit under this Tactical Action is one and a half times normal move distance. If the charger contacts other enemy units other than the target, then, the vignettes that contact fight while the others continue their move to contact. If the chargers fail to contact, for example because the target evaded, the chargers continue the charge until contact even if this happens in subsequent phases or turns. Generally, each vignette of a Tactical Unit halts where it makes contact with the enemy. You can line up vignettes if you wish, especially if this clarifies who fights. The target of the charge has to be nominated. Regular Close Order Foot can only stand and receive the charge. Loose Order and Open Order Foot can stand, counter-charge or evade if charged by Foot and evade only if charged by Mounted. Other troops can stand or counter-charge. Irregular Close or Loose Order Foot counter-charge if charged by foot. A unit that evades, breaks formation and moves, it then can move directly away from the chargers. See **Break Formation and Move**. Troops who counter-charge meet the chargers half way. And finally, troops who take this action gain an impetus bonus in combat.

2: Charge: Allowed to all troops types under **Rush** or **Attack** orders except that Loose or Open Order troops cannot charge any Mounted troops, Leviathan or Behemoth. The move is straight ahead with no pivot, wheel or turn. The distance moved is as the normal move rate. If the charger contacts other enemy units other than the target, then, the vignettes that contact fight while the others continue their move to contact. Generally, each vignette of a Tactical Unit halts where it makes contact with the enemy. You can line up vignettes if you wish, especially if this clarifies who fights. If Irregular chargers fail to contact, for example because the target evaded, the chargers continue the charge until contact, even if this happens in subsequent phases or turns. Regular chargers can cease their charge after the first charge move. The target of the charge has to be nominated. When a charge is declared against a target, the target and other troops who may be contacted by the chargers can stand, evade or counter-charge if foot and stand or evade if charged by Mounted. Troops who counter-charge meet the chargers half way. A unit that evades, breaks formation and moves, it can then move directly away from the chargers. See **Break Formation and Move**.

3: Shoot: Troops with **SSW**, **SRW**, **LRW** and **SBW** can shoot regardless of their operational orders at any target vignette that is directly ahead of their own vignette. Open order troops can shoot at any target in range all round. Troops who stand to receive a charge can shoot at the chargers only. Vignettes shoot as a whole. Vignettes already in melee can shoot at their melee opponents with **SSW** or **SBW** only. The target can shoot back if it wishes. For each vignette shooting consult the following table, roll the appropriate die, add and modifiers, the result is the reduction in the number of the target's Integrity Points. If the target shot back IP loss (if any) of both sides is applied simultaneously.

		TARGET IS CLASSED AS:								
		FOOT			Le, Be, CO			Mounted		
Weapon	Range	M	D	S	M	D	S	M	D	S
SSW	10cm	d2	d4	d6	d4	d6	d8	2d4	2d6	2d8
SRW	20cm	d4	d6	d8	d6	d8	d10	2d6	2d8	2d10
LRW	40cm	d6	d8	d10	d8	d10	d12	2d8	2d10	2d12
SBW	3cm	d4	d4	d6	d6	d8	d10	d6	d8	d10

On the above table **Le, Be, CO** is Leviathan, Behemoth and Close Order respectively. **M, D, S** is the shooters Weapon Proficiency Class. **M** is **Militia**, **D** is **Drilled** and **S** is **Skilled**. A d2 is half a d4 rounded up.

For example, a vignette with a Weapon Proficiency Class of Drilled shoots at a Pike Phalanx vignette (in Close Order) with Long Bows (counted as LRW). They roll a d12 and score 5. The target reduces their Integrity Points by 5. The die score as above is modified if any of the below applies (apply in the following order).

+2	If shooting at Close Order troops.
-2	If shooting at chargers that have moved into contact.
-2	If shooting at troops in cover or at Open Order troops.
-1	If the shooters IP's has been reduced by 50% or more.
-2	If the shooters IPs has been reduced by 100% or more.
-3	If shooting at long range or up a Gentle Hill (see Page 12).
-25%	If the shooters are Loose Order troops (round down).
-Half	If the shooters are Open Order troops (round down).

It should go without saying that only targets in range can be shot at. Long range is described as over half the weapons range.

4: Melee: This action is not and need not be chosen, it is compulsory for all Tactical Units that have come into contact by **Tactical Actions 1) or 2)**. Units may not come into contact and melee unless by a charge. **Only the vignettes in contact fight and only against the enemy vignette which has the greater vignette-to-vignette contact.** Where a charge brings some of the chargers vignettes into contact with an enemy unit **NOT** the target of the charge, only the vignettes in contact fight the extra enemy unit, the rest of the Tactical Unit fights the original target with their remaining vignettes. The mechanism for combat is similar to that of shooting, however, unlike shooting, both sides fight. Cross reference the Weapon Class of the Vignette with the General Class of the opponent, add this to the Weapon Proficiency Class die. The result is the reduction in the opponents Integrity Points.

Weapon Class	At first contact	vs Foot	vs Other
Lance	+4	+0	+1
2HPW	+1	+2	+2
2HW	+1	+1	+1
M2HW	+2	+2	+1
SA	+1	+0	+0
HFS	+3	+1	+0
Pike	+1	+1	+6
Spear	+1	+1	+3

The Weapon Proficiency die for Regular troops is 2d4 if the Vignettes Weapon Proficiency Class is **Militia**, 2d6 if **Drilled** and 3d6 if **Skilled** and if Irregular the die is 1d8 for **Militia**, 1d12 for **Drilled** and 1d20 for **Skilled**.

For example, a Regular vignette with a Weapon Proficiency Class of Drilled and with a Weapon Class of Pike counter-charge a Mounted vignette throws a 2d6 +1(for first contact) +1(counter-charging) +6 (vs Other, mounted fall into this column). The Pikes score 7 for a total of

15. The mounted vignette reduces their Integrity Points by 15. The score is further modified if any of the below accumulative Tactical Factors apply (apply in the following order).

-4	If disordered Close Order or has lost all its IPs.
-2	If the opponent is higher up a Gentle Hill (see Page 12).
-2	If disordered Close Order Troops or Mounted Troops.
-1	If opponent has a greater number of Integrity Points.
-1	If disordered Loose or Open Order Troops.
-1	If fighting troops that are uphill. Disordered Loose Order.
+1	Behemoths charging Close Order Foot or Mounted.
+1	If Charging or counter-charging.
+2	Irregular Loose Order Foot charging.
+2	Mounted troops fighting Loose or Open Order Foot.
+3	If contacted Close Order in their flank or rear.
+4	If Fanatic Charging.
-Half	If Open Order troops fighting (round down).

Here's another example. A Loose Order Galatian Warband vignette with a weapon proficiency of Drilled, Fanatic charges into a Roman vignette. The Galatians are armed with Javelins, +Sh and Swords, they throw 1d12 and score 6, +1(SA at first contact), +4(Fanatic charging), +1(charging), +2(Irregular Loose Order Foot charging), for a total of 14. The Close Order Roman vignette can't counter-charge Irregular Foot so have to stand, they are Drilled with a Close Combat Class of HFS (Pilum), they throw 2d6 and score 7, +3(HFS at first contact), +1(HFS vs Foot) for a total of 11. The Romans reduce their 30 IP's to 16 and the Galatians reduce their 17 to 6. The Romans will break the Galatians first unless the Galatians break-off and rally to try again.

Important Note: Each vignette of a Tactical Unit fights, shoots and tests as a individual. A Tactical Unit that is comprised of three vignettes would throw three dice for melee and shooting and would have three Integrity Point scores. **Repeated on Page 25.**

5: Move: This option can be taken under any Operational Order except for **WAIT**. This Tactical Action has five sub-options, only one may be chosen, these are:

i)	March Move	iv)	Link
ii)	Move	v)	Brake Formation and Move
iii)	Wheel		

These sub-options are now explain in full detail as follows:

March Move: This is made by a column of troops 1 vignette wide and a deep as there are vignettes in the Tactical Unit. This is called a march formation. A march move is twice that of a normal move. A tactical unit in march formation cannot fight. A march move cannot bring the unit to within 30cm of any enemy unit. A March Move can only be made if the Tactical Unit is under the **March** Operational Order.

Move: A Close Order tactical unit can only move up to its normal move rate wheeling up to 30°. Close Order vignettes cannot wheel if they are within 30cm of any enemy vignettes. Loose Order regular troops can wheel up to 90° **before** moving up to a full tactical move. Loose Order irregular troops can wheel up to 45° before moving up to a full tactical move. Open Order regular troops can wheel up to 180° before making a full tactical move. Open Order irregular troops can wheel up to 90° before making a full tactical move.

Wheel: A wheel is made by having one front corner of the tactical unit stationary (this acts as a pivot point) while the other front corner is moved up to the tactical units move rate if regular or half this if irregular. A wheel cannot be made if any enemy vignettes are within 20cm.

Link: Any number of Tactical Units may be grouped together or linked. Linked units are treated as one large tactical unit for the purpose of movement and command only. All the linked units must stay and must be within 10cm of each other and must form a single line or a single march formation column. A wheel is made by the linked units as a whole. Movement cannot be any faster than the slowest unit in the

linked group. The only change of formation allowed is to go to or from a marching column formation. Once linked, units cannot be unlinked. The score to activate a linked group of Tactical Units is reduced by 1 for every four tactical units in the link.

Break Formation and Move: Also referred to as a Break-off. Only allowed to Loose Order, Open Order and Regular Close Order* Foot Tactical Units already in melee. Regular Close Order* can only break-off from enemy Foot. Some troops who are charged can evade, this is counted the same as this option except the evaders break formation and move prior to the chargers actually making their move. Troops who break formation and move or evade are moved immediately to their rear **a full Tactical Move + 1d8cm** if foot or **a full Tactical Move + 1d12cm** if mounted. Troops who Break Formation may be immediately pursued by Regular and must be pursued by irregular. A pursuit move is **a full Tactical Move + 1d6cm** if Foot, Leviathan or Behemoth or **a full Tactical Move + 1d8cm** if Mounted. If the pursuers contact the troops that Broke Formation the melee will continue next phase. This option is used to evade charges and to retire from melee. An evade move is conducted before the chargers attempt to move into contact. If those who break-off or evade meet friendly troops, these can be passed through if they are Loose or Open Order or Regular Close Order Foot, if not, they are dispersed and removed from play. *If only permitted by army lists.

TROOPS WHO ACT ON THEIR OWN INITIATIVE

Sub-Commanders and troops who are not activated may act on their own initiative. A counter marked "A" is used for units and Sub-Commanders that are activated. Troops who act on their own initiative throw a **d6** and consult the following table.

Die Score	If Regular	If Irregular
1	As Neighbour	As Neighbour
2	As Neighbour	As Neighbour
3	As Player Wishes	Charge
4	As Player Wishes	Charge
5	As Player Wishes	As Player Wishes
6	As Player Wishes	As Player Wishes

'As Neighbour' means that the Tactical Unit will perform the same action as one of its neighbours. Throw a d6, if the score is 1 or 2 then as the Tactical action as the next friendly Tactical unit to the left, 3 or 4 then as the Tactical action as the next friendly Tactical unit to the right, 5 then as the Tactical action as the next friendly Tactical unit to the front and 6 then as the Tactical action as the next friendly Tactical unit to the rear. If the Tactical Unit is called upon to perform an action it is forbidden to do by the rules then throw again. If no result is forthcoming after the third time, the Tactical Unit will remain stationary if Regular and move back a full move if Irregular. A tactical unit acting on its own initiative will not charge any enemy tactical units if the enemy's IP are over half as much but will instead retreat two full moves. Vignettes that are only armed with a Missile Weapon Class and SA cannot charge any enemy vignette except Open Order.

COMBAT RESULTS

A Tactical Unit that receives more Integrity Point loss than it inflicted recoils immediately to its rear 1d10cm if foot or Behemoth and 1d20cm if mounted or Leviathan. The Tactical Unit ends its move still facing the enemy. Other combat results come under the Integrity Test category below.

INTEGRITY TESTS

An Integrity test is made when the criteria is met for a test and a test is made every phase thereafter that the criteria applies. An Integrity test is made if any of the following conditions apply when:

- a) Any vignette of a Tactical Unit that has lost all of its IPs.
- b) A Unit is not Behemoth and charged by Behemoth.
- c) A Tactical Unit is Loose or Open Order foot and charged by Mounted, Leviathan or Behemoth in the open.
- d) A Tactical Unit wishes to fanatic charge.
- e) A Tactical Unit wishes to change formation.
- f) A vignette of a friendly Tactical Unit breaks within 30cm.
- g) When any of a sides **Wings** become demoralised.
- h) A Tactical unit is contacted in the rear or flank.
- i) The Tactical Unit has suffered an SBW attack.

An Integrity test is made by throwing a **d10** modified by any of the following factors:

+3	Loose/Open Order foot charged by Behemoth or mounted.
+2	Melee opponents have more Integrity Points.
+2	The Tactical Unit considers itself Unsupported.
+5	If the Tactical Unit has previously been Repulsed.
+10	A Close Order Tactical Unit is contacted to its flank or rear by an enemy Tactical Unit with equal or greater number of Integrity Points.
+5	A tactical Unit except Open Order is contacted in its flank or rear by enemy in any other circumstances by enemy with at least 25% Integrity Points of the contacted.

Close Order Troops consider themselves unsupported if they have no friendly Close Order Troops within **10cm** to their left and right and within 20cm of their front or rear. Open and Loose Order Troops consider themselves unsupported if there are no other friendly troops within 30cm.

If the score of the modified d10 is greater than the testing tactical unit's Integrity Points the test has failed. The following is applied.

The Tactical Unit is **Repulsed**. It must make an immediate **Tactical Move +1d8cm** if foot, Leviathan or Behemoth and **1d12cm** if Mounted to the rear still facing the opponent, it becomes disordered in the process. If the Opponents are Irregular they must follow up (to contact if possible) for 1d4 turns. If the opponents are Regular they have the option to follow up. A follow up (or pursuit) move is the same as the normal **Tactical Move Rate +1d6cm** if Foot, Leviathan or Behemoth and **1d10cm** if Mounted. **If the score of the modified d10 is greater by 10 or more, the testing vignette breaks and routs from the battle area. It is removed from play.**

Important Note: Each vignette of a Tactical Unit fights, shoots and tests as a individual. A Tactical Unit that is comprised of three vignettes would throw three dice for melee and shooting and would have three Integrity Point scores. **Repeated on Page 21.**

DISORDER and RECOVERY OF IPs

A Tactical Unit can become disordered by...

Moving over certain kinds of terrain marked ** as on the table on Page 12

Losing 50% of its Integrity Points either to melee or shooting in one phase.

Failing an Integrity test.

The Tactical Unit may recover from the disorder and/or recover lost Integrity Points by a rally. The Unit must rally for 1d6-2 phases (minimum of 1) in non-disordering terrain (p12) if Irregular and 1d4-2 if Regular (minimum of 1) **and** with no enemy within 30cm. When completed the Tactical Unit returns to good order. When a Tactical Unit rallies as above it may recover 1d8 Integrity Points.

INTERPENETRATION

Open Order Foot may interpenetrate or pass through any friendly troops. No other pass through is allowed except in the circumstances already mentioned.

WINNING AND LOSING

When half or more of a Sub-Commanders Tactical Units lose 50% or more of their Integrity Points, the **Wing** (see Army Organisation on Page 10) becomes demoralised. When Half or more of a sides Wings become demoralised that side has lost. A demoralised Wing must change its Operational Orders to **Retreat**. If a Tactical Unit that contains a Sub-Commander breaks the Sub-Commander is lost and his wing instantly becomes demoralised. If a Tactical Unit that contains the General breaks that side has lost.

POINTS VALUE

For full details on the game's points value system, please see the module Dieties, Demi-gods and Titans that accompanies these rules.

OPTIONAL RULES

You may wish to use the next tables to describe the size (height) of the creatures on a vignette and how many real life creatures the vignette represents (+/-15%). First the **SIZE** table then the **Base Numbers Table**.

The **Size** table

SIZE UPTO...					
General Class	V-Small	Small	Average	Large	Huge
Foot	4ft.	5ft.	6ft.	7ft.	8ft.
Mounted	4ft.	5ft.	6ft.	7ft.	8ft.
Leviathan	7ft.	8ft.	9ft.	10ft	12ft
Behemoth	no	10ft.	15ft,	20ft.	More.

Obviously, Humans are 'Average' in Size, so are Uruk Hai. Dwarfs and goblins are small, Kobolds are V-Small. Chaos warriors are Large.

The **Base Numbers Table**.

SIZE					
Order Class	V-Small	Small	Average	Large	Huge
Close	1000	750	500	300	150
Loose	500	450	400	150	100
Open	200	150	100	75	50

Increase the Base Numbers by 50% if using Spear and by 100% if using Pike. Reduce the Base Numbers by 50% for mounted troops. Divide by 10 (round up) for Leviathans and by 100 (round up) for Behemoth. The large numbers of small creatures on a vignette largely compensate for the factors on the **Physique-Size** table above.

TACTICAL ADVICE: (er... or how to win)

Some useful things to bear in mind.

Deploy your army in one or two lines, obviously if you deploy in two lines your frontage will be less and thus being flanked is a greater risk. However having two lines will give you a reserve when front line vignettes become worn or broken.

Defend the flanks, your army will quickly be rolled up and defeated if you give your opponant opportunity to strike in this weak spot. Try to deploy with bad terrain covering a flank (or two) or defend them with mounted, Leviathan or Behemoth.

Use light troops to aggressively skirmish the enemy battle line (knocking off an IP or some in the process) or to chase off similar enemy troops. If your light troops are struggling withdraw them in good time and commit the phalanx.

Hold a reserve of fresh troops and cast them in when you see a weak area develop in your opponants main battle line.

Disrupt your opponants battle line, create a hole and then charge in. These general guidelines will hold you in good stead. Be inventive, be brave, be confident, keep it simple and victory will be yours.

COMMON ERRORS

As a few pointers some common errors can be:

Having too many sub-commanders: Even though you have the option of using any number you wish for best results use the minimum number required to execute your battle plan. KIS – Keep It Simple. The number of allowed sub-commanders is to facilitate big games with more than two players a side.

Changing order due to unexpected enemy actions: Formulate a battle plan based on the terrain and likely enemy dispositions and cultivate the courage to stick to it. Order changing can be a risky business and can lead to unforeseen and unexpected problems, try to get your initial orders (see Army Organisation Page 10) right first time.

Engaging the enemy with greater Integrity points, losing and then complaining about it: If you pitch your troops against those with more integrity points expect the inevitable – you lose. First reduce his integrity points by shooting or even them up by exploiting the factors or terrain or conduct a flanking manoeuvre. Do you fancy your chances by taking on a Rhino with a pea shooter? Thought not, well don't do it in this game. Combat is mathematically predictable using simple probability, the points system attempts to make sure the sides are fair and evenly matched. It is your job as General to make the contest as unfair as possible.

UPDATES

These rules will, like all our other rules be periodically updated. We update on a regular basis and include such things as new graphics, rule tweaks, typo errors (yes! we are humanoid), clarifications, army lists, extensions etc. Included in a future module will be Special Characters, Special Factor Cards and Army List (Template samples of the most popular fantasy and historical army types).

CREDITS

The following works are the influencing factor behind these rules. The Silmarillion, The Hobbit, The Lord of the Rings, Magician, Silverthorn, Darkness over Sethanon, Wizards first rule, The Jewel in the Skull, Mad God's Amulet, The Runestaff, The Oak and the Ram, The Bull and the Spear, The Knight of Swords, The Queen of Swords, The King of Swords, Conan the Barbarian, Conan the Destroyer, Willow, Red Sonja. Not a long list but influential nonetheless.

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More rules on the way including Napoleonic, The American Wars (1700 - 1865), Renaissance, Colonial and a Fantasy Role Playing game in Quick Play and Advanced versions.

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