

Allesfezs Ekarschubi

Welcome to Allesfezs Ekarschubi, a tabletop wargaming system that transcends eras and scales, offering an immersive experience in strategic combat. Developed with a vision to encompass a breadth of warfare, from ancient battles to futuristic conflicts, this game attempts to bring together diverse units, skills, and tactics for players to explore.

Embracing All Eras of Combat

Allesfezs Ekarschubi is designed to encapsulate the essence of warfare, allowing players to engage in battles across various historical periods and speculative future scenarios. Whether its ancient sword clashes or high-tech skirmishes, this game adapts to all eras, providing a comprehensive gaming experience. Due to the vary nature of this system, it allows players to match up the medieval knight to the modern infantryman, bridging the gap of time and expanding warfare's capabilities.

Active-Reactive Gameplay

One of the defining features of this system is its active-reactive system. Players remain engaged throughout the game, even during their opponent's active turn. Units react to opposing unit's actions, ensuring continuous involvement and strategic decision making, keeping the battlefield dynamic and intense.

Scalability

This game's system allows for versatile combat scenarios, accommodating small skirmishes or large-scale warfare. At the heart of the game are units, encompassing individual models or groups with shared attributes and skills. Whether they're standard foot soldiers, monstrous beings, or crewed vehicles, each unit plays a vital role in shaping the battlefield and influencing outcomes.

Progression

Players have the option to undertake narrative driven battles by playing as part of a campaign. Units can gain experience in battle, improving their capabilities for the next battle in a player-driven campaign.

Contents

Embracing All Eras of Combat	1	4 Equipment	11
Active-Reactive Gameplay	1	4.1 Weapon Skill Class	11
Scalability	1	4.2 The Weapon Profile	12
Progression	1	4.2.1 Range	12
1 Core Rules	3	4.2.2 Damage	13
1.1 Models and Units	3	4.2.3 Attacks	13
1.2 Attributes	3	4.3 Weapons Profile Table ¹	13
Motorics (MOT)	3	4.3.1 Special Rules	15
Physique (PHY)	3	4.4 The Armour Profile	16
Willpower (WIL)	3	4.5 Armour Profile Table ²	16
Structure (STR)	3	4.5.1 Special Rules	16
1.2.1 Secondary Attributes	3	4.6 Shields	16
1.2.2 Movement and Reactions determination.	3		
1.2.3 Destroyed models	4		
1.3 Skill Checks	4		
1.3.1 Determining the target value:	4		
1.3.2 Resolving the roll:	4		
1.3.3 Critical success and failure	4		
1.3.4 Face-to-Face Rolls	4		
1.3.5 Skills	5		
1.4 Game Structure	5		
1.4.1 Initiative	5		
1.4.2 Deployment	5		
1.4.3 Active Turn	5		
1.4.4 Reactions	6		
1.4.5 End of Turn	6		
1.5 Actions, Reactions, Full Actions	6		
1.5.1 Movement Actions	6		
1.5.2 Actions	7		
1.5.3 Reactions	8		
1.5.4 Full Actions	8		
1.5.5 Other actions	8		
2 Unit Types	8		
2.1 Agents	8		
2.1.1 Agent Auxiliaries	8		
2.2 Teams	9		
2.2.1 Distribution Rolls	9		
2.3 Vehicles	10		
2.3.1 The Vehicle Profile	10		
2.3.2 Crit Tables	10		
2.3.3 Destroyed vehicles	11		
3 Unit Creation	11		
3.1 Designing Attributes	11		
3.2 Designing Weapons and Armour	11		
3.3 Unit Abilities	11		

¹ ⚠ needs loads more profiles

² ⚠ way less than id like

1 Core Rules

Allesfezs Ekarschubi was designed for models in the 25mm-35mm range, but any models can be used.

1.1 Models and Units

In Allesfezs Ekarschubi, a model is a physical model with a base. Individual models have profiles. Models without profiles are tokens.

Units come in three types: Agents, Teams, and Vehicles. Units can have several models in them.

1.2 Attributes

A unit's attributes consist of both primary and secondary attributes. Primary attributes form the unit's capabilities, and secondary attributes are skills and equipment aptitudes that are derived from elsewhere but shown alongside attributes in the profile.

Attributes are based on ordinality. This means lower numbers are better. When performing a check, you will be rolling a d20 to surpass the attribute related to that check.

When there are several models in a unit, different models may have different attributes. The model profile is its set of attributes presented with other unique model attributes on the unit card.

Motorics (MOT)	Physique (PHY)	Willpower (WIL)	Structure (STR)
Governs hand-eye coordination, reaction speed, and interface skills. Determines targeting, piloting, item interaction, and total reactions per turn	Reflects physical strength and agility. Dictates movement, damage resistance, melee power, dodging, and blocking.	Measures mental fortitude, command, and intellect. Used for pressure tests, complex machinery, and fueling magic.	Defines physical integrity and total health. Represents how many unblocked strikes a unit can sustain before collapsing.

People-sized models generally have 1 structure. Larger super-soldiers might have 2. Monsters and vehicles often have many more.

1.2.1 Secondary Attributes

Secondary attributes are important to know for quick references, but are derived by other means.

- **Movement (MOV):** The normal maximum distance unit can move when using the movement action.
- **Weapon Skill Class Aptitudes:** These are often two numbers representing a unit's aptitude for their primary weapons. Usually, one is for their melee weapon and another their ranged weapon.
 - **Weapon Skill Close-Quarters (WSC):** The unit's aptitude with their primary close-quarters weapon.
 - **Weapon Skill Ranged (WSR):** The unit's aptitude with their primary ranged weapon.
- **Armour (ARM):** Based on the unit's armour's generic protection value.
- **Reactions (REC):** Determined by the motorics attribute, determines how many times a unit can react during the reactive turn.

1.2.2 Movement and Reactions determination.

This table derives the movement and reactions secondary attribute from their primary attributes.

Movement (PHY)		Reactions (MOT)	
>15	3"	>14	1

14, 13	4"	13, 12	2
12, 11	5"	11, 10	3
10, 9	6"	9, 8	4
<8	7"	<7	5

1.2.3 Destroyed models

If a model receives as much structure damage as its current structure, it enters the incapacitated state. If a model receives more structure damage than what it has, then it is destroyed.

The following rules do not apply to vehicle models.

Incapacitated models cannot be activated and cannot make reactions. Automatic or passive attributes are not active in this state. The model exits the state if it regains any structure points. Incapacitation can be physically represented by a model knocked over.

A destroyed model may be kept in the game as a corpse token. Otherwise, the model is removed from play. Corpse tokens cannot obscure other models. Corpse tokens may be represented by a knocked over model, but some recognisable physical difference (or an additional token) must be used to distinguish this state from incapacitated models. Face-up face-down is one such difference.

Incapacitated models that are agents cannot have auxiliary models leave coherency. Team units with some incapacitated models may choose to simply destroy them for simplicity, or separate incapacitated models from the team.

1.3 Skill Checks

Each skill is tied to a primary attribute. To make a skill check, roll a **d20** against a **target value**

1.3.1 Determining the target value:

1. Start with the relevant attribute.
2. Subtract any positive modifiers (most commonly skill aptitudes).
3. Add any negative modifiers. Negative modifiers add to the target value.

1.3.2 Resolving the roll:

Roll $\geq$ target value $\rightarrow$ *success*

Roll $<$ target value $\rightarrow$ *failure*

1.3.3 Critical success and failure

A natural roll is the value on the dice.

A natural roll of 20 is a **critical success** and always succeeds, regardless of target value.

A natural roll of 1 is a **critical failure**, and always fails regardless of target value.

Critical successes and failures sometimes trigger additional effects.

If a critical success is the only roll that can succeed, it is instead a normal success

If modifiers reduce the target value all the way to 1, any further positive modifiers don't reduce it below 1. Instead, they lower the threshold needed for a critical success.

e.g., A modifier of 1 on a roll of 1 makes a natural roll of 19 and up a critical success.

1.3.4 Face-to-Face Rolls

When two or more players make a face-to-face roll, they roll simultaneously.

1. Each player rolls their own skill check against their own target value.
2. A roll that fails its own skill check is discarded. It cannot cancel other rolls and cannot win.
3. Successful rolls cancel any opponent rolls with a lower value.
4. Resolve cancellations from lowest to highest. A roll gets cancelled still cancels out rolls lower than it before it's removed from play.
5. any rolls that are cancelled are failures.

1.3.5 Skills

Skills are a core aspect of a unit's profile. They are sorted based on aptitudes. The naming for the aptitudes are mostly decorative, as the modifier is better used alone to identify the aptitude. The aptitudes for skills are:

- Inexperienced (+0 or not defined). This is the default for skills undefined.
- Novice (+2). A unit has a basic understanding of the skill
- Proficient (+4). A unit is able to perform the skill effectively.
- Adept (+6). A unit is well familiarised with the skill.
- Expert (+8). A unit has a thorough understanding of the skill.
- Master (+10). A unit has an exhaustive understanding of the skill and its intricacies.

The basic skills use aptitudes, but some special skills also use aptitudes. If special skills specify a check to an attribute, use its aptitude modifier when making that roll.

Examples of basic skill classes follow.

- Interfacing. This is used when interfacing with technology and scenario objects.
- Agility. This is used when dodging/adjusting.
- Resolve. This is used when making pressure tests.
- Piloting. This is used when performing vehicle actions.
- Magic. Magic in this game encapsulates a large range of magic-like things.

1.4 Game Structure

1.4.1 Initiative

At the start of the game, all players roll a leadership test using their highest-leadership unit. Players are ranked from highest to lowest in separate groups depending on if they failed or succeeded. Ties in ranking are broken by each tying player rolling their dice again, highest wins.

The initiative order is the order of the players who succeeded followed by the order of the players who failed. Once the last player's active turn ends, the round is over and the first player in the initiative order has the active turn.

The initiative order is set once at the start of the game. Each round, players take their active turns in this sequence.

1.4.2 Deployment

Players deploy all their units in the same order as initiative. The first player deploys first, then the second, and so on. Units are placed within a player's deployment zone, as defined by the scenario.

1.4.3 Active Turn

On your active turn, you may activate your units in any order you like. Each unit gets **two actions**:

1. **First Action:** Movement actions only.
2. **Second Action:** Either another movement action or a non-movement action.

Some actions are long actions. They use up an entire unit's activation.

1.4.4 Reactions

If at any point along an activated unit's movement, if that unit enters another player's unit's line-of-sight or zone of control, the reactive unit may use a reaction on the active unit. Full actions also provoke reactions. The reactive player chooses their reaction before the active player takes their second action.

Reactions and a unit's second action are considered to be happening *simultaneously*. Reacting units and the active unit may choose when during the first action's movement their action happens, for targetting and cover purposes.

- If you moved a unit between two pieces of cover, you can declare that your second action happens in-between the movement, when your unit can see out of the cover.
- Likewise, a reacting player can have an attacking reaction happen when your unit was out of cover, even if it starts and ends in cover.

Some actions are directly opposed to on another. For example, a dodge/adjust action opposes incoming attacks.

1.4.5 End of Turn

Once all of your units have been activated, your active turn ends, and the next player in the initiative order takes their active turn.

1.5 Actions, Reactions, Full Actions

Here are all the base actions, reactions and full actions available in the game.

1.5.1 Movement Actions

1.5.1.a Move

Move the unit a distance up to the value specified in its movement attribute. The unit must move in straight lines of 1" each. Any part of the base of the unit at the start of the movement must have line of sight to any part of the base at the end of movement. You may only move vertically up to your unit's height. Your second action and opposing reactions can be made at any point along your movement.

1.5.1.a.a unit cohesion

Units with more than one model making a move action may move units in any order. Models in a unit must end the move action within 2" horizontally and 5" vertically of any other model in the team. Teams with 10 or more models must have each model end the move within these distances of at least two models. If unit cohesion is lost after a move, that move cannot be made.

Special rules may contradict unit cohesion. Unit cohesion may be lost in between movements. If a unit does not have cohesion when it starts a movement action, it still must end it in cohesion. If it is not possible to end the move in cohesion, then models must be moved as close together as possible. For example if one model is away from an otherwise cohesive unit, all models must attempt to converge. The player of the incohesive unit may choose to remove models from the unit.

1.5.1.b Reload

Each model with an ammo weapon may choose one ammo weapon to reload. That weapon's ammo count returns to the fully loaded value, as shown in the weapon's profile.

1.5.1.c Idle

This unit does nothing. This movement action still provokes reactions

1.5.1.d Discover

This unit targets a hidden unit in stealth within line of sight. Make a perception (MOT) skill check face-to-face against the target's stealth (MOT) check. If the perception check succeeds, the target is no longer in stealth.

1.5.2 Actions

1.5.2.a Attack

Select a weapon equipped by each model in the unit. For each weapon, select another unit to target. Targets must be within range of the attack. Make a skill check with the weapon's skill. If the target selects the dodge, block, attack reaction, their roll is face-to-face against yours. Dodge reactions have the opponent roll agility (PHY). Block reactions roll to dice in the face-to-face.

For every successful attack, the opponent must select an armour profile belonging to an armour equipment equipped by a model in the target unit that is in line of sight to the attacking unit. This is the armour save. They must roll a d20 higher than the weapon's damage minus the target unit's armour value for the damage type. On a failed roll, the target unit takes one structure damage.

Structure damage must be allocated to a model whose equipped armour matches the opponent's chosen armour equipment. One attack's damage must be allocated entirely to one model, however several attacks can be distributed across a whole unit.

1.5.2.a.a Attacks against Vehicles

When an attack is successful against a vehicle, it may **penetrate**³.

1.5.2.a.b Composure test

The composure test is a willpower-related skill check, and has an associated composure skill to provide bonuses for the check. The highest composure in the unit is used.

Each unit has a composure tolerance equal to 20 - WIL - composure skill modifier. If a unit sees more models become incapacitated or destroyed than their composure tolerance, the unit must make a composure test. Team type units do not need to make composure tests until they are below half of their starting strength.

If a unit fails a composure test, it has lost composure. On its active turn it cannot take any second actions other than regain composure, but may take full actions. Movement taken may only be towards locations that break line of sight between the unit and enemy models. If no such movement is possible, any movement is fine.

1.5.2.b Interface

The unit interacts with a scenario object. The outcome of this action is determined in the interacted object's own rules.

1.5.2.c Dodge/adjust

Make an agility skill check. If successful, Move this unit a distance equal to half of its lowest model's movement attribute, rounding down. The unit must end this movement in cohesion.

1.5.2.d Block

Select an equipment to block with. This action allows incoming attacks to become face-to-face rolls against this unit.

³  need to write these rules. When does an attack penetrate? The intended outcome is a model in a seat is hit, or a critical system is hit.

1.5.2.e Reload

The reload action is identical to the reload movement action. You may select another weapon to reload, or reload the same weapon as is useful to do on long reload weapons.

1.5.2.f Regain Composure

The unit makes a composure skill check. If failed, the unit does not regain composure. If succeeded, the unit regains composure.

1.5.3 Reactions

The following actions can also be used as reactions:

- Attack
- Interface
- Dodge/adjust
- Block
- Reload

In addition, the *discover* movement action can be done in reaction.

1.5.4 Full Actions

1.5.4.a Acrobatics

Move the unit a distance up to the value specified in its movement attribute. The unit may move in larger steps, potentially moving over gaps in terrain. The unit may move upwards or downwards in one step. The unit must make at least two steps during this movement, dedicating at least half of its movement to each step. During a step, the unit must move in a straight line in any direction.

1.5.4.b Hidden Move

Move the unit a distance up to the value specified in its movement attribute. These movements must be in steps of 1". The movement does not provoke reactions. The unit cannot start or end this full action in a way that leaves any model outside of any cover in relation to an enemy unit.

1.5.4.c Regain Composure

The unit makes two separate composure skill check. If both failed, the unit does not regain composure. If any succeeded, the unit regains composure.

1.5.5 Other actions

Magic, items, and special skills may define their own actions, reactions, or full actions.

2 Unit Types

Unit is a generic keyword. Units have unit profiles consisting of thier attributes, skills, and equipment.

2.1 Agents

An agent is a unit represented by a single model who acts independently. This is the unit type the game was designed with.

2.1.1 Agent Auxiliaries

Agent units may contain additional models in the form of auxiliaries. Auxiliaries come in the form of commanded animals, towed weaponry, carried ammunition, circling drones, etc. Auxiliary models are defined in the unit card, with their own entries.

2.2 Teams

A team consists of several models acting as a unit. This reduces the flexibility of each model but improves the scalability and flow of the game. Ideally, each model in the team shares the same unit card, although weapon variations within a team are common.

Teams are all activated as one unit. They move as one, dodge as one, spot as one, attack as one. You cannot have some models in a team do a different action than the rest of the group.

When making skill checks for a team, you may roll the skill check for each model independently. Distribution rolls are available as an alternative. You may choose to exclude specific models from your distribution roll. You have to do this if some of the team's models have a different success value.

2.2.1 Distribution Rolls

Distribution rolls are more mathematically complex rolls that attempt to emulate a team having each model roll independently on skill checks. Distribution rolls can only be done when the target value is the same for each model in the roll.

First, calculate the target value and roll a d20 as normal. If this roll is a success, the unit succeeds. If it's a fail, the unit fails.

Then, roll two distribution dice. Distribution dice are special d5 with the sides: “-4”, “-2”, “0”, “+2”, “+4”. Distribution dice are simulated by a d5 and the calculation $2r - 6$, where r is the roll. Five-sided dice are emulated by halving the result of a d10, or rolling a d6 and rerolling a 6.

The calculation has the following parameters:

- r , the roll of the d20, the unit's roll.
- t , the target value.
- d , the distribution dice score, obtained by adding the distribution dice.
- n , the number of models.

The calculation follows:

1. Calculate the buffer $b = t - r$
2. Calculate the distributed success value $s = b + d$
3. Calculate the number of models that succeed/fail anyway $m = \text{round}\left(\frac{n}{10}\right) * s$

The number m , if positive, is the number of models that succeed even if the unit fails. If the number m is negative, that's the number of models that fail even though the unit succeeds. You cannot have more succeeded models than there are models in the unit, and you cannot have more failed units than there are models in the unit.

The calculation can be simplified by rounding the number of models to the nearest 5. This produces nicer fractions to work with.

The full calculation is the following formula.

Let:

$r = d20$ roll

$t =$ target value

$d =$ distribution dice score

$n =$ number of models in the unit

$b = t - r$

$$s = b + d$$

$$m = \text{round}\left(\frac{n}{10}\right)$$

$$n_{\text{base}} = \begin{cases} n & \text{if } r \geq t \\ 0 & \text{if } r < t \end{cases}$$

$$N_{\text{successes}} = \text{clamp}\left(n_{\text{base}} + \text{round}\left(\frac{n}{10}\right)(t - r + d), 0, n\right)$$

2.3 Vehicles

Vehicle models are no units unless they are piloted. When unpiloted, they are effectively attackable scenery.

Vehicles may be piloted by a single unit or by models from different units. When piloting a vehicle, all models in seats lose their autonomy to provide the vehicle with some capability.

Once piloted by at least one model, a vehicle becomes a unit. A vehicle cannot maintain cohesion, so any teams piloting a vehicle must have all models pilot the vehicle, or split a newly piloted vehicle into a separate unit.

Vehicles as a unit have no movement actions, actions, reactions, or full actions available to them. Each action must be allowed by piloting the appropriate seat. The piloting model's aptitudes apply when using weapons or making skill checks relevant to that seat's action.

2.3.1 The Vehicle Profile

Vehicle profiles define a number of seats, each with their own set of roles. Seats are piloted by models. When seats are piloted, the aspects of the vehicle tied to that seat's roles can be used.

Examples of seat roles are driver, gunner, spotter. These are elaborated in [another section](#)⁴, and may be presented on the vehicle profile.

Possible roles:

- driver: unlocks movement
- gunner: unlocks some vehicle weaponry. Each seat gets to use one weapon per attack round.
- loader: instant reloading of weapons or a similar bonus
- commander: some bonus idk
- spotter: unlocks detection by the use of some optic equipment.
- open-topped: models can use their own weapons
- remote-controlled: the seat must be occupied remotely, either by an off-map pilot or an on-map pilot with some sort of control apparatus

Vehicle seats unlocking actions means vehicles can't do silly things like dodge/adjust unless they have a seat that allows it, like a mech whose all-encompassing pilot seat does that, or a weird hover-bike that needs a secondary pilot to perform dodging maneuvers.

5

2.3.2 Crit Tables

Although also applying to monsters, crit tables primarily apply to vehicles.

Whenever a model with a crit table ability takes any structure damage, roll d6 + the structure damage taken. On a 6+, roll on the ability's crit table. That crit table will result in some negative effect being applied to the model.

Crit tables are complicated. Different structure damage leads to more intense effects on the table.

⁴ ⚠ should probably actually reference a section

⁵ ⚠ wip

2.3.3 Destroyed vehicles

Vehicles when destroyed are not removed from play. Instead the model is kept on the board as inactive cover.

3 Unit Creation

As a universal wargaming system, Allesfezs Ekarschubi does not come with in-built unit types. Instead, a myriad of expansions help bring units from different eras and other games into Allesfezs Ekarschubi.

Creating new units, rules, and working on expansions is a community project.

3.1 Designing Attributes

In Allesfezs Ekarschubi, attributes represent how capable the unit is in all regards of the attribute. The focus on gaining skills is instead on aptitudes. Here are the general guidelines for assigning attributes.

- 16: Someone with this value performs poorly regarding this attribute.
- 15: This is the capability of someone who has some lacking in this attribute.
- 14: This is the default attribute value for a common human person. This is to say that a common person, when handling anything unfamiliar, would have a target value of 14 to beat.
- 13: This is the capability of someone who is naturally talented in this attribute's regard, or who practices in this attribute's domain some.
- 12: Someone with this value in an attribute has a solid level of capability in all its aspects and can comfortably handle unfamiliar tasks.
- 11: Someone with this value possesses notably well capabilities and performs well in competitive scenarios in relation to this attribute that they are unfamiliar with.
- 10: This would mean a person possesses impressive capabilities in the domain of this attribute, excelling in tasks relating to the attribute.
- 9: This would mean a person is exceptionally well trained and is dedicated to performing the core aspects of this attribute.

3.2 Designing Weapons and Armour

Weapons and armour are a game of numbers. Each 1-point increase in a damage value means hits are 5% more likely to cause structure damage. Each 1-point increase in an armour value means hits are 5% less likely to cause structure damage.

3.3 Unit Abilities

Here are some core unit abilities.

Ambidextrous X

When making an *Attack* action, this model can select X weapons to use in the attack.

4 Equipment

The soldier of antiquity and the modern army person may have similar attributes. What really distinguishes a unit's era of combat is their equipment, especially their weapons and armours. Being a all-era game, weapons have been designed to act somewhat believably.

4.1 Weapon Skill Class

Weapons in this game belong to certain skill classes. These are classes of weapons that handle similarly. Following are all the weapon skill classes.

- One-Handed Striking (OHS). This includes swords, maces...

- Finesse Stabbing (Finesse). This includes rapiers, spears...
- Hooking. This includes axes, hooks...
- Two-Handed Striking (THS). This includes longswords, great axes, great maces...
- Polearm. This includes glaives, poleaxes, halberds...
- Contact. This includes unarmed attacks as well as brass knuckles, claws, daggers...
- Whips
- Thrown. This includes rocks, javelins, grenades...
- Bows.
- Firearm. This includes point-and-shoot weapons like the crossbow, battle rifles...
- Precision. Firearms that require a unique aptitude of precision.
- Technical. Firearms that require technical capability missile launchers...
- Artillery. Usually static large guns like trebuchet, cannons, ballistae. Indirect, arcing weapons.
- Digital. Weapons that need digital interfacing to work.
- Improvised. This includes items not designed to be weaponry like chairs, bottles...

4.2 The Weapon Profile

Weapons have a set of attributes: range, damage, attacks, and special rules.

4.2.1 Range

Range is the most complex attribute. It is split into four categories with modification.

Modifications to ranges, specified in the weapon profile as a number of inches added or subtracted to the standard range category.

Close-quarters weapons (CQ) can only be used in base-to-base contact, or 0" away. Modifiers to this distance means a unit can use melee weapons even when not in base-to-base contact.

Ranged weapons may not be used when a model is in base-to-base contact with an enemy model.

Ranged weapons may not target enemy units in base to base contact with friendly units. Missed shots might hit friendlies otherwise.⁶

The four ranged bands are rather complex. They define ranges between the target and the shooter that provide different positive and negative modifiers. Augmented ranges allow for greater (or lesser) modifiers to describe different types of weapons.

The following table describes these ranges, in inches, and their modifier.

Name	0-8	8-16	16-24	24-32	32-48	48-64	64-96	96-144
Short Range (SR)	+2	0	-2	-	-	-	-	-
Augmented Short Range (ASR)	+4	0	-2	-	-	-	-	-
Medium Range (MR)	0	+2	-2	-2	-4	-	-	-
Augmented Medium Range (AMR)	0	+2	+2	0	-4	-	-	-
Long Range (LR)	-2	0	+2	+2	0	-4	-4	-
Artillery Range (AR)	-	-	+2	+2	-2	-2	-4	-4

⁶  maybe make rules for this

Augmented Artillery Range (AAR)	-	0	+2	+2	0	0	-2	-2
--	---	---	----	----	---	---	----	----

For simplicity, you may chose not to use range bands. In this case, weapons can only fire up to their maximum range, without modifiers depending on the distance.

4.2.2 Damage

Damage is an integer value, with melee weapons often providing bonuses for a unit's PH rather than a flat damage rate.

There are also damage types which are separated into two categories: simple and advanced. the only difference between these two categories is how much they cost, and how easy they are to defend against (how much armour against them costs). Slash, crush, and pierce are simple, and the others are advanced.

- **Slash** weapons deal their damage by cutting the target.
- **Crush** weapons deal damage by breaking things using often concentrated force.
- **Pierce** weapons cut holes in targets.
- **Bullet** weapons fire small projectiles at extreme speeds.
- **Armour Piercing (AP)** weapons fire specialised projectiles designed to pierce tough armour, as well as special melee weapons that achieve the same thing.
- **Laser weapons** use concentrated energy beams.
- **Plasma weapons** use superheated projectiles.

For close-quarters damage, the parameter M, melee damage, denotes $20 - \text{PHY}$.

4.2.3 Attacks

Attacks are handled by classes and specified values.

- **Standard.** The amount of attacks you get is determined by your aptitude in the weapon's skill class. You get as many attacks as your aptitude's bonus number divided by two rounded down, with a minimum of 1.
- **Quick.** The amount of attacks you get is twice the amount of attacks you get with the standard attack class.
- **Manual.** These weapons have as many attacks as specified with the number next to them. Manual weapons are always ammo weapons.
- **Burst.** The number of attacks you get is specified. You cannot split your attacks between different targets.
- **Automatic.** The number of attacks you get is specified.

4.3 Weapons Profile Table⁷

Name	Range	Damage	Attacks	Skill Class	Special rules
Unarmed Strike	CQ	M	Standard	Contact	
Ancient					
Club	CQ	Crush M+2	Standard	OHS	
Pointy Stick	CQ	Pierce M+2	Standard	THS	
Javelin	CQ	Pierce M+4	Standard	Thrown	Thrown
Knife	CQ	Pierce M+4	Standard	Contact	Thrown

⁷  needs loads more profiles

Name	Range	Damage	Attacks	Skill Class	Special rules
Throwing Knife	–	Pierce M+4	–	Thrown	Thrown
Medieval					
Sword	CQ	Slash M+6	Standard	OHS	
Longsword	CQ	Slash M+8	Standard	THS	Two-Handed
Spear	CQ	Pierce M+6	Standard	Finesse	
Bow	MR	Pierce M+6	Manual 1	Bows	Ammo (1)
Chivalric					
Poleaxe	CQ	S/C/P M+8	Standard	THS	Two-Handed, Options
Renaissance					
Musket	MR	Bullet 15	Manual 1	Firearm	Ammo (1), Long reload, Bayonet
Flintlock Pistol	SR	Bullet 14	Manual 1	Firearm	Ammo (1), Long reload, Pistol
Industrial					
Bolt-Action Rifle	MR	Bullet 18	Manual 1	Firearm	Ammo (1), Bayonet
Repeater	MR	Bullet 16	Manual 2	Firearm	Ammo (8)
Shotgun	SR	Bullet 5	Burst 8	Firearm	Ammo (4)
Revolver	SR	Bullet 16	Manual 1	Firearm	Ammo (6)
Pistol	SR	Bullet 15	Manual 2	Firearm	Ammo (12), Pistol
Rifle	MR	Bullet 18	Standard	Firearm	Ammo (8), Bayonet
Machine Gun	AMR	Bullet 18	Quick	Firearm	
SMG	SR	Bullet 15	Standard	Firearm	Ammo (20)
Scoped Rifle	AMR	Bullet 17	Manual 1	Firearm	Ammo (4), Accurate (+2), Aim
Hand Grenade	–	Pierce 16	–	Thrown	Thrown, Explosive (4")
Early Tank Cannon	AMR (+2)	AP 38	Manual 1	Firearm	Ammo 1, Team Loaded, Explosive (4"), Aim
Modern					
Assault Rifle	AMR	Bullet 18	Standard	Firearm	Ammo (20)
Marksman Rifle	LR	Bullet 18	Standard	Precision	Ammo (20)
PDW	SR	Bullet 15	Quick	Firearm	
Sniper Rifle	LR	Bullet 20	Manual 1	Firearm	Ammo (5), Accurate (+4), Overwatch, Aim
Anti-Materiel Rifle	AMR	AP 23	Manual 1	Precision	Ammo (1), Accurate (+4)
Frag Grenade	–	Pierce 20	–	Thrown	Thrown, Explosive (6")
Heavy Pistol	SR	Bullet 18	Standard	Firearm	Ammo (6), Pistol
Future					
Arm Blades	CQ	Slash M+7	Standard	Contact	

4.3.1 Special Rules

There are several special rules weapons can have. They are described here.

- **Accurate.** These weapons are accurate to no fault if the user can wield them proficiently. Accurate weapons give a specified modifier to the hit rolls of attacks made with them if the user has any aptitude with weapons of this skill class.
- **Aim.** These weapons benefit from taking the time to aim with them. If the user used the idle movement action this turn, any attacks made with this weapon gain a +2 modifier to hit. During reactive shoots, this weapon always gets a +2 modifier to hit.
- **Ammo.** This weapon uses ammunition. The number given is the number of attacks you can make before having to take the reload action. Ranged weapons without ammo might just have too many shots to need to count.
- **Bayonet.** Weapons with bayonet can be treated as a spear.
- **Damaging.** When this weapon deals structure damage, it deals an amount of structure damage equal to the given value instead.
- **Explosive.** These weapons explode. Any unit within the specified number of inches to the target are hit by this weapon, but the damage is halved for these secondary hits. rounding up. Weapons with explosive and damaging only deal one structure damage for the secondary hits.
- **Options.** If a weapon has options, there are many ways to deal damage with it. If there is only one damage number, this is the damage of all types. If there are several, then there is the same number as there are damage types and they can be mapped to the damage types respectively. Damage options are denoted in the *damage* section on the weapon's table, denoted by the abbreviated damage types separated by slashes.
- **Overwatch.** These weapons are effective when used in response to enemy movements. If the attack was a reaction, it gets a +4 modifier to hit.
- **Long reload.** Weapons with long reload only half-reload per reload action. You must use the reload action twice to reload these.
- **Pistol.** Weapons with pistol are Ranged weapons short enough to be used effectively in close quarters combat. This weapon's attack can be used to target an enemy model in base-to-base contact with this model. That attack does not use skill aptitude modifiers.
- **Team Loaded.** This weapon requires a team to load. If there is no specified number, this weapon requires two models to load. If a model is missing, then this weapon has the Long reload special rule. In vehicles, seats capable of loading these weapons are the main user of the weapon, and any seats with Loader.
- **Thrown.** This weapon can be thrown. If this weapon's profile has CQ range, it can also be used normally. When thrown, this weapon's range is SR, and has Manual 1 attacks. Resolve the thrown ranged attack. This instance of the weapon cannot be thrown again.
- **Weak Point.** This weapon manages to maintain a slim chance to penetrate against armour it otherwise wouldn't dent. When an attack is made by this weapon, armour save rolls of a 1 always fail.
- **X-Handed.** Often two handed, this special rule determines how many hands must be used to wield this weapon.

4.4 The Armour Profile

Armour is where damage type's complexity really matters. Its a lot easier to protect against a sword's edge than it is the fine supersonic point of a bullet. It also costs a lot more effort to make armour than it does weaponry, further exaggerating its cost.

Armours are often designed to protect against a specific type of weapon. Chainmail is highly effective against slashing damage, but is useless against crushing and not as effective against piercing. Kevlar is designed to withstand bullets, which also gives it about the same effectiveness as stopping slash, pierce, and crush damage.

Armour values are quite complex, and are split into their component parts. When shown on a table, they are often abbreviated.

For the unit card, the ARM value depends on what damage types the unit expects to face. Medieval units may only show S/C/P (Slash / Crush / Pierce). Modern soldiers may only show B / AP (Bullet / Armour Piercing). Future settings may need to show all of these. Schema is usually omitted, so you can assume that three values is S/C/P, two values is B/AP, and seven values is the whole table (S/C/P/AP/B/L/P).

4.5 Armour Profile Table⁸

Name	Slash	Crush	Pierce	Bullet	Armour Piercing	Laser	Plasma	Special Rules
Leather Armour	3	3	3	0	0	0	0	
Metal Armour	5	3	5	0	0	0	0	
Full Plate Armour	8	6	8	0	0	0	0	
Kevlar Vest	4	2	4	5	1	0	0	

4.5.1 Special Rules

4.6 Shields

⁸  way less than id like