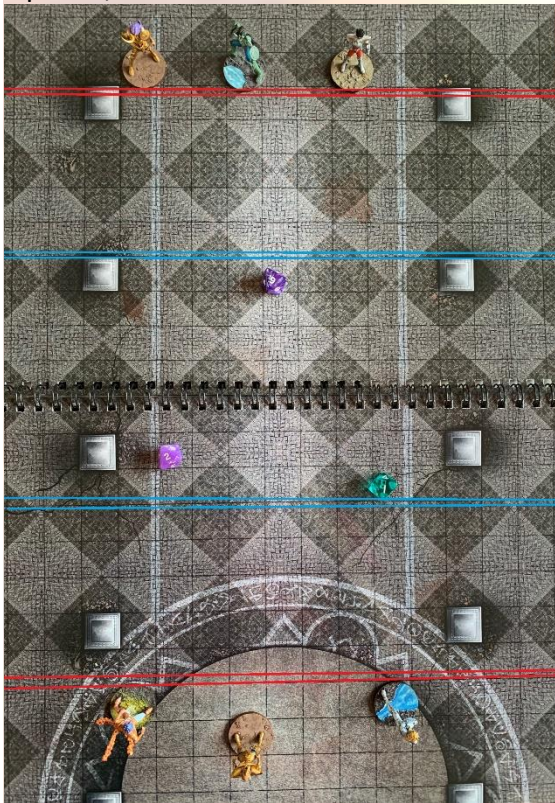




To start a game you will need...

1. Players compose their bands while staying within the points limit.
2. Players prepare their game board. Each player set 3 dices or markers, those markers must be in a central zone of 6 squares, indicated in blue.



3. Players deploy their bands. Roll a d6, the winner decides who deploys characters first. Player A picks a side of the board and deploys his characters in his deployment zone. Player B does the same in the opposite deployment zone. Alternative mode can be, alternative deployment, one miniature each time. Deployment zone is 3 squares from the edge of the Combat Book, indicated in red

Stats

Every miniature has 3 attributes: Attack (ATT); Armor (AR); and Speed (SPD).

ATT: number of dice used in combat.

AR: armor value.

SPD: determines the miniature movement.

Death: when Attack pool is reduced to 0. The miniature is removed as casualty.

How to play

Each Turn of play is made up of 2 different Phases: Maintenance and Action. All players complete all of their activity in each Phase before play moves on to the next Phase. When all players have moved their miniatures during the Action Phase, the Turn has ended, and the next Turn starts. A summary of actions in each Turn follows, with more details afterward:

1- Maintenance

- Gain 2 Cosmos

2- Action

- Activate your miniatures.

Maintenance Phase: At the beginning of each turn, players gain 2 Cosmos. This Cosmo points can be used later to use some especial traits.

Action Phase: Each player roll a dice and highest value begins the turn. The player who acts first chooses one of his miniatures and takes all of the actions he wants to with that miniature. When the player doesn't want to take any more actions with that one, or has no actions left, indicates that the miniature has finished acting. Now it is the next player's turn to act. That player now does the same with one of his miniatures. Play continues this way until all miniatures have finished their actions. The Action Phase is then over and a new Turn begins, The easiest way to remember a miniature has activated is to turn towards player.

Player can delay to activate one miniature each turn, this miniature will be the last one to activate for each player.

The game ends after 10 turns, the player with more points at the end of the game will win.

Activation

Each activated character can make 1 action and then 1 movement, or 1 movement and then 1 action.

When a character is activated, he is neither required to move, nor required to take an action. On the other hand, he cannot interrupt his movement to take an action, and then resume his movement.

Actions

MOVE

A miniature can move a number of squares up to its Speed x2 (move 2, can move 4 squares). Each square a miniature moves into must be a legal square. A miniature cannot move through squares occupied by enemy miniatures. The number of squares a miniature occupies form its space.



Whenever a large miniature enters a square, each of the squares in its space enters a square, and all the squares in its space must be legal. A miniature can never end its movement in a square containing

another miniature whether enemy or allied (not even using special movement).

Every enemy unit has a control zone. This is the squares next to the miniature.



Leaving one of these squares from control zone of an enemy you will receive an attack of opportunity with 1 dice. Enemy rolls that dice. If you move from one square to next, you still receive the opportunity attack.

When a miniature is pushed it goes in opposite direction of attacker, if during this movement the miniature "hits" another miniature or obstacle, receives 1 point of damage, and stop against obstacle or miniature.

Attack

Melee Attacks

All miniatures can make melee attacks. The target must be adjacent and not on the other side of a wall. The miniature uses the ATT value.

A surrounded unit receives a penalty of 1 dice, if the enemies stand near him in two opposite squares (one in front, one in back).

Outnumbered is applied when a miniature fights with 3 enemies alone, losing 1 ATT dice.



In this situation Gold warrior is surrounded and outnumbered

Ranged Attacks

A miniature can make a ranged attack if it uses ranged weapons. The miniature uses the ATT value. The target must be within LOS, and range. A miniature cannot make a ranged attack if it is adjacent to an enemy miniature. For every 6 squares the ATT value is reduced by 1. If the target has cover ATT value is reduced by 1.

If the miniature has moved the ATT value is reduced by 1.

If a miniature is attacked by range attacks and has no range weapons, ignore the 4-6 on a d6, he cannot cause damage.

Line of Sight and Cover

To determine if an attacking miniature (or any other source) has line of sight (LOS) to a target, draw a straight line from 1 corner of any square in its space to any corner of at least 1 square in the target miniature's space. If that line does not cross a wall, or a square occupied by another enemy miniature or an obstacle, the attacking miniature has LOS. Allied miniatures and tokens or markers on the battlefield do not block LOS.

Otherwise, the enemy has cover from the attack. A miniature in an obstacle square has cover against ranged attacks even if you can draw LOS to it.

Cover value only is applied once.



In this case there is cover.

How to damage

Roll your current attack pool value (ATT) while the defender simultaneously rolls his ATT value.

The result of rolls are compared.

- 1: Stops one point of damage and win 1 Cosmo.
- 2: Stops one point of damage
- 3: Gain 1 Cosmo.
- 4: One point of damage
- 5: One point of damage
- 6: Two points of damage and gain 1 Cosmo.

A wounded miniature immediately removes a number to its stats equal to the number of wounds taken.

First remove the Armor value, when armor value is reduced to 0, reduce the Attack value and Speed value.

Some special rules make that only the attacking player rolls dice, this is indicated as no counterattack allowed.

Example of combat.

A miniature A with 3 ATT attacks a miniature B with 2ATT. Each player rolls their ATT value, miniature A 2,3,4. Stopping one point of damage, and dealing 1 point of damage, Miniature B 1, 6. Stops one point of damage and deals 2 points of damage.

The miniature A suffers 1 point of damage (it only stops 1 of the 2 point of damaged suffered), and gains 1 Cosmo.

Miniature B stops the point of damaged dealt by A.

No counterattack: the enemy don't roll dice for this attack.

Special rules

Re-rolling dice: You may choose which dice to re-roll; only the final result counts. Unless stated otherwise, re-rolls only apply to your own dice. If both players have re-rolls, they must be made simultaneously.

Range attack ability: Only 1/4 of the band can have range attacks. (rounded up)

- Short (4): range 6.
- Long (8): range 10.

Cosmo: Using Cosmo points can activate abilities; each ability has a cost indicated in brackets.

Abilities

- (1) Attack Re-Rolls: Re-roll one attack dice.
- (2) Step: Moves ignoring enemy control zones.
- (1) Reckless Rush: get one damage point and add 2 dice to attack roll.
- (2) Push attack: After the attack the enemy is pushed 2 squares away.
- (2) Light feet: doesn't attack this turn and moves 3 additional squares.
- (3) Smoke cover: unit hides for one turn and appears next turn up to SPD value. (leave a dice or any marker to remember the position)
- (2) Cautious: moves 1 square when taking damage. Ignore control zones.
- (2) Hawk eye: Ignore obstacles on ranged attacks.

- (3) Viper attack: 1 dice strike within 2 squares, with no counterattack by opponent.

- (3) Perfect defense: each enemy entering control zone, get 1 dice attack with no counterattack.

- (2) Warrior wall: if another ally is standing near, each miniature get 1 ATT dice.

- (1) Holy man: when the miniature is removed this turn, owner gets 4 Cosmo.

- (3) Healing: Heals 1 ATT and SPD.

-(4) Swift shooter: Makes two range attacks with a 6 squares range.

- (2) Whirl: Strike and move behind the target's back regardless of the result.

- (2) Right in the feet: target after suffering a damage point, gets a - 2 SPD during 1 turn.

- (1) Reckless: Each enemy death made by this miniature this turn gives you 3 Cosmo.

-(3) Gift attack: Each enemy death recovers your 1 ATT and 1 SPD.

-(2) Steady aim: gets 1 ATT on ranged attacks.

-(2) Sacrifice: rolls 4 additional ATT dices and die.

-(3) Area damage: select one square to attack, the attack affects all squares adjacent to that one. The main square damages with all dices, the adjacent with one less dice. The area damage don't affect to attacker, but damages friendly miniatures.

- (3) Chain attack: a strike with a range of 3 squares, if causes damage, moves the target to the miniature.

-(3) whirlwind: pushes all adjacent miniatures 1 square.

- (1) Jump back: after attack, move the miniature 2 squares back, stopping with obstacles if any, with no damage.

- (2) Poison attack: if the target receives a damage point on next maintenance fase receives one additional damage.

- (4) Paralyze: if the attack causes damage, the objective cannot move or attack till next maintenance fase.

- (1) Reckless rush: the miniature gets 1 damage, and can roll this attack with 2 additional ATT.

- (1) Jump back: attacks with 1 dice with no counterattack. Later jumps 1 square in opposite direction from target.

Terrain

Difficult Terrain: Rubble, shallow water, rocks, etc. Entering a square of difficult terrain costs 1 extra square of movement. If a miniature occupies multiple squares, its whole space is considered to enter difficult terrain simultaneously (it pays 1 extra square for each square it moves, not for each square its space enters).

Walls: Miniatures cannot enter or move through walls, or draw LOS through them.

Create band

Each miniature has a point cost, and the bracket on Special rules section indicates the point cost, abilities cannot be repeated.

Small battle 30p

Medium 50p

Big battle 70 points

It is not allowed to have more than 12 miniatures.

Example:

Soldier (16) + reckless (1) + Sacrifice (2) = 19 points

Expert (20) + range (8) + Swift shooter (4)+ area damage (3) = 35 points

Winning the game

At the end of turn 10 the game ends.

The player that eliminated more point cost from adversary wins 5 victory points.

When miniature ends a turn inside a square with a dice/marker roll 1d6:

1-2: The miniature wins during next turn +1 ATT. And wins a victory point.

3-4: The miniature restores 1 ATT and wins a victory point.

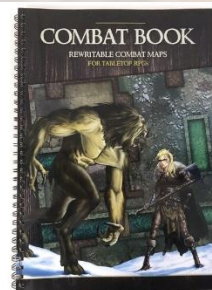
5-6: The miniature restore 1 AR and wins a victory point.

Each time you destroy an adversary miniature add the miniature cost to your total.

At the end of the turn, you have a miniature in the adversary deployment zone, add one point.

Players can use

<https://www.pworkwargames.com/en/rp-g-board-games/140-combat-book-rewritable-combat-maps-for-tabletop-rpgs.html>



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Constellation warrior army builder

NAME	ATT	SPD	AR	Point Cost	Abilities allowed
Novice 2	2	4	1	8	1
Soldier 2	3	3	2	16	2
Expert 2	4	3	3	20	3
Heroe 2	5	3	3	30	4

NAME	ATT	SPD	AR	Point Cost	Abilities allowed	Range weapon

LA VENGANZA DE HORUS

UNO DEI GRANDI POTERANI



I LORDI DEL SOTTERRANEO
LA VENDETTA DI
HORUS