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WAR LOGIC RULEBOOK

War Logic Rulebook

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- 2- Control step ^
- 3- Movement step >
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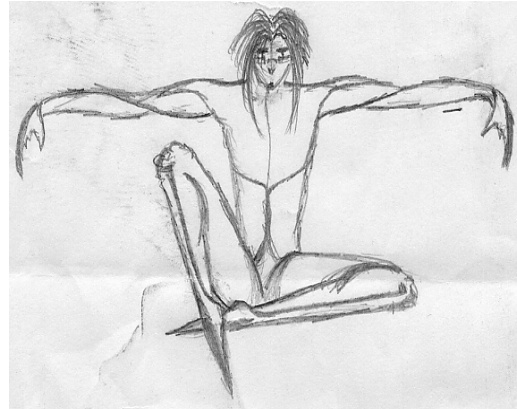
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17

This rulebook is designed to be very short and efficient to read. (Round 1 is an 8 pages introduction from 9 to 16)

17

17

Read the Introduction and you'll get a good idea of how the game is played and full of useful illustrations..

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(Round 2 is 10 pages spanning sections 1 to 5, from page 17 to 24)

18

A must read to understand 80% of the game, and to be able to play right away.

18

(Round 3 is 8 pages, sections 6 to 10)

19

Interpretations for specific cases that are nice to know beforehand, but can also be looked up on need. Each of those rounds will go through all stages of the game.

19

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The last 30 pages, section 11 through 13, are full of useful information that would definitely help. Section (11) has links to make army building much easier. Section (12) has some design specifications. Finally section (13) has some sample battle reports.

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In general, there is little to read if you want to play right away, and much more to read and explore once you want to build better armies and strategies.

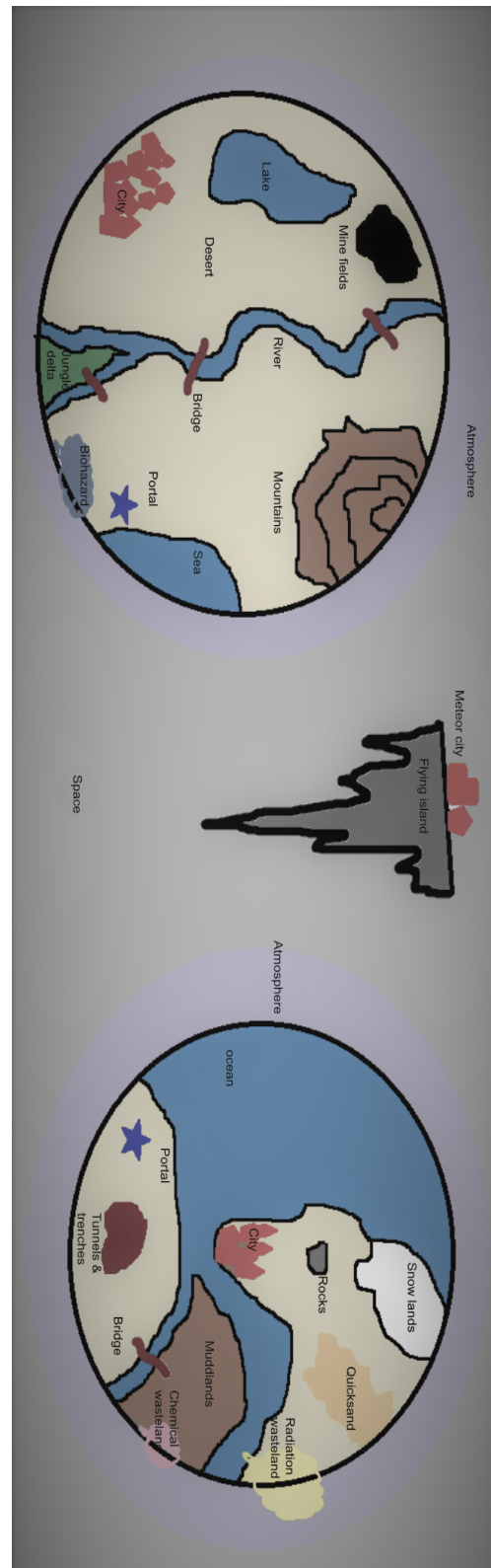
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Benefits of Warlogic

- An open system of war gaming, like the TCP/IP and open source of the Internet.
- Compatible with all types of figures and characters.
- Develop your own weapons, armor, magic, and technology.
- Simplified rulebase yet realistic.
- Very easy to start playing, yet more interesting the longer you play.
- Less dice and more math which is a good opportunity to practice math and build more solid strategies.

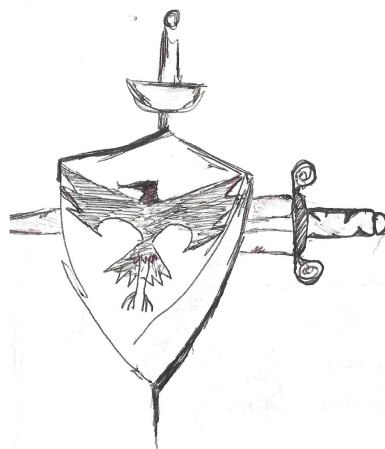


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Warlogic, build an army, then start playing in 60 minutes!

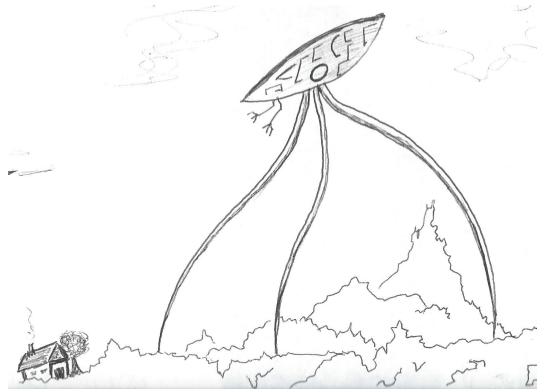


Spend countless hours developing new weapons and skills!



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Warlogic, when "pew pew" is not enough!



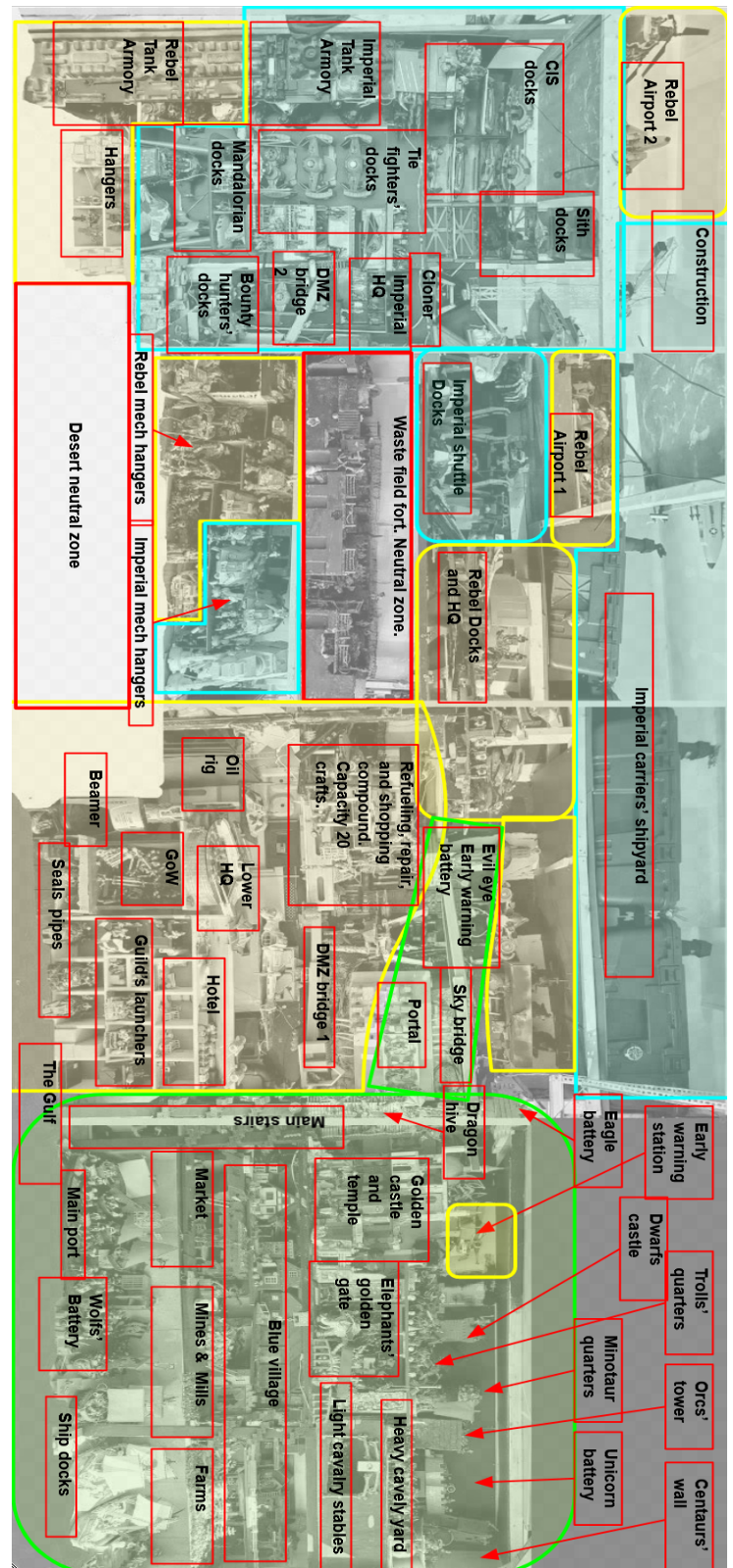
War Logic, Less Dice, More Strategy!



The intelligence we've received about Cave city is that it hosts many factions from multiple universes. These factions are in continuous wars over the land and resources of the city. The residents of the city are hostile towards each other, and towards other cities. However, they are somewhat friendly towards visitors since they see them as money making opportunities.







The economy of the city is based on a number of resources. The ancients control the fishing market, mining company, farming (including mills and a farmers market, potions and serums, and a transportation portal. A hotel can also be found in this region, but while it is controlled by the Guild, it's disputed by the ancients. The Guild owns more mechanical type areas, such as a beaming service, a fuel rig, repair workshops, medical services, and other mechanical services. One thing to note is that they do own a fort in a disputed zone, between them, and the Fallen. The Fallen control most of the weapon trade, yet they also offer cloning services and a mercenary business. The Fallen control most of the weapons trade, the cloning travel services, and the mercenary business.

The Ancients control the green zones, the Guild is scattered over the yellow zones, and the Fallen dominate the blue zones.

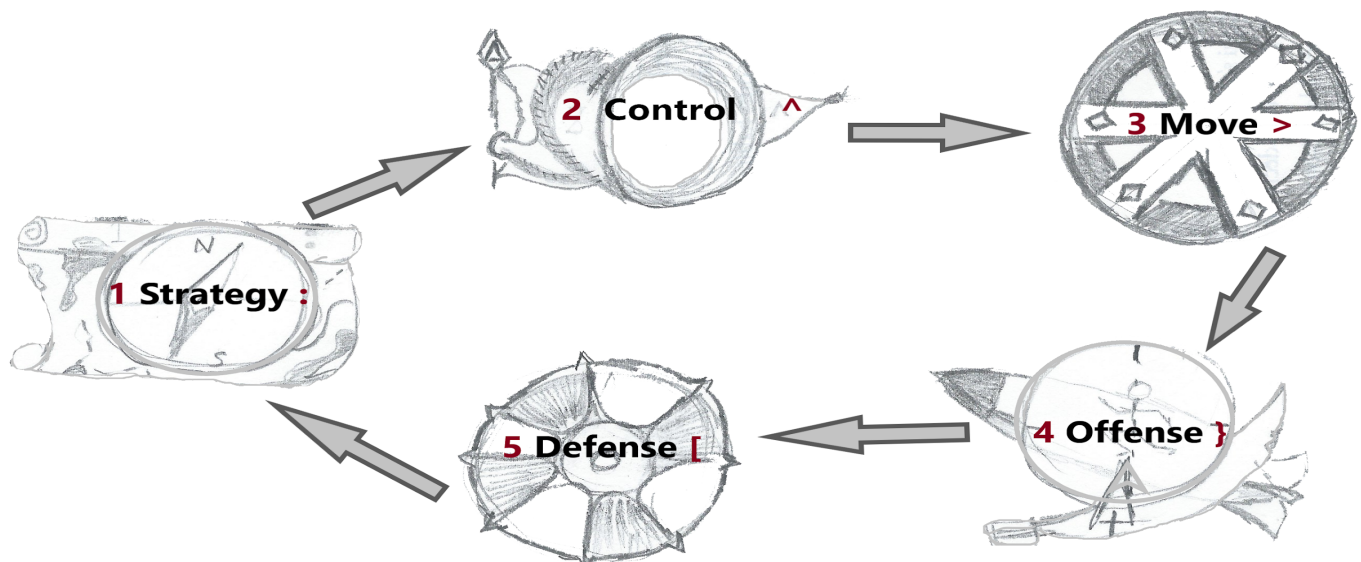


Introduction

Warlogic, an open source strategy war game. It is not dependent on any vendor, vendor-specific codex or figures. You can create your own army with whatever material you have. It can be played with figures of any scale, on table tops, in rooms, or gardens. It is fully dependent on an easy mathematical model that enables players to create any characters and skills they want. The game is played using figures, dice, measuring tapes, and an army sheet. The objective of the game can be complete enemy annihilation, capture and hold a critical location, protect a cargo, or any of the following objectives:

Objective	Description	Randomize using dice
Complete annihilation	Kill all your enemy units.	 or roll 1 on a D6
Grab and hold/defend	Example: Control a hill or a location and keep it for 3 turns.	 or roll 2 on a D6
Control or hold cargo, prisoner, etc.	Example: Capture or keep a cargo for 5 turns.	 or roll 3 on a D6
Reach a landmark	Arrive at a point on the map.	 or roll 4 on a D6
Escape from prison	Successfully extract a prisoner from captivity.	 or roll 5 on a D6
Siege	Prevent a location from physical contact with other resources. An exception must be implemented to prevent reinforcement from arriving inside that location.	 or roll 6 on a D6

The game could be played with 2 or more players in 2 or more competing teams. Players take turns and each turn is made up of 5 steps. The five steps are Strategy, Control, Move, Offense, and Defense.



1- Strategy step :

This step is concerned with building and reinforcing your army as well as agreeing on some general rules and exceptions. Army building is executed before the game by each player or team and results in a set of [Army sheets](#) that keep track of your army. A [free army sheet template](#) is available to be copied and used by the players. It has templates with directions on how to do the data entry for new units.

Army sheet [template](#) WarLogic v16.1

- Some specific strategic acts can be played at any time like time manipulation.
- At the beginning of each turn you might have some extra credit to spend. This would be the time to reinforce your army with new units.
- The game parameters are decided and kept in the [war chronicles](#) which keeps track of the configuration, progress, and results of every battle as well as the veterans hall of fame.
- The most important game configuration is the budget of the battle and players should not exceed this budget when adding armies to their active forces.

Samples in the [Army sheet](#) template WarLogic v16.1

Sample WarLogic v16.1 [War Chronicles](#)

Note: Text symbols printed in bold dark red are short hands for the variables in the mathematical game engine.

& Penalty

! Impact of a skill

@ Range of a skill (reach, speed).

* Extension of a skill (circumference, propagation).

Number of a skill (ammunition, how many times a skill can be used).

% Adjusted probability of use of a subcategory.

\$ Cost of the skill that a unit has.

? Category of a skill.

?? Subcategory of a skill.

~ Effectiveness of a skill.

: Strategy which is both a skill subcategory and a step in each turn.

^ Control which is both a skill subcategory and a step in each turn.

> Move which is both a skill subcategory and a step in each turn.

} Offense which is both a skill subcategory and a step in each turn.

[Defense which is both a skill subcategory and a step in each turn.

2- Control step ^

In this step you use one commanding unit, like an officer, to order your units to move and attack the enemy's units if needed. The control step is executed once at the beginning of each turn by the attacker. Hence, the attacker should ensure that they have a working chain of command. Otherwise they will just move/attack using one unit which is not ideal. This step uses a tape meter to measure distances, and the army sheet to identify the number of units that are within communication Range@ and can be controlled!. Communication Range@ is usually measured in decimeteres unless otherwise is specified by the battle configuration. Also, the Chain-of-command* which is how many commands the commander can order. The ultimate objective of commanding multiple units is to pincer the enemy and leverage the pincering offense bonus.

Defenders has to wait till the attackers attack before he does anything.

5



Using the meter, units successfully move > at a speed or range @ of 6 inches, Elevation 3 inches, and no Dig * capability.

3



1

Attacking sergeant commands ^ his 2 corporals to move in towards enemy unit and attack it. His Control skills have the following properties

! Impact 7 which means he can order up to 7 soldiers.

@ Range 4 inches, which means that he was able to command * chain of command 2, which means he can command 2 corporals with the same or 2 different instructions.



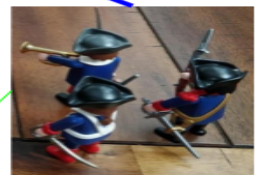
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Too far to command as it turned out they are 5 inches away. This further than @ Range 4.



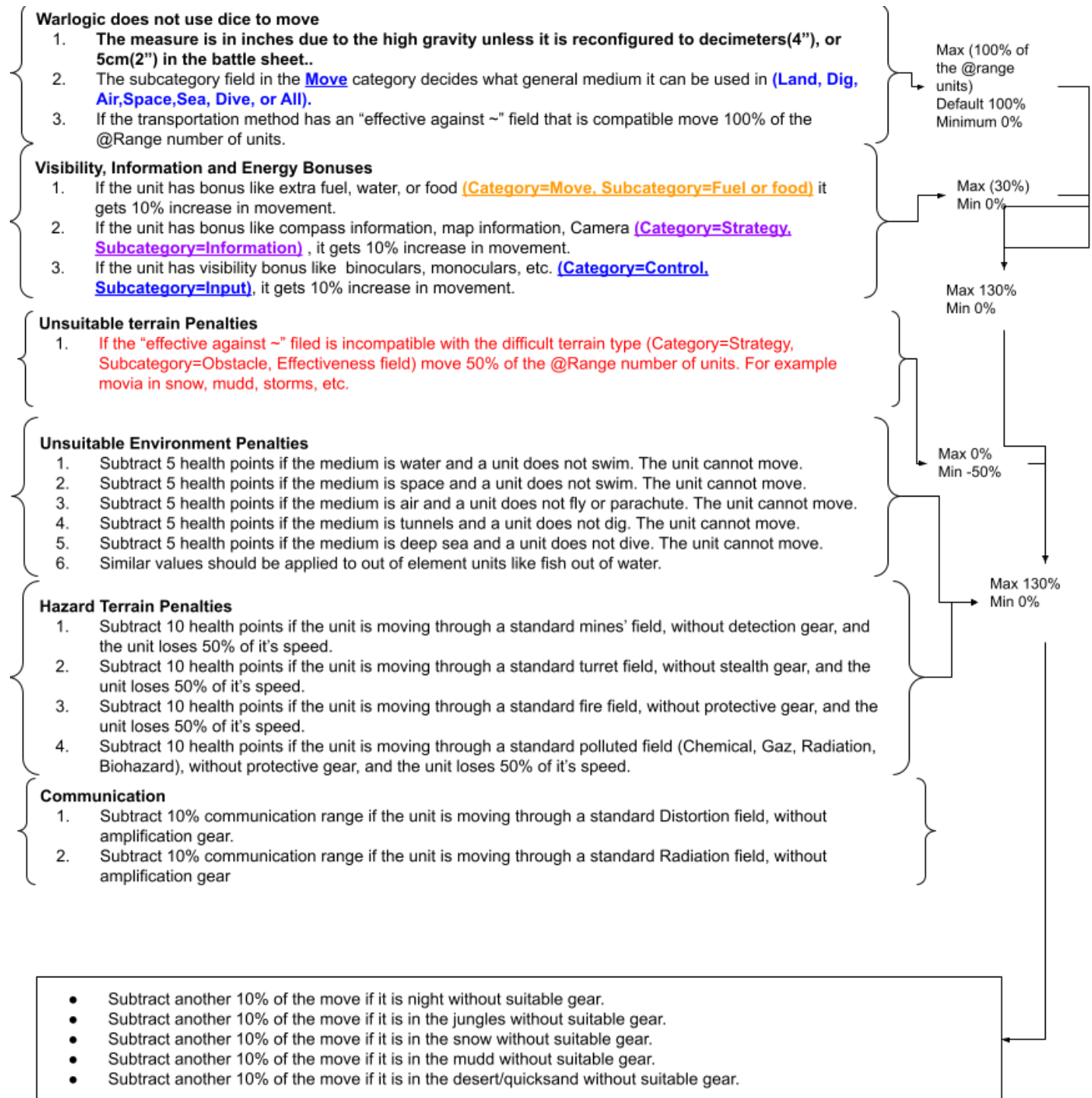
Within command range

2



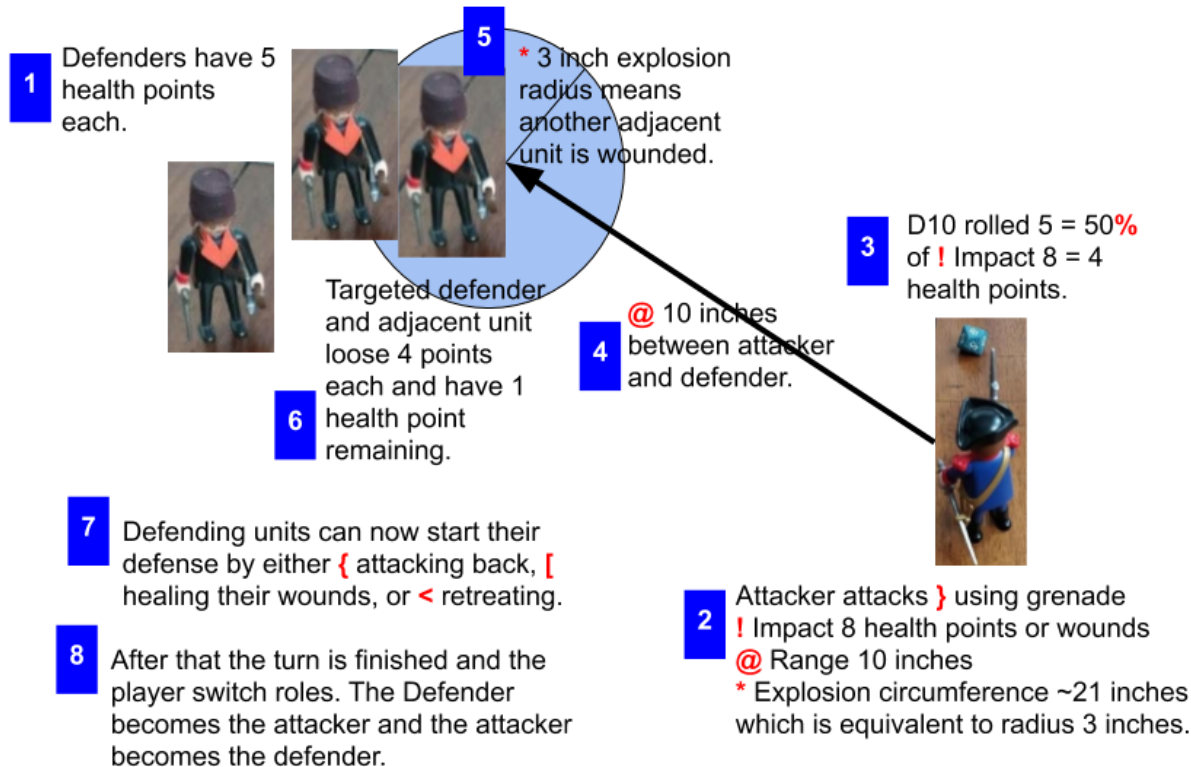
3- Movement step >

This step deals with moving ordered units or a single unit if a command structure cannot be achieved. Executed once at each turn after the Control¹ step by the attacker(s). It uses a meter and the army sheet to identify the speed[@] of each unit, and its maneuverability whether it is height/elevation[!], or depth/stealth^{*}. The following diagram illustrates all the basic and possible optional calculations that might be implemented in the control and move steps.



4- Offense step }

This is when the attack payloads are delivered by the ordered executing unit(s) against single or multiple enemy units. Executed once at each role after the Movement> step, it uses a meter, 10 faced dice **D10** and the army sheet to identify the range@, impact or damage!, and explosion circumference* of the weapon(s) used in the attack.



The fully fledged version of the offense bonuses and limitations are illustrated in the following graph (page 15).

5- Defense step [

Played by the defender, and concerned only with the units that were attacked and reacting to the attack. The defenders can use the same rules that apply to the offense step to return the attack. They might choose to retreat using the movement rules. They might also choose to treat their wounds. It uses a meter and the army sheet to identify the Range@, Impact!, and Circumference* of the medic or repair kit(s) used in repair and wound treatment.

6- Benefits of Warlogic

This game helps the family spend time together playing strategy with very little resources. Kids will learn math, budgeting strategies, and the parents can give them extra mission budget as an incentive for doing their chores. Collectors on the other hand will find it a great framework for putting their collection to use as they can actually record and use every property and/or prop of every figure, vehicle or diorama to play the game. Understanding the game balance in the long term helps players develop good strategies. The figure in page 16 illustrates the balances between different subcategories of skills in WarLogic v16.

A. Optional Range single die rules

1. If the target is within 00 to <10 percent of the weapon's range use D2.
2. If the target is within 10 to <20 percent of the weapon's range use D4.
3. If the target is within 20 to <30 percent of the weapon's range use D6.
4. If the target is within 30 to <40 percent of the weapon's range use D8.
5. If the target is within 40 to 100 percent of the weapon's range use D10.
6. If the target is within 101 to 110 percent of the weapon's range use D2.
7. If the target is farther than 110 percent of the weapon's range no impact.

B. Optional weapon type effectiveness rules

1. If the weapon is used against a target that is not it's typical effective against target (Biological rather than mechanical for example) use D8 instead of D10 or equivalent based on the range.
2. If the attacker uses armor piercing, chemical, biological, sonic, or radioactive use a D12
3. If the attacker uses stealth use a D12
4. If the bullets have explosive charge *=1 use D12
5. If the attacker uses a sniper rifle use a D20

C. Tactical and Pincering rules

1. If it is a frontal attack do not add any dice.
 2. If the enemy unit is fleeing (moved in it's defense) add D2.
 3. If the target is being attacked from 2 sides add a D10 (Pincer).
 4. If the target is being attacked from 3 sides add 2 D10 (Outflank).
 5. If the target is being attacked from 4 sides add 3 D10 (Encirclement).
 6. If the target is being attacked from 5 sides add 4 D10 (Siege).
 7. If the target is being attacked from 6 sides add 5 D10 (Blockade).
8. If an angry defending unit, that was just wounded, chooses to defend by fighting back add an extra * percent to the impact (wounded tiger rule). This skill is active only if the unit has Moralewith * representing the increase percent in impact and @ representing the percent of the original health that if reached the unit is too weak to do this.
9. If the defending unit attacks in it's next attack turn after it was wounded add D12 (counter attack).

D. Extra bonus rules

1. Accuracy/Visuals
 - a. If the attacker has a scope or a gyro-stabilizer add a D10
 - b. If the attacker is significantly higher add a D2
2. Throughput
 - a. If the attacker has extra ammo add a D10
 - b. If the attacker uses rapid fire add a D10
3. Veteran
 - a. If the attacker is true to lore it is a veteran and add +1
 - b. If a veteran unit fought previous x battles add +x
 - c. If a veteran unit killed y units in the same battle add +y
4. If the battle narrative rewards a die (D2 to D20) if a certain intermediate objective is achieved add the Die. Example: Whoever holds a hill uses an extra D8.

E. Deductions

1. Subtract the moral bonus which is the morale impact! Of the squad or the remaining squad members whichever is less..
2. Subtract 1 if the target is behind an obstacle but significantly visible and targetable via line of sight.
3. Subtract 1 if the target is in a vehicle but significantly visible and targetable via line of sight.
4. Subtract 1 if it is night and the attacker does not have night vision (infrared, torch, headlights, flashlight)

1. Maximum impact incurred by a single attacking unit to an enemy target is 100.
2. Up to 80 is best case scenario.
3. 81-90: weapon jams for 1 turn and the impact affects the target.
4. 91-100: weapon jams for 2 turns and the impact affects the target.
5. 101-110: weapon jams for 3 turns and the impact doesn't affect the target.
6. 111-120: weapon breaks and the impact doesn't affect the target.
7. 121+: weapon explodes and the impact affects the attacker.

Note: If the target is vulnerable to specific things like Achilles heel, it gets calculated after the payload reaches it and it adds to the damage..

Default is 10
Minimum is 0
Maximum is 10

Max (20)

Max (20)

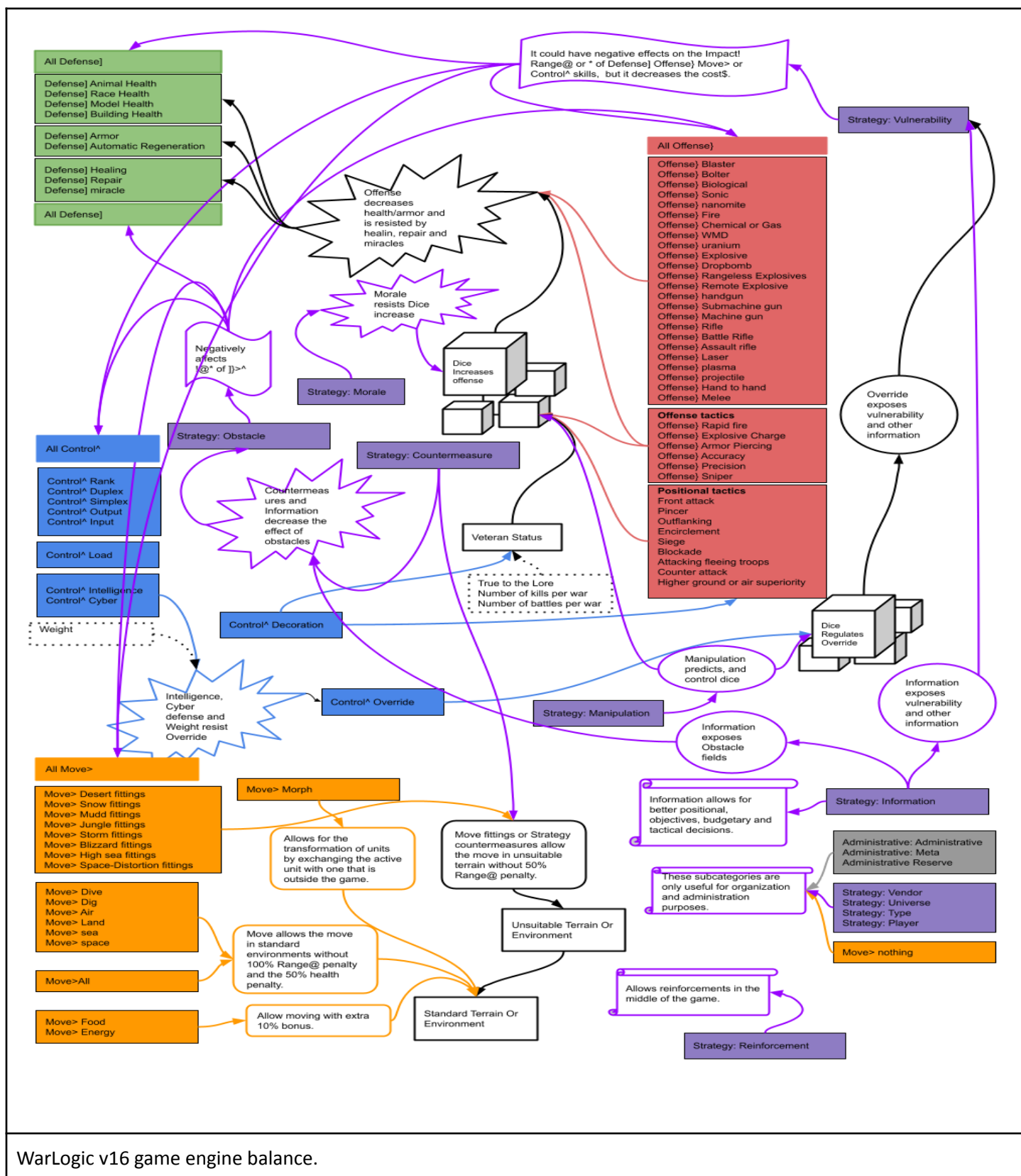
Max (50)

Max (72)

Max (73+y+x)

Max (145+x+y)

Full details of attack bonuses and limitations.



1- : Strategy... How to build and reinforce an army?

You can think of budget value as how much you can use to purchase units. A unit can be a humanoid, an animal, a building, or a machine. It can be a soldier, troll, horse, tank, dragon, shark, submarine, bunker, obstacle or anything you can imagine. Each unit has strategic, control, movement, offense and defense skills that contribute to its total price.

1.1- Units and teams

As each unit has several skills, the same skill could be associated with many units. For example, if

Human_Health:(impact!=1, range@=0, circumference*=0, number#=5, probability%=100) is used by one or more units, it means that those units have 5 points of health each. The enemy needs to attack them with effective accumulative impact that reaches 5 each to destroy them. Units in an army can be grouped in teams with cost equal to the sum of their costs. Grouping units into



teams makes it much easier to reuse the teams in future games and finish the strategy step very fast (*Fast-play*). A unit's cost is the sum of the costs of all the skills the unit has.



1.2- Skills

There are five categories of skills. They are not to be confused with play steps even though they practically serve these steps.

- ❖ Defense [Like health, armor, potions, medic or repair kits.
- ❖ Offense } Like guns, weapons, hand to hand combat skills.
- ❖ Movement > Like land, sea, space, air move speed, and maneuvers.
- ❖ Control ^ Like rank, decorations, communication with technology, psyche, the ability to solve puzzles, pick locks, and hacking.
- ❖ Strategy : Special skills like team morale, and manipulating time. This also includes costless administrative information like vendor, and universe with the purpose of making it easier for the player to organize his or her army.

- ❖ A skill cost is calculated as follows:

$$\text{\$} = (\& + ((! + @ + *) \times \# \times \% / 100))^{1.5}$$

$$\text{Cost\$} = (\text{Penalty } \& + ((\text{Impact!} + \text{Range@} + \text{extension*}) \times \text{Number\#} \times \text{Probability\%} / 100))^{1.5} \text{TechTax}$$

Where !, @, *, #, & and % are properties of each skill. TechTax=1.5

1.3- Properties of a skill











































Description	\	This describes the skill usually by just giving it a name.
Impact	!	Describes the impact of using a skill once. In other words, how much impact does the single application of this skill have?
Range	@	Describes how far the impact of this skill goes.
Extension	*	Does it have a depth, an explosion, or propagation effect?
Number	#	How many times can this skill be applied?
Probability	%	Determines the usage probability of this skill.
Use Conditions	~	Can be used to define limitations on skill use.
Penalty	&	It should be avoided as much as possible and it is directly representing credit value to deal with very small corner cases.
Cost	\$	How much does this unit cost based on the values of all its properties?

The table below shows two ARC troopers units in the same team. Note the different skills that the two units have.



1.5- Starting the battle

Fighting parties agree on a budget value. For example, 20,000 credit points for each team. One team chooses the terrain and the other takes the first turn. If conflicting, roll for it. Teams can agree on different objectives other than complete annihilation. Who starts first, who picks terrain, extra credit, treasure chests, who chooses the budget? This is all defined in the battle sheet and it makes sense to divide it between contenders. Here is a sample [battle sheet](#).

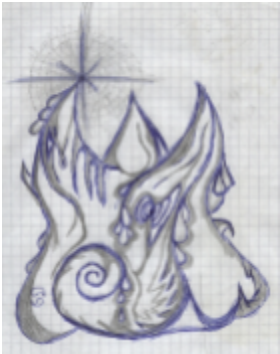
				(U)Picture)	Tk	US	A	(SkillName)	<	>	!	@	*	%	#	\$	Picture	(F)	JH	US	A	(SkillName)	Des	sub	* -	<	>	!	@	*	%	#	\$	Picture	(F)	JH
1	Blitz		S.JPG		2,720	277	1	clone full body armor	<	>	0	1	0	0	30	98	41		30		1	ARC	Fut, Ml or Strz cur	0	1	7	0	20	10	21		20				
							1	human health	<	>	0	1	0	0	5	97	6		6		1	Hazbro	Ven Ven Strz Ven	0	0	0	0	0	0	0		0				
							1	Shoulder	<	>	0	1	0	0	2	98	2		2	5	2	Khaoen	Play Adm Adm Batt	0	0	0	0	0	0	0		0				
							1	human land move	<	>	0	4	7	0	20	17.6	56		56		1	scolet-18	bpe Strz All	0	0	0	0	0	0	0		0				
							1	medic kit	<	>	0	5	0	0	5	95	33		33	20	5	Star Wars	htiz Uni Strz	0	0	0	0	0	0	0		0				
							1	do-17	<	>	0	12	10	0	20	3	17		20	24	20	Generic plasma ammo pack 30	add Acc Offr Blat	0	40	0	0	0	20	9	110		20			
							1	WESTAR-M 5 blaster rifle	<	>	0	100	26	0	20	3	115		20		1	ARC Col Strz Col	0	40	0	0	0	20	100	1,561		20				
							1	Detonator	<	>	0	10	20	20	1	6	3		1		1	Sergeant	Rf Rar Cor	0	7	2	1	1	21	2		20				
							1	Code-Key Thermal Detonator	<	>	0	10	20	20	1	6	3		1		1	radio binocular or monocular	radi dupl Cor	0	0	20	0	20	35	229		20				
							1	Human HZH	<	>	0	2	6	0	20	1	0		0		20	add Impl Cor	0	0	60	0	20	24.5	519		20					
2	Blue		S.JPG		2,706	203	1	clone full body armor	<	>	0	1	0	0	30	98	41		30		1	ARC	Fut, Ml or Strz cur	0	1	7	0	20	10	21		20				
							1	human health	<	>	0	1	0	0	5	97	6		6		1	Hazbro	Ven Ven Strz Ven	0	0	0	0	0	0	0		0				
							1	Shoulder	<	>	0	1	0	0	2	98	2		2	5	2	Khaoen	Play Adm Adm Batt	0	0	0	0	0	0	0		0				
							1	human land move	<	>	0	4	7	0	20	17.6	56		56		1	scolet-18	bpe Strz All	0	0	0	0	0	0	0		0				
							1	medic kit	<	>	0	5	0	0	5	95	33		33	20	5	Star Wars	htiz Uni Strz	0	0	0	0	0	0	0		0				
							1	do-17	<	>	0	12	10	0	20	3	17		20	24	20	Generic plasma ammo pack 30	add Acc Offr Blat	0	40	0	0	0	20	9	110		20			
							1	Rifle	<	>	0	101	10	0	20	3	101		20		1	ARC Col Strz Col	0	40	0	0	0	20	100	1,561		20				
							1	Detonator	<	>	0	10	20	20	1	6	3		1		1	Sergeant	Rf Rar Cor	0	7	2	1	1	21	2		20				
							1	Code-Key Thermal Detonator	<	>	0	10	20	20	1	6	3		1		1	radio binocular or monocular	radi dupl Cor	0	0	20	0	20	35	229		20				
							1	Human HZH	<	>	0	2	6	0	20	1	0		0		20	add Impl Cor	0	0	60	0	20	24.5	519		20					

1.6- Reinforcement at the beginning of each turn

Some units can hold some extra credit to deal with smugglers and smuggle more units or resources into the battlefield. They do pay a much higher rate, but the purchase items are delivered in the middle of the game. They are used for reinforcement.

2- ^ Control... Commanding the army.

2.1- Rank and Decoration



If the attacker has a high ranking officer unit, they should use it to order multiple units to move and attack. Here is an example:

- ❖ Attacker chooses a sergeant to communicate with 2 Corporals and 5 privates to launch a coordinated attack on an enemy tank.
- ❖ The sergeant has !=7, *=2 as properties of his sergeant-rank skill. This means he can order up to 7 soldiers directly or through corporals and he can give up to 2 unique command streams.
- ❖ He also has @=20 for his radio range property. This is also true for all the Corporals and Privates.
- ❖ All soldiers except for one private are within radio range so the sergeant orders all 6 within radio range to: "Close in on the enemy tank and attack it with your heaviest weapon".
- ❖ Decrease attackers' radio energy # by 1, and Sergeant and Corporals command energy # by 1. You can ignore this step if # is 20 or more (*Fast-play*).

2.2- Communication Devices

2.2.1- Using Duplex communication

It is cheaper to give your commander a simplex communication loudspeaker than a duplex radio that can receive information back from the soldiers. But the money spent on duplex communication is well worth it. It enables them to order lower ranks to propagate the commands, and they can report back locations of hidden targets to their commanders who can order artillery batteries to target them blindly. Distance range has to be measured over the obstacles blinding the artillery battery. The weapon has to be an explosive projectile. If the attack can estimate the coordinates perfectly they get to through a bonus **D10**.



2.2.2- Simplex

Simplex communication is cheaper than duplex because it can work in one direction only. For example a messenger dog, or homing pigeons can deliver a command from the high ranking unit to the subordinate one in one turn. Then vice versa in the next turn.

2.2.3- Input

Input only communication is as fast as duplex but they only work in one direction. Binoculars, and monoculars are both examples of this subcategory of communication. They are used to extend the range of output communication devices like signal flags and fire signals. Ear pieces or radio receivers used by privates are great for saving money.












2.2.4- Output

Output only communication like flags, hailers, bugles, etc. are used to give orders but unable to receive responses. They are the most essential type of communication and a must have if you want your units to move and attack together. Duplex communication is better but costs more.

2.3- Transport Load

Any mount, vehicle or transportation device has a load which is the total number of units it can carry. It must at least be one so the pilot or driver can be loaded in it. Practically the load of a vehicle is how many units it can control and move. This is why it is under the Control category.

2.4- Samples of Control skills

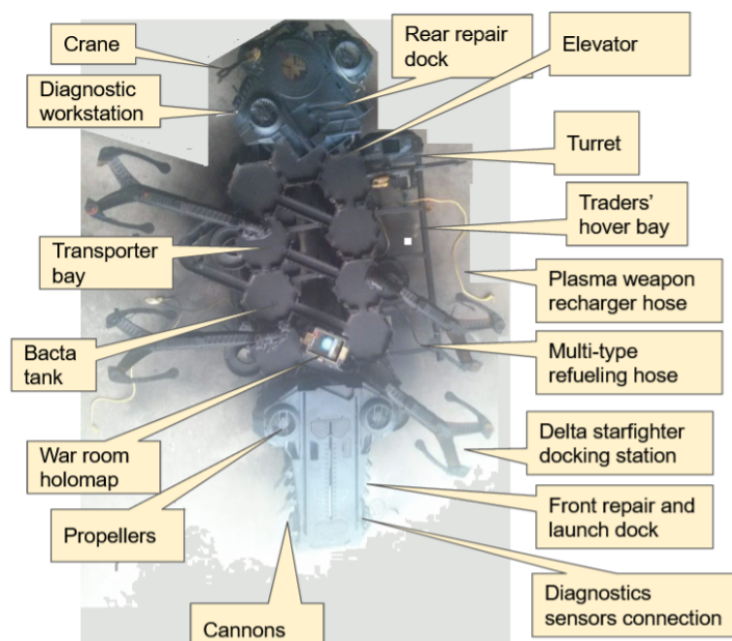
Name	Description		?	~	&	!	@	*	#	%	\$	Picture	(URL)
(Name)	(Description)	^	Control	effective against	Penalty	Popu	Distan	Chair	Energy	Usage	Cost	(Picture)	
mineMap	You can buy outside i	Information	Control	Information	10000	0	0	0	0	100	10000		http
Break in tools	to break into a tank house, etc. lock pi	Override	Control	doors, locks, buil	0	10	0	0	10	100	100		http
Formal Decoration	Decoration that was g	Decoration	Control	soldiers usually k	0	50	2	5	30	70	1197		http
computer and internet	computer and internet	duplex	Control		0	0	100	0	30	70	2100		http
Telepathy	Telepathy	duplex	Control		0	0	20	0	30	70	420		http
monocular	adds d10+5 to the sni	Information	Control		0	50	0	0	30	100	1500		http
Load5		load	control		0	5	0	0	30	70	105		http
Colonel General	OF 8	Rank	Control		0	300	2	10	30	70	6552		png
Sergeant	RF 9	Rank	Control		0	7	2	1	30	70	210		http
Messenger bird	Messenger bird. They	simplex	Control		0	0	10	0	30	70	210		http
hacking or mind readin	hacking or mind readin	Override	control		0		10		30	100	300		http

2.5- Intelligence

Intelligence of a unit is the addition of all impacts **!**, ranges **@**, and ***** chain-of-commands of Control **^** skills of that unit. The higher the rank and communication of a unit, the higher its ability to resist hacking, intimidation, and psychic manipulation. Since Rank, decoration, communication, Load, puzzle solving, even hacking and psychological manipulation are all control skills, they all contribute to the unit's intelligence. And they will all add to the mental capacity when an opponent attempts hacking and psychological takeover. Regular intelligence skills like high IQ are also added but are mostly used to boost a hacker's or a psyker's ability. Note: In puzzles and smartness decisions, rank impact is equivalent to education level. So, for example, if someone is faced with a challenge, like outsmarting another entity or picking a lock, if her rank's impact **!** multiplied by a **D10** is higher than that of the puzzle then she can solve it. Then decrease her command energy **#** by **1**. If a computer is protected by a firewall which is basically a virtual shield with specific health point **#**, the attacker can keep at it multiple times until the **#** is depleted, then hacks the computer.



The diagram to the right represents intelligence recon information about a sky base that is used as a headquarters as well as trading a refueling station. It is full of different rooms and features that can be used to develop really interesting missions.



3- > Movement... Maneuvering on the battlefield.

3.1- Land movement

To follow up on the previous example, the attacking units move closer to the land-target enemy tank. Each to its maximum speed@ per turn but hopefully staying within radio range@ . In this case, they are ground troops and their movements' elevation is basically how tall they are. Some important points:

- ❖ After the move, decrease attackers' unit(s) move energy# by 1. You can ignore this step if # is 20 or more (*Fast-play*).
- ❖ Elevation gives the unit bonus (D10+D2)x! in attack. It is interpreted as air superiority.
- ❖ Depth gives the unit bonus (D10+D2)x! in attack. It is interpreted as stealth by tunneling.
- ❖ If unit A has elevation ! of 4 and unit B has stealth/Tunnel * of 3, unit A has the superiority, and vice versa. But if unit B has stealth/Tunnel * of 4, unit B will have the superiority Since stealth trumps elevation.

3.2- Sea movement

This category of skill represents the ability to swim or move in waters. Elevation! represents how high a ship towers over the sea and Depth* represents how deep a submarine can go.













3.3- Air and Space movement

Space is considered the depth* of Air. As usual the maneuverability/depth* get precedence over height elevation

3.4- Terrains effect on movement

Some terrains are hazardous or at least hard to move on without special gear. For example, if the field of the battle is snow then all units will take a penalty of a specific number of decimeters that will be deducted from their move range@. If a unit is equipped with a countermeasure of some sort, like snow gear in this case, the terrain effect is remediated.

3.5- Samples of Movement skills

Name	Description	>	?	~	&	!	@	*	#	%	\$	Picture	(URL)
(Name)	(Description)		Move	effective against	Penalty	Depth	Speed	Eleva	fuel c	Usage	Cost	(Picture)	
Plane Move		Air	Move	Air	0	0	20	100	30	80	2880		http
X-Wing low atmosphere speed		Air	Move	Air	0	50	0	50	20	80	1600		http
Transforming	Transforming, shapes	All	Move	All	0	1000	0	0	30	90	27000		http
Diverkit Move	Diverkit	Dive	Move	Dive	0	10	5	0	30	80	360		http
Submarine small Move		Dive	Move	Deep	0	20	20	0	30	80	960		http
HyperJump	in-skip, HyperJump, v	All	Move	Space	0	1000	1000	100	30	90	29970		http
Horse Land Move		Land	Move	Land	0	0	12	10	30	80	528		http
Digger move	Digging Speed In Land	Land	Move	Land	0	5	10	0	30	80	360		http
Boat Move		sea	Move	sea	0	0	30	10	30	80	960		http
human sea move		sea	Move	sea	0	1	5	1	30	80	168		http
Space craft Move		Space	Move	Space	0	50	50	20	30	80	2880		http
X-Wing Speed	1,050kph. since max	Space	Move	Air,Space	0	50	175	50	20	80	4400		http

3.6- Hazard terrains and obstacles

Minefield is a defined surface with several # mines in it. It has a center point that is used as a reference to calculate the mine range@ . If a unit moves into a minefield one mine explodes. One mine explodes per unit landed on the surface. As usual the mine's impact ! and circumference * takes effect. A minefield could be a piece of cardboard

3.7- Sinking

3.8- Vehicles that are not fully loaded

22

4- } Offense... Delivering the damage.

4.1- General rules of engagement



Offense is the main step in the game that requires throwing a **D10** or more (10 sided dice). Let's continue the example:

- ❖ Attacker announces that their units will attack the defenders' units with specific weapons.
- ❖ Attacker rolls the **D10** die and decides the impact accuracy.
- ❖ The attacker might choose to use one die for all weapons, one for each, or one for every type of weapon.
 - If the attacker has higher ground, we add **D2** to the dice **D10+D2**. D2 is just a coin (1 for tails, 2 for heads).
 - In land, sea or sky if a unit is higher than another it gets a **D10+D2** impact reward. Similar underground, under the sea surface, and in deep space, if a unit is maneuvering deeper it is awarded the same impact leverage. If one unit is higher while the other is deeper, the deeper gets the reward as deeper is usually more stealthy.
 - If the attacker is attacking from behind, attacking a fleeing enemy, or has stealth capabilities, add a **D4** to the dice resulting in a total of **D10+D4**.
 - If the weapon is a sniper rifle or a guided missile with high accuracy, you add 5 points to dice (**D10+5**). You can have other bonuses based on the modified probability of that weapon's subcategory. For example, if a sharpshooter rifle has a modified probability **%=80**, this means its original **%=60** (for medium range weapons) was upgraded to **%=80** because we will add **2** points to the die for accuracy.
 - If the defender is on higher grounds, behind an obstacle, inside a house, or inside a vehicle we subtract **1** from the dice number.
 - If the defender is inside a house or vehicle and the attacker just moved inside this same house we still subtract **1** from the dice number till the attacker kills enough units in the house to have the upper hand and then the situation is reversed.
- ❖ Attacker verifies the distance with a measuring meter. (To speed up the game, verify the distance just before rolling dice and roll only if it is going to reach.)
- ❖ The attacker decreases attacking units' ammunition. If ammunition is 20 or more they don't have to.
- ❖ Decrease defenders' unit(s) armor then health by the weapon's single impact ! multiplies by weapon's accuracy (die value divided by **10** and rounded up).
 - If defenders' unit(s) health + armor reaches **0** it dies or is destroyed.
 - If a unit dies it cannot exercise the defense step.

Review the pincering rules in section 9.1. They are very powerful and could lead to victory.

4.2- Zero range combat















The range @ of hand to hand (H2H), melee face to face (F2F) combat is **0** because they must be in direct contact. The modified probability % is **10%** because it is unlikely to travel that far without being killed. At the same time, we want to make it cheaper to encourage the use of such fantasy weapons. The number # is called durability and is equivalent to ammunition.

4.3- Disarming an opponent

Instead of targeting the opponent's health, the attacker can try to use his or her weapon (Range or melee) to disarm the opponent from one of his or her weapons. Any weapon can be used to disarm any other weapon as long as it

is in range @. Attackers declare which weapon they are using to target which of the opponent's weapons. Both roll a D10. If the attacker gets the highest D10*! (the weapon's impact and all bonuses apply), the defender loses the weapon. That weapon cannot be reused. The attacker still gets to defend itself, but gets to use two defense moves instead of one as in (retreat twice, pull another weapon and attack the attacker, then retreat, attack twice with another weapon, retreat and apply medic kit, and so on). Obviously you cannot use an explosive missile to with large circumference * to disarm a soldier carrying a knife.

4.4- Samples of Offense skills

Name	Description		?	~	&	!	@	*	#	%	\$	Picture	(URL)
(Name)	(Description)	}	Offense	effective against	Penalty	Hit	In Range	Explc	Amm	usage	Cost	(Picture)	
flame thrower		Biological	Offense	Biological	0	10	10	10	20	30	180		http
DH-17	pistol_lazer	Blaster	Offense	All	0	4	5	0	20	20	36		http
abrams bolter		Bolter	Offense	All	0	10	20	5	20	30	210		http
Three Medium Missiles		explosive	Offense	All	0	20	70	20	3	20	66		http
axe		Face to face	Offense	All	0	9	0	0	30	10	27		http
Scimitar		Face to face	Offense	All	0	6	0	0	30	10	18		http
Light sabre		Face to face	Offense	All	0	100	0	0	30	10	300		http
revolver	pistol_revolver	firearm	Offense	All	0	3	4	0	6	20	8.4		http
hydra automatic pistol		firearm	Offense	All	0	5	10	0	20	20	60		http
Dog H2H		Hand to hand	Offense	All	0	4	0	0	20	10	8		http
Hydra H2H		Hand to hand	Offense	All	0	10	0	0	20	10	20		http
battle droid gun		laser	Offense	All	0	6	8	0	20	30	84		http
GoW COG Retro Lancer		plasma	Offense	All	0	9	10	0	20	30	114		http
chin turret		turret	Offense		0	10	20	0	60	30	540		http

4.5- Projectile

Range weapons like bows, crossbows, spears, and other projectiles that has a range@ but do not have and explosion circumference* have their own categories with a higher probability than melee weapons.

4.6- Precision

These are a special case that allows the attacker to use a D20 but with higher probability% that increases the cost significantly.

4.7- Explosives (range explosives)

These are weapons that have range@ and circumference. They cost more than regular range weapons.

4.8- Self destruct

Self-destruct explosives have circumference but no no range. They are usually used as a desperate attack mechanism or they activate as the unit is dying.

4.9- Bombs (drop, time, and remote)

Aeroplanes use gravity to drop bombs when passing over a target. They are cheaper since they don't have range, but they cost fuel to get the airplane over the target. There is also the imposed risk of having to get near to the target. Bombs that are implanted in a target are similar with the extra drawback of having to get away from the target. There is however some stealthiness because the enemy might not realize if a bomb was planted or if this was just a retreat. Even if the enemy realizes there is a bomb, s/he will not know if it is a time bomb that will explode after a number of turns, or if it is combined with an input communication device and can be remotely detonated.

5- [Defense... Taking the hit and fighting back.

5.1- Alternative defense responses

If the defender unit was a house, vehicle, obstacle and got destroyed. All the units protected by it will suffer a penalty. Any remainder impact from attackers' fire power will impact all of them. If Defenders' unit(s) is not dead, it can choose to react by:

- ❖ Attack back: Same attack rules apply.
- ❖ or Retreat: Decrease energy as per move rules.
- ❖ or Recover: apply healing, fixing, refueling. Decrease recovery energy exactly like ammunition.



For example, the target tank driver has a repair kit that can be used 3 times #=3 and each time it adds 10 health points !=10. He used that to fix the tank health by re-adding 10 health points # to the tank and decreasing his repair kits # by 1.

5.2- Extra armor

Any unit typically has health which is not really different from armor. It makes sense to have one type of health for all humans, for example, but different armor depending on the character. Armor can be extra body plating, extra shoulder, extra side shield, extra side shield, full body armor, force shield, magical barrier and more.



5.3- Crashing

One unit can move and crash into another unit as a desperate act. Simply the attack impact ! becomes the health(+armor) of the attacking unit. It gets reduced by the amount of damage it makes to the target unit. Think of health(+armor) as the weight of that unit.

5.4- Samples of Defense skills

Name	Description		?	~	&	!	@	*	#	%	\$	Picture	(URL)
(Name)	(Description)]	Defense	not effective again	Penalty	Potic	Range	Diam	Potio	Obsta	Cost	(Picture)	
full body medieval armor	head, face, neck, right	Armor	Defense	Biochemical	0	1	0	0	6	100	6		http
Armor100		armor	defense		0	1	0	0	100	100	100		http
Food	food, water	food	Defense	machinery	0	5	0	0	50	100	250		http
medic kit	Medic	healing	Defense	machinery	0	5	0	0	3	100	15		http
Health 10	health points and crash	health	Defense	All	0	1	0	0	10	100	10		http
Cloning	Cloning (Impact is the	Miracle	Defense	machinery	0	1000	0	0	10	100	10000		http
Resurrection	Resurrection (Impact	Miracle	Defense	machinery	0	1000	50	50	3	100	30300		http
repair kit	Repair	repair	Defense	biological	0	20	0	0	2	100	40		http
Fire extinguisher		Repair_Healing	Defense	None	0	10	0	0	5	100	50		http

5.5- Benefit of teams (Morale)

Organizing troops in teams increases morale which means it limits the attackers bonus impact when the team defends (They get bonuses when they pincer your team or if it is retreating). The more team members you have the better it is for morale. Team morale impact for a single unit is 10% of its value which adds very little. But if you have 8 units in a team, it will amount to 80% of its value. When this team is attacked with a total attack bonus value of 100, it will be decreased to 60 if the defending team has 8 units alive with a team morale of 50. We basically multiplied $10\% \times 8 \times 50 = 40$. Subtract the morale value from the added attack dice/bonus value before the later is multiplied by the impact of the weapon. Currently, only impact ! parameter is used and it has to be at least 10 to register a 1 if the team

has one person left. Range @ and expansion * are not used. If the team has more than 10, let say 15, then the morale value could reach 15 when the team is intact.

5.6- Recognizing the race or type of unit

Each race has its own health that can be used to realize the race. This becomes really helpful if you try to collect statistics on the different units. The same idea is used to differentiate different types of vehicles .

5.7- Healing

Healing is the ability to revive the health of a damaged biological unit.

5.8- Repairing

Repairing is the ability to revive the health of a damaged mechanical unit.



A scene from the battle between the 501st and Joker squad.

6- : Strategy special rules

Special rules can make the game more interesting. You can come up with your own rules if all players agree, for example, "Two pistols can be fired together gangster style."

6.1- Forcing battle parameters (Actionable)

A compass or navigation device will decide which army arrives first and which player chooses the side of the field to start on. A map will decide which army will position their troops in strategic positions and strike first. The player with the most expensive compass or map wins the right to implement it. If a tie the players roll for it.



6.2- Time Manipulation rules

6.2.1- Turning back time

Undo the dice and re-rolling. This skill is penalized to make it very expensive.

6.2.2 Predicting the future

Rolling the dice forward and recording the outcome. This skill is penalized to make it very expensive.

6.2.3- Changing the future

Setting up the next n dice rolls. This skill is penalized to make it very expensive.

6.3- Countermeasure rules

Countermeasures are skills that counter the impact of hazardous and other fields. For example if a biological unit does not have a gas mask and steps into a gas field it will lose **4** health points for every turn it is there. But if the unit has a mask it won't lose these points. Units walking in the dark get a penalty on shooting and moving ranges due to visibility limitation. However if they have infrared or flashlights they can undo that penalty.

6.4- Binocular, map, and compass (information)

Maps and compasses can be interpreted as a move bonus @ in decimeters. It applies to the number of persons ! in a team. Binoculars and monoculars can be interpreted as a way to see further as "you can only target what you can see." If a unit sees something, it can target it, by attacking it or otherwise. If this unit is within reporting range from a high ranking unit, the high ranking unit can see or know the same thing , and can order multiple troops to target it. Range @ will be the range of vision. This, however, required that there is a defined range for sight which can be calculated as the unit's height multiplied by 10. Penalties for night and bad visuals apply. Extension * and impact ! in the future might be how far we can see through visual obstacles (ie, behind a mountain), and there is no use for them yet.

6.5- Universe, Vendor, Type, and administration

The universe, vendor, and type skills are just properties to help query the units in an army. Administration skills are just organizational tags that help organize army sheets.

6.6- Investment best practice (house-rules)

As a general rule of thumb, try to invest around the same money in Defense as in all other skills. Invest in health similar to Move, Control and in Armor similar to Offense, Strategy. This helps protect your investment in Control, Move, Offense, Defense, and Strategy.

6.7- Units from a sample team

This Gundam team has very advanced units that move in different ways, use lightsabers, RPGs, and a secret weapon called spartan killer.

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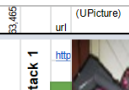
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Gundam Jet Stream Attack 1



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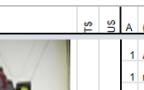
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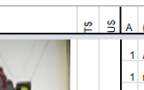
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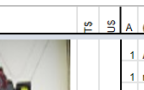
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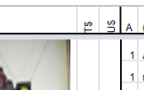
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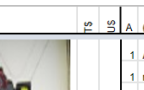
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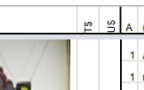
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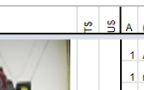
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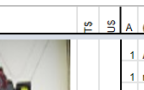
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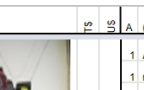
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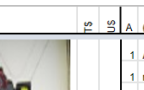
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1 Cyborg Land move

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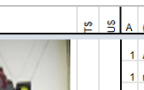
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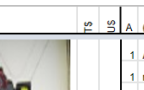
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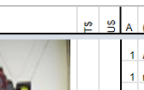
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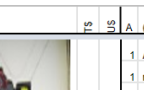
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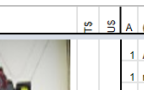
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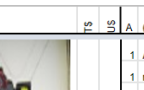
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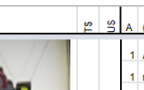
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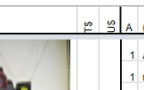
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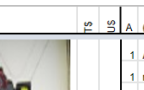
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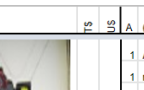
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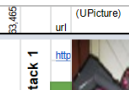
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Gundam Jet Stream Attack 2



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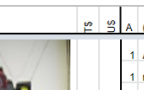
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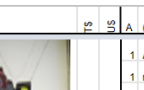
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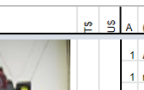
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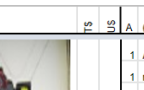
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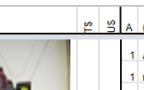
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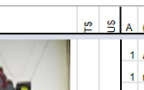
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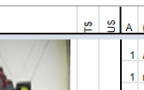
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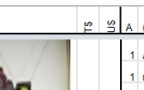
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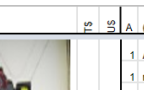
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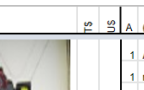
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1 Cyborg Land move

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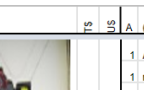
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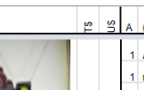
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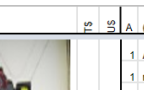
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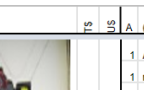
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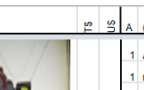
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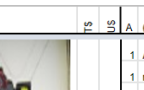
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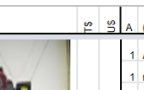
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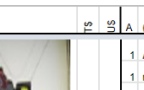
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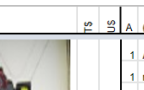
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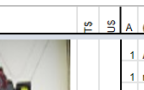
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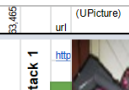
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Gundam Jet Stream Attack 3



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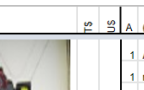
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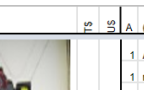
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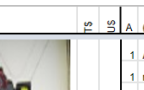
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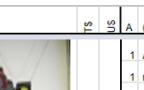
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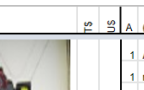
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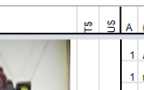
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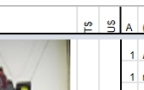
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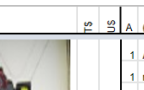
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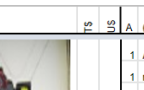
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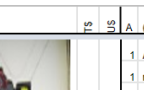
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1 Cyborg Land move

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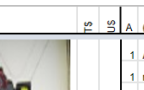
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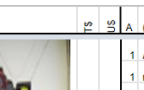
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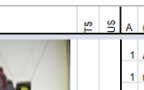
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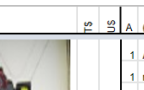
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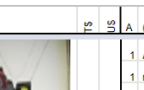
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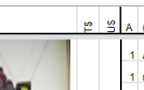
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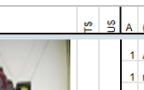
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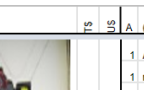
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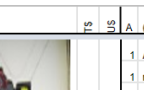
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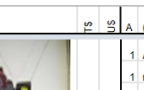
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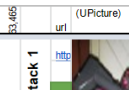
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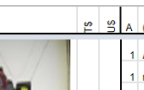
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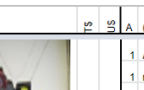
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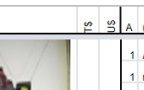
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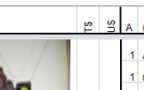
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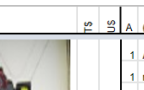
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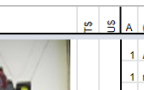
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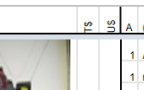
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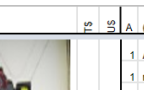
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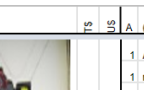
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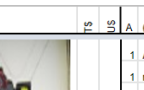
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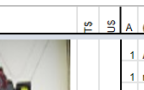
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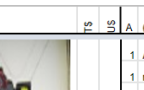
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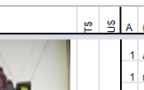
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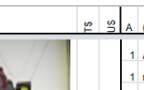
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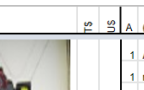
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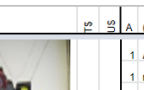
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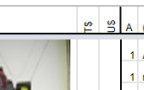
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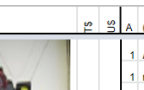
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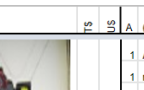
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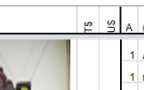
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Note that the spreadsheet template allows you to disable some skills so that the team can be easily tuned to fit specific missions and game budgets.

7- ^ Control special rules

7.1- Force or magic

- ❖ If a force user uses the force to move something into another, it is like making them crash (force user can just relocate it without crashing). The moved object and the target have to be both within range @ of the force user. The ability's impact ! must be equal to or higher than the weight of the moved object. If the moved object does not have a specific weight (i.e. not a unit but rather some obstacle on the field), a D20 or less (or multiple if the object is larger) is rolled to determine the weight and then it can be used once. If you use multiple dice their value has to be multiplied to increase the risk of the value being too large to move.
- ❖ The * extension of the force user's ability to move an object must be equal or higher than the remaining (health + armor) of the object being moved. Impact ! is how high it can be moved and @ range is how far.
- ❖ When the Jedi makes a force jump, or moves an object to safety, it is more or less the same thing without crashing at the end. Do not smash it into something else.
- ❖ Jedi lightsaber is used as: i- a deflective shield, ii-a remote weapon that can reflect specific ammunition back to its initiator, and iii-a face to face super sword weapon. Those are registered as three different skills.
- ❖ Jedi can do a Jedi mind trick and control another creature with inferior control ^! skills (communication + rank + decoration). This is the same as outsmarting a puzzle or a lock.
- ❖ Jedi skills (mind trick, force moves, force shields, etc) can be countered/disabled by Ysalamiri. This is the same as using distortion technology to disable communication.

7.2- Hacking or psychic

Hacking an electronic unit (like a robot) could affect its confidentiality, integrity and availability. Hacking impact ! (after applying a D10 percentage) is the highest mental capability of the target unit you can order or override. Range @ is the range of communication and extension * is the chain of command. Number # is how many times the unit can pull such an attack. Hacking, digital or psychological, takes 3 shapes:

- ❖ Hacking Integrity means you can order a unit to move or attack its same team units.
- ❖ Hacking Confidentiality means that you can leak information out of the attacked unit about its subordinates.
- ❖ Attacking Availability means you can freeze enemy unit(s) for one turn.



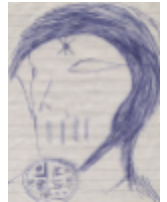
The mental capability is the sum of impacts, ranges, and chain of command for any control skills a unit has. For example, to control a Sergeant who has a radio range of 20, impact of 8, and chain of 2, you need a hacking impact of 30 and above. So if the hacking capability is 100 and you get 2 on the D10, it won't work. But 3 on a D10 would work. Of course the range has to reach too. If the targeted unit has a firewall with an impact of 20 then it is added to the mental ability and the attacker will need at least 5 on the D10.

Probability % for such a skill (Control/Override) is very high (100) to limit its use. The penalty & is set to 1000 for the same reason. If a unit has a firewall (or protection talisman, Ysalamiri, etc), which is another skill you can buy, its impact is subtracted from the hacking impact !. Psychic attacks are the same as hacking but against biological units. Mind reading, Jedi mind tricks, etc.



7.3- Capture buildings or machines

If an enemy unit is hiding in a house or behind an obstacle your attacking impact gets a (-10%) penalty. In other words, you subtract 1 from the 10-sided dice (D10) result. To flip this penalty to your side, you need to have the upper hand when it comes to this house or obstacle. This means that you need to have more units in that house or hiding behind that obstacle. Obstacles and houses can have health and can turn into rubble if attacked. You can also choose to decrease their health by the same amount the (-10%) caused. This slows down the game though. Obstacles should be divided into reasonable sections each with its own health, so the game would be faster and more exciting. *(Fast-play)*



7.4- Taking and freeing prisoners

Depending on the ultimate objective of the game a player might choose to surrender some units to prevent them from being killed. If a unit has only its hand-to-hand (H2H) weapon left, a successful disarm or intimidation attack is equivalent to a capture. Prison cells or cuffs are control skills with a specific number of impacts ! prisoners. In terms of freeing prisoners, you can always go to the prison, take over it like any other location, and free the prisoners. If there is no prison and it is just a guard, you can kill the guard and free the prisoner.

7.5- Distortion

Distortion skills are skills that interrupt communications. They are Cyber “defense” Control skills. The simplest implementation is to cause the adversary communication range to decrease by the impact ! value.

7.6- Spartans’ take over

The Spartan will have to make it to the top of the vehicle. Then by applying the take over skill the spartan needs to first get into the vehicle, then by applying an offense skill, kills the pilot(s). The Spartan’s unit turn is now finished but s/he can use the vehicle next turn.

7.7- Infestation

Plague, zombie, to hacking of psychological overpower the unit's unit can be marked as figure. The cost of the value of the victim unit. ammunition should be 30.



zerg, or xenomorph infestation can be similar mind tricks in the sense that you need to self-awareness by a virus, nanomite, etc. . The infested or replaced with another infested infested figure must be less than the remaining Since the infestation will go on till the end the

7.8- Promotions

If your top officer can roll the dice to see which one of them will be promoted. Review communication lines afterwards because some sections might not be reachable.

dies and you have multiple seconds inline, you

7.9- Actual puzzles

You can also incorporate real physical or mental puzzles as a way to open a door in the game. This could work as an alternative or alongside the IQ rules.

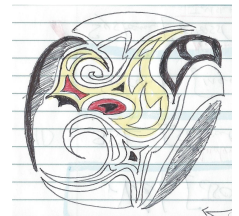
8- > Move special rules

8.1- Ghost or spy

Ghost or spy units can move along enemy lines without being detected until they make an action. The player does not do anything with the figure, just write on a piece of paper which spy unit s/he moved and how far. The other player should conclude that since the opponent did that, he is moving one spy unit. When it is time for the unit to act, attack or break radio silence, the unit is moved according to the path that was estimated multiple times depending on how many times it was skipped. the unit is exposed. For now, there is no special price for that but the fact that the player cannot move any other units is a limiting factor. The player that moved the spy/ghost unit cannot command anything else in that turn because otherwise s/he will have to declare everything including the ghost move. It is presumed that the Ghost unit moved by itself and the turn was over.

8.2- Energy

Energy range@ is how many extra decimeteres a mechanical unit can use. They don't have elevation! or depth*, and they are interchangeable between different mediums (space, sea, depth, tunnels, and land), and they are exchangeable between different units if they meet.



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8.3- Food

Food range@ is how many extra decimeteres a biological unit can use. They don't have elevation! or depth*, and they are interchangeable between different mediums (space, air, sea, depth, tunnels, and land), and they are exchangeable between different units if they meet.

8.4- How does the ysalamari stop force skills

If the force-skill is offensive like lightsaber throw, blue lightning, force choke, reflect, and lightsabre face-to-face, the Yasalamari impact is deducted from the impact of the offense impact (precisely after it has been modified with the Dice roll). If the force-skill is control override like force mind trick, and force move object, the Yasalamari impact is added to the mental capability of the unit it is protecting. Force jump height is deducted from the value of the impact of the Yasalamari. Impact of the defense skills like lightsaber deflect, and force shield is also decreased by the value of the impact of the Yasalamari. These are 4 different force classes of skills (Control, Move, Offense, Defense) that are affected by the Yasalamari. Either add one Yasalamari skill with %=100 or add 4 Ysalamiri.

8.5- Transformers shapeshifting *(house-rules)*

The main benefit of having a transformer or shapeshifter is stealth. The shape-shifting unit approaches the enemy that's expecting it to be a car and all of the sudden it turns into a fighting bot. Surprise as stealth* adds +1 to the impact!. To transform, throw D10 and multiply Morph stealth* and compare with the current move, if equal or higher proceed with the transformation and then get **D10+1** surprise attack.

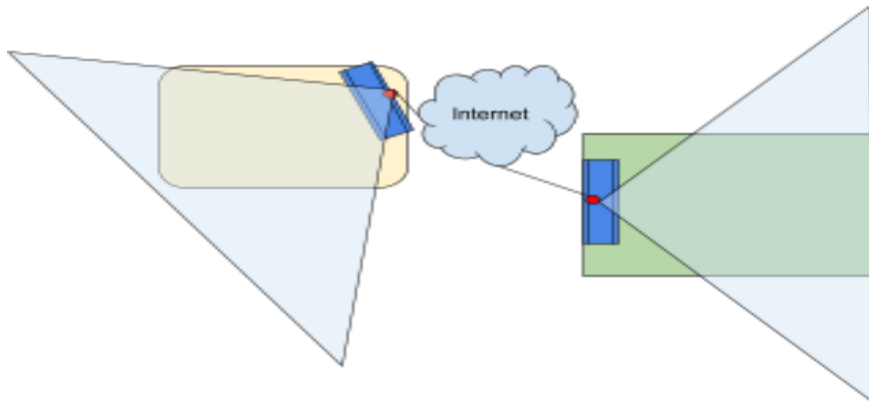
8.6- WarLogic Portal Wars

8.6.1- Why remote gaming?

The world is a different place and gaming fans might not be able to meet and play WarLogic. It is important to have an online version of the game that caters to this need. Imagine a portal that opens between two battlefields where enemies can send lasers and bullets through but cannot pass it because it will destroy their organic matter or computer systems.

8.6.2- How it works

Place your laptop at the end or corner of the table or the field of your choice, this is the gateway. Armies will take positions on both sides of the portal and the same exact game rules will apply except that they cannot cross that portal and reach each other which makes melee offense and pincering useless. You have to trust your opponent to get the measures right as half of it will be on their side.

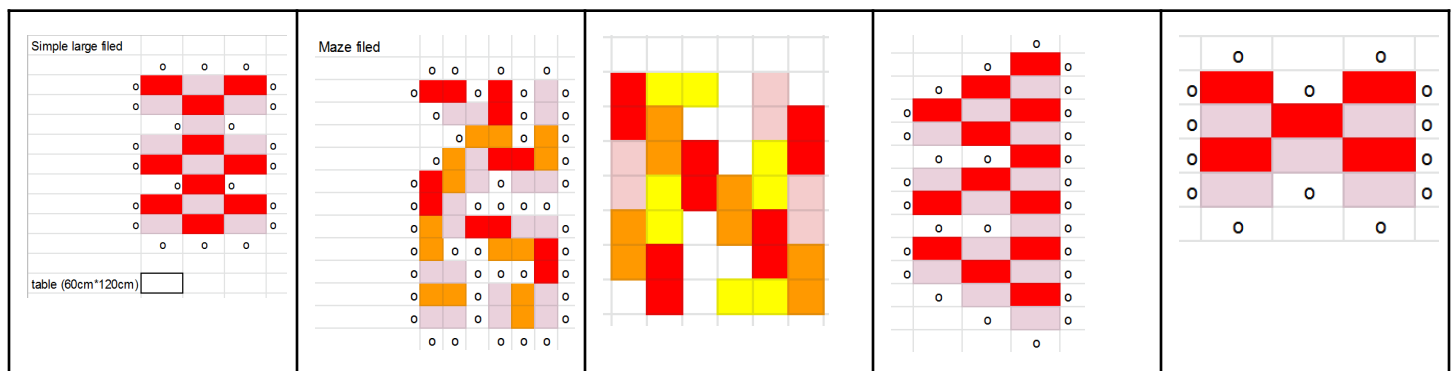


8.6.3- Is there a way to send units through the portal?

Maybe yes, but that requires your opponent to have generic units that s/he can use to present your units. We are still working on developing these conditions. But the general idea will be the more inanimate an object is, the easier it is to send it through the portal.

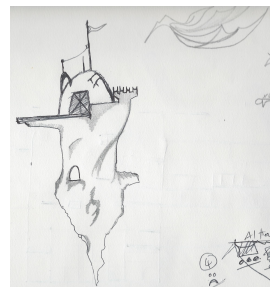
8.7- Different table layouts

You can use multiple table layouts to set up a grand battle. The **o** represents players' positions.



8.8- Meteor wars

Meteor wars is a very easy table setup. Basically all available tables are not connected and considered as floating meteors.



9- } Offense special rules

9.1- Pincer attack and flanking

Attacker does not get **D10**+anything for a frontal attack, but as already mentioned, if the defending troops are retreating, the attacker gets a **D10+D4**. If the Attackers pincer the defenders by attacking from 2 sides, they get **D10+D10** or **2D10** or **D10x2**. Attackers get **D10x3**, **D10x4**, **D10x5**, or **D10x6** if they attack from 3, 4, 5, or 6 sides. The maximum is **D10x6** because it is easier to break a three dimensional space into six sides. The maximum dice+bonus count is **50** per attacking unit, after that the weapon jams or breaks for 1 turn if it is (51-60), 2 turns (61-70), 3 turns (71-80), 4 turns (81-90), 5 turns (91-100), forever (>100).

Regular attack	If attacker is higher or stealthier (Depth, Dig, Space)	If defender is retreating	If attacker has scope	If attacker has extra ammo	Attackers pincer from 2 sides	Attackers outflank from 3 sides	Attackers Siege from 4 sides	Attackers 3D Surround from 5 sides	Attackers 3D Blokade from 6 sides	Bo nus	Precision weapons
D10	D10+D2	D10+D2+D4	D10+D2+D4+D6	D10+D2+D4+D6+D8	2D10+D2+D4+D6+D8	3D10+D2+D4+D6+D8	4D10+D2+D4+D6+D8	5D10+D2+D4+D6+D8	6D10+D2+D4+D6+D8		
D10	+D2	+D4	+D6	+D8	+D10	+D10	+D10	+D10	+D10	+D12	+D20

9.2- Quick life or death roll *(Fast-play)*

If both or all players agree they can do quick elimination rolls to wrap up parts of the game fast. Basically, they decide which units will fight each other one to one and roll a dice each, the higher dice kills the other with no effect on anything else.



9.3- Quick play *(Fast-play)*

If both or all players agree they can ignore deducting ammunition, energy, communication, etc.. This speeds up the game significantly, and since move energy, offense ammunition and control communication all have a value of 20, it should still be fair. The exceptions to this are defense and special limited ammunition weapons like missiles. This should make the game go much faster.

9.4- Dual *(Fast-play)*

If two units get into a dual situation where they keep attacking and defending against each other, you can just roll two D10 dice every time. One is for defense

and one is for offense.

9.5- Damage maximization *(Fast-play)*

If you roll multiple dice for multiple units or weapons you can assign the results of the dice to the weapons and target that maximizes the damage to the enemy. The more dice you roll the better the odds. Since for the attacks that were in range you can assign the highest dice values and leave the low dice for the misshots that were out of range. If you go by the default maximum weapons ammunition being 20 then make sure you do not abuse this rule.

9.6- Weapons that actually shoot *(house-rules)*

If players agree on this house rule it can be activated. Some figures come with weapons that actually shoot, for example, catapults and ballistas with elastics, spring cannons, squirt guns, or anything with a projectile. Players can shoot the weapon instead of rolling the dice. If the projectile drops the target it is considered a 100% hit but no explosion

circumference * is applied. If it projectile touches the unit without dropping it or any other units, then impact is 50% and explosion circumference * is applied if neither, it is 0% hit.

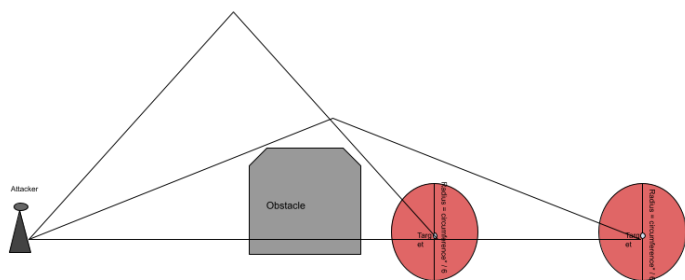
9.7- Accuracy and damage deterioration

If the target is too close or too far, its impact is affected as follows. Modify the **D10** if the range is less than half or more than full.

1. If the target is within 00 to <10 percent of the weapon's range use D2.
2. If the target is within 10 to <20 percent of the weapon's range use D4.
3. If the target is within 20 to <30 percent of the weapon's range use D6.
4. If the target is within 30 to <40 percent of the weapon's range use D8.
5. If the target is within 40 to 100 percent of the weapon's range use D10.
6. If the target is within 101 to 110 percent of the weapon's range use D2.
7. If the target is farther than 110 percent of the weapon's range no impact.

In all cases if the weapon is explosive, then the explosion circumference is activated and the impact is valid.

9.8- Curved bombardment (house-rules)



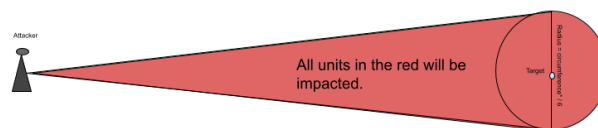
If a target is not within line of sight but can be reached from above, It can be targeted if you have other units that can see it and communicate its position to the attacking unit. A projectile is shot over the obstacle (a wall or a mountain), and the full path should be considered. To do that, bend the measuring tape at the middle of the Range@ value and see if it can go up enough in the sky to be able to fall down on the target. Take an effectiveness penalty by using a D8 instead of D10.

9.9- Gravity and Bombs (house-rules)

Bombs don't need range. They drop out of aircrafts on their targets using gravity. They don't work if the craft is in space.

9.10- Flamethrowers and scorched earth

Flamethrowers and similar weapons that flood everything in front of it have higher calibrated probability and price than regular range explosives. Use the following graph to figure out which units, enemy or even friendly, will be impacted.



9.11- Surface to air combat (house-rules)

When a unit is flying and trying to shoot another unit that is on a lower height, use pythagorean theorem to get the range. If it is too complex, just add the elevation of the flying unit to the regular distance.

9.12- Shooting someone in a vehicle (house-rules)

If a unit is inside a car or a tank you cannot shoot it unless it is visible and agreed to be partially visible from the outside. In this case this unit can shoot other units as well.

10- [Defense special rules

10.1- Mine detection

All friendly and enemy units are affected and can mitigate the mines' impact using special mine detectors or a minefield map. Chemical and gas masks work the same way as detectors for other hazard terrains. If a unit has a mine detector with sufficient impact ! it will detonate the mine without hurting the unit. If a single mine detection impacts! charge has less impact the rest is subtracted from the unit's health. Since minefields and automatic turrets and other

defensive mechanisms are installed by the defender to protect against attacking units, the defender loses the right to defend against these attacking units that were targeted by the defense mechanisms. The difference here compared to the regular scenario, is that the defenders attack back just after the attackers move in, and not in response to the attack. This is an extra leverage for the defender with the drawbacks of being a static weapon and that it would attack the defenders if they try to cross it without a map.

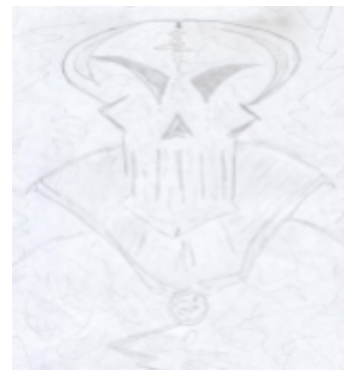


10.2- Cloning and resurrection

When a unit dies, it can be resurrected provided there is enough credit to do so. So a cloning facility is just a facility that has credit to create characters (including armor, weapons, etc.) on the fly. A resurrection facility/skill is similar but with the extra skill of transporting the "cloned" character to the place where it died. If the dead character is out of range of transport, it can not resurrect it. In a way, they are both the same thing as reinforcement but with reinforcement probability % is 200 because you deliver anything anywhere (where you have troops or abiding by the minimum distance rule). In the case of resurrection probability % is 150 because you can only resurrect troops that have already died. With cloning you can clone any unit that you have at the cloning facility but there is no range and you'd have to transport it back to the frontlines. So cloning % is still 150 but there is no range @.

10.3- Regenerative armor (Fast-play)

Some units can have armor that automatically kicks in every time a unit is attacked. The impact ! is usually more than 1, number # is how many times it can be used, and the whole impact ! charge is used every time so there is some waste. It makes automatic healing easy and it is easy to spot if healing was forgotten. This means, however, that this unit has defense automatically set to recharge until all the charges are finished.



10.4- Units that explode

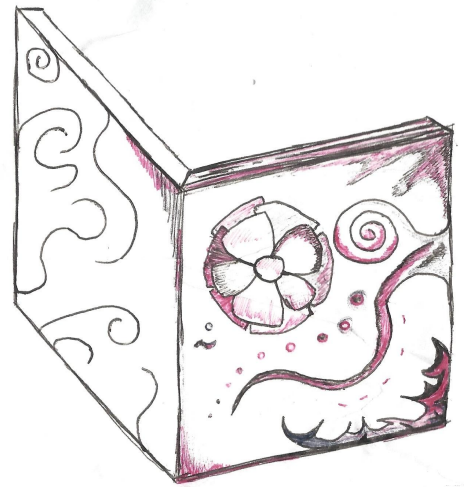
Some units explode as they run out of health as a desperate defense mechanism or just because killing them leads to an explosion. Regular units cannot defend if they die but these units will explode. This is useful if such a unit is near the enemy unit but the drawback is that they could damage friendly units around them. This is defined as a regular explosive skill with a range @ of 0. Suicide bombs and self destruct use the same mechanism.

10.5- Recap on types of bonuses

Move and command bonuses are related using farsight rules (maps, compass, magic, binocular, advanced troops that can report back using comm).

10.5.1- Offense weaknesses and defense bonuses

- ❖ Offense gets to be used less than 50%, and much less for melee weapons.
- ❖ Offense gets 55% of the impact on average because we use an impact dice that gives 10 to 100 percent.
- ❖ Offense gets spent in batches that overflow (using a weapon with 10 impact to kill a unit that has 3 health points left in # will waste the rest of the impact).
- ❖ Offense gets one dice point deducted if the other unit is hiding and another if the unit is higher up.
- ❖ Figures that are true to the lore and illustrate visual evidence of each of their skills start with 1 veteran point.

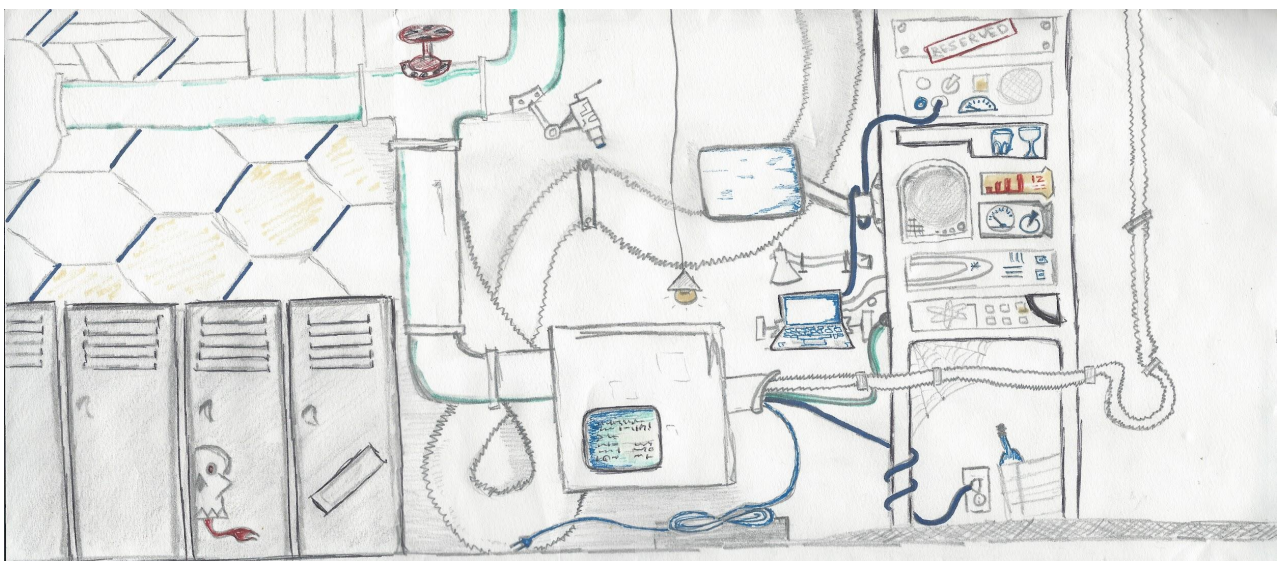


10.5.2- Offense bonuses and defense weaknesses

- ❖ Offense is much cheaper.
- ❖ Offense can use extra dice on the field.
- ❖ If a unit gets resurrected it gets to use the same weapons.
- ❖ Offense gets an extra dice point if the defender was retreating/taking cover.
- ❖ Offense can get extra D10's for pinching or flanking the defenders. That depends on how many sides the enemy is outflanked at. Theoretically, in space, or 3D any space, there are 6 sides.
- ❖ Sniper and high accuracy attack bonus.
- ❖ Always round up and always go for the kill general rule of thumb.
- ❖ The difference in maneuvering leverage (height, elevation, depth, etc) between the attacking and attacked unit is added to the impact before the D10 is rolled.
- ❖ Surprise attack gives D10+1.

10.5.3- Field bonuses

Players can find extra dice, inactive neutral units, treasure chests, medic packs, ammunition packs, and weapons on the field that they can take over and use.



11- Army database

A battle depends on having teams which depends on having units. Units are defined and priced based on their skills which in turn are partially defined by global defaults that pertain to the skill's class.

11.1- Documents

11.1.1- Where are the global defaults



Default values of skill classes and terrain bonuses and weaknesses are hosted in the [armory sheets](#). Check the two tabs called "DefaultValues" and "OtherDefaults".

11.1.2- Where is the list of all skills?

There is a "skills" sheet, in the armory sheet mentioned above, that has around 500 skills. When you add skills to any unit all skills are lookable from that sheet.

11.1.3- Template to create new units and teams

Use the [Template file](#). You'll need to copy it, rename it, then fill it with units.

11.1.4- Where are the current teams?

All teams are hosted on [google drive folders](#). Make sure you use the grid view to be able to see the price and picture of every team.

11.1.5- Where are the battle sheets?

A battle sheet template exists [here](#).

11.1.6- Where should one host the pictures of units?

Anywhere public where a direct link to the image can be generated. We recommend Flickr or Google.

11.1.7- Can you help me with the army sheets?

Also, Can you host my figure database? And can I use the same skills database? Can you do data entry for me? Can I buy or trade some figures or parts from Warlogic? The general answer is yes. If you send us public links to the pictures we can accomodate for that. Please contact us via warlogicgame@gmail.com

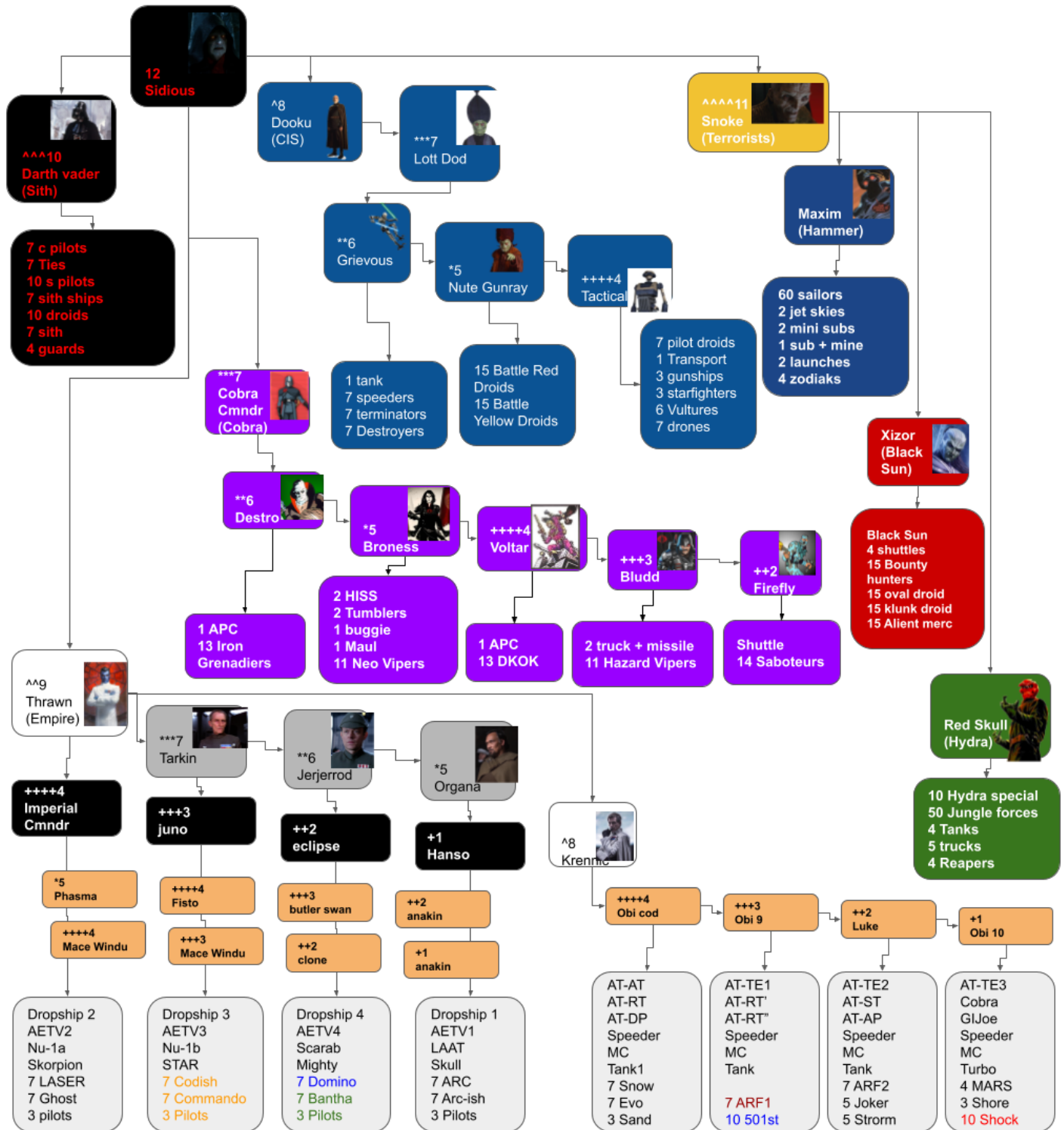
11.1.8- Organizing your army by branches and specialities.

The following table is a breakdown of the different platoons.
















	0- Special	1- Militia	2- Light	3- Medium	4- Armored	5- Heavy
Sea Sentinel	Frogs from Hammer	Fishermen from Bluecoats	Marines from below	Marines from below	Marines from below	Marines from below
Sea Mechanical	Seals from Hammer		Ottomans (Ancients) (Sea) (Clicky)	Redcoats (Ancients) (Sea) (Clicky)	Hammer (Empire) (Submarine) (Humans) (Army)	Bluecoats (Ancients) (Sea) (Humans)
Sea Animal	TODO: Dolphins	Crabs	Mermaids	TODO: Walrus	Whales	TODO: Kraken
	0- Special	1- Militia	2- Light	3- Medium	4- Armored	5- Heavy
Sky Sentinel	Jedi warriors from below	TODO:	Battle droids from CIS	Paratroopers from Blitz	Clone marines from below	Sith warriors from below
Sky Mechanical	Council (Federation) (Air) (Humans) (Force)	TODO: Red Baron	CIS (Empire) (Space) (Droids)	Rebels (Federation) (Space) (Robots)	Phase1 (Empire) (Space) (Clones)	Sith (Empire) (Humans) (Force)
Sky Animal	Phoenix	Dragons (Ancients) (Air) (Beasts) (Magic)	TODO: Griffin	TODO: Roc	TODO: Fellbeast	TODO: Flying islands
	0- Special	1- Militia	2- Light	3- Medium	4- Armored	5- Heavy
Land Sentinel	Shield (Federation) (Urban) (Mutants)	Black Sun (Empire) (Space) (Aliens)	Infantry (Federation) (Desert) (Humans) (Army)	Artillery (Ancients) (Mountain) (Clicky)	Ram (Ancients) (Forest) (Beasts)	Walkers (Federation) (plains) (Humans)
Land Mechanical	Blitz (Federation) (Desert) (Cyborgs)	Guild (Federation) (Mudd) (Aliens)	GIJoe (Federation) (Desert) (Humans) (Army)	Hydra (Empire) (Jungle) (Humans)	Cobra (Empire) (Urban) (Nanomites)	Phase2 (Empire) (Snow) (Clones)
Land Animal	Centaurs (Ancients) (Plains) (Humans) (Magic)	Herders (Ancients) (Plains) (Clicky)	Light Cavalry (Ancients) (Plains) (Clicky) (Magic)	Camelry	Armored Cavalry (Ancients) (Plains) (Humans)	Elephantry (Ancients) (Plains) (Humans) (Magic)
	0- Special	1- Militia	2- Light	3- Medium	4- Armored	5- Heavy

11.1.8- Organizing your army by hierarchies

In this example, the army is structured into three main hierarchies. The first one leans towards the dark side and includes the Sith, Empire, Clones, Cylons, Terminators, Daleks, Cobra, Tron, and bounty hunters.



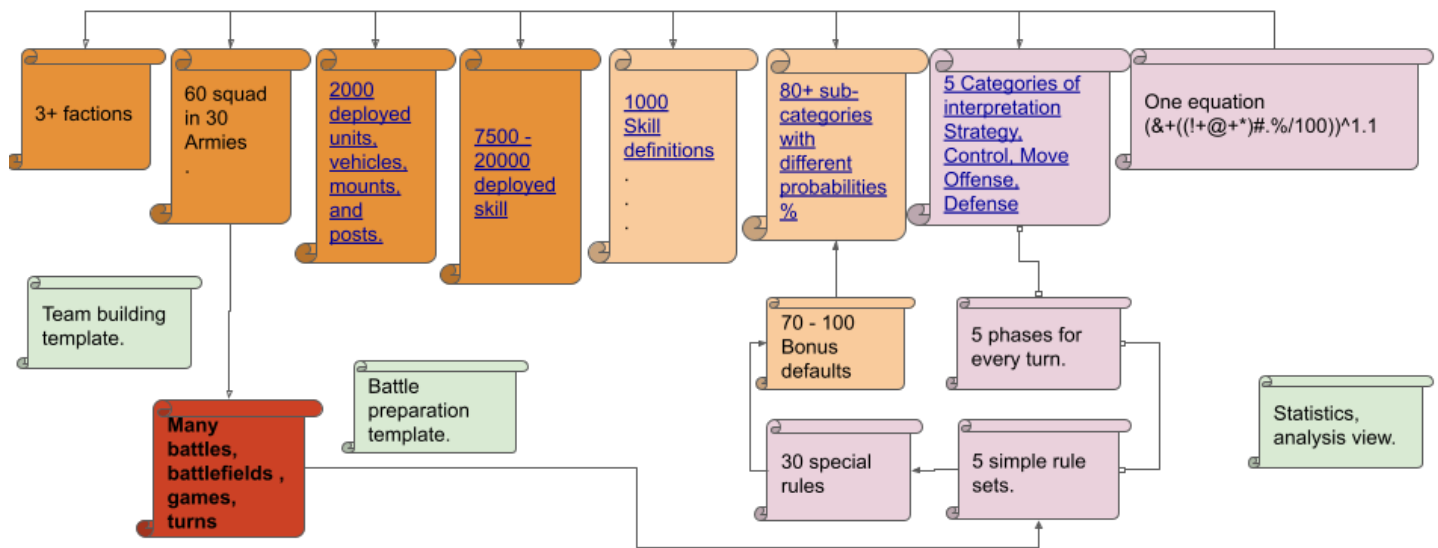
The second one include G.I.Joe, Republic, Federation, regular army and guild militias

<div>  <div> * .?? (Federation) </div> </div>						
<div>  <div> * Picard (Blitz) </div> </div>	<div>  <div> * Rugor Nass (Guild) </div> </div>	<div>  <div> * Padme (Bug squashers) </div> </div>	<div>  <div> * B9 (Rogue) </div> </div>	<div>  <div> * Xavier (Shield) </div> </div>	<div>  <div> * Luke (Jedi C) </div> </div>	<div>  <div> * Rock 'n Roll (Infantry) </div> </div>
<div>  <div> * Colonel (Blitz) </div> </div>	<div>  <div> * Resistance (Guild) </div> </div>	<div>  <div> * ??? (Bug squashers) </div> </div>	<div>  <div> * Imperial knight (Rogue) </div> </div>	<div>  <div> * Nick Fury (Shield) </div> </div>	<div>  <div> * Kweun jo (Jedi Council) </div> </div>	<div>  <div> * .?? (Infantry) </div> </div>
10 halo 30 cyborgs 40 humans 2+1 walkers 3 tanks 2+1 trucks 0+3 buggies 0+2 shuttles 2 animals	64 humans10 Skiffs 10 Speeders 6 spaceships	64 humans 20 Clanker 20 RDU 9 small 8 large	16 Robots 24Space pilots 24 Sky pilots 7 X-wings 6 Delta 6 U-wings 6 Mosquitoes 7 Jet/Chopper 6 Transport 6 Speeders	60 mutants 10 X-men 5 Pokemon 5 Ben10 10 Avengers 10 Power rangers 10 Azgard	30 Jedi 8 Shuttles 1 Sky base	128 troopers 18 motorcycles 10 Buggies 2 Howitzers

And the third is a mix of old, ancient and fantasy troops.

<div>  <div> Pharaoh </div> </div>						
<div>  <div> * . (Beasts) </div> </div>	<div>  <div> * Urabi (Ottomans) </div> </div>	<div>  <div> * Black Beard (Blue Navy) </div> </div>	<div>  <div> * Barba rossa (Re NAVi) </div> </div>	<div>  <div> * . (Light Cavalry) </div> </div>	<div>  <div> * . (Armored Cavalry) </div> </div>	<div>  <div> * . (Elephantry) </div> </div>
10 Orcs 10 trolls 10 Minotaurs 10 Dwarfs 2 lions 1 Appa	30 pirates 1 ship 2 boats 10 cannons 1 port	2 ships 70 pirates 1 boat 2 port	30 pirates 1 ship 10 cannons 1 horse 2 boat 1 raft 1 port	33 troopers 3 carts 30 horses	30 Knight 30 horse	8 Elephants 8 Ballistas 40 troopers
<div>  <div> * . (Dragons) </div> </div>	<div>  <div> * . (Artillery) </div> </div>			<div>  <div> * . (Herders) </div> </div>	<div>  <div> * . (Centaur) </div> </div>	
1 rider 1 rhino cart 10 mummies 10 dragons	30 guards 1 port 16 cannon			40 mount 40 herders	5 Centaurs 4 carts 20 troopers 4 catapults	

11.1.9- Document structure



11.2- Figures

11.2.1- I have an old figure, how do I identify it?

Use the following websites.

Brand	Database	Where
Playmobil	https://playmodb.org/	online
G.I. Joe	https://www.vojoe.com/action/identify/ https://www.3djoes.com/	online
Star wars	http://jedibusiness.com/IDFigures	online
Transformers	http://www.transformerland.com/identify-transformers.html	online
Lanard Corps	https://www.figurerealm.com/actionfigure?action=seriesitemlist&id=967 https://thecorpsfanshq.proboards.com/thread/250/commando-force-era-character-return https://lanard-toys.fandom.com/wiki/The_Corps	online
Schleich	http://www.toydreamer.com.au/schleichknights.asp	online
Other Databases	http://www.iomitoys.com/ https://www.collector-actionfigures.com/ http://figurecollections.com/ http://www.action-figures.ca/ https://collectorbase.net/ https://figurelist.co/ http://figure-archive.net/	online

11.2.2- Where can figures be bought?

Any toy or hobby shop. You can also make them yourself. They can be just cards if needed. If you live in Waterloo, Ontario, here are some cool places you should check out:

Toyshop	Link	Where
J&J cards and collectibles	https://shop.jjcards.com/	Waterloo
Toy soup factory	https://www.toysoupcanada.com/	St Jacob
Just by chance	https://boardgamegeek.com/blogpost/75238/just-chance-games-was-local-business	closed
Phoenix	http://www.phoenixgames.ca/phoenix_main/	Kitchener
Antiques	http://www.stjacobsantiquemarket.com/	St Jacob
Roadside antiques	https://stjacobsmarket.com/market-road-antiques/	St Jacob
The Toy Society	http://www.thetoyociety.com/	Cambridge
Marauder Gun Runners	https://www.marauderinc.com/	Online
Acid rain	https://acidrainworld.com/	Online
Mastermind	https://acidrainworld.com/	Waterloo
Hasbro	https://shop.hasbro.com	Online
Joy Toy	https://www.lockertoys.com/	
Mattel	https://www.mattel.com/en-us/masters-of-the-universe	Online
Schleich	https://www.schleich-s.com/en/CA/	Online
Papo	https://www.papo-france.com/en/	Online
Safari	https://www.safarilt.com/	Online
Simba	https://www.simbatoy.de/en/home/	Online
Hobby and Toy Central	https://hobbyandtoycentral.com/?q=blog/our-new-kitchener-store-open	Waterloo

11.2.3- Can you support and arbitrate battles?









Yes. Please contact us via warlogicgame@gmail.com

11.2.4- Using different scales or genres

There is absolutely nothing that limits what you can mix and match. Whatever you feel comfortable with can be done. For different scales you can treat them as is, or multiply by a factor to make them less or more powerful (also more or less expensive). In general though, try to keep some sort of aesthetics to make the game more attractive. Same scale, nicely colored, properly propped and articulated figures would make a good game much better.

11.2.5- Using different types of dice

Use different dice and position them around the field so players can obtain or find them and use them as an extra attack roll, and speed up the game. The dice could be zone related and can only be used if a player has the upper hand in that zone. Any extra die is rolled once per turn and it is up to the player to choose with which other die to roll it.

Dice	Suggestions for creative use (Dice images are all from https://www.dicegamedepot.com)
D2	Either flip a cool coin, or roll any dice with odds=head, and evens=tail. It is useful for deciding who starts first, etc.
D3 	Similar to D6 but each number from 1-3 is repeated twice. Use the D3 to add an extra boost to units who take over a small strategic location like an energy resource . These units will fire the weapons with impact $!x(D10+D3)/10$.
D4 	Use the D4 to add an extra boost to units who take over a small strategic location like a magic vault . These units will fire the weapons with impact $!x(D10+D4)/10$.
D6 	This is the most common D6. Use the D6 to add extra boost to units who take over walled strategic locations or ruins . Also very useful as a damage counter. These units will fire the weapons with impact $!x(D10+D6)/10$.
D8 	Used to add an extra boost to units who take over a medium strategic location like a hill. Also very useful as a damage counter. These units will fire the weapons with impact $!x(D10+D8)/10$. D8 is also used to limit the effect of Range weapons in close combat. Attackers use D8 instead of D10 if the target is less than 5 decimeteres away.
D10 	This D10 is only used for calculating the hit percentage. It is not used for any bonus points.
D12 	Use the D12 to add an extra boost to units who take over a small strategic location like a second level in a castle. These units will fire the weapons with impact $!x(D10+D12)/10$.
D20 	Used to add an extra boost to units who take over a small strategic location like the highest level in a castle. D20 is also used to determine the weight of an object in the terrain before trying to move it. These units will fire the weapons with impact $!x(D10+D20)/10$.
D30 	Use as bonus dice when taking hold of an important critical point that has some sort of energy or magic source. These units will fire the weapons with impact $!x(D10+D30)/10$.
Online tool	https://www.google.com/search?q=dice+roller

11.3- Customization project

Warlogic is a good environment to harbor your collections, dioramas, and customization projects. Currently we have plenty of such projects. Details coming soon, but here are a few of them.

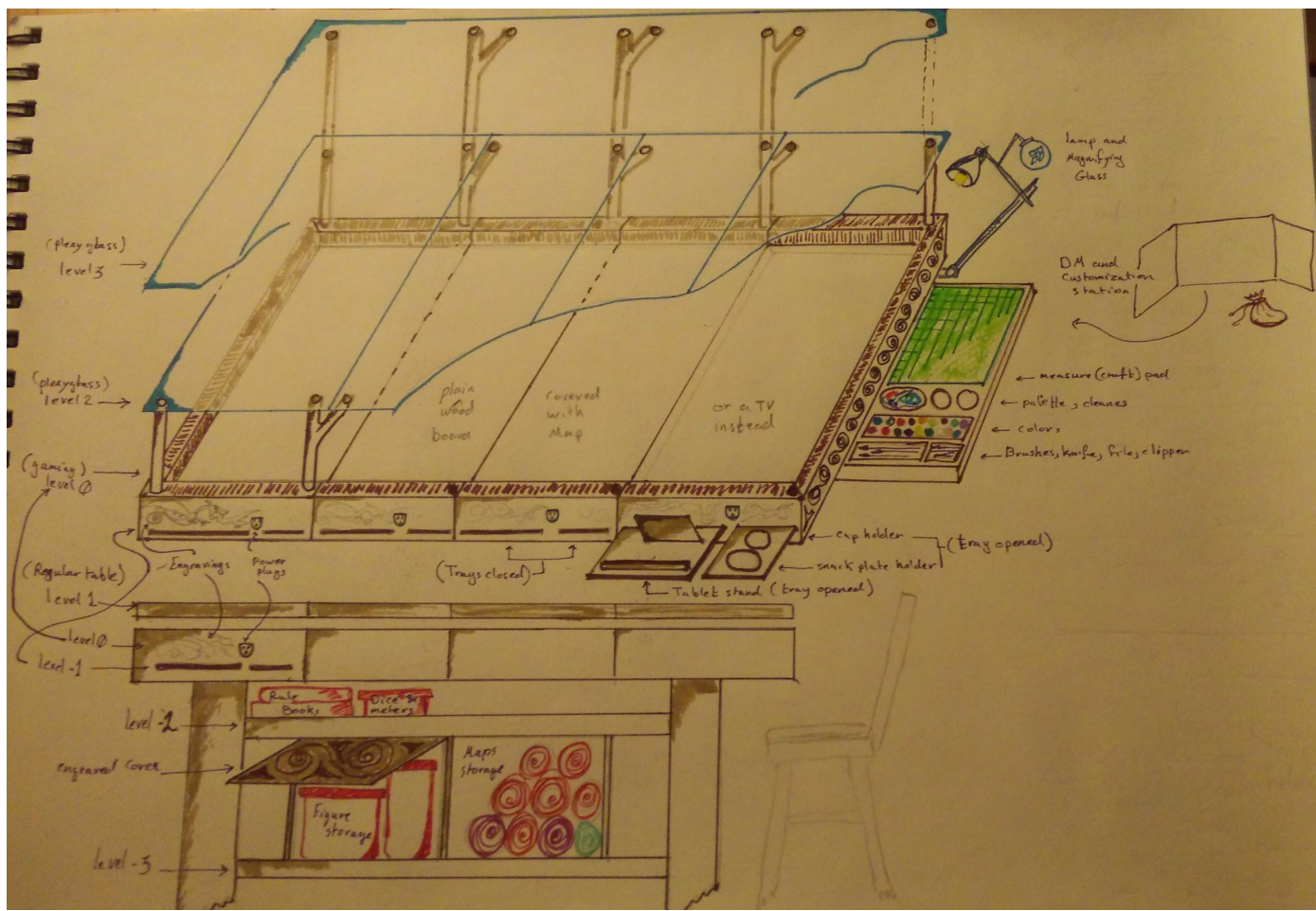
Project	Category	Progress	Link
Build replacement Cockpits for 10 salvaged space ships	Build	ongoing	N/A
Finish painting and customizing large space transporters AETV. Add the wings.	Build and paint	ongoing	N/A
Trade some figures and vehicles. Obtain some figure to complete the universes. For example, Mifune last stand.	Trade	ongoing	N/A
Print and publish the gaming manual	Print	ongoing	N/A
Painting the palace and the rest of the village.	Paint	ongoing	N/A
3D print outer space armor shells for old worn out figures. 3D print light sabers. 3D print missing missiles. 3D print playmobil fezzes.	Print(3D)	ongoing	N/A

The multipurpose table is a design concept for a gaming table that has multiple layers of surfaces to simulate 3D battles like space, depth, and tunnel warfare. It includes many features for players, hobbyists, and dungeon masters.

Build

ongoing

N/A



Develop Mobile Apps.

Develop

ongoing

N/A



12- Justification of some design decisions

There are a couple of ideas that govern how the rules are developed. On one side we want the game to be as detailed and simulating real and fantasy universes as much as possible, but on the other side we do not want it to be boring. We want to put emphasis on deterministic mathematical operations without losing the randomness and excitement that is brought in by the dice. And above all we want one open source equation to calculate everything so anyone can develop new skills and armies while keeping the game balance in check. While calibrating anything, we try to compare with the defense category, particularly the health points since they are the baseline for everything. They have a 100% probability, are discharged in an impact of 1, and they are the main objective for everyone. By objective, we mean that we want to kill the enemy units by removing all their health points. So whenever we create a new skill, or recalibrate an old skill, we compare with the health points and see if it makes sense.

12.1- Potential loopholes in the gaming system

12.1.1- Weapons explosion circumference

We're always on the hunt for loopholes that can make the game imbalanced or too slow. For example we've had a loophole where the extension of offense * was interpreted as a radius. That turned out to be too much and we now interpret it as the circumference. The easiest way to approximate the diameter from the circumference is divided by 3

circumference = $2\pi r$, so $r = \text{circumference} / 2\pi$, $\pi = 3.14$, so roughly diameter = circumference / 3



This, along with other factors, can lead to a small loophole where a player intentionally aligns the impact and the circumference of their weapons to always (or more often than not) land on the lower end of a fraction. And since the general rule of thumb is always round up and go for the kill this could add up to a significant advantage.

Another intentional loophole is that it is much cheaper to invest in weapons than it is to do so in health and armor. This is intentional to make the game go faster. After all, it is a war game. (*Fast-play*)

12.1.2- Pilot vs Robot

Why is it better to use a pilot or drive vehicles rather than AI robotics? Even though it is cheaper to exclude the human move, control, defense, and offense capabilities, it is not significant. Having a human or other creature driving / piloting the machine is not too bad since they can leave to do other missions and prevail after the destruction of the machine.

Both can be hacked digitally or psychologically.

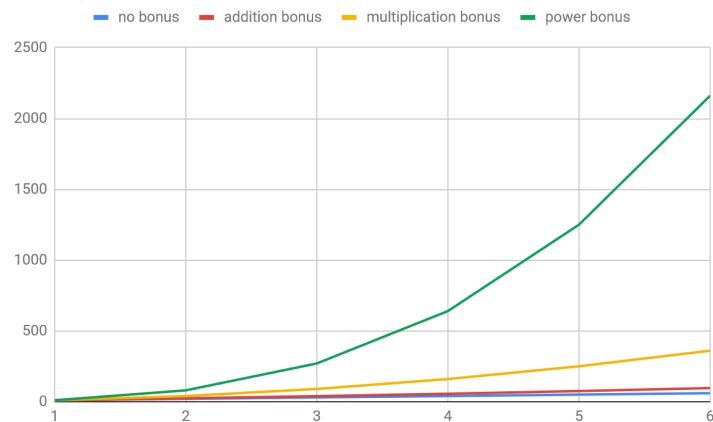
12.1.3- Why operate a vehicle with multiple units?

Large vehicles might have multiple persons manning the different guns and equipment on it. If they are set in a rank hierarchy they can fire multiple guns at the same time which would increase the fire power density of this vehicle.

12.1.4- Multiple vs one unit

Why is it better to use multiple units instead of just beefing up one unit with weapons and armor? One reason is that multiple units can shoot at the same time from multiple areas maximizing the pincer bonus and diversifying the attack. The command cost overhead and multiplication of the cost movement skills makes it very feasible to just use one unit. To counter that we use $D10 \times 2^2, 3^2, 4^2, 5^2$, or 6^2 depending on how many sides are in the pincer attack. **[Changed since v15]**

- Issue: one beefed up halo spartan unit is undefeatable. This is true unless the opposing team is another one unit team. It looks like consolidating the budget in one unit tilts the game towards the team with less units.
- Analysis: Create a mock up scenario with teams having the same budget. One is just one unit and the other is 10 units. the table you can see that the diversified is weak even without wasting money on control. The diversified team has to be distant enough not to be impacted by explosion but still be within the range of healing and communication. chain of command is a very vulnerable concept.
- Pro consolidation: Way more powerful (range and impact). With extension the damage is even better on diversified teams. Way faster. No control cost. if bosses die the individuals become very weak.
- Pro diversification: can do pincer moves, up to D10+6. better odds as you can roll more dice and choose the highest. Since there is one target unit, no offense impact units are lost except for the last offense before the target dies. can hold multiple critical locations and use multiple bonus dice. get multiple dice rounded up.
- Conclusion: Diversified units are much weaker. we need to amplify the effect of pincering to compensate for that. maybe, for every extra unit attacking you get D10+n for each.
- Solution: use D10 x 4,9,16,25, or 36 instead of D10 + 2,3,4,5, or 6. By doing this multiple units are a match for a single consolidated unit including the communication and extra movement overhead. **The landscape has to be defined to avoid perpetual retreat. [Changed since v15]**



2
team
From
team

12.1.5- Benefit of Movement Maneuver leverage

Movement Height and Depth (Maneuver leverage) is very expensive compared to investing in Armour. What is the benefit? The cause of inflated investment is that it gets multiplied by the default energy value. To fix this loophole everytime the higher unit attacks, the difference in leverage is added to the impact before the dice are rolled. For example, a chopper with an elevation of 15 decimeter attacking a walker with height of 10 with impact=10 and D10=7 will yield: $(6+(15-10)) \times 7/10 = 7.7 \sim 8$ effective impact.

12.1.6- Benefits of having multiple weapons

Especially if you are not tracking how much ammunition was used, having multiple weapons would seem unnecessary. There are important reasons why a unit should have multiple weapons though. If a unit has a range weapon and it gets too near to its opponent, within 10% of the range @ of it's weapon, the dice roll takes a D10-5 penalty since it is harder to shoot a range weapon in close combat. This means that it is much better to have a melee weapon available to use in such cases. This is very important in case the unit has a weapon with an explosion circumference * as the unit itself will get hurt while firing. Another benefit is that it helps counter the opponent disarming your unit. If a unit is disarmed it can be very easily captured as a prisoner or just killed but if it has multiple weapons disarmament is much less likely. Starting V15, skills will be cost based on a higher rate the more expensive they are. Total cost will be the original cost to the power of 1.1. This is to account for the technology aspect that is involved in developing stronger weapons. There are other benefits like making it harder to depend on one massive unit. It also simulates real operations where it is cheaper but harder

12.1.7- Why can't I use a D20 for attack

You can but you have to pay more for it. A weapon with impact !=1 and ammunition !=20 will roll the numbers between 1 (10%) and 10 (100%) twice each. That is on average of course. This makes the efficiency of this weapon 11 actual impact ! out of the 20 charges. Average usable impact = $10/2 \times (.1+1) = 5.5$. Multiply this by 2 because each will happen twice = 10.1 . While if you use a D20 for the same weapon, average usable impact = $20/2 \times (.1+2) = 21$. So you need to double the probability of that weapon and basically pay double.

12.2- Defaults and probabilities

12.2.1- Default values for different classes of skills

Why is the default ammunition # and probability of use % different between different skills? The following table shows categories and subcategories of skill, their default values, how many units are using them and justification for probability. Starting version 15 probabilities have been further tuned to accommodate for the differences between subcategories..

Discounts for offense:

- Because dice is used to calculate impact.
- To finish the game faster.

Strategy 90 to 300

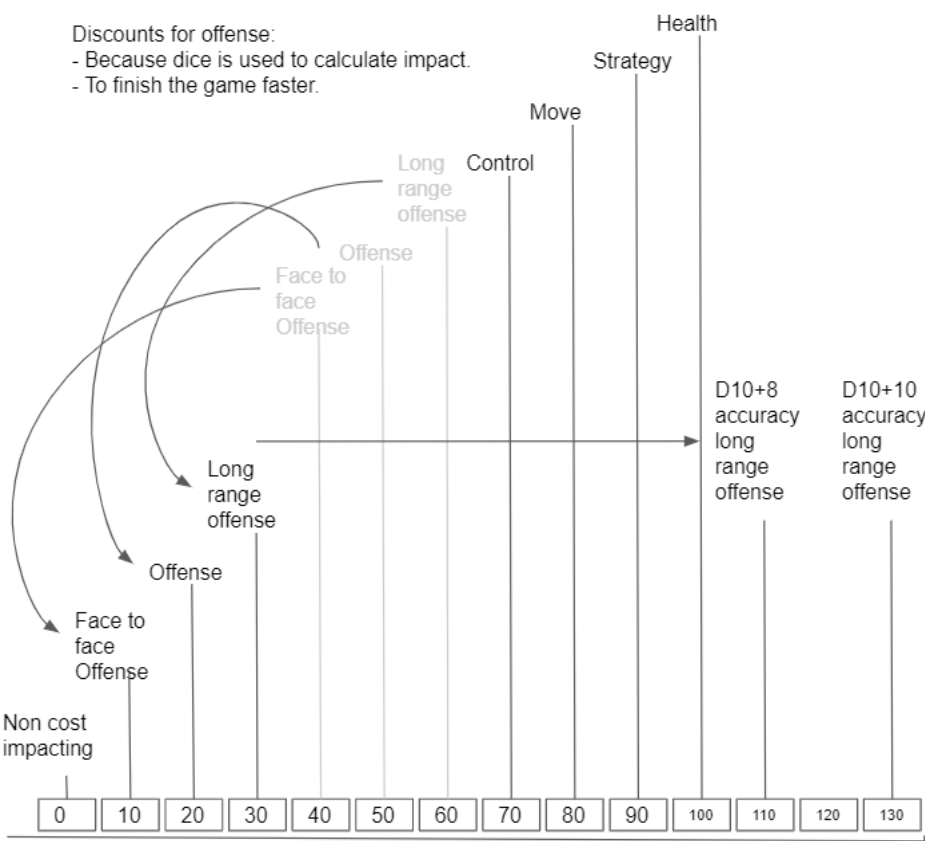
Defense 90 to 100

Control 14 to 42

Move 4 to 20

Offense 1 to 11

Offense get great discounts on the calibrated probability because it uses dice to calculate a fraction of the impact, to finish the game faster, and because health is based on # not !. Starting version 15 other non offense skills that impact enemy units use dice as well and that is reflected in their calibrated probability.



12.2.2- Allowed themes, races, and objectives

Objective can be capture-a -flag (object, or cargo) and keep it for some number of turns. It could be Control_a critical_position and hold it for a number of turns. It could be a race, complete enemy annihilation or whatever players agree to. Theme or universe could be ancient, historical, modern, futuristic or mixed. Vendors could be anything, scale could be anything. Whatever range players are comfortable in is a go. Races can be anything and can be found in the skill database as each will have different health points, but the common ones are: undead, elves, orcs, trolls, goblins, dwarfs, humans, hobbits, smurfs or any comic creatures, aliens of all types, cyborgs, augmented humans, clones, robots (different types), animals, zombies, werewolves, vampires, wizards, cyclops, minotaurs, centaurs, Satyrs, Fauns, pegasus, Any anthropomorphic animals, deities, and demigods. Here is a fun matrix of different archetypes

https://docs.google.com/spreadsheets/d/1ADnyE_p4YkN1Y7ncrQm0FC_HU9bJBMrXGUa5R8A-D2s/edit?usp=sharing

12.2.3- Maximum ammunition and energy of 20

Unless the players have reasons to do otherwise, we can consider the maximum number # of ammunition, fuel, and energy to be 20. 20 is also the default value. This helps make the game faster since you'd only need to keep track of skills that does not have #=20, like a couple of grenades for example. A game will probably finish before any of the units communicates, moves, or attacks 20 times with the same weapon. However, in case the game does not finish in this range, it is safe to assume that units can collect ammunition and other resources from other dead units that never got to finish all their resources.

12.2.4- Figure Quality

You can use the figure quality to decide some of its skills but that should not prevent you from assigning whatever skills needed to any figure if needed. For example, The points of articulation of a figure can help decide its hand to hand offense abilities.

	Head		Shoulders		Elbows		Hands		Fingers	Jaw	Total PoA	Skill Name	Description	Impact!
	vertical	horizontal	vertical	horizontal	vertical	horizontal	vertical	horizontal						
Left			1	1	1	1	1	1	1		35	Judu	5+ Points of Articulation	1
Right	1	1	1	1	1	1	1	1	1	1		Karate	10+ Points of Articulation	2
Left	1	1	1	1	1	1	1	1	1	0		Kung Fu	15+ Points of Articulation	3
Right	1	1	1	1	1	1	1	1	1	0		Tae Kwon do	20+ Points of Articulation	4
	vertical	horizontal	vertical	horizontal	vertical	horizontal	vertical	horizontal		Extra		SciFi Martial arts	25+ Points of Articulation	5
	Torso		Hips		Knees		Ankles		Feet					

There is a proposal to change this and make every point of articulation contribute one point of damage in hand to hand combat.

Another example would be the quality of the manufacturing and the condition of the figure:

Category			Properties	Can guide how you determine the
Material	Defect	[The condition of the plastic (brittle, melty, hollow, flexible, fragile).	negative health points to make the unit cheaper and show that it is somehow injured.
Paint wear	Good	:	This could reflect that this is a veteran unit.	Could mean that it is smarter and more informed.
Paint, Sculpt	Good	:	Colors (gradients, shadows, weathering), Logos,	Charisma which is type of Morale
Paint	Defect	[Uncolored areas.	Negative health points
Sculpt	Defect		Extra plastic, seams, ignored areas	Morale
Character	Good	:	LoB character, demanded character, rare.	Morale
Function			Power features, back and feet pegs (can stand)	possibly movement.

12.2.5- Skills' properties

Property	Description	Impact	Range	Extension	Number	Probability	Effective against	Penalty	Cost
Symbol	\	!	@	*	#	%	~	&	\$
Use	This describes the skill usually by just giving it a name.	It is an integer value that usually describes the impact of using a skill once. In other words, how much impact does the single application of this skill have?	It is an integer value that usually describes how far the impact of this skill goes.	At the destination, does it have an explosion or propagation effect? How much?	How many times can this skill be applied?	Probability or modified probability	Use Condition		
Strategic :		!;, In the case of teams, it shows the offensive morale level.	@;, in the case of teams, it shows the maximum number of team members affected by the morale level.	*;, in the case of teams it shows the Defensive morale level.	#;, in the case of teams, it shows how many times you can use a morale bonus.	Determine the usage probability of this skill.	Can be used to define limitations on skill use. For example, biochemical weapons only affect living creatures and not machines.	It should be avoided as much as possible and it is directly representing credit value to deal with very small corner cases	How much does this unit cost based on the values of all the other properties?
Control ^		!^, the impact value would usually represent the maximum number of units that can take orders from the commanding unit.	@^, the range value would be the radio or communication range.	*^, the Extension value represents the depth of the chain of command. How many layers can this order be passed through or how many unique command streams can be issued at the same time.	#^, the number of times a unit can order a command. Also, could be how many energy cells in a communication technology.				
Movement >		!>, the impact value would usually represent 'Height, or elevation'. For example, unit height or jet altitude.	@>, the range value would be the unit's speed. How far it can go in a role.	*>, the Extension value would usually represent depth points. For example, unit digging, diving or space depth.	#>, the number of energy cells or effort.				
Offense }		!}, the impact value would usually represent the weapon's damage points.	@}, the range value would be the weapon range.	*}, the Extension is the explosion Circumference. An approximation to get the diameter is divided by 3.	#}, the number of ammunition.				
Defense [![, the impact value would usually represent health, armor, or medical kit impact points. It is almost always 1 to minimize the damage to the unit.	@[, the range value would be a health spell reach-ability for example.	*[, the Extension is the coverage Circumference of a medical potion. An approximation to get the diameter is divided by 3.	#[, the number of health points. Impact is usually 1 and Number would have all the juice.				

12.2.6- Defaults' table

12.2.6.1- Control sub-categories

SubCategory	Category	effective against	Penalty	Impact/Effect	Range/Reach	Spread/Depth	Number/ Ammunition	Probability (default)
/	?=:^}>[~	&	!	@	*	#	%
Decoration	Control	Humans, Aliens		How many can you order?		chain of command	20	16
Input	Control	Comm-device			How far can you extend communication coming to you from another unit?		20	23
duplex	Control	Comm-device			How far can you communicate?		20	35
load	Control	Machines, animals, Vehicles		How many can a vehicle transport			20	46
Output	Control	Humans, Aliens			How far can you communicate?		20	27
Intelligence	Control	override	D10	Puzzle solving, lock picking.			1	72
override	Control	Humans, Aliens, Computers, Objects, Machines	D10				5	53
Cyber	Control	override	1000				5	52
Rank	Control	Humans, Aliens, Robots					1	21
simplex	Control	Humans, Aliens, Robots			How far can you communicate?		20	31

12.2.6.2- Defense sub-categories

Armor	defense	Physical impact weapons					-1	112
health	Defense	All weapons					-1	98
repair	Defense	Machines, Vehicles, objects		Healing or repair impact	How far can you reach	circumference	5	42
healing	Defense	Humans, Animals, Aliens, Wooden machines		"	"		5	35
miracle	Defense	Humans, Aliens, Animals					5	93
Automatic Regeneration	Defense	All but chemical, biological, any automatic weapons like mines and turret fields					20	63
Detector	Defense						20	28

12.2.6.3- Move sub-categories

food	Move	Humans, Animals, Aliens					20	28
energy	Move	Machines, Robots, Vehicles					20	34
Dive	Move	Machines, Robots, Vehicles, Humans, Animals, Aliens		0	speed	Diving Depth	20	11
Dig	Move	Machines, Robots, Vehicles, Humans, Animals, Aliens		0	speed	digging Depth	20	6
Air	Move	Machines, Robots, Vehicles, Humans,		Elevation altitude	speed	0	20	26

		Animals, Aliens						
Land	Move	Machines, Robots, Vehicles, Humans, Animals, Aliens		Elevation: hight, can it climb	speed	0	20	36
all	Move	Machines, Robots, Vehicles, Humans, Animals, Aliens		Elevation altitude	speed	Depth/ stealth	1	51
nothing	Move	Machines, Robots, Vehicles, Humans, Animals, Aliens		0	0	0	1	0
sea	Move	Machines, Robots, Vehicles, Humans, Animals, Aliens		Elevation from sea level	speed	0	20	31
space	Move	Machines, Robots, Vehicles, Humans, Animals, Aliens		0	speed	Deep Space Maneuvering capability	20	21

12.2.6.4- Offense sub-categories

Bolter	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10	Weapon Damage	Weapon range	Explosion circumference	20	21
Explosive	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10	"	"	"	20	21
Biological	Offense	Humans, Animals, Aliens	xD10				20	18
Blaster	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				20	8
Melee	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				20	2
Dropbomb	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				20	5
handgun	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				20	6
Submachine gun	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				20	8
Machine gun	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				20	8
Rifle	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				20	8
Battle Rifle	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				30	8
Assault rifle	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				20	8
Hand to hand	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				20	1
Laser	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				20	8
RangelessExplosives	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				20	9
plasma	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				20	21

Accuray or Rapid fire	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	x(2D10)				20	24
projectile	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				1	5
Snipe	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	x(2D10)				1	27
Precision(D20)	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	x(D20)				20	30
Remote Explosive	Offense	Machines, Robots, Vehicles, Humans, Animals, Aliens, Objects	xD10				20	0
nanomite	Offense	Humans, Animals, Aliens	xD10				2	21
Fire		Humans, Animals, Aliens, some wooden objects and vehicles	xD10					
Chemical or Gas		Humans, Animals, Aliens	xD10					
uranium	Offense	Humans, Animals, Aliens	xD10				20	18

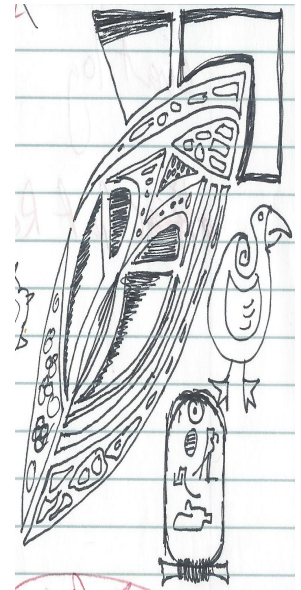
12.2.6.5- Strategy sub-categories

Actionable	Strategy	Objectives					2	32
Manipulation	Strategy	Dice rolls	1000	Prediction (Rolling ahead)	Turning back time (undo)	Controlling the future (deciding the dice)	1	57
Obstacle	Strategy	N/A					20	51
Reinforcement	Strategy	Budget					3	195
Administrative	Administrative	N/A					0	0
Countermeasure	Strategy	Obstacles and environment limitations					20	36
Vulnerability	Strategy						20	36
morale	Strategy	Dice rolls		How much of the attacker's pincer damage is reduced.	N/A	maximum number of team members	20	26
type	Strategy	N/A					0	0
Universe	Strategy	N/A					0	0
Vendor	Strategy	N/A					0	0
Information	Strategy						1	38

12.2.7- What is the technology tax?

It is the exponential penalty you pay based on how expensive the skill is. It is easier to manage one unit with few overpowering skills than to manage one or multiple units with many weaker skills. The general advantage leans towards the overpowering single unit until it is outflanked. Like life, technology has a price that is not just equivalent to the price of multiples of simpler technology. Therefore, any basic cost is raised to the power of **1.2** to account for technology R&D. It will affect cheap skills slightly but it will affect the cost of more advanced skills much more. Integrating many skills in one unit works similarly as after the cost of all skills are summed up, the sum is raised to the power of **1.1** to account for technology integration.

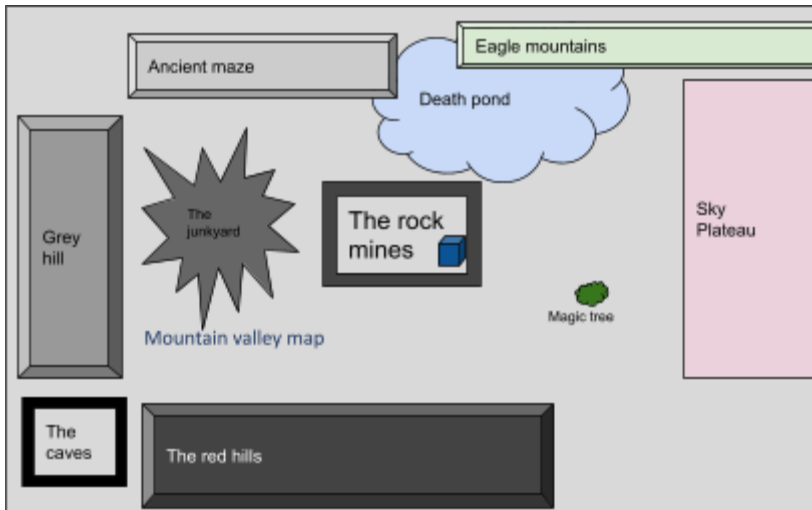
Basic Cost	Cost including advanced technology factor (power to 1.1)	(power to 1.3)	(power to 1.5)	(power to 1.7)	(power to 2)
10	12.58925412	19.95262315	31.6227766	50.11872336	100
20	26.98565695	49.12912104	89.4427191	162.8362126	400
30	42.15347479	83.22573344	164.3167673	324.4188893	900
40	57.84502198	120.9700858	252.9822128	529.0564156	1600
50	73.93788183	161.6817516	353.5533906	773.1237368	2500
60	90.35795128	204.9257935	464.7580015	1054.040081	3600
70	107.0552189	250.3960376	585.6620186	1369.829983	4900
80	123.993519	297.8632907	715.5417528	1718.909366	6400
90	141.1454103	347.1484754	853.8149682	2099.966014	8100
100	158.4893192	398.1071706	1000	2511.886432	10000
200	339.7292929	980.2548379	2828.427125	8161.143093	40000
300	530.6808061	1660.571696	5196.152423	16259.46056	90000
400	728.2256812	2413.670535	8000	26515.63214	160000
500	930.8227833	3225.975061	11180.33989	38747.97469	250000
600	1137.53921	4088.807132	14696.93846	52827.14323	360000
700	1347.745356	4996.057776	18520.25918	68654.13	490000
800	1560.98592	5943.153989	22627.417	86149.54298	640000
900	1776.915437	6926.522707	27000	105247.6157	810000
1000	1995.262315	7943.282347	31622.7766	125892.5412	1000000
2000	4276.9384	19558.65537	89442.7191	409026.073	4000000
3000	6680.875524	33132.76126	164316.7673	814903.406	9000000
4000	9167.818156	48159.05858	252982.2128	1328929.632	16000000
5000	11718.36456	64366.66468	353553.3906	1941999.024	25000000
6000	14320.77019	81582.42784	464758.0015	2647628.977	36000000
7000	16967.10877	99684.45803	585662.0186	3440857.349	49000000
8000	19651.64842	118581.5119	715541.7528	4317705.113	64000000
9000	22370.03999	138202.2973	853814.9682	5274876.136	81000000
10000	25118.86432	158489.3192	1000000	6309573.445	100000000



13- Battles

13.1- Sample Back Story

The Rock hill has mines inside it. The mines produce radiating minerals that amplifies armies' abilities by a factor of 1000 rendering any battle a conclusive victory to the team that takes over the mines. For decades there has been a de facto reluctance to capture the Rock. The Nation of the Beasts governed by the Elves withdrew into the sky plateau after the dark age of the last Rock mine's dispute. The space pioneer retreated to the fire cave to lick their wounds. They are still sore time. No happened mines last rock mission arrived from the top of the and with of them, Rock yet forced the battle. does." The miners make the first move...



and weary from what happened last one remembers exactly what when they tried to control the Rock time. They just call it the "dark age of dispute". Things changes when a sent by the "Cave village*" dwellers after successfully opening a portal cave to the mountain valley right on ancient maze. Armed to the teeth, no cognition of what might become they prepare for a full assault on the mines. Weary of the consequences, into the race, the space pioneers and people of the beast prepare for "Either we take the Rock or no one

13.2- Adversaries and battle card

Objective: Take a critical point and hold. The first army was the [Halo](#) spartans team at a cost of 9934. The Second Army was the [Joker](#) squad plus some extra gundam units at a cost of 9300.

Budget			\$10,000			Who decided			Player2			Battle Log		
Objective			Hold strategic point for 5 turns			Who decided			player2					
Do the effective against rules apply?			No			Who decided			Player2					
Who reached the field first?			Player3			Who decided			Player3					
Who attacked first?			Player1			Who decided			Player1					
Do the fast play rules apply?			Yes			Who decided			Player3					
Strict budget			No			Date						1/1/2020		
Battle of:			the cliff			Location								
team	Groups	Group Cost	team	Groups	Group Cost	team	Groups	Group Cost	team	Groups	Group Cost	1		
	Left	\$700		Left	\$66		Left	\$50		Left	\$10,000	2		
	Spent	\$9,300		Spent	\$9,934		Spent	\$10,050		Spent	\$0	3		
Player1	Joker squad	9000	player2	Halo	9934	Player3	Pirates	6050	None			4		
Player1	ExtrasK	300	player2		0	Player3	eagles	4000	None			5		

Warlogic v15 battle sheet example

Variable	Value	Who decided	Variable	Value	Who decided
Name	SkyStation Takeover	Player N	House rules apply?	No	Player N
Date	12/18/2020	Player K	Vetran rules apply?	Yes	Player K
Theme	Mixed	Player N	Who attacked first?	Player N	Player N
Budget	\$6,500	Player K	Who athe rived fir	Player K	Player K
Strict budget	No	Player N	Effectiveness rules	No	Player N
Objective	Grab and hold/del	Player K	Fast play rules app	Yes to All	Player K
Hold time?	3	Player K	How to define weig	Multiply D10 x D2	Player N
Atmosphere and S	20	Player N	WarLogic Version	V15	Player K
Location	skyline	Player K	Time	Clear/Light	Player K
Limits of the field	Living room	Player N	Season	Summer/ClearSki	Player K
Mission details	Below	Player K	Minimum distance	50	Player K



Land on the space station. Hack the war room or diagnostics station computers (35!) to get access ID. ID gives you access to the stations rooms including 2 elevators, Bacta tank, Transporter bay, and the repair workshops. Get to the Bridge control it with or without the cooperation of the crew who have mental capacity of 30! and health of 5 each. You cannot transport into the space station from outside because there is a force field. You cannot hack from the outside because there is a distortion field. You cannot walk in because it is in the atmosphere. You need to hold the bridge for 3 full turns. Whoever holds the bridge can use an extra D20.

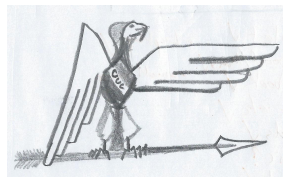
Player K		Player N		Player S		Player T	
Left	\$100	Left	-\$500	Left	\$6,500	Left	\$6,500
Spent	\$6,400	Spent	\$7,000	Spent	\$0	Spent	\$0
			0		0		0
Mandalorian strike	6400	ARC troopers	7000		0		0

13.3- Battle log



Cave city is a sea and space port with spaceship maintenance and portal technology. The village economy is based on trade, minig, fishing, agriculture, weapons smuggling, lodging, and vessel maintenance. Main products are wheat, vegetables, seaweed, fish, pearls, gems, fuel, cattel, and customer weapons and battle walkers. There are significant bounty hunting, smuggling, and loaning services too.

Troops from three adversaries
There was a magical tree in the middle of the field that whoever controls it. It has been heard that troops individuals in touch with it than others get +D4 in their protection it gives by providing elevation and cover.



reached middle ground in the valley.
gives magical offensive powers to
controlling the tree by having more
offenses. Tha is, in addition to the

While the battle was ensuing on the fields, the space pioneer army was attempting to throttle the "Cave village expedition" from gaining air superiority over the valley. Two starships and an imperial knight came face to face with deadly consequences. The three armies sent their best warriors to fight by the junkyard...

13.4- Sample skirmish

Note: this game was played in high gravity, so inches were used to interpret the Range@, and Circumference* properties.



The [British](#) and [Cossacks](#) are almost the same cost. The Brits are less but they are very well equipped compared to the Cossacks. Cossacks arrived first and chose the land, while Brits will start their attack first.

The objective is annihilation of the opposing team and keeping control of the sky plateau.



They roll 9, 8, and 3 killing one guy and severely injuring the other two.

The British go first. Commander orders the corporal with a bugle to move his team forward 6 inches and fire their muskets at the tree Cossacks in the middle to try to break their lines.



First the fire range of the rifles was verified and the three targets were within 10 inches range @.

A rifle's impact ! is 5, so for the three rolls, the outcome was:

$5 \times .9 = 4.5 \sim 5$, the first Cossacks health points is 5, he is dead.

$5 \times .8 = 4.0 \sim 4$, the second Cossacks health points is 5, he is injured with $5 - 4 = 1$ health point left. You can use dice to note that.

$5 \times .3 = 1.5 \sim 2$, the third Cossacks health points is 5, he is injured with $5 - 2 = 3$ health points left.

Cossacks don't defend for the following reasons:

- No medic is available to heal injured units.
- They can tell from the enemy's attack that the range was 10 inches and they know their flint locks have a 5 inch range, so it is not worth it to waste any ammo.
- Retreat is a very bad move since they can only win if they get nearer to the enemy depriving them from their long range rifle range.



On their turn, Cossacks move forward 6 inches bringing the Brits into their flintlocks' range and fire the 5 flintlocks that seem to be in range.

They target the bugle teams' 3 guys and roll 9, 8, 7, 4, and 3. flintlocks' range is verified and only the two guys in the middle (who happen to be the two injured guys) are in range. We consider the highest 2 dice and ignore the other 3.

The outcome was:

$5 \times .9 = 4.5 \approx 5$, the British corporal health points is 5, he is dead.

$5 \times .8 = 4.0 \approx 4$, the Other British private health point is 5, he is injured with $5 - 4 = 1$ health point left.



The two british soldiers defend themselves by firing back at the Cossacks that attacked them rolling a 9 and a 1. Similar to the impact calculations shown above they score an impact of 5 and 1 which will kill both Cossacks. The corporal cannot respond because he is dead.

13.5- Sample battle reports

13.5.1- Minotaurs vs Orcs



A battle between the [Orcs](#) and the [Minotaurs](#). The orcs have tried to take out the individual minotaurs by ganging up against them one by one while the minotaurs tried to weaken every orc a bit. Then the minotaurs' commander Tyr decided to attack the Uruk Hai orc commander to prevent them from launching these coordinated attacks. Once the orc commander died the Minotaurs picked on the orcs one by one but soon it was just Tyr alone fighting the orc gang. Tyr was able to win the battle because all the orcs were previously injured and it was easy to kill them all. The hill remains with the Minotaurs.

13.5.2- Shock troopers vs centaurs

This battle was a standoff between the ancient [Centaur](#) clan and [Shock](#) troopers who are the most likely to be the new guard of the sky plateau. The dragon castle and old ruins on the plateau provided coverage and attack superiority to whomever controls them. The ruins provided a +D6 while the three stages of the castle provided +D6, +D8, and +D12. The objective was to grab and hold the dragon castle for 3 consecutive turns to win the battle. The Centaurs arrived first to the plateau and set up in a cavalry line formation 20 inches away from the castle. The shock trooper arrived later and set

up 20 inches from the castle and 5 inches from the ruins. The troopers' strategy was to keep the distance and inflict as much damage as possible on the advancing cavalry, preventing it from control of the castle and from damaging too many troopers. Part of that was to relocate the suppression gun in the ruins and gain the +D6. The strategy was to close the gap as soon as possible using their speed (x2 trooper) and leave a uni or two behind to grab and hold the castle for 3 For a while it looked that the Centaurs had a chance to implement their since the troopers almost lost their only light missile attack due to a 1 that targeted the Centaurs commander. The Centaurs closed the gap quickly but to do so, their troops had to come close together to pass the between the cliff and the castle. The troopers saw and used an opportunity to launch all their thermal detonators at the commanders centaur clan. The commanders eventually died and the command was disabled and it was up to individual units to act. The centaurs clan archers too. One of the centaurs managed to take control of the castle rounds and defend it against a team of troopers. Alone, he managed to down a sergeant and a private. However, the counter for grab and hold As the rest of the troopers advanced cleaning up the rest of the remaining cavalry they managed to target and kill the centaur holding the castle and win the game by annihilating the whole clan and taking control of the castle.



taking strategy Centaur that of a rounds. attack on a D10 pretty corridor

of the hierarchy lost all its for 2 chop was reset.

Even though the centaurs were more expensive than the shock troopers there were three main issues with them that lead to their defeat. They lacked range weapons and depended mainly on melee. They lacked explosive weapons. They got crammed in the corridor with the two commanders and two archers too near to each other. The magic potions they had were designed very poorly and it didn't help much.