

Blasted Planets Skirmish

Version 100

Copyright Lance Runolfsson 1995-2006

General Rule #1

All die rolls not otherwise specified are performed with a D10. A modified score of 5 or higher is always a success at the activity attempted, less than 5 a failure. Exception: an unmodified 1 is always failure of the attempted roll. An unmodified 10 is always Success of the attempted roll. All rounding of multipliers is down.

General Rule #2

Race, Brainpower, Conditional and Chosen Specials are collectively known as Special Attributes. Special Attributes supercede other apparently absolute rules.

PHASING

Phasing for a normal turn is as follows. Super initiative supercedes this phasing.

- 1] Initiative
- 2] **Move:** Side with initiative moves (Opportunity Attacks by non-phasing player)
- 3] **MOVE:** Side with out initiative moves (Opportunity Attacks by non-phasing player)
- 4] **Specials Activation Interphase** Smoke, Gas, Fog, Cloaking
- 5] **Stationary Attack/Fire:** All Models that have not moved in the current turn and are eligible to attack may attack.
- 7] **Morale 1:** All Models in a condition owing a Morale Check, Check Moral
- 8] **Moving Attack/Fire:** All Models that have not yet attacked and are eligible to do so may now attack.
- 9] **Morale 2:** All Models in a condition Owing a Morale Check, Check Moral, except those which would only check morale because of having a moral marker.

INITIATIVE/Super Initiative

One player from each side Rolls one d10 adding +2 for each previous initiative phase that his side has not gotten the initiative since the last turn that his side has gotten the initiative. That player's side, with the highest score, now has the initiative and must move first unless the player chooses to dice for super initiative. To do so the player rolls his die one more time if he is successful (5 or better) he now makes one of the following choices.

- 1] Normal turn, move second
- 2] **MAD MINUTE:** a turn is played with no movement phases there is a single stationary attack phase in which all are considered stationary. Other phases are as normal.
- 3] **RUSH:** A turn is played with no attack phases and no OP fire (Player with initiative may decide whether to move first or second.) Other phases are as normal.

4] **HEAT OF BATTLE:** A turn is played with no Morale phases. Other phases are as normal.

5] **HURRY UP AND WAIT:** A turn is counted as Passed with no activity occurring.

6] **SENSLESS SLAUGHTER:** A normal turn is played with all Models on both sides behaving as mindless, except one model chosen by the friendly player from each unit. The Player with initiative may decide whether to move first or second.

7] **WIDE SPREAD PANIC:** A turn is played with only a morale phase and all Models on both sides including those not normally subject to morale test for morale.

8] Normal turn move first.

If a player fails a check for Super Initiative he loses initiative and the opposing player decides whether he wants to move first or second in a normal turn.

COMMAND CONTROL

Command Control is checked for at the beginning of the friendly movement phase and the beginning of each fire and morale phase. Any Model that is further away from its "Unit Leader" Than the Command Radius of its unit type at the beginning of any friendly phase or morale phase. (See Unit types In creating an Army) suffers the following penalties.

1] May not move faster than half speed unless moving in a straight line toward its unit leader.

2] has a -1 penalty to its attack dice

3] has a -1 penalty to its Morale dice

Unit Leaders

Each player at the beginning of the game designates a unit leader, for each unit. If a unit leader is destroyed or has a morale marker the friendly player may instantly designate any other member of the unit as the new leader.

MOVEMENT

In the friendly movement phase all Friendly models that

1] Are not in contact with a hostile Model

2] Have not Runaway

3] Are not out of command control see Command Control

4] Do not have Morale Markers see morale.

may move up to their maximum movement rate. Subject to the following restrictions.

Ground Speed Limit

No model which is not Teleported a jumper or hoverer or flyer may make single move greater than 18" in distance. Other Specials specifying "Breaks Speed Limit" are immune.

Jumping

Models that Jump instead of normal move may do so over any and all terrain and models hostile or friendly. All Jumps are in a straight line. See Jump special.

Terrain Movement Effects

Clear/Road/Ford	No effect on movement.
Rocks and Trees or Pools Bushes	No movement through
In Rough or Mires	Double Movement Cost (hills may also be rough)
Cliffs	No Movement Up Or Down
Stream	Roll 1 d10 on entering or moving along and in. 1-3 Swamped Model must halt movement 3-5 Floundering continue at half normal move 6-10 Crosses with out incident
Hostile Models	No Movement through

RUN AWAY

At any time that a hostile model makes contact with a model that model may be elected by the owning player to RUN AWAY. The model is then immediately moved its full movement or jump, toward the friendly table edge or any flank edge. ALL TYPES MAY RUN AWAY. All models (Except Machines) that Run Away make an immediate Morale Check they can not be moved further as a result of this check but can get a morale marker. After the contactee has run away the contactor may complete any remaining balance of its move. A model may only runaway once per turn and may not move subsequently in the same turn, activate any special nor teleport. It may fire in the moving fire phase.

COMBAT

:There are two attack phases in each turn: The Stationary attack phase in which only models that did not move or models having a special ability allowing them to do so, may attack. Followed by the moving attack phase in which all models that have not yet attacked and are not prevented from doing so by another restriction may attack.

In any Attack Phase in which a Model is eligible to attack it may attack subject to the following restrictions. If modifications to number of dice thrown results in having multiple models with fractional dice, they may join together to make a single attack eg two half dice = one full. All attack dice are used against the same target unless the attacker is multi targeting or in contact with multiple hostiles. All Attacks against a given target in a given Attack phase must be declared before any attacks on that particular target are resolved.

The Player who moved first that turn begins each attack phase by selecting a target and executing all attacks against that target for that phase. The player who moved second then selects a target and executes all attacks against it. The two players then alternate selecting targets and making attacks; Noting damage and models that have already attacked as they go. No effects are applied until the end of the phase. All combat for a given phase must be completed before ANY models are removed. Effects of the Stationary attack phase are applied at the end of the stationary attack phase. Effects of the moving attack phase are applied at the end of the moving attack phase.

Each die thrown, which scores a modified 5 or better, inflicts a Hit. Once the total number of Hits against a model has been determined, the target model throws its saving dice. Each modified saving die scoring 5 or better negates the effect of one hit scored. Any natural 10 is a hit or save. Any natural 1 is a failure to hit or save.

Terms

The terms "Fire" and "Ranged attacks" are synonymous describing all combat between models that are not physically touching each other.

"Close attacks" and "Melee" describe all combat between models that are touching each other. Not to be confused with attacks at close range eg 10" -.

"Multiple hit absorption"

Any model purchased with more than one "Hit" has multiple hit absorption.

Obligatory Targets

Some special attributes require that a model attack certain targets these requirements must be obeyed first. Otherwise a model may attack any valid target.

OP FIRE

A Model may make a ranged attack on any hostile that begins or spends part of ANY MOVEMENT in a condition where it is a legal target of a hostile and ends its move in a condition where it is a worse target for that particular hostile. Unless the only thing preventing the attack is the intervention of a model belonging to the player who wishes to Op fire. The attack is adjudicated at any point in the targets movement chosen by the attacker. Effects are applied immediately and the op firer may not fire again in the same turn (see Jumpers)

Jumpers and Op Fire

Any Jumper may be OP fired at by any model which is other wise eligible to Op fire with a line of sight to any portion of the Jump path. The jump path is considered to be one elevation higher than the highest obstacle cleared in the jump.

FIRE THROUGH GAPS

No fire may occur through a gap of less than 1" between either two friendly models or pieces of terrain or a combination thereof.

DIE MODIFIERS

The maximum number of positive modifiers that can be applied to any single attack is +2. There is no limit to the number of negative modifiers that can be applied.

MULTIPLYING EFFECTS ON DICE

No combination of multipliers may ever cause attack dice to exceed 2x their original base. Nor fall below one quarter, of their original base. It is possible for a model to have no shot at hitting.

Morale Effects On Dice

Models that are pinned or routed execute all attacks at -2 to each die.

FIRE AT MODELS IN CONTACT

When two or more hostile models are in contact. Fire against any of those models is divided evenly amongst all of the models in contact with the model targeted. Odd dice go against the initial model targeted.

Close Attacks

A model may have its attack dice divided in any way between all hostile models that are in contact with it at the owning player's discretion.

Attacking through Models

Attacking through friendly models is prohibited unless

- A] A special attribute of the firer or the model to be fired through allows it.
- B] The firer is touching the model it wishes to fire through

Attacking through hostile models is always allowed unless the model to be attacked through has a special preventing fire through it.

Plunging Fire

Any model on a base 1 ½" or larger may fire over friendlies on bases that are smaller than it's own by at least ½".

Contours

In order to have a line of sight line of fire from a higher contour level to a lower level the model must be touching the contour edge,*

A model which is on a lower contour level which is touching the contour edge has line of sight line of fire for the level it touches the down slope edge of and vice versa. Ranged attacks through the upslope edge of the contour at that model are -1 to hit. Both up and down hill if the target is touching the contour edge and the models are not in contact with each other. If they are in contact the -1 applies only to the uphill target.

*Always place a model that is supposed to be touching an uphill contour edge so that it slightly hangs over to avoid ambiguity.

Elevation

If attacker and target are on different elevations it may be possible to see and fire over units and terrain features

If the attacker is at a higher elevation then the distance between the target and the edge of the obstruction furthest from the attacker must be at least equal to half the distance from the attacker to the same edge.

If the attacker is at a lower elevation then the distance between the target and the edge of the obstruction closest to the attacker must be at least equal to half the distance from the attacker to the same edge.

If both attacker and target are on higher elevations than the obstruction is on fire may occur.

Elevation Table

Rocks	1 high	No Attack through a rock from same level to same level if the rock is at the same level.
Trees	3 High	All Attacks through trees are at half dice unless the Attacker is touching the tree attacked through. A Tree may be targeted a Tree has 2 hits and 2 Saves. Close Attacks May be made against trees but not through trees.
Wall	1 High	All Attack through walls that are at the same level as target and attacker is at half dice if the target is touching the wall unless the Attacker is touching the wall. A wall may be targeted a wall has 2 hits and 2 Saves.
Bushes	1 High	As trees for trees
Hills	Each Contour 1High	Must be on a contour edge to fire down or be fired upon.
Streams	0 high	Double dice at targets in streams if the shooter is not in a stream Half dice attacking out of a stream.

EFFECTS OF HITS

Models that do not have multiple hit absorption (more than 1 absorbable Hit) are destroyed if they fail to save any hit. Models with two absorbable hits permanently lose half their Combat and Save dice when they lose their first hit. When they lose the second they are destroyed.

Models more than 2 absorbable hits permanently lose one saving and attack die each and one Absorbable Hit for each unsaved hit.

Critical Hits

If any of the hits saved or not, scored against a model with multiple more than 2 absorbable hits are with an unmodified score of 10. Then there is a possibility of a critical hit being scored.

Roll a D6

1- 2 The model may not move in its following movement phase other than to be teleported.

3-4 Model may not make any attacks in the following turn

5-6 No effect.

A model may not suffer multiple critical hits from the same attack.

MORALE

Morale is checked once all combat has been completed each turn. No unit or model checks morale more than once each turn.

Optional Rule

Check morale at the end of each combat phase.

Morale Grades

All Models must be assigned a morale grade before play commences.

Fearless (double cost)

Fearless never checks morale. Fearless may never "Runaway" unless it is a Machine.

Average

Average checks Morale whenever a member of it's unit takes a hit. After 50% or more rounded down, of the units absorbable hits have been destroyed

Cowardly (Halves Cost)

Cowardly checks morale whenever a member of its unit is attacked. Or any enemy is within 6" of a unit member. After 30% or more rounded down, of the units absorbable hits have been destroyed

Checking Unit Morale

When a unit must check morale roll a die with a number sides equal to or less than the original number of models in the unit. No Modifiers are applied to this roll.

Example: A unit that had 6 original models would throw a D6 or lower. A unit that had 9 original models would throw a D8 or lower.

If the score on that die is less than the number of models remaining in the unit then the Unit has passed it's morale check. If the number scored is greater then the unit has failed its morale check.

If a unit fails it's morale check then morale must be checked for individual Models within the unit.

Checking Individual Unit Member Morale

One d6 is rolled for each member of a unit that has failed morale, or any model that begins a morale phase pinned or routed. Any modifiers applicable because of race or type are applied as well as a -1 to any model outside of command control. + 1 to unit leaders or any touching them.

Score	Result
2 or less,	Model is Routed and immediately moves at full speed in a straight line toward the friendly edge of the table or any flank edge if that is closer. Deviating only to avoid touching enemy models and impassible terrain. If the model s movement would carry it off the table it is then removed from play. Stationary models that route are destroyed.
3-8	Model is Pinned and may not move until it rallies.
9+	Model is unaffected by morale or rallied if Routed or Pinned

Rallying

A model that rallies is unaffected by morale until it is forced to check morale again.

A model that begins the moral phase Routed may continue to Route, Become Pinned or rally depending on the result on the above table.

A model that begins the moral phase Pinned may continue to be pinned, Route or rally depending on the result on the above table.

Checking Individual Character Morale

As individual characters are not members of units they substitute unit morale checks for the following

Fearless: Never checks Morale

Average: Checks morale as if a unit member whenever it has been attacked with dice greater in number than its saving dice.

Cowardly: Checks morale as a unit member whenever it has been attacked or has any enemy within 6" of it.

Victory Conditions

Select one of the following victory conditions either randomly or by agreement, before play begins.

Battle of Position

Divide the table into four equal quadrants two on each player's friendly side. Play for 8 complete turns. At the conclusion of 8 (or another agreed upon number) of turns tally the number of army points each side has in each quadrant. The side with the most points in a given quadrant controls that quadrant the side that controls the most quadrants wins.

Objectives

Before play commences each player rolls a die. That player who rolls highest must place two 1" diameter objective markers anywhere on the table no closer than 12" to any table edge or another objective or in a pool or a island in a pool. The other player then places two objective markers following the same rules. At the conclusion of 8 (or another agreed upon number) of turns. The side with models on the most objective markers wins

Sudden Death

If at the end of any turn 50% or more of either army by model count has been destroyed. That army has lost.