

BATTLECHEST

Chapter 1: Building an Army

Introduction

To construct an army, first decide which race to play. There are many, each with unique abilities, weaknesses, and strengths. Each also has its own complement of magic items with which to boost your force's general effectiveness. All units, regardless of race, cost points to include in an army. The size of an army can be described by how many points it includes. Concordantly, a "one thousand point army" simply consists of units and equipment totaling 1,000 or fewer points.

In the race guides, which list all the units available in a given race, the units are listed by name, a number in parenthesis, and then a another set of numbers in parenthesis. The first number is point cost of the unit. The second value is the unit's base size (see Chapter 4: Combat for more information).

How big your army is depends on the game you want to play.

Build an army of 1,000 points for quick skirmishes.

Build an army of 3,000 points for lengthy battles.

Build an army of 5,000 points for epic wars.

Of course, experiment with different size armies and figure out what size is best for the game you want to play.

Core Units

Core units represent simple infantry. These are building block units. Without them, there would be no force to lead. They are just as important, if not more, than the larger units.

Advanced Units

Advanced units are bigger, more expensive, and more powerful than core units. In general, for a 3,000 point battle, three to five advanced units should be expected.

Hero Units

Hero units are unique. They tend to be expensive but extremely powerful. Typically, hero units are the leaders of their races. An army cannot have more than one of a hero unit, because, as was mentioned, they are unique. Note that an army can contain more than one hero, just not duplicates of the same one.

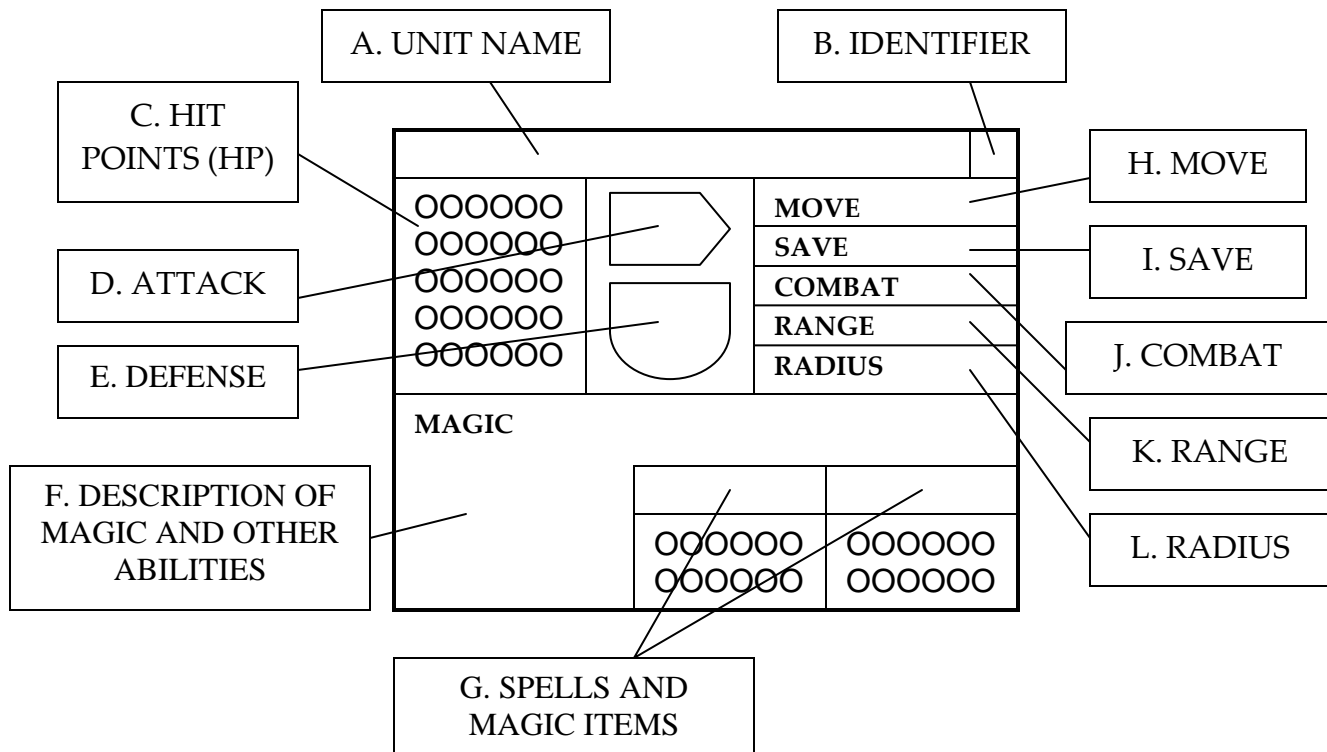
Magic Items

Magic items amplify the power of your hero units. They can only be equipped on hero units. Commonly, they have a limited use (see Chapter 2, Keeping Track, for more information).

Chapter 2: Keeping Track

Introduction

A moderate amount of micromanagement is necessary to maintain the status of your forces. The record sheets aid greatly in this task. Below is a block from the record sheet.



This block is used to represent one unit model. So, if your army consists of ten units (skirmish size), you will need two record sheets, as there only nine of these blocks per sheet.

A. UNIT NAME – Simply write down what the unit is.

B. IDENTIFIER – Since you’ll more than likely have more than one of the same type of unit (core units especially), you’ll need a way to know which model the block is referring to. Depending on how many models of the same type you have, take a die. For example, if you have five of the same type, use a six sided die. Place a die on the base of each of the models, putting a different number face up for each one. Write this number in the identifier box on the record sheet block. In this way, it is easy to know which block corresponds to which model. These dice will remain here for the duration of the game.

C. HIT POINTS (HP) – A unit’s health is measured in hit points, or HP for short. There are thirty ticks available, as no unit should ever have above thirty HP; it would be too difficult to kill. These ticks are used to keep track of how many hits the unit has taken. For now, black out all the ticks you will not need, starting from the bottom up. For example, if a unit has 10 HP, black out the bottom three rows before the game even starts. When all the dots become black, the unit is in dire trouble (see Chapter 4: Combat for more information).

- D. **ATTACK** – This value represents the unit’s offensive power in combat. It will always be in the format XdY, where Y is the size die and X is the number to be thrown. For example, 3d8 means to roll three eight sided dice.
- E. **DEFENSE** – This value represents the unit’s defensive power in combat. It will also be in the XdY format.
- F. **DESCRIPTION OF MAGIC AND OTHER ABILITIES** – This space is to be used to jot down important notes about a unit’s magic powers (if any), special abilities (if any), or magic items (if equipped).
- G. **SPELLS AND MAGIC ITEMS** – These two charts are used to keep track of a unit’s abilities if they are limited. In the space, write the name of the unit’s spell, ability, or magic item, then black out the ticks as necessary, just as was done with HP. For example, if a magic item had only four uses per battle, black out the bottom row and the last two dots of the first row.
- H. **MOVE** – This number represents the unit’s ability to maneuver (see Chapter 3: The Turn for more information).
- I. **SAVE** – This percentage represents the unit’s ability to resist trauma (see Chapter 4: Combat for more information).
- J. **COMBAT** – This entry classifies the unit’s combat type, which will be Melee, Ranged, or Magic (see Chapter 4: Combat for more information).
- K. **RANGE** – If Combat is Ranged, then a Range will be listed. This is the maximum distance at which the unit can attack (see Chapter 4: Combat for more information).
- L. **RADIUS** – If a unit has an attack that has a blast radius, there will be a number here (see Chapter 4: Combat for more information).

The record sheet is dynamic throughout the game; use pencil. The record sheet is important because it means that the game can progress smoothly; there is no need to constantly look figures up in the rulebook.

Important

Once the game begins, the record sheets are public knowledge.

Chapter 3: The Turn

Introduction

Each player's turn consists simply of three phases: move, action, and move again.

Move

Units may move their full distance in a turn. All distance in the game is referred to in inches, so a Move of 6 means that the unit can move six inches in any direction on a turn. If a unit uses all of its Move points (or in other words, moves its Move score), it cannot participate in the Action stage of the turn. If a unit is to move and participate in the Action stage, it can only move half of its Move score, rounded up. Therefore, a unit with a Move of 11 who wishes to move and attack this turn can only move up to six inches before attacking.

Action

During the Action stage, units can take action. They can take one action. This means that a unit can attack, use a special ability, magic, or a magic item, but only one of these options. So if a hero unit has a magic item equipped, the unit cannot attack and then use the item (or vice versa, for that matter).

Move Again

If a unit has any Move points left, they can be used now. For example, if the previously mentioned unit (Move 11) moved only four inches before attacking, it can now move two more inches if desired.

Important

There is only one Action stage per turn. Once a unit attacks or takes any other action, any other units taking action this turn must do it now before any unit can move again.

Chapter 4: Combat

Introduction

Combat is what makes the game move; it is the goal of each player to eliminate the others.

Melee Range

In order for a unit to engage in Melee combat or use an item or ability that requires melee range, that unit's base must be within one inch of the target's base.

Ranged Attacks and Effects

In order for a unit to engage in Ranged combat or use an item or ability that has a Range, that unit must be within range of its target. Measure the shortest distance between the two units' bases, as most of the time the units will not be turned the same way.

Magic As a Combat Type

If a unit has Magic for its Combat listing, it may or may not be Melee or Ranged. To determine this, simply look at the unit's Range score. If it says N/A, then the unit's attack must be within melee range. If there is a number, then the attack can occur at range, but the attack remains of the type Magic, and does not count as a Ranged type attack.

Rolling it Out

Combat is simple, and easiest learned through example.

Unit A has an Attack of 1d8. Unit B has a Defense of 1d6. Unit A attacks unit B.

Attacker's Roll (A) = 1d8

Defender's Roll (D) = 1d6

D > A x3 Unit A loses 1 HP automatically

D > A Nothing happens

A > D Unit B loses a HP

A > D x2 Unit B loses two HP

A > D x3 Unit B loses three HP

etc...

So, if Unit A rolls a 6 and Unit B rolls a 1, Unit B loses 6 HP, which is an extremely substantial hit.

The Save Roll

Every unit has a Save percentage. This represents the randomness present in battle. If a unit goes below 1 HP, it does not automatically die. The defending player rolls percentage dice. If the dice result lower than the unit's Save, then the unit survives and is set to 1 HP.

Group Attacks

Multiple units can gang up and attack a single unit simultaneously. To do this, the attacking units add their Attack rolls together and treat it as the Attacking Roll. This makes it much more difficult for the defending unit to defend adequately and is a useful tactic in using small units to bring down bigger ones.

Magic items and special abilities cannot be used in a Group Attack. The Group Attack must consist only of standard attacks.

If unit participates in a Group Attack, it cannot move during the turn. If it already moved in the first Move stage, it cannot take part in a Group Attack in the same turn.

Note that there is no such thing as group blocking.