

WARPATH

SKIRMISHES

By Alessio Cavatore

WARPATH SKIRMISHES is a sci-fi small-action wargame set in Mantic's fictional galaxy at war. Warpath Skirmishes is a game that is easy to learn and fast to play, yet will take time and experience to master. With few and simple rules, there is little to get in the way of the fun and slaughter.

The game system uses an intriguing unit activation system that will keep both players on their toes and force them to make some difficult choices to outwit their opponent. And that's not all – like all Mantic wargames, Warpath has been designed to allow you to use a stopwatch or a chess clock to time your moves. As the seconds tick away, the pressure and excitement build up, giving you an extra dimension of gameplay and an extra resource to manage during the battle.

Following the same successful development pattern we employed with Kings of War, we have decided to release Warpath Skirmishes at a very early stage of development. The system, and particularly the army lists, are still in need of accurate balancing... and that's where you can help.

Please play as many games as you can and give us your feedback at:

www.manticgames.com/Forum.html

In exchange we'll keep the rules of Warpath Skirmishes up to date for free, while we continue with the development of our mass-battle system, which we will unleash upon you in the not-so-distant future!

Models and units

The models used to play Warpath must be glued on the bases provided with them. Most models in the game fight together in groups which we call 'units'. Each unit belongs to one of the following types:

Infantry (Inf)

Infantry units normally consist of five to twenty models, as shown in Diagram A. The number of models that make up a unit is specified in its stats (stats are explained later), and will normally correspond to the number of models you get in the boxes supplied by Mantic. Models in a unit must at all times be *in formation*, by which we mean within 5" of the unit's Leader and within 1" of another member of that unit, forming an uninterrupted chain of models (see Diagram A).

Heroes & Monsters (Hero, Monster)

A Hero or Monster is a unit consisting of a single model, either a mighty leader or other officer (Hero), or a large alien beast or armoured combat walker or exoskeleton (Monster), or even a combination of the two, like a commander mounted on a great war-beast (still treated as a Hero).

Ordnance (Ord)

Each Ordnance unit consists of a single large gun and, sometimes, a number of crew models. The crew are purely decorative and should be arranged around the machine, and within 1" of it, in a suitably realistic fashion.

Armour (Arm)

Each Armoured unit consists of a single model. They range in size from mighty battle tanks to smaller armoured personnel carriers, and include armoured cars and other lighter vehicles.

Dice

In these rules, when we refer to a die or dice, we mean a six-sided die, which we call D6. Sometimes we also use terms like 'D3' (the result of a D6 divided by 2 (rounding up)), or 'D6+1' (roll a D6 and adding 1 to the result), or 2D6 (roll two dice and add them together).

Also, if a rule tells you that you need to roll 4+, it means you need to roll a number equal to or higher than 4.

Re-rolls

When you are allowed a re-roll, simply pick up the number of dice you are allowed to re-roll and roll them again. The second result stands, even if it's worse than the first.

Roll-off

When the players are called to roll-off, they both roll a die and compare the results. The highest scorer wins the roll-off.

Measuring Distances

You can measure distances at any time.

The distance between two models is measured to/from the closest point of their bases. If a model has no base, use the closest part of its hull or torso.

The distance between two units is measured to/from the closest models in the two units.

To avoid confusion, keep your units more than 1" away from enemy units at all times (except when charging – see Charge!).

Diagram A – Units

Trooper

Leader

Infantry

Stats

Each model in Warpath has a name and a series of statistics (for short, we call them 'stats'), which define how powerful it is in the game. These are:

- Speed (Spd). How fast the model moves, in inches.
- To Hit (Hit). The score needed by the model to hit, both with ranged attacks and in melee.
- Attacks (Att). The number of dice the model rolls when attacking in melee.
- Defence (Def). The score the enemy requires to damage the model.
- Nerve (Ner). A combination of the model's courage, training and discipline.

Special. A unit's entry will also list any unusual equipment and special rules that apply to its models.

Example:

Forge Fathers, Steel Warriors

	Spd	Hit	Att	Def	Ner
Steel Warrior	4	4+	1	5+	10/12

Special: Headstrong.

Unit Leaders

A unit's Leader is very important, and should be represented by a suitably imposing model so that he clearly stands out from the rest of the unit. The Leader is the commander of the unit, the one making the decisions and issuing orders to his subordinates, and is often used as a point of reference. If a unit consists of a single model (such as an Armoured unit, a Hero or Monster), that model obviously counts as a 'Leader'.

Line of Sight

During the game, you will at times need to determine whether one of your models can see another one, normally an enemy model that your model (and the unit it belongs to) intends to charge or shoot.

Unless stated otherwise, models can see all around regardless of the direction they are actually facing.

Of course, terrain and other models can still get in the way and hide targets from sight. To determine whether your model can see a target, simply lean down on the table and peek from behind the head of the model. If you can see the torso or head of the target model (ignore weapons, banners or other decorations, limbs, tails, wings, etc.), then your model can 'see' it. When checking a model's line of sight, ignore the other models in its own unit. You can even lie them down temporarily if you need to (as in reality they might be kneeling or even lying prone on the ground – a safe habit on the battlefield).

If you're not sure whether a model can see a target or not, roll a die. On a 4+ it can see it, on 3 or less he cannot.

The Turn

Much like chess, Warpath is played in turns.

During each turn, players first roll to see who's going to go first, and then alternate activating their units until all of the units in the game have been activated. This concludes the turn and then the next one begins and is played through, and so on and so forth until an agreed time limit or turn limit is reached.

At the end of the game the players will then work out the victory conditions as described in the Game Scenario (see page @@).

More formally, a turn is divided into the following phases:

- 1) Initiative phase
- 2) Activation phase
- 3) End phase

Let's examine each of these phases in detail.

Initiative Phase

The players execute an Initiative roll – they roll-off and the winner will decide which player has the initiative in the ensuing activation phase.

Activation Phase

The player with initiative must pick any one of his units and take an activation test for it.

To take an Activation test, roll a die and apply any relevant modifiers (see below). If the result is 1 or more (i.e. any positive number), the test is successful. This indeed means that in the absence of negative modifiers, the test is automatically successful.

The modifiers are as follows:

- **Suppressed.** Activating a suppressed unit: -3
- **Proximity.** Activating a unit which is within 12” of the unit that was last activated (friend or foe!): +1
- **Second.** Activating a second unit: -2*
- **Third.** Activating a third unit: -3*
- **Fourth.** Activating a fourth unit: -4*
- **Fifth.** Activating a fifth unit: -5*
- **Sixth.** Activating a sixth unit: -6*
- **Final activations.** Final activations: -2

If the test is successful, the unit is activated normally and can move and/or attack as described in the rules. The unit receives a “Done” marker to show that it has been activated for this turn and it also loses the ‘suppressed’ status and relative marker if it had one.

If the test is failed, the unit simply mills around in confusion and can do nothing for the turn. The unit then receives a “Done” marker and retains the suppressed marker if it has one.

Once one of his units fails an Activation test, or the player decides not to attempt a further Activation test, the initiative passes to his opponent. He must activate a unit as described above and can continue to do so until he fails an activation test or decides that he is not going to attempt another. At this point the initiative passes back to the other player, and so on and so forth.

Final activations

Once a player has finished activating all of the units in his army, the opponent retains initiative and can proceed to try to activate all of his remaining units. This is called 'final activations'. During these 'final activations', the modifiers marked with an asterisk no longer apply, but the -2 'final activations' modifier applies to each and every unit (in other words, all units count as 'Second'). Note that the 'Suppressed' and 'Proximity' modifiers still apply as normal, as well as the 'final activations'. Also, the player can keep going and activate other units even if he fails to activate a unit, until he has tried to activate all of the remaining units in his army.

End Phase

Once all units have been activated, the players remove all of the "Done" markers from the table and do some general tidy-up of the field, removing stranded casualties, dice, markers, tape measures, teacups and all other debris of battle. Then you're ready to begin the next turn.

Game end

On Turn 5 of the game, either player rolls a die: on a 3 or less, the game ends. On a 4+ an extra turn is played (Turn 6) and then the game ends.

It is of course possible for the players to agree at the beginning of the game to play for a different amount of turns. In any case, however, when the agreed number of turns is reached, always roll for an extra turn in the end phase of the last turn.

You can instead decide that you are going to play for a set amount of time – we suggest half an hour per 500 points being used (e.g. two hours for a 2000pts game), after which the game continues until each player has had the same number of turns. Lastly, you could also play a Timed Game, as explained in the Timed Games section.

Movement

When a unit is activated, it can execute one of the movement actions described below (Halt, Move, Move at the Double or Charge), and then fire their weapons as described in the Shooting section.

Halt

The unit does not move at all. This will maximize its firepower.

Move

Move each of the unit's models in any direction up to a number of inches equal to their Speed. Models must end their move *in formation* (i.e. within 5" of the unit's Leader and within 1" of another member of that unit, forming an uninterrupted chain of models, as shown in Diagram A on page XX). During this move, the models can make any number of changes of direction, as long as no model moves further than its Speed. See Diagram B. Normally the unit can still fire after moving like this, but its fire will be less accurate than if it remained still.

Diagram B – Normal move

Original Position of Unit

- 1) Leader (Spd 4) makes a normal move of 3"
- 2) Each other model in the unit is moved up to 4" (their Speed stat), ending their move *in formation*.

Unit Interpenetration

Infantry, Heroes and Ordnance models can move through friendly Infantry, Heroes and Ordnance models. They cannot however end their move on top of other models, so you'll have to be sure that they have enough movement to end up clear of their friends. Enemy Infantry, Heroes and Ordnance on the other hand, block movement, as do all Armoured units (friend and foe).

Move at the double

The models in the unit can move as described above, but up to double their Speed. See Diagram C. This normally means that the unit will be unable to fire.

Diagram C – Move at the double

- 1) Leader (Spd 4) moves 6" of its double move.
- 2) Leader moves 2" in another direction, completing its double move
- 3) Each other model in the unit is moved up to 8" (double their Speed stat), ending their move *in formation*.

Charge!

This is the most exciting type of movement, but is also the most complex. A charge is the only way your models can move into contact with the enemy. A unit can charge a single enemy unit ('the target') as long as the following conditions are met:

- at least one model in the charging unit can see at least one model in the target unit.
- at least one of the charging unit's models can reach one model in the target unit, as described below.
- it is actually possible for the charging unit to damage the target in the ensuing melee.

Moving Chargers

If a charging model can make a double move and, going around blocking terrain and enemy units, it can reach the closest model in the target unit, the charge is successful, otherwise the unit cannot charge (and it must choose another movement action instead).

Note that during a charge, models move through obstacles and areas of difficult terrain without reducing their movement as they would when not charging (see the terrain rules below). However, if any of a unit's models must go through these types of terrain in order to reach their targets by the shortest route possible, the entire unit will suffer a slight penalty in the ensuing melee (more on this later).

After moving the first model, move all remaining chargers into base contact with models in the target unit by the shortest route possible. This follows the rules for a double move (other than difficult terrain not slowing them down) and these models must end their move *in formation*. As you move into contact with the enemy, you must spread your models as evenly as possible amongst the enemies they can reach. If there is no space for all of your models to make it into base contact with an enemy in the target unit, or if some of the charging models cannot reach any enemy, simply place them as close as possible behind the rest of their comrades, and of course still *in formation*.

The models in the target enemy unit are not moved, as they brace themselves for the impact.

When charging, models can move to within 1" of any enemies, though they can only move into base contact with the enemies they charged. This means that sometimes a charging unit may end up very close to one or more enemy units it has not charged (e.g. when charging tightly packed enemies).

Diagram D – Charge!

1) Model A (Marauders Spd 5) is within 10" of enemy model B, which it wants to charge. Its unit's charge is therefore successful.

Model A

Model B

2) The Marauders charge into base contact with models in the target unit. Charging models try to make it into base contact with enemy models and are spread as evenly as possible amongst the enemies they can reach. Note that no charging models could reach the enemy model furthest away (too far!), and two chargers could not make it into base contact with any enemy (no more space!), so they are left at the back.

Terrain

Elements of terrain make your table look more impressive, and also help hiding your troops from the enemy's long-range firepower, making the game more interesting as troops manoeuvre around looking for cover or a better line of fire. In wargames, terrain is normally one of two types: a single terrain piece or an area of terrain. The rules for both are given below. Before the game, it's always a good idea to agree with your opponent how you are going to treat each of the pieces of terrain on the table.

Single Terrain Pieces

These are individual pieces like a lone tree, a house, a boulder, a fence, a hedge or a wall. They are going to either be *blocking terrain*, an *obstacle* or *decorative terrain*.

- **Blocking Terrain.** We recommend treating solid, one-piece buildings, high walls and other large pieces as blocking terrain. Units cannot move across blocking terrain and must go around it.
- **Obstacles.** Obstacles are long and narrow pieces of terrain, like a low wall, fence, hedge, a stream, etc. – something that a man-sized creature could see over and clamber across easily. Units can move over obstacles normally (even ending halfway over them), but cannot cross them while moving 'At the Double'.
- **Decorative Terrain.** This category groups small terrain pieces like individual bushes or trees, lampposts, street signs, etc. A unit can move over decorative terrain pieces as it pleases, ignoring them altogether. However, it is best if you still make sure your models don't end up on top of them, so you don't have to move these pieces of terrain, which could be important if they are big enough to influence line of sight.

Areas of Difficult Terrain

This type of terrain consists of things like ruined buildings, alien jungles, scattered mining or colonial infrastructures, cratered areas or broken, rocky terrain, scree, and so on. These are normally made by gluing a number of pieces of terrain onto a large base. This conveniently demarcates the area of the terrain – the entire area of the base counts as difficult terrain. Units can move through these areas, but every inch they cross counts as two inches.

Buildings

Buildings are complex terrain that deserves its own section – see page XX.

Shoot

When you're done moving a unit that has been activated, you can choose a target for them and open fire!

Moving and Shooting

Units that have just moved At the Double are too busy moving and cannot shoot.

Some cumbersome weapons can fire only if the unit called a Halt! When that's the case, it will be specified in the weapons' rules.

Melee and Shooting

Units that have any models in base contact with enemies cannot shoot.

The firing sequence

Pick a target

The firing unit can pick a single enemy unit as a target for its ranged attacks. In order to do so, at least one of its models must be able to see at least one of the models in the target unit.

Determine firing models

Once the firing unit has picked a target, any model that can see at least one model in the target unit can open fire with one (and only one!) of its ranged weapons. It's a good idea to turn all firing models towards the target, and any models that are not firing away from it to make the distinction clear.

Check range

Each weapon has a range in inches shown in its profile (see examples below). Measure the distance between the firing model and any of the models he can see in the target unit. If the distance is less than the weapon's range, the entire enemy **unit** is in range (not just the model you measured to).

Ranged Weapon Profiles

Each ranged weapon has its own profile, specifying its Firepower, Range and any other special rules it might have. For example:

	Fire	Ran	Special
Laser rifle	1	24	-
Light Laser Cannon	1	48	Piercing (6)

For some common ranged weapons special rules, see the Special Rules section on page XX.

Firing and Hitting the Target

Each weapon being fired has a Firepower (Fire) value that shows you how many dice you roll when firing it. Roll that many dice for each weapon that has been determined to be in range of the enemy unit.

Your firing model's dice rolls, after applying any modifiers that apply, must score a number equal to or higher than their To Hit (Hit) value in order to hit their targets. Discard any dice that score less than that.

Modifiers

A number of factors can make a hit less likely to happen. The most common are:

- -1 moving. The firing unit moved that turn.
- -1 extreme range. The target is over half of the weapon's range away.
- -1 suppressed target. The target is suppressed.
- -1 soft cover. The target is in soft cover (see below).
- -2 hard cover. The target is in hard cover (see below).

For each of these factors, deduct the modifier from the score rolled by the dice. For example, if your models normally need a 4+ to hit, but are shooting at a target in soft cover, you will need to score 5 or more to hit instead. If the target was at extreme range as well, you would need 6s.

It can happen that the range modifier only applies to some of the firing models, as some are in extreme range and some are not. If this is the case, roll to hit separately for the two groups, but then put all hits caused back together before rolling to damage (see below).

Any dice that rolls a 1 is always a miss, regardless of modifiers. However, if modifiers to the roll mean that the firers would need more than 6 to hit, they can still shoot. In order to hit, however, you need to first roll a six and then roll again and score a 4 or more (no modifiers apply to this second roll).

Cover

To decide whether the target unit is in cover, take a look at it from behind the heads of the firing unit's models. Always ignore other models in the firing unit – they're trained to keep out of the way. Also ignore other models in the target unit – you cannot use your team mates as cover!

- If at least half of the models in the target unit have no cover whatsoever from the point of view of at least half of the firing models, the target is not in cover.
- If at least half of the models in the target unit are completely or partially obscured by intervening terrain or other units (friend or foe), from the point of view of at least half of the firing unit, the target is in cover.

- If the majority of the target unit's models are on, or in base contact with, an area of difficult terrain that the players have agreed offers cover, the target is in cover.
- If the majority of the firing unit's shots have to go through 3" or more of an area of difficult terrain that the players have agreed offers cover, the target is in cover.
- If the majority of the cover is made of things that in reality would partially hide the unit from sight, but not provide much physical protection against bullets or shrapnel use the *soft cover* modifier (e.g. woods, bushes, camouflage nets, as well as infantry units and heroes). Otherwise, use hard cover (e.g. walls, rocks, as well as other units except for infantry and heroes). It is important that you and your opponent discuss and agree before the game which terrain is going to count as hard and soft cover.
- If you're not sure whether the target is in cover or not, roll a die. On a 4+ it is not, on 3 or less it is.

Damaging the target

After discarding any dice that missed, pick up the dice and roll them again, to try to damage the enemy models. The number your firers need to roll to damage their targets is equal to the targets' Defence value.

This roll can sometime be modified by special rules. For example, some units (normally, Armoured units), have a Defence value of 7 or more, so they cannot be damaged unless the firer has some positive modifiers to this roll.

Any dice that rolls a 1 always fails to damage, regardless of modifiers.

Effects of damage – casualties

For each hit that scores damage, you remove one of the models in the target unit. This is done in a strict sequence, following the rules below. Note that the rules are given in order of importance.

- You cannot take the unit's leader until there are no other model's left – he's always the last to die. In reality this represents other troopers in the unit taking on the role (and gear) of the leader if he is killed.
- You cannot take any models that stand out from the normal troopers (e.g. models carrying support weapons, etc.) until all of the normal troopers have been removed. In reality this represents other troopers in the unit picking up the weapons of the specially armed trooper if he is killed.
- You must always try as much as possible not to break the target unit's formation.
- First you must take any models in the open (i.e. visible and not in cover from the point of view of any firing model), then you must take any models that are visible to the firers but in cover. Finally, you can take casualties from models that are completely out of sight of all of the firing

models – shrapnel, ricochets and bullets going through walls ensure that nobody is safe.

Testing Nerve

If the enemy unit takes any casualties, you can immediately test its Nerve. This test is described on page 8, but basically it will determine whether the damaged units will stand, be suppressed or destroyed.

Take it out! – Independent Fire

Sometimes, units can be upgraded by giving one or more of their models a very powerful man-portable weapon, whose nature varies enormously between armies. In general, they are used to take on enemy tanks and other heavily armoured targets.

When a unit fires, any model firing a weapon with a Piercing value of (4) or more can target any visible enemy, regardless of what his teammates are shooting at.

You can resolve the shots from independent firing weapons before or after firing the rest of the unit, but you must declare all targets before rolling any dice.

When resolving the independent fire, always determine line of sight and cover by looking from the viewpoint of the independent firing model, ignoring models from its own unit (basically, imagine that the rest of the unit does not exist).

Melee

If your activating unit has charged an enemy unit, then your warriors must now strike against the enemies that they have charged. In reality the enemy warriors would also be fighting back against yours, but for the sake of playability, we imagine that the impetus of the charge means your men are doing most of the attacking. If the enemy is not destroyed, your men will fall back and brace themselves, because the enemy are very likely to soon charge back in to avenge their fallen comrades.

Determine attacking models

Once the firing unit has picked a target, any model that is in base contact with at least one model in the target unit can attack with its close combat weapons. It's a good idea to turn all attacking models towards the target, and any models that are not attacking away from it, to make the distinction clear.

Attacking and Hitting the Target

Each attacking model has an Attacks (Att) value that shows you how many dice you roll when it attacks in melee. Roll that many dice for each attacking model.

Your attacking model's dice rolls, after applying any modifiers that apply, must score a number equal to or higher than their To Hit (Hit) value in order to hit their targets. Discard any dice that score less than that.

Modifiers

A number of factors can make a hit less likely to happen. The most common are:

- -1 defensive positions/disrupted charge. The target is behind an obstacle and/or the chargers' move has gone through any part of one or more areas of difficult terrain or obstacles.
- +1 target suppressed. The target unit is suppressed when charged.

For each of these factors, add or deduct one from the score rolled by the dice. For example, if your models normally need a 4+ to hit, but are attacking an enemy that is suppressed, they hit on 3+ instead.

Any dice that rolls a 1 is always a miss, regardless of modifiers. However, if modifiers to the roll mean that the attackers would need more than 6 to hit, they can still attack. In order to hit, however, you need to first roll a six and then roll again and score a 4 or more (no modifiers apply to this second roll).

Damaging the target

After discarding any dice that missed, pick up the dice and roll them again, to try to damage the enemy models. The number your attackers need to damage their targets is equal to the targets' Defence value.

This roll can sometime be modified by special rules. For example, some units (normally, Armoured units), have a Defence value of 7 or more, so they cannot be damaged unless the firer has some positive modifiers to this roll.

Any dice that rolls a 1 always fails to damage, regardless of modifiers.

Effects of damage – casualties

For each hit that scores damage, you remove one of the models in the target unit. This is done in a strict sequence, following the rules below. Note that the rules are given in order of importance.

- You cannot take the unit's leader until there are no other model's left – he's always the last to die. This represents other troopers in the unit taking on the role (and gear) of the leader if he is killed.
- You cannot take any models that stand out from the normal troopers (e.g. models carrying support weapons, etc.) until all of the normal troopers have been removed. This represents other troopers in the unit picking up the weapons of the specially armed trooper if he is killed.
- You must always try as much as possible not to break the target unit's formation.
- First you must take any models that are in contact with your own models, then you must take any models not in base contact with your models.

Testing Nerve

At the end of each combat, you must test the Nerve of the enemy unit that your unit(s) inflicted damage on. This test (described below) will determine whether the enemy will stand or be destroyed, see Follow-on Combat below. Note that in melee, results of 'Suppressed' count as 'Disrupted' instead, as described below.

Regrouping and Follow-on combat

Regrouping

At the end of the combat, if your unit(s) managed to destroy the enemy it was fighting, it can either stay where it is or move up to D6" in any direction, following all of the rules for a normal move.

If, on the other hand, your unit did not manage to destroy its enemies, you must pull back. Immediately execute a D6" move as described above (ignoring terrain penalties, etc.), towards the position you started the charge from. As you do this, you must ensure that your models end up in formation and more than 1" away from any enemy model, and you might occasionally have to move them further than the dice roll would allow to clear the enemy unit. The enemy models are left in place.

Disrupted

If a unit is not destroyed by a charging enemy, it is automatically Disrupted, place a Disrupted marker next to it. In its next activation, the unit cannot shoot or use any other ranged attack. After their next activation test, whether it is successful or failed, the Disrupted marker is automatically discarded.

Note that if the unit was suppressed when it was charged, or it is Suppressed as the result of its Nerve test following the combat, it is no longer Suppressed, change its Suppressed marker to a Disrupted one.

Melee Weapons

Unlike ranged weapons, melee weapons do not have a profile, but rather normally confer a special rule to the model wielding them. For some common melee weapons special rules, see the Special Rules section on page XX.

Testing Nerve

As a unit accumulates damage, it will become more and more likely to lose cohesion, until eventually it will turn tail and run from the field, never to return.

How to Test

Each unit has two numbers under its Nerve value. The first number is the unit's Suppression limit, the second number is its Destruction limit.

To test the Nerve of an enemy unit, roll 2D6 and add to the result any modifiers that apply:

Modifiers

- +3 onslaught! The target unit has lost half or more of the models it started this activation with.

This is the total you're using to 'attack' the enemy unit's Nerve. This total is then compared with the Nerve value of the enemy unit.

Results

If the total is equal to or higher than the units's Destruction limit, the unit suffers a **Destroyed!** result (see below).

If the total is lower than the Destruction limit, but equal to or higher than the Suppression limit, the unit suffers from a **Suppressed** result (see below).

If the total is lower than the unit's Suppression limit, then the unit is **Steady**, which means it is completely unaffected and continues to fight on as normal. Do remember that if the Steady result is caused by a melee attack, the Steady unit still need to be marked as Disrupted, as explained in the Melee section.

For example, let's say you are testing against the Nerve of an enemy unit that has a Nerve of 10/12 and has lost three models out of the six it started the activation with (onslaught!). If you roll a six or less, your total will be 9 or less and the enemy will be Steady. If you roll a seven or eight, your total will be 10 or 11 and the enemy will be Suppressed. If you roll a nine or more, your total will be 12 or more and the enemy is Destroyed!

Suppressed

The unit continues to fight, but drops to the ground and takes cover. This makes the unit difficult to activate, as explained in the Activation section.

If the Nerve test is caused by melee attacks, the unit treats Suppressed results as Destroyed instead – lying flat on the ground is not a great defence against bayonet thrusts, so the unit surrenders.

Destroyed

The unit is scattered and runs for the hills or surrenders to the enemy, remove it.

SPECIAL RESULTS

Double Six – We Are Doomed!

If you roll double six when testing Nerve, the unit is Destroyed, regardless of any modifiers... it's the noise!

Double One – Hold Your Ground!

If you roll snake eyes (double one) when testing Nerve, the enemy is filled with implacable resolve and will always be Steady and fight on, regardless of any modifier.

Armoured units

Armoured units (or 'Armour' in short) follow the rules as given previously, except that they consist of a single model and use the exceptions listed here below.

Armour Movement

Armoured units move in a very different way from other units. So when moving an Armoured unit, you can give do one of the following:

Halt!

This is just the same as any other unit – the Armoured unit remains stationary.

Hard Turn

The Armoured unit simply pivots around its centre to face any direction. See Diagram E.

Diagram E – Hard Turn!

Manoeuvre

The Armoured unit can move straight forward or straight backwards up to its Speed in inches. At any point during this move (i.e. before or after moving, or anywhere along the move), the Armoured unit can also make a single pivot around its centre of up to 90 degrees from its original facing. See Diagram F.

Diagram F – Manoeuvre!

Armour with Speed 12 moves 7", pivots, then moves another 5".

Full Speed

The Armoured unit advances straight forward, without any pivot, up to double its Speed in inches. See Diagram G.

Diagram G – Full Speed!

Armour with Speed 12 can move Full Speed forward up to 24"

Collisions & Overruns

You will have noticed that Armoured units cannot charge. Just as normal, they cannot move into contact with other units, friends and foe, as this is simply too dangerous. However, when they are moving at Full Speed, they are allowed to move into contact with enemy Armoured units (smash!). They are also allowed to move right through Infantry and other units (squash!), and they have a Crushing Strength value specifically for this purpose... read on.

Collisions

In a Collision, an Armoured unit moves at Full Speed into contact with another Armoured unit. A Collision causes D6 automatic hits on both vehicles. Roll a separate die for each vehicle and roll for damage against both your and the

enemy's Armoured unit. If any unit is damaged in the process, take a Nerve test for them, including against your own unit!

It goes without saying that it's much better to launch your hardest vehicles against flimsy low-Defence enemy Armoured units than the other way around, otherwise you risk inflicting more damage against yourself than the enemy.

Overruns

When moving at Full Speed, Armoured units are allowed to move through enemy Infantry, Heroes and Ordnance units (but not Armoured units, see Collisions).

When doing so, you must ensure that they can clear the entire unit and end their move at least 1" away from any enemy unit, just as normal. If this is impossible and your Armoured unit stops over enemy models, move these models as little as possible to make room for your Armoured unit. See Diagram H.

Immediately after finishing the move, the armoured vehicle makes D6 melee attacks against every enemy unit it moved over, representing a combination of soldiers being run over and the demoralising effect of having to run away from an armoured behemoth. Roll to hit and to damage as normal, using the Hit and Crushing Strength values of the armoured unit.

Diagram H – Overrun

Terrain and Armour

Armoured units move at normal speed across any type of terrain other than blocking terrain. However, if they move at Full Speed across an obstacle or into an area of difficult terrain, roll a die. On a result of 1, they are immobilised as soon as they come into contact with the obstacle or as soon as they are fully inside the area of difficult terrain.

Shooting Against Armour

Armoured units are normally more vulnerable to enemy fire coming from their flanks and rear, as their armour is normally thicker at the front and their more delicate parts, like the engine, tracks, fuel tanks, are more exposed to fire coming from the side and especially the back.

When shooting against an Armoured unit, work out if the shots are coming from the front, flank or posterior arc of the target. In order to determine where these arcs lie, use two imaginary lines crossing perpendicularly on the centre of your vehicle, as shown in Diagram I.

Diagram I – Armoured Unit Arcs

Front Arc

Left Arc

Right Arc

Posterior Arc

Prolong these imaginary lines until it's clear which direction the shots are coming from. In the case of units comprising of several models, you will have to resolve their fire in separate batches according to which facing they are targeting.

Any weapon and unit that has the Piercing special rule (i.e. very powerful weapons) will count its Piercing bonus as one higher (+1) if its shots are coming from the flank of the target, or two higher (+2) if coming from the posterior arc.

Weapons and units without the Piercing special rule NEVER get these bonuses, as they are simply too weak to penetrate armour, regardless of the direction their shots come from.

Obvious targets

As they are very large and not very good at making use of cover, any units firing at an armoured unit benefits from an additional +1 modifier to hit.

For the same reason, armoured units never benefit from the 'Suppressed' -1 modifier to be hit. A suppressed tank is just as big as one that isn't.

Finally, armoured units only count as in cover if at least 50% of the model is in cover from the point of view of the majority of the firers.

Tough to kill!

All Armour units have the Tough (n) special rule, as described on page XX). This basically means they are not removed when they suffer the first point of damage, but only when they have accumulated an amount of damage equal to (n).

All Armour units are Tough (2), or better if their entry specifies otherwise.

Damaged – immobilisation

If an armoured unit has the Tough (n) special rule, every time you score a point of damage on it, roll a die. On a 4+, the vehicle is immobilised – it must remain stationary for the rest of the game.

Destroyed

When you destroy an enemy armoured unit, roll a die. On a 4+, the model is removed as normal. On a 3 or less, the model is left in place as a blazing/smoking hulk and becomes blocking terrain for the rest of the game.

Armour Shooting

Independent Fire

Thanks to their advanced fire control systems (or numerous crew), Armoured units can split their fire against different targets. This means that you fire each weapon carried by the vehicle separately and in any order you like – just declare all of the targets before starting to fire any weapon.

Arc of Fire

Each weapon on an Armoured unit can only be fired at targets that lie at least partially in one or more of the unit's arcs (see Diagram I). Each of an Armoured unit's weapons has a notation showing in which arc it can be fired. These can be [F] for the front arc, [L] for left arc, [R] for right, [P] for posterior. Some weapons can be fired in multiple arcs, and this will be indicated as, for example, [F/L/R], or even [A] for weapons that can be fired All Around.

Line of Sight

Work out the line of sight of each weapon (and cover of its target) by looking along its barrel.

When working out the line of sight of a vehicle's guns, always assume that they are free to swivel, traverse and otherwise move as much as the design of the model indicates. If you have glued your tank's turret in a fixed position, for example, still assume that it can rotate all around.

Melee Against Armour

Hitting Armoured units

When rolling to hit an Armoured unit in melee, the following additional to hit modifiers apply:

- -2 moving target. The target is not immobilised and moved over 12" in its previous activation.
- +2 stationary target. The target did not move in its previous activation or is immobilised.

Damaging Armoured units

In melee, there are no bonuses for attacking an armoured unit in the flank or posterior arcs, as the attackers are clambering all over the enemy vehicle. However, it is much easier to find weak spots in a vehicle's armour at point blank range, so any weapon and unit that has the Crushing Strength special rule (i.e. very powerful attacks) will count its damage bonus as two higher (+2) when attacking a stationary armoured unit (as defined above). For example, a model with Crushing Strength (2) counts as Crushing Strength (4).

Armoured units and follow-on combat

Unlike other units, if an Armoured unit survives a melee, it is not Disrupted and it is free to act normally in its following activation.

Armour Nerve

If a *Tough (n)* armoured unit is damaged, it must test its Nerve as normal, just like any other unit, except that the Onslaught modifier never applies.

If an armoured unit is destroyed by a Nerve test, roll as normal to see whether the model is left in place (i.e. the crew have abandoned it) or not (i.e. the crew have hurriedly driven it off the field, or abandoned it and blown it up).

Ordnance

Ordnance units follow the rules as given earlier, but have a few exceptions. We thought it convenient to sum up all such unique rules in a separate section, so that they are easier to find.

Movement

All Ordnance units have the Lumbering special rule, and therefore cannot move At the Double. In addition, they are not allowed to Charge.

Ordnance units treat all type of terrain as blocking terrain. They can be deployed in areas of difficult terrain, but in that case they can only Halt for the rest of the game.

Shooting

As they are so bulky, Ordnance units have the Reload! rule.

When an Ordnance unit fires, first pivot the gun around its centre to face its intended target (this does not count as moving), and then check its line of sight along the barrel of the gun.

Tough to kill!

All Ordnance units are Tough (2), or better if their entry specifies otherwise.

Melee

When attacking an Ordnance unit, models always receive an additional +1 to hit, as artillery crew are not well equipped for close combat.

As they cannot move At The Double or Charge, Ordnance units must move at normal Speed when they are Disrupted – they are attempting to redeploy under cover from friendly units. If they cannot move when Disrupted (they could have been deployed inside an area of terrain, for example), they become Suppressed instead.

Note that Ordnance units are not very good at getting out of the way of Overrunning armoured units and suffer 2D6 hits instead of D6 – crunch!

Nerve

If a *Tough (n)* ordnance unit is damaged, it must test its Nerve as normal, just like any other unit, except that the Onslaught modifier never applies.

Heroes and Monsters

Heroes and Monsters follow the rules as given previously, except that they consist of a single model and use the exceptions listed here below.

Shooting

Monsters (and not Heroes!) are Obvious Targets as described for Armoured units.

Tough to kill!

All Heroes and Monsters are Tough (2), or better if their entry specifies otherwise.

Nerve

If a *Tough (n)* Hero or Monster is damaged, it must test its Nerve as normal, just like any other unit, except that the Onslaught modifier never applies.

Transports

Some units (normally Armour or Monsters) have the ability of carrying squads of infantry into battle.

If a unit has the Transport (n) special rule, it can transport any number of units of Infantry, and/or Heroes, up to a total number of models equal to (n).

Mounting up

Units can be deployed directly inside a Transport during deployment. Otherwise a unit can mount up by being activated and then move to within 1" of a Transport. Transported units are removed from the table – clearly mark which unit is inside which transport for your opponent to see.

Transported units cease to exist from the point of view of the game until they dismount. While they are transported, they can do nothing and cannot suffer any damage. However, if their Transport is destroyed, each unit on board at the time immediately suffers D6 hits with Piercing (1) and receive a "Done!" marker, assuming they survive the damage (and possible Nerve test). If the transport model is removed, the transported units are placed in the Transport's place. If the transport model remains (normally as a blazing hulk) the transported units are immediately placed around it and, as much as possible, with all of their models within 1" of the hulk.

Dismounting

Transported units cannot be activated while transported, unless you want them to dismount from the transport. Transported Units cannot dismount from a transport that moved at the double that Turn. For a transported unit to dismount, you must attempt to activate it. If successful, the unit's leader is placed 1" away from the Transport, and the rest of his unit is placed around him as normal. The unit must then make a normal move (no charging or moving at the double), and counts as moving even if they decide not to move any further.

Special Rules

Units, or entire armies, sometimes possess what we call 'special rules'. Each of these special rules is an exception to the normal rules. The most common of them are listed here, but we will undoubtedly add more to this list at a later date.

Bulky

Size matters.

The unit cannot be transported.

Craven

Not everyone is cut out to be a warrior...

If the unit wants to Charge, roll a die. On a result 2+ the Charge proceeds as normal. On a 1, the units 'misunderstands' the order and Halts instead.

Crushing Strength (n)

This rule is used to represent the devastating effects of melee hits from creatures of terrible strength, or equipped with specialised close combat weaponry.

All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

Elite

Elite creatures are true masters of the art of war.

Whenever the unit rolls to hit, it can re-roll one of the dice that failed to hit.

Fast

Zooooooooooooommmmm!!!

When moving at the double or at full speed, this unit trebles its speed rather than doubling it.

Headstrong

"I've got no time to bleed."

When you are trying to activate this unit when it is Suppressed, roll a die before taking the activation test. On a 4+, the unit loses the Suppressed marker. Regardless of the result of this roll, proceed with the activation attempt.

Immobile

The unit is so heavy that it cannot move under its own power, or it is simply built into a defensive position.

This unit must always 'Halt' in the Move phase. If forced to move by any reason, it is destroyed.

Infiltration

The unit is extremely adept at infiltrating and acting behind enemy lines.

During your set-up, you can set this unit up anywhere on the table outside of the enemy's set-up area and more than 12" from any enemy unit.

Inspiring

The bravery of a heroic individual, the presence of a feared superior officer or indeed the mind-link of some controlling alien creature, are all factors that contribute to make troops fight that much harder.

If the unit or any friendly units within 6" of it take a Nerve test and suffer a Destroyed result, the opponent must re-roll that Nerve test. The second result stands. This rule does not work on armoured units.

Jump Troops

Some troops use anti-grav personal systems, jump jets, short-range teleporters and other more exotic gear allowing them to cross the battlefield at speed, bounding over friends, enemy and terrain alike.

The unit can move normally on the ground using its Speed value, or can activate its jump jets. If it does so, its Speed increases to 10 (so, 20" at the double), and it can move over anything without penalties (blocking terrain, enemy units, areas of difficult terrain, etc.), but still cannot land on top of blocking terrain or within 1" of another unit. If it charges using its jump jets, in the ensuing melee it does not suffer the -1 to hit penalty for charging a defensive position or for a disrupted charge.

Lumbering

Some machineries of war are not build for speed, but more than compensate for it with firepower.

The unit cannot move at the double or at full speed. When charging, it does so at normal speed and not at double speed.

Stabilised

This unit is designed to fire their weapons on the move.

The unit can make a normal move (i.e. not at the double or full speed) and then fire as if it had remained stationary.

Steadfast

No retreat! No surrender!

The unit treats Suppressed results on Nerve tests as Steady instead.

Stealthy

The unit is extremely adept at hiding, or benefits from thermo-optical screening.

Enemies shooting against the unit suffer an additional -1 to hit modifier.

Recon

This unit is trained to range ahead of the main force, scouting the terrain and gathering information.

The unit can make a single at the double or full speed move after set-up is finished, but before the players roll for initiative on Turn 1.

If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of his Recon units first, then the players alternate until all Recon units have been moved.

Tough (n)

Some models that form a unit of their own, like armoured vehicles, heroes, monsters and artillery pieces, can take quite some punishment and keep fighting.

Models with this rule are not removed when they suffer their first point of damage, but rather when they have taken a number of points of damage equal to the number in the brackets. This means that you must keep track of the amount of damage they suffer during the game, by writing it down or using damage counters.

Whenever one of these models suffers one or more points of damage during an activation, it must test its Nerve, as described on page XX. Note that the 'Onslaught' modifier does not apply to their tests.

Vicious

The unit's attacks are lethal – poisoned, corrosive or infected with a highly virulent pathogen.

Whenever the unit rolls to damage, it can re-roll one of the dice that failed to damage.

Zap! (n)

This represents all sort of assorted alien mind-burning powers and other exoteric modes of attack.

The model has a ranged attack. This attack has a Firepower equal to (n), a range of 24", always hits on 4+ (regardless of modifiers) and is Piercing (1).

Armour Special Rules

The following special rules are normally given to armoured units.

Hoverer

Used for vehicles that can fly at low altitude, hover in stationary flight and land vertically at will, much like a helicopter or anti-grav gunship.

The unit moves over anything without penalties (blocking terrain, difficult terrain, enemy units, etc.), but cannot land on top of them. In addition the unit cannot Overrun enemy units, and it can only initiate a Collision against enemy units that also have this rule. The unit can be charged only if it's already immobilised.

The unit also has the Nimble special rule.

Nimble

Used for vehicles with little or no armour, this rule makes the unit much more manoeuvrable.

If moving at normal speed, the unit can make a single extra 'Hard Turn' move at any point during its movement.

Open Top

Used for vehicles that have soft skin and/or have no cover at all, so that the crew are exposed to enemy fire.

Units transported on Open Top transports can be activated even when they don't dismount. If you do that, up to three transported models can fire – temporarily place the models on the transporting model in order to work out their line of sight and range. If the transport has already been activated and has moved at full speed, however, the passengers cannot shoot. If the transport has already been activated and has moved at normal speed, the passengers can shoot but will suffer from the normal -1 modifier to hit for moving and shooting.

In addition, transported units can move at the double and even charge after dismounting instead of being forced to make a normal move.

The drawback for all these bonuses is that Open Top vehicles have a considerably lower Def value, as the enemy attacks can easily cut down the crew and hit other vital components.

Weapons Special Rules

The following special rules are normally given to armoured units.

Blast (n)

Boooooommmmm!!!

Roll to hit normally. Then, any hit caused is multiplied by the number indicated in the bracket before rolling to damage.

Howitzer

Some flexible weapons can either be fired directly at the enemy or used to bombard very distant targets.

The weapon may either be fired normally or by using the Indirect Fire special rule. Declare before you fire.

Indirect fire

The weapon fires its shots in high arcing trajectories. Receiving coordinates from observers in orbit, the operator can engage targets it cannot see. However, he cannot fire at enemies who get too close.

The weapon's shot never suffer any to hit modifiers for range or cover. However, it can never target units within 12".

In addition, the weapon may be fired at targets that the operator cannot see, but in this case it will suffer an additional -1 to hit modifier.

Piercing (n)

This rule is given to high-powered ranged attacks that have a better chance of penetrating the armour of enemy units.

All hits inflicted by the weapon have a +(n) modifier when rolling to damage.

Pistol

Pistols have the great advantage that they can be used both at a range and in melee, making them extremely flexible weapons.

A model armed with a pistol has one extra Attack in melee.

In addition, if the pistol has a Piercing value, it confers an equivalent Crushing Strength to all of the model's melee attacks. If the model already has Crushing Strength, it will use the highest value available – either its own or the pistol's – for all of its melee attacks.

Reload!

Some powerful weapons need a long time to prepare for firing or to reload once they have fired.

The weapon can only be fired if the unit has remained stationary.

Saturation

This rule is used for flame throwers and other attacks where a great gout of incendiary liquid or toxic gas fills an area.

This weapon always hits on 4+, regardless of any modifier.

Sniper

A weapon designed to hunt and kill enemy leaders.

If the unit remains stationary and fires, this weapon's shots ignore any cover modifiers and the Stealthy special rule.

Reinforcements

During set-up, you can leave up to half of the units in your army behind and not deploy them on the table. These units are your reinforcements and will be able to arrive later during the game.

You don't need to activate these units during your turn. If you do attempt to activate them, however, you have the following modifier on the activation test instead of the normal ones:

Reinforcement activation modifiers

Turn 1: -5

Turn 2: -4

Turn 3: -3

Turn 4: -2

Turn 5 and onwards: -1

When a reinforcing unit is activated, immediately choose an entry point for the unit. This can be anywhere on your long table edge, or on either short table edge, a number of feet away from your long edge equal to the current turn number (so up to 12" in on Turn 1, up to 24" in on Turn 2 etc.).

For example, on your third turn, the entry point can be on your long table edge or on either short table edge within three feet of your edge. If the unit arrives on your fifth turn, it can also enter from the enemy long edge, but within a foot of either corner, or within two feet of the corners if it arrives on your sixth turn (the unit has obviously encircled the enemy position).

Place the unit's Leader in contact with the entry point and position the remaining models *in formation* around him as normal. Then you must immediately move the unit at normal speed, in the same way as units dismounting from a transport.

BUILDINGS

The way buildings are represented on a wargames table varies enormously, but roughly they can be categorised in two categories, which we will analyse separately – **devastated multi-floor buildings** and **solid buildings**. Keep in mind that these are quick rules, to be replaced in the future by a supplement covering the details of fighting in ruined cities.

Devastated multi-floor buildings

These are the simplest type of buildings, no more than three-dimensional areas of difficult terrain, with several floors still reachable by your models. Of course, we assume that you are able to reach inside this type of building and move your models.

As we said, these treacherous placers are difficult terrain, unless the players agree otherwise, so movement across them is slow.

In addition, any Infantry and Hero models can move up or down a floor by making a move at the double, as we assume there are ruined stairs or ladders, or other climbing implements, or even just piles of rubble, connecting each floor. Always ensure that a unit is completely on one of the floors, as units stretching two or more floors are way too complicated.

A unit can declare that it is charging an enemy that is occupying a floor immediately above or below. The chargers are moved so that they are as close as possible underneath or above the target, and then the charge is resolved applying the -1 defensive positions/disrupted charge modifier. If the enemy is destroyed in melee, the charging unit is moved in their place.

Solid Buildings

These are buildings that are still intact and we assume that you are not able to open them and move your models inside them.

The simplest solution is to treat these buildings as **Blocking Terrain**.

Otherwise, if you prefer to use them in your games and decide that your models can enter them, you need to treat them as **immobilised transport vehicles**.

Before the game you must therefore decide what Defence value and what Transport value to assign to each solid building on the table.

Listed below are some guidelines for Defence values.

	Defence
Wooden hut	7+
Log cabin	8+
Brick house	9+
Concrete building	10+

Bunker

11+ or better

As far as Transport, our guideline is to say that a building has a Transport value of 10 per 6" square section.

When mounting (i.e. entering) and dismounting (i.e. leaving) from a building, units can only use facings that have opening large enough for the models to move through – doors, gates, large windows, etc. This means that models must be within 2" of the side of the building that has such openings when entering/leaving buildings.

Once inside a building, the unit is assumed to occupy the entire building – all of its floors. Other friendly units can enter the same building up to the Transport value, but enemy units can no longer enter it and must instead attack the building itself – in other words the building has now turned into one of your transport vehicles.

Units inside buildings can be activated to get out of them and can also be activated to shoot out of them, as described in the Open Topped special rule (note that buildings are not otherwise Open Topped). When shooting out of a building, draw line of sight from any obvious opening.

All the rules for attacking immobilised armoured units apply, except that any unit shooting at a building always counts as in its front arc. If a building is destroyed, replace it with an area of rubble (difficult terrain) and then place any surviving models that were inside the building within this area.

Picking a Force

You can play Warpath with just a few units per side, without worrying about the two sides being equally matched. This is great for learning the game, but after you've become familiar with the rules and amassed a large collection of models, you might want to try a game where the forces are balanced, so that both players have an equal chance of winning the game.

To achieve this, you and your opponent must pick an army before the game. First agree a maximum total of points, say 2,000 points. Then start picking units from the army lists provided by Mantic – each unit costs a certain amount of points, as listed in its entry in the appropriate army list (including any options like additional weapons). For example, a squad might cost around 100 points. As you pick units and include them in your army, keep adding their cost until you have reached the total you agreed. You can of course spend less than the agreed total.

The only limit we set to stop ruthless gamers from concocting absurd armies is that for every 'solid unit' in your army (i.e. units of at least 10 infantry), you can include 1 Ordnance unit, 1 Armoured unit and 1 Hero or Monster. So, for example, including 3 solid units gives you access to up to 3 Ordnance units, 3 Armoured units and up to 3 Heroes or Monsters.

Note that some units have an asterix next to their name (for example: Stunts*). This indicates that the unit is never counted as a 'solid unit', regardless of the number of models it includes. We call these irregular units, and they are not 'solid units' because they are not representative of the core, or mainstay force, of their army.

In addition, if a unit has [1] after its name in the list, it is a Living Legend and this means that only one such unit exist and can therefore be included in the army.

Allied Armies

You are free to mix units from different races in your army, as long as you always keep in mind that you need a solid unit of a specific race to include each Ordnance unit, Armoured unit and Hero or Monster of that race.

You can also join forces with your friends and play with several allied armies on either or both sides, as long as the points values are balanced.

However, alliances between races that are hated enemies in the Warpath background are not very 'realistic', so we have given a specific list of Possible Allies to each army.

So please try to follow these guidelines and don't include units of an army that is not a Possible Ally in your army, unless your opponent agrees, of course.

Game Scenario

1) Prepare your Forces

First of all you and your opponent need to pick armies to an agreed total of points, using the process described in 'Picking a Force'.

2) Choose a gaming area

We assume that games of Warpath will be played on a 6x4 foot area, either on a table or another flat surface, like the floor.

3) Terrain – Alien Worlds

Before the game, you should place some terrain on the battlefield. Try to recreate an evocative landscape of the futuristic/alien world your armies are battling on, and always keep in mind that Warpath plays better if there is quite a lot of terrain on the table. Ideally, you need a few large pieces of terrain completely blocking the models' line of sight, so that units have to move around to engage targets.

Also, you need a fair amount of smaller terrain that gives your units some cover from enemy fire. Without enough terrain on the table, units might just sit on the edge blasting away at each other, which is not much fun, especially on the receiving side. A good solution is to find a third (and neutral!) person to lay out the terrain for you.

During this stage it's vital that you agree what each piece of terrain is going to count as during the game – is it blocking terrain, an obstacle, a piece of decorative terrain, or an area of difficult terrain?

4) Set Time

The game lasts five turns. At the end of turn 5, the player rolls a die. On a 1-3 the game ends. On a 4-6 an extra turn is played and then the game ends.

Of course you can agree to change the number of turns you are going to play for, or instead that you are going to play for a set amount of time (we suggest two hours), after which the game continues until the current turn ends. Alternatively, you could also play a Timed Game, as explained in the Timed Games section.

5) Engagement Brief

So, when the game ends, who is going to be the winner? In order to determine that, roll a dice:

D6	Type of Game
1-2	Meat Grinder
3-4	Scorched Earth
5-6	Total Global Domination

Meat Grinder

At the end of the game, add up the cost of all of enemy units you Destroyed. That is your score. Your opponent does the same and you compare scores. If the difference between the scores in favour of a player is at least 20% of the total cost of the armies, that player wins, otherwise the game is a draw (e.g. in a game where armies are 2,000 points, you need at least 400 points more than the opponent to win).

Scorched Earth

Place D3+4 objectives on the battlefield. For objective markers, you should use 25mm round bases, but two pence coins or items of similar size are also fine.

Both players roll a die. Whoever scores highest places the first marker, and then players take turns placing the markers. Objectives must be placed more than 12" from one another, and not in impassable terrain.

If, at the end of the game you have a unit within 1" of an objective and no enemies within 1" of it, you control that objective. A unit can only control a single objective. If you control two more objectives than your opponent, you win, otherwise the game is a draw.

If you play on a smaller or larger surface, adjust the number of objectives as follows: add/remove one objective for each 2'x2' section you add/remove from the normal 6'x4' area. For example, that means using D3+2 objectives if your surface is 4'x4', or it means D3+6 objectives on a 8'x4' area.

Total Global Domination

Proceed as for Scorched Earth above, but at the end of the game count the points just like in a Meat Grinder game. In addition to points for killing units, any objective you control at the end of the game (as described above) is worth an amount of points equal to 10% of the cost of the armies. For example, in a game where each army is 2,000 points, each objective is worth 200 points.

6) Set-up

Both you and your opponent first place all of your units next to the playing surface for the other player to see. You can also have a look at each other's army list, to ensure you both understand what force you are going to face.

Then both players roll a die. The highest scorer chooses one long edge of the battlefield as his own and then places one of his units on that side of the battlefield, more than one foot from the middle line (see the diagram above). His opponent then does the same on the opposite side of the table.

The players keep alternating in doing this until they have placed all of their units onto the table. You can leave up to half of the units in your army off the table, and any undeployed unit will be treated as a Reinforcement (see page XX).

7) Begin the game!

The game begins with the Initiative phase of Turn 1. Game on!

Player A Set-up Area

Middle Line

Player B Set-up Area

Timed Games

We really enjoy playing Warpath in a relaxed atmosphere, with the accompaniment of epic music, beer, pizza and the unavoidable truculent banter. However, the game is designed so that you can also decide to introduce another dimension to the fight: time. This way you'll be able to experience some of the pressure of real battle, when snap decisions make the difference between victory or defeat, life or death!

Chess Clocks

The best tool for timed games is a chess clock, a clever device that ensures time is equally divided amongst the players, thus creating the ultimate fair and balanced wargame.

Simply agree a number of turns for the game and an amount of time per player, and set the chess clock accordingly. For a 2,000 points game, we suggest sticking to the recommended five turns (plus roll for a sixth) and one hour per player, but it's up to you to find the pace you prefer for your games. Then, after deciding which player begins to deploy, start that player's clock. Once he's finished deploying the first unit, he stops his clock and activates the opponent's clock, and so on.

Once deployment is finished, stop both clocks and begin the game by rolling the first Initiative phase.

Once the winner of the roll has chosen who has initiative, re-start that player's clock. That player plays until he loses initiative and then stops his clock and activates the opponent's clock, and so on.

The game ends at the agreed number of turns and victory conditions are worked out as normal. However, if a player runs out of time during one of his turns, the game ends instantly and his entire army routs – immediately remove all of his remaining units, as if they suffered a Destroyed result, and work out the victory conditions as normal. However, in an objective-based game the opponent is allowed to keep moving his units for as many turns as there are left in the game in order to grab objectives before the victory conditions are worked out.

Other Timers

If you don't have a chess clock at hand, don't worry – the stopwatch in your phone or watch, or even an hourglass or egg timer will do fine.

If you use one of these, then each player gets an agreed amount of time per Initiative segment (i.e. from the moment he receives initiative to the moment he surrenders it to the opponent). We suggest that each Initiative segment should take five minutes.

If a player runs out of time during his Initiative segment, he can finish the activation of the unit he was in the middle of activating, but his Initiative then ends.

Make sure that you also set a time limit for deployment (30 seconds per unit works fine).

Be Nice!

Of course, it's only fair to stop the chess clock or timer if one of the players is distracted from the game (by a phone call or the like), or if the players need to check a rule, an unclear line of sight, etc.

It is also best if any unit you destroy is removed by your opponent, together with all of its damage markers.

By all means, you and your opponent can vary the amount of time you have for your game or your turns according to your own taste, but if you're like us, you are going to love the pressure created by timed games – after all, in real war one rarely has the luxury of time...