

For Reign or Ruin

v1.1

Units

- For each hit by shooting or combat: +1 stress (p. 37/39)
- If within 4 cm of routing friend: +1 stress (p. 45)
- f within 8 cm of destroyed friend: +1 stress (p. 19)
- Open - Close form. interpenetration: both +1 stress (p. 27)
- Close - Close form. interpenetration: both +1 stress (p. 27)
- Interpenetrated by router/enemy: +1 stress (p. 27)
- If 'making way' for a unit: +1 stress (p. 30)
- Change state while in combat: +1 stress (p. 10)
- Open form. moving in dense terrain: min. 1 stress (p. 34)
- Close form. mov. in broken/dense ter. min. 1/2 stress (p. 34)
- During redistribution trough transfer: +/- stress (p. 43)
- Reform order. no new stress or attacked: -2 stress (p. 44)
- Ordered to Rout by superior: +1 stress (p. 45)
- When failing a magic spell: +1 stress (p. 66)
- Subject to certain magic spells. (p. 66)

Turn sequence

1. Movement phase (p. 25)
 2. Ranged combat phase (p. 36)
 3. Close combat phase (p. 39)
 4. Morale phase (p. 43)
 - a. Stress redistribution (p. 43)
 - b. Reform (p. 44)
 - c. Moral check (p. 44)
 5. Command phase (p. 46)
 - a. Spotting (p. 46)
 - b. Orders (p. 46)
- if Stress > Endurance then Element is destroyed. (p. 19)

Stress:

Individuals

- For each hit by shooting or combat: +1 stress (p. 38/42)
- Change state while in combat: +1 stress (p. 10)
- When in a destroyed unit: stress > unit end. (p. 19)
- If within 4 cm of routing friend: +1 stress (p. 45)
- If within 8 cm of destroyed friend: +1 stress (p. 19)
- During redistribution trough transfer: +/- stress (p. 43)
- Reforming 1 Act. (max. 1/turn): -1 stress (p. 44)
- Ordered to Rout by superior: +1 stress (p. 45)
- When failing a magic spell: +1 stress (p. 66)
- Subject to certain magic spells. (p. 66)

Movement phase

- (p. 25)
- ### Commanders and Heroes
- Double movement: all Act. (p. 27)
- Leading Group (0 cm): 1 Act. (p. 31)
- Change primary enemy (4 cm): 1 Act. (p. 30)
- ### Evading
- (p. 32)
- Evasion distance: Mov. - d10 cm. Turn away from enemy
- ### Make way
- (p. 30)
- Move: 2 cm + 1 stress, unless:
- In close combat
 - Breaking up Group
 - Unable to move
 - Forced into enemy contact
- ### Contact
- (p. 32)
- Maximize edge contact. (p. 32)
- Get own Order on contact (p. 32)
- ### Change state
- (p. 9)
- Change stat line at beginning or end of element's movement. - half move.

Primary enemy

- (p. 30)
1. Target indicated by leader within 4 cm (1 Act.)
 2. The nearest enemy unit.
 3. Nearest enemy indiv. not in a unit.

Interpenetration

- (p. 27)
- Skirmish form. vs. any form.: no penalty.
 - Open form. vs. Open form: no penalty.
 - Open form. vs. Close form.: 1 stress.
 - Close form. vs. Close form.: 1 stress.
 - Individuals vs. any from.: no penalty.

Terrain

- (p. 34)
- #### Broken terrain
- Skirmish and Indiv.: no effect.
Open form. half speed.
Close from. half speed and min. 1 stress.
- #### Dense terrain
- Skirmish form. and Indiv.: no effect.
Open form. half speed and min. 1 stress.
Close from. half speed and min. 2 stress.
- #### Impassable terrain:
- No entry.
- #### Roads:
- All from. 50% extra speed.

Orders:

- (p.28)
- #### Elements:
- Attack order:** Move full speed to primary enemy unit. Will interpenetrate.
- Defend order:** Move no more than one movement distance from position/object. May enter close combat.
- Harass order:** Move full speed to primary enemy until in weapon's/charge range. May move within weapon's/charge range. Evade out of close combat. Will evade.
- Move order:** Move at least half speed along path or towards position. Avoid enemy contact. Evade out of close combat. Will evade.
- March order:** Move double speed along path or towards position. Avoid enemy contact. Evade out of close combat. Do not enter difficult terrain.
- Reform order:** Do not move but may Rotate.
- Halt order:** Do not move but may Rotate. In close combat no movement.
- Retreat order:** Move full speed away from nearest visible enemy. May face enemy. Move out of close combat. Will interpenetrate.
- Rout order:** Move double speed away from nearest enemy and towards safe position/table edge avoiding obstacles. Straight line movement only (no manoeuvres necessary). Is destroyed if

Ranged combat phase

- (p. 36)
- Conditions: in range, in arc, line-of-sight or visible (indirect fire).
Roll number of d10 equal to Sht.
+1 stress if d10 > target Def.
- ### Target modifiers
- (p. 37)
- Soft cover: Def. +1/max: 5 Indirect fire: Def. +1
Hard cover: Def. + 2/max:6 In rear: Sht. x 2
Fortification: Def +3/ max:7

Priority target

- (p. 37)
1. Newly contacted enemy in close combat.
 2. Target indicated by leader within 4 cm (1 Act.).
 3. Nearest enemy unit able to charge.
 4. Nearest enemy unit shooting at them.
 5. The nearest enemy unit.
 6. Nearest enemy indiv. not in a unit.

Orders:

- (p. 38)
- #### Elements:
- Attack, Defend, Harass, Move:** Ranged attack.
- March, Reform, Halt, Retreat, Rout:** No ranged attack.
- ### Individuals
- (p. 38)
- Roll 1 d10 on all individuals within 4 cm of target.

Close combat

- (p. 39)
- Roll number of d10 equal to Att.+Imp.x tact.mods.
+1 confusion if d10 > target Def.
- ### Tactical modifiers
- (p. 40)
- Reduced contact: max: attacks -1
 - Limited contact: max: ½ x attacks.
 - Attack to Flank or Rear: max: ½ x attacks.
 - Attacking flank: 2 x attacks.
 - Attacking rear: 3 x attacks.

Primed attacks

- (p. 36)
- If new contact using forward move, to front, 2 or less stress, and Attack or Defend orders (own or led): use Imp. and Rch. Else Imp.=0/Rch.=0.

Terrain modifiers

- (p. 42)
- Defending obstacle: no impetus.
 - Defending soft defenses: Def. +1/max 5.
 - Defending hard defenses: Def. +2/max. 6.
 - Defending fortification: Def. +3/max. 7.

Orders:

- (p. 40)
- #### Elements:
- Attack, Defend:** Will fight and primed attack.
- Harass, Move, March, Reform, Halt, Retreat:** Will fight but no primed attack.
- Rout order:** Will not fight
- ### Multiple opponents
- (p. 40)
- Distrib. Att. proportionally over: front then flanks and rear.
Distribute Imp. over front.

Morale phase

- (p. 43)
- ### Stress redistribution
- (p. 43)
- Min. 1 each within 4 cm. Start with highest confusion.
- ### Transfer rules
- (p. 44)
- Normal: cannot transfer if stress lower than target.
 - Superior: will not accept from non-superior.
 - Inferior: cannot transfer to non-inferior.
 - Indifferent: no transfer from or to other.
 - Mindless: cannot transfer at all.

Reform

- (p. 44)
- Reform order, -2 stress unless attacked or gained stress
Commander/hero reform: -1 stress (1 only) 1 Act.

Morale

- (p. 44)
- Element morale check:** If stress increased this turn.
• roll # d10 equal to stress, If d10 > Mor., shift order one right.
- Element rout check:** If ordered by superior or hero within 16 cm (1 Act).
• roll # d10 equal to stress. If no d10 > Mor., change order to Halt

Order changes

- (p. 44)
- Attack → Halt → Retreat → Rout
Defend → Halt → Retreat → Rout
Harass → Retreat → Rout
Move → Retreat → Rout
March → Rout
Reform → Rout
- When routed: +1 stress to troops within 4 cm and attached leader (within 0 cm).

Command phase

- (p. 46)
- commanders only:
- Spotting 2 Act: roll d10 > dist./10 to spot (p. 46)
 - Issue order 1 Act.: own command within 16 cm. (p. 46)
- ### Allowed orders
- (p. 47)
- 1 order per element. (p. 46)
- order types limited to commander order. (p. 47)
- C-in-C and Heroes choose own order.

Orders:

- (p. 49)
- #### Commanders:
- Attack order:** Move troops closer to appointed enemy or objective and engage (attack, shoot, etc.).
- Defend order:** Move troops closer to position/object. Attack any threatening enemy.
- Harass order:** Move troops closer to appointed enemy until in weapon's/charge range. Avoid close combat.
- Move order:** Move troops along path or towards appointed position. Avoid enemy contact.
- March order:** Move troops as quickly as possible in marching column, along path or towards position. Avoid enemy contact.
- Reform order:** Rest and reform troops in safe position.
- Halt order:** Stay in position. Do not initiate close combat.
- Retreat order:** Move troops away from enemy towards safe position.
- Rout order:** Move troops as quickly as possible from battlefield. Only issue Rout orders.

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Game steps

1. Reset the Action point markers for each element (commanders, heroes, etc.).

Movement phase

2. Both players move the elements in the order given by the initiative according to what is allowed by their order counter. Movement Magic and General Magic is done at initiative *instead of* moving.
 - a. Look for next lowest initiative of element/ group.
 - b. Determine relevant actions of commanders and heroes leading (within 0 cm).
 - c. Determine if this movement can be delayed.
 - d. In case of multiple stat lines, consider state.
 - e. Determine primary enemy for movement if the order requires it or change primary enemy by commander or hero (within 4 cm).
 - f. Move the element/group using the appropriate manoeuvres.
 - g. When moving through difficult terrain modify the speed as long as the element is in the terrain and add the appropriate stress.
 - h. Add the appropriate stress for changing state in combat, difficult terrain, interpenetration, or making way.
 - i. When contacting enemy, immediately drop both elements out of their groups and get own order counter. Finish movement.
 - j. Resolve all effects on contact (fear, etc.) and add appropriate stress.
 - k. Remove destroyed elements and add stress to friendly elements as appropriate.Do not forget to move order counters and any stress counters with the element.

Ranged combat phase

3. Ranged or General Magic is performed on casters initiative, except magic ranged attacks.
4. Both players do ranged combat with all elements capable of doing so. The order of working out ranged combat is not important as this is assumed to be simultaneous.
 - a. Determine the priority enemy or change priority enemy by commander or hero (within 4 cm).
 - b. Determine any cover, or if the shot is to the rear or indirect.
 - c. Work out ranged combat and add the appropriate stress
 - e. Remove destroyed elements and add stress to friendly elements as appropriate.
5. For any non-targeted individuals (incl. commanders and heroes) within 4 cm of a ranged target, roll 1 attack on individual.

Close combat

6. Both players do Combat and General magic at reach and/or initiative if relevant.
7. Both players do close combat with all elements in base-to-base contact with an enemy. Unless Reach can be used all combat is simultaneous, so outcome does not influence other elements this combat.
 - a. Determine if you can use reach and impetus on an enemy (primed attack and defences)
 - b. Determine the number of attack dice you roll for each element in contact. Take into account Att., Imp. and the tactical situation (flank, rear, partial contact, defences, etc.).
 - c. Treat each opponent as a separate combat, with use of Imp. Reach and loss of Imp. for that opponent alone.
 - d. If your reach is greater, you roll first and do damage before your opponent strikes back.
 - e. Roll attacks and add stress as appropriate.
 - f. Remove destroyed elements and add stress to friendly elements as appropriate.
8. For any non-fighting individuals (incl. commanders and heroes) attached to an element in combat, roll 1 attack on individual.

Morale phase

9. Both players do Morale or General magic at initiative during the relevant action.
10. Both players redistribute stress
 - a. Start with the elements with the highest stress
 - b. Move stress as necessary (one stress to neighbouring units, etc.) or as desired within the rules for both distributing and receiving elements.
11. Both players remove two stress from reforming or one stress from regenerating elements and elements spending one Act.
12. Both players check instable elements
13. Both players check for morale.
 - a. Do a stress check for all elements with more stress than last turn's Morale phase.
 - b. Change the orders if morale failed. (Automatons fail automatically and go to Halt / Berserkers go to Attack unless Routed)
 - c. Do any rally checks issued by commanders or heroes (within 16 cm).
 - d. If elements were routed, add stress to friendly elements as appropriate

Order phase

14. Both players do Command and General magic at initiative during the relevant action.
15. Both players try spotting Brigade markers if desired.
16. Both players issue new orders/confirm orders (commanders only).
 - a. Check to see if the element can be issued orders (own subcommand, within range (16 cm), not routing, remaining actions etc.).
 - b. Draw new order counter and return previous one to its container, or confirm order of Mindless or Unwilling troops.
17. Both players change order on elements with moral attributes (Mindless, Unwilling) that were not confirmed.

End of Turn