

Three Realms

By Chris Marini, Brian Poll, and John Shinholser

What is Three Realms?

Three Realms is an original war game set in a transmigration driven, mutation rampant, magic blasting fantasy 'world'. It pits armies of models/tokens against each other in epic combat. Three Realms is a game of skill, strategy, and chance, and is built to give players a feel for what war would be like in a universe where sorcery, barbarism, and high technology are in a constant state of conflict.

As with all games, Three Realms was built with fun in mind. Be competitive! Shout your heads off! But, please, do keep fun for everyone as your highest priority. If you can't agree on something, no matter how silly or one sided, get a mediator or roll dice for highest and move on.

The Three Realms World

Eventually I'll work something fancy into this, but fudge that for now. You poor testers are getting the cliff notes versions of the fluff, just so you can get a feel for the world you're playing in.

The Three Realms were originally three dimensions set on the same world. These three worlds were known as the Birth, Life, and Death Realms. Due to chance or divine providence, each of these worlds was linked to each of its brothers in one aspect only--in all other respects completely isolated, otherwise.

The souls of sentient organisms in the Three Realms universe come into existence spontaneously, born from a fundamental energy that exists in a plane of existence separate but overlaying all material realms. The Birth Realm is close enough in proximity to this Plane of Souls that, when these new souls are born, they naturally travel into it, like water flowing down a hill. In this way are born the children of Man. The Life and Death realms are not close enough to the plane of souls to garner sentient souls directly. The Life Realm is, however, close enough to the Birth Realm that, when a human being dies in the Birth Realm, their soul will transmigrate to the Life Realm and be born again.

Souls tainted by experience, however, do not form life in the same way that pure born souls do. Though they do not remember their previous existence, transmigrated souls inevitably carry overriding emotions and traits into their next existence. Over the course of untold generations this eventually resulted in the formation of more than just the race of man living in the Life Realm. Several near-human races came into being, and each had their own array of very different civilizations. Humans, Dwarves, Orcs, and Elves were the most prosperous of the Life Realm's sentient races.

The Death Realm is too far removed from the Birth Realm to obtain souls from it, but it is close enough to the Life Realm to obtain the Life Realm's souls. The same distorting effects which resulted in the birth of the Life Realm's races resulted in an enormous variety of very different races in the Death Realm, each born from the different paths that the races of the Life Realm took. Orcs who were driven to repeated acts of mindless bloodshed, in keeping with their rage-blind nature, became Ogres: near mindless, enormously powerful

monsters. Orcs who chose a wiser path often became Gelu: strong, proud warriors with superhuman strength and great wisdom.

A soul released by death from the Death Realm has no nearby world to travel into. Instead souls traveling from the Death Realm wander through the planes of existence for many lonely years, eventually losing even the most remote elements of their original characters, and become nearly as pure as newborns. Most of these souls eventually find their way back into the Plane of Souls, where they are then recycled back into the Birth Realm and the process begins once more.

The Realms, originally, were almost completely isolated from other planes of existence, including each other, except for the passage of souls. Because of this, magic was an unknown thing in the Three Realms.

This changed, however, about 2,000 years before the start of the modern worlds. A man named Nikolas Crowfather, a talented soldier of one of the Birth Realm's great empires of man, sought out a method of releasing himself from the influence of the empire he served. This empire kept many of their most powerful warriors in line through the kidnapping, threat of, and act of torture of their families.

Crowfather was a desperate man, and also a rare pure soul, completely new to existence and with no history in any of the Realms. Because of this, he was attuned to the faint call of things outside the Realms. Consorting with intelligences from outside the material realm, Nikolas Crowfather summoned a great power into the Birth Realm in an attempt to murder all of his enemies at once and thus free his family. This was the first act of magic.

The First Magi could not have known, though, that this act would break through the barriers between the Birth Realm and the infinite realities outside the Birth Realm's self. A void rose up in the center of the Birth Realm, in which nothing could be known, and a vast well of power that was unbounded by the laws of reality spilled forth into the land. This power was so great that it strained the fabric of reality in the center continent where it was located and crashed through into the Life Realm, and then the Death Realm, forever linking the three contingent realities in a physical way. The power spilled out and covered the realms and magic was born. Reality warped and many billions of sentient, animal, and vegetative lives were driven to extinction.

Now, 2,000 years later, the survivors of the Opened Void have begun to recover, and the opportunities provided by this brave new multidimensional world have begun to lead to that which is inevitable in the search for power: war.

...Yes, that was my idea of the cliff notes version. I failed at that. Oh well. Next Section...

Pick Your Poison

Contained below are descriptions of the four playable races of the Three Realms world. These descriptions include a brief explanation of their history, appearance, and play style. For more specific information, please reference each army's Army Book. These books are available for download from the Three Realms Deviant Art page and from the Three Realms website.

Humans

History: Humans are your average humans, physically. The Human Race, in the Three Realms, is the only race to have always been extant in the Birth, Life, and Death Realms simultaneously. The nations of Man are varied throughout the Three Realms, but the most populous empire, the Birth Realm Northern Nation State, is best known for being madly, madly, madly advanced, scientifically. They are also known as one of the primary forces behind the breaking down of the barriers between the different realms and the releasing of magic which followed—their former citizen, Nikolas Crowfather, was driven by their callous abuse of himself and his fellow soldiers to consort with the abstract powers which created the Void. From this, magic was born.

Despite this, the Birth Realm Northern Nation State possesses very few practitioners of the magical art. With things like unmanned bomber drones, tanks, and grenade launchers, though, it's hard to feel sorry for the Nation State when it does battle with the arrow slinging magical races whose territories it is constantly invading.

Appearance: Humans look like your average humans. They tend to involve a wacky combination of Canadian, Imperial Roman, and Starship Troopers elements in their aesthetics.

Play Style: If you like playing an army that relies on sheer ranged firepower to get the job done, the Humans are going to be your favorite race. This is not to say that the melee options in the Human Race are lackluster, but the things that make the Human army special all reside in its ranged combat abilities.

Like the idea of strapping an incendiary rocket to a catapult? The Onager will be your bread and butter. Like the idea of sending a herd of rampaging bull robot moose into both your enemy and your poor, poor Testudo (basic Human expendable melee tank unit)? You'll love the Bulls. Always wished you had some sort of gross melee model that could pop up in the middle of your static squishy gunline and eat the things attempting to ruin your day? The humans have that. Snipers in the bell tower? Got it. Hit and run bombers? Got it. The humans play like no other army in the Three Realms game.

Skathii

History: Once a race of men who plied their trade along the seaways of the Birth Realm, the release of Magic devastated the Skathii Empire's homeland. Now the beautiful white sand island that the Skathii called home is tainted black and covered in smoggy twilight, and the gemstone mines which supplied the old empire with its wealth spew madness from their gaping mouths. The few proud, sane survivors of the Skathii Empire are imbued with an unnatural grace and dexterity, now, but the only thing standing between a Skathii's culture and brute, animal barbarism is the steel curtain of their soul.

Plying the seaways once more, roaming free from the tall black iron towers on their smog shrouded coasts, the Skathii are no longer traders. They are predators. And woe betides the luckless who bear witness to the fluttering of their fast ships' sails.

Appearance: Tall, gaunt humanoids with a piratical, Egyptian aesthetic, and elements of Arabian Nights as well.

Play Style: The Skathii are *fast*. The base speed in Three Realms is 5", with a 7.5" run, subject to the perils of terrain. Skathii, on the other hand, are almost universally able to purchase cheap transportation in the form of flying carpets, which are base speed 10" and have a 20" sprint, the fastest single move in the game. And yes, that move is also flying, so the Skathii couldn't give a bear's two farts about terrain. In addition to this, Skathii units are universally faster than their counterparts in the other armies of the game. The Skathii are and will forever be the fastest army in Three Realms.

The Skathii are *mean*. They have some of the most dangerous offensive capabilities in the game, statistically. On top of that, they have a significant amount of Instant Death, which does exactly what it sounds like it does and is otherwise almost unheard of in Three Realms armies. That unit of terrifyingly powerful Gelu Colossi making you sweat? It shouldn't, you're Skathii. They'll never catch you until you *want* them to catch you, and by the time they do you'll have the resources prepared to kill them all in a single blow.

The Skathii are *scary*. Drive tests are a big deal in the Three Realms game, and there are few armies which like to abuse that fact as much as the Skathii do. With a little finesse, and luck, you can break an entire enemy army and route them off the board by the end of game turn three. If your opponent is unfamiliar with how the Skathii army plays, you can do it by turn two.

Do you like the idea of elite super soldiers becoming more powerful the more enemies they're fighting? The Skathii have that. Do you want to control the most powerful melee assassins in the game? The Skathii have those, too. Blacken the sky with hallucination inducing arrows? Got it. Ravening packs of your own mad countrymen to turn on your enemies like dogs? The Skathii have *that* in spades.

If you like the idea of playing an army which grants you absolute control of every situation while leaving your enemy playing Russian roulette with a loaded gun, the Skathii are your army of choice.

Gelu

History: The Gelu were once a vital race in the Death Realm. Soul Descendants of the Life Realm's Orcs, the Gelu were perhaps the most unfortunate of all the races when magic was released into the world. Their cellular structure reacted to magic in a way unseen in the rest of the races of the Three Realms. The body heat of a Gelu, while exposed to magic (which is all the time) slowly increases until that Gelu literally bakes from the inside out. To make matters worse, the Gelu homeland is located directly above the Void, a rather warm location rife with the power of magic. The Gelu were forced to flee their ancestral grounds or perish en masse. Homeless and dying, the Gelu seemed likely to go extinct.

But, of course, the Gelu proved too bad ass to go extinct. The entire race moved north while baking alive, finding their way, eventually, into the most frigid northern tundra in the Three Realms. The cold and ice were brutal, and the trek killed nearly the entire Gelu race, but their civilization managed to survive. What's more, the few survivors of the species were the toughest and most competent of their kind, and their children were even tougher and even more competent, and so on for hundreds and hundreds of years, until the present day...

Now, covered from head to toe in enormous, cryonically imbued armor, the Gelu have begun to venture from the tundra once more. They seek one thing only: combat—and not for conquest, but for the sheer joy of it.

Appearance: Big, *BIG*, big guys, wearing black, full plate mail, and with clouds of cold emanating from them. Their names inform their general appearance, and they follow a dark, pseudo-Greek aesthetic.

Play Style: The first thing you'll notice when you look at the Gelu is that they have the most points efficient statlines in the game. They are absolutely monstrous in melee combat, and they have potent defense nearly across the board. The second thing you'll notice, however, is that they're Movement 4.

The Gelu are an advanced army. Three Realms is very much dominated by positioning, and a novice Gelu player is likely to become easily frustrated by their complete inability to get into combat before their monster army is annihilated by their foes. A clever player, though, will realize that a well-tooled Gelu army has all the things it needs to be nearly unstoppable on the field of battle.

Are you fighting a heavy shooting army? A unit or two of Harpies will mitigate the most serious threats and a unit of Asps will force them to either run from you (the smart choice) or move into close combat (the very, very dumb choice.) Fighting a fast force? Very few armies have the number of units that a Gelu force does, use a unit of Wolves or Lions in combination with your inevitable extra actions to catch the worst offenders off guard. Fighting a melee powerhouse force? Good. There's not a single army in the game that can take on the Gelu in close combat without weakening them somehow first. You're stronger than any other army in the game, you're tougher than any other army in the game, and, if you're patient, you'll crush your enemies into dust.

Do you like the idea of fielding a unit of lumbering, unkillable behemoths? Colossi are so tough that they are the benchmark for the heavy weapons users of enemy armies in terms of things they have to be able to *potentially* injure. To top it all off, they are one of the hardest hitting units in the game. Use them to herd your enemy into the (relatively) squishier, but nonetheless deadly rest of your army. Do you want to wield the most powerful melee regulars in the game? Mass Bulls and watch your enemy's eyes bug out of their heads when they realize that they're outnumbered by models that could pass for elites in any other army. Do you like the idea of eliminating the strategic value of flank attacks against yourself, forever? Anything that charges a unit of Spiders is going to die. Put them on your flanks and you'll never have to worry about your army's "vulnerable" flanks again.

If you want to release a slow tide of death and sorrow on your enemies, game after game, the Gelu are the army for you.

Bodai

History: Once a philosopher state of men living in the tropical, northernmost continent of the Birthrealm, the Bodai are now a race of bio-congregate and fungal automatons serving the whims of their extra-dimensional master, the Bodai Tree. No one knows where the Tree came from, but the Penumbra Fields which make up its body, and the dark jungle they house at their heart, have been growing for centuries, and they have nearly choked all other life from the continent.

Forever reenacting the bitter civil war which devoured their civilization, at the behest of their master, and with only infrequent breaks to drive 'invaders' from the eternally expanding Bodai Wood, the Bodai are warriors out of nightmare.

Appearance: There are two groups: the Mushrooms and the Slimes. The Mushrooms wear full plate mail that looks very shadowy and sleek and that is covered in glowing neon glyphs which leave trails in the air. They have a Japanese aesthetic. The Slimes are lightly armored, and appear to be humanoids made entirely out of a smooth layout of very dark and shadowy slime, with a few glowing cells of that same neon stuff floating about deep inside them. They have an Indian aesthetic. The monsters follow along the same lines as the regular joes, but are *big*.

Play Style: Imagine those little mushroom guys from Fantasia's *Dance Chinoise*. Now, weaponize them.

The Bodai play style is an odd one to get used to. Basically, if you have a unit on a part of the board, you own that part of the board. Each unit in the Bodai army has a hero who can never die while their unit lives, and who can devour other models in their unit, when they *would* die, effectively moving about the unit as they wish. The leader tier models of the Bodai force are able to jump between units at will. After a certain number of kills, even the commonest model in your teeming masses can become a nearly unkillable monster.

If you like the idea of playing a hoard of commoners protecting a relatively small number of elite, independent heroes, then you'll like the Bodai. If you like the idea of summoning enormous monsters to devour your enemies at the most opportune moments, you'll like the Bodai also.

Like the Gelu, the Bodai are a fairly complicated army to master. The most important thing to keep in mind is that the Bodai army is, generally, going to be slower as a whole than their enemies. They are almost uniformly jack-of-all-trades types with very little true mastery apparent in their stats. Also, they tend to take a small number of large units, and they will almost always have at least one unit waiting in the wings to eat your enemies, further decreasing the number of units the Bodai have on the table most of the game, and leaving your entire army effectively outgunned.

Some of these weaknesses can be turned to your advantage, however, with the inclusion of one of the Bodai army's multiple action units. A unit with the **Multiple Actions** special rule can act twice a turn, so long as their foe still has units left to act and all of the unit's army's units have acted at least once. In the Bodai army, this has an absurdly powerful synergy with their other movement shenanigans. The first time you double sprint a unit of Bengals across the entire board *sideways* and then Sorcerer's Step a decked out melee Bodhisattva into your foe's squishiest, seemingly impossible to reach uber unit, on game turn one, you will fall in love with the Bodai army.

Do you like the idea of blowing up your own models to create devastating spells nearly anywhere on the board? The Sisters are going to be your favorite unit in the game. Do you like the idea of S12 on a melee attack? The Guardian's named leader, Haruki, wields a zanbato which can kill almost anything, assuming it can manage to hit. Do you want to wield a rampaging, nearly unkillable sky-whale gunboat? The Lesser Leviathan is the most expensive single unupgraded model in Three Realms, takes three turns to summon onto the table (if you're lucky), and is absolutely, positively terrifying. Also—yes, it is an *enormous flying whale*. Movement shenanigans? Any Leader tier Bodai model can do it, the Bengals *will* do it, and the Stream Beast summonable monster will *definitely* do it.

If you want to wield a highly reactive army which eats itself for profit and exhibits the ability to defy the established laws of physics, the Bodai are your army.

CREATOR'S NOTE

We do have six other armies in the works. In fact, some of them are almost ready for testing. BUT, for now, our concern is the present armies, and we will introduce new armies at such a time as we feel our existing forces are balanced. Please be patient if the current forces are not entirely to your liking, I am sure that we will have one that is.

Laws of Three Realms

Law of Negation: If you are ever in doubt when rounding numbers, ROUND DOWN!

Law of Fate: If you and your opponent(s) are ever stuck in a rules argument for more than one minute, roll off. Winner is right. END OF DISCUSSION!

Law of Competition: DO NOT SIT AROUND THINKING. This is a game meant to simulate combat, not chess. Try to keep unit turns under two minutes if possible.

Law of Balls: Do not be a pansy about fighting. This is a combat game, play with the aggression your force deserves. DO NOT BE A WUSS!

Suggestions for further laws are welcome

Three Realms Core Rules

By Chris Marini, Brian Poll, and John Shinholser

Contained herein are all of ye olde rules ye may require to play ye olde Three Realms game.

...Abandon hope all ye who read past here.

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Beginning Concepts

Dice

Dice rolls, like in most games, bring an element of chance into the Three Realms game. In Three Realms, 10 sided dice are used, shortened to d10. Some situations will call for multiple dice to be rolled, which will be indicated by a number before d10--if you need to roll two dice you will see 2d10, if you need three dice you will see 3d10, and so on. Some situations call for a d5 to be rolled. As no such die exist, roll a d10 and divide by two, rounding down. So, as an example, a 5 on a d10 is a 2 on a d5.

Sometimes a dice roll will be modified. This is indicated by d10+ or d10- a number. For example, d10+1 means roll a d10 and then add 1 to the result, so if a 5 is rolled the result is 6.

Quick Tip: If you need more D10s and you have a few D20s lying about, try out the same division trick used to create D5s on your D20s, turning them into serviceable D10s.

Distance

Three Realms is measured in inches. For instance, if a model has a movement of 4, then it can move four inches in a standard move. If a situation calls for a modification of distance, use the actual value. For example, rough ground reduces movement by half. So, if a model with an M of 5 moves across rough ground, then it moves 2.5 inches. If that same model is affected by another rule that halves its M while moving across rough ground, then it would move 1.25 inches.

Measuring Distances

When moving a model, measure the front end of the base and move the model until the front end of its base is the appropriate distance from its starting point. When measuring between models, measure the shortest possible distance between the two models' bases.

Models and Units

Units are groups of models that work together. Certain models can work on their own; examples include characters and monsters. In many places, an individual model works in the same way as a unit. In these rules, any rule that applies to a unit also applies to single models unless specifically stated otherwise.

Stat modifications

For all stats other than Movement, all modifications are rounded down to the next whole number. So if a model with Strength 5 has its Strength halved it would have a Strength of 2.

Shortenings

Some phrases are long and cumbersome, so they are shortened in these rules

BTB: Base To Base

LOS: Line Of Sight

GT: Game Turn

UT: Unit Turn

The Game Proper

Stat line

Movement: This is how far the model can move in a standard move action.

Strength: Physical strength. This influences damage for melee attacks.

Melee Training: Training in close-quarters fighting. This determines ability to hit in melee.

Ranged Training: Training with ranged weapons. This determines accuracy at range.

Initiative: Initiative influences who goes first in Melee.

Attacks: Ability to hit multiple times. This represents the number of attacks a model can make in melee combat.

Drive: Willingness to withstand the rigors of war. A higher Drive makes it easier to pass drive tests.

Evasion: Ability to avoid attacks. This influences the difficulty of melee and ranged to-hit rolls.

Protection: Armor and sheer toughness. This influences the difficulty of all damage rolls against the model.

Fig. 1: Statline, Pure Average

M	S	MT	RT	I	A	D	E	P
5	6	6	6	6	1	6	11	11

Fig. 2: Statline, Human Warrior with Shield and Armor

M	S	MT	RT	I	A	D	E	P
5	5	5	5	5	1	6	11	11

The Turn

Each **Game Turn (GT)** is made up of multiple **Unit Turns (UT)**. There is one Upkeep Phase, one Action Phase, one Melee Phase, and one End Phase per GT.

At the beginning of each GT, both players roll a dice, whoever rolls the highest gets first UT for that GT. The player who wins this roll off is the first player. All UTs are completed during the action phase. A UT consists of movement, shooting, and charging. Only one unit (and any models attached to it) may act in any one UT. After a unit finishes its UT, place a marker next to it to indicate that it has gone. Then the next player acts with one of his units that has not already taken its action this GT. The GT ends once all units remaining on the table have acted at least once. After the first GT has ended, the players roll off to see who goes first once more. This occurs for each GT thereafter.

Upkeep Phase

Some abilities are resolved before units act. These occur during the Upkeep Phase. If an ability states that it happens at the beginning of a GT, it happens during the Upkeep Phase. The first thing that happens each GT is rolling to determine who gets first UT. The player with first UT resolves all of their Upkeep Phase abilities first.

Action Phase

This is the primary portion of the GT. This is when models and units take their UT.

Each unit/independent model takes its action separately. This means that a unit is selected by the controlling player, takes its moving, shooting, and charging actions, then another unit is selected and does the same, until all units have taken their actions.

Once selected, a unit may do any of the following in any order (whole units complete each part of their Action Phase together): moving, shooting, and using appropriate abilities. A unit may also charge into melee combat, but the unit's turn ends immediately after resolving a charge.

End of Actions

The action phase of the GT ends when the following criteria have been met:

1. All units have acted at least once
2. Players have taken as close to an even number of actions as possible, *or* no unit can act.

Move

The models in a unit may each move a distance equal to their M in inches. The models may move in any direction, provided that they remain in formation. (More on this later.)

Running

Units may elect to run as a special move action each UT. Running units may move between 1 and 1.5 times their M in inches, but may not take any other actions unless they have a rule which explicitly states otherwise. A unit may choose to run through rough ground at full speed, but it treats that ground as hazardous ground, and a running model must re roll all successful hazardous ground rolls.

Formation

Models in the same unit must remain within half the distance of their slowest model's move of each other. This is called being "in formation." Units that find themselves out of formation must spend their next available move action getting back into formation, and must continue to do so each available move action until they have succeeded in doing so.

Moving Around Models

A model may not move through another model, either friendly or enemy. A model may not move between two models if there is not enough room to set the moving model down on the table between them. The same applies for moving between pieces of terrain, and moving between terrain and models.

If there are models with different movement within a unit, each model moves at its own movement. It must still stay in formation.

A unit engaged in close combat may not move.

Terrain

Rough Ground

Rough ground is anything with terrain conditions which slow down movement. It halves the available M of any model within it. Movement that involves both regular and rough ground halves M only while the individual models are in the rough ground, so that a model with an M of 5 may move three inches through regular ground, and then only one inch (the remaining M divided by two) in any rough ground it might encounter. A model may move farther than this, up to its full M, but doing so causes it to treat the rough ground as hazardous. Examples of rough ground include rubble, a low wall, woods, and other such terrain.

Hazardous Ground

Hazardous ground is any kind of terrain that could injure a model in such a way that it could no longer fight (from a twisted ankle to death). Entering or moving within hazardous terrain forces a terrain roll. For each model that moves within hazardous terrain, roll a die. For each 1, one model that moved through the terrain is removed as a casualty (chosen by the controlling player). Hazardous ground is not necessarily rough. If it is not already rough, the model may choose to move as though it is rough. If it does so, then terrain rolls that result in 1s are re-rolled. If the hazardous ground is already rough, then you may not use this option. Examples of hazardous ground include porous ground, collapsing buildings, and barbed/razor wire.

Quick Tip: Should an area be both Hazardous and Rough, then models move through it at half speed, treating the area as hazardous. They may still choose to move normal speed,

but re roll all successful terrain rolls. A unit in ground that is both Hazardous and Rough may not run.

Uncrossable Ground

Uncrossable ground is terrain that can not be crossed by conventional means (walking, running and so on). Unless otherwise stated, uncrossable ground may be crossed by other movement methods such as flying, ethereal movement, and infiltration. Examples of uncrossable ground include holes in the ground, walls too tall to climb, and steep cliff sides.

For simplicity, here is a table describing how things move in relation to terrain.

Terrain	.5 M	M	1.5M (run)	2M (sprint)
open	none	none	none	none
rough	none	Counts as Hazardous	re roll successes	re roll successes
harzardous	re roll fails	none	re roll successes	re roll successes
rough and harzardous	none	reroll successes	1 and 2 fail	cannot

Shooting

Models that have an appropriate weapon (one with a range value) may shoot or throw projectiles. For the sake of simplicity, all ranged attacks are referred to as shooting.

All shooting follows a set order of action:

1. Declare target(s)
2. Determine LOS and range
3. Roll to hit and assign hits
4. Roll for damage
5. Remove the dead

Who Can Shoot?

Just because a model has a weapon that allows it to shoot doesn't mean that it can always use it. A model cannot shoot if it ran or sprinted during movement, is going to charge, or if any member of its unit is BTB with an enemy model.

Quick Tip: Do remember that each unit takes its actions (move, shoot, and charge) together before any other unit takes its action.

Declare Target(s)

When shooting, units first declare what they are shooting. They choose a single unit or model as their "target." All models in a unit must shoot at the same target.

Determine Line of Sight (LOS) and Range

Line of Sight, or LOS, is a representation of what a model can "see." LOS is determined by base type. If an unobstructed straight line can be drawn between any part of the bases of 2 models, then the models have LOS to each other. If no such line can be drawn, but the models may still have LOS to each other, such as with a low wall (blocks the base, but not necessarily the whole model), then model volume is used. Models are assumed to occupy a volume that is determined by their unit type, as listed below. This volume extends from the model's base vertically. This volume is always used, regardless of the actual area the model represents (a model posed to be crouching is as "tall" as one standing). SEE TABLE NEAR END OF RULES.

Range is a measure, in inches, of how far a weapon can be fired. Range is measured along any point of clear line of sight between the shooter and a model in the target. If a model is both in LOS and range, then it can be shot at and is described as "threatened." Threatened models are eligible to take hits from the attacks being used against them.

If a model is out of either LOS or range, then it is not threatened. If no models in a target can be threatened, then the shooting unit cannot fire and has wasted its shooting trying to aim at something it cannot see.

Quick Tip: When determining threat for units, each model in the unit must threaten at least one model in the unit's target in order to be able to attack. When determining what models are threatened by a unit, any model that is threatened by at least one model in the attacking unit is considered threatened by all models in that unit which are eligible to attack. For example, if your back rank threatens the front rank of your target and your front rank threatens every model in the target, then your entire unit counts as threatening the entire target unit.

Roll To Hit and Assign Hits

In order to hit, shooting models roll a d10 and add their RT to the result. If the total of the two is greater than the target's E value, then a hit is scored. This is called a to-hit test. If a target unit has models with different E values, then use the majority E value of threatened models. If no majority exists, then use the lower "tied" value. All models in the attacking unit that are shooting the same target roll their dice together. If different RT or different weapons are present, either use different colored dice to represent different models, or simply roll them separately. Always wait to assign hits until all rolls are made.

After all rolls to hit are taken, the target's controlling player assigns hits. Only models in the target that are threatened by a firing model may be assigned hits. It is important to note which models are assigned hits from which weapons if there is more than one weapon type present in the shooting unit. Each threatened model must be assigned a hit before any model may be assigned a second hit. A model may not have more than one additional hit in comparison to any other threatened model. After all rolls to hit for the shooting unit are taken, even if they aren't all at the same target, proceed to damage.

Roll To-Damage

To-Damage tests are a comparison of the attacker's weapon's S against the hit model's P. For each hit that a model takes, roll a d10, add the S value of the hit, then subtract the target's P. This is the amount of damage that a single attack inflicts.

Damage rolls are taken per model, not per whole unit. Same models are rolled for together.

Quick Tip: Most models count as having a single point of damage, so having a higher damage roll than their P will be enough to kill them. Some models have multiple points of damage, which will be listed in their Special Rules. Each damage roll does as much damage as it rolls above the model's P, and this damage is cumulatively subtracted from their damage points until they fall below one point of damage, at which point they die.

Remove the Dead

Models that have taken enough damage to fall below one damage are removed from play. All removed models are taken together after all damage rolls are resolved.

Templates

When firing a template, you are not shooting at a model or a unit, but rather at a location. Choose a location within your weapon's range, and place the center of the template over it. Roll a d10 and subtract your RT from it, if the result is 0 or less the template lands on target. If the result is greater than 0 that result is the distance in inches scattered. Roll a d10 to determine the direction that the template has scattered. The upward elevated facet of the die points in the scattered direction. All things inside the template's radius are hit. (Radius is listed as its size, generally in the form of X number of inches, or X", immediately before the word template on the weapon's description.) This means that evasion has no effect on aiming an AOE shot, as the weapon is aiming at a location instead of at a target. Armor affects damage taken, as usual.

All models hit, both friend and foe, take a single hit at the template's full S. In addition, when rolling the d10 for scatter, note if the number on the uppermost facet is even or odd. When the die comes up even, it is on the light side and nothing is wrong with the template weapon. When the die comes up odd, it is on the dark side: the weapon is shoddily prepared in some manner and the template suffers -1S overall.

In the event that a model has an AOE weapon in a unit with non-AOE weapons, the AOE must be targeted to hit at least one model in the unit that its unit fired at.

Sprays

Sprays are a special type of template shot. They do not scatter, like regular templates. Instead, they originate from a point on the edge of the attacker's base. When you fire a spray, place the fate coin in the place you would like to fire the spray. The template must cover part of the fate coin. A spray's size is determined based on specific segments of the template, and effects all models that are even partially under the designated area. Like standard templates, sprays aim at an area instead of a model and, as such, do not need to be targeted against a specific model, thus completely ignoring evasion. Unlike standard templates, sprays hit all eligible models at full strength.

Quick Tip: The rule of removing eligible models also applies to templates and sprays, meaning only models hit by the templates may be removed.

Lines

When a line weapon is fired, draw a straight line between the firer and the target out to the range of the weapon. Roll To-Hit and To-Damage for every model on the line separately (friend and foe). Friendly models have +2E for this roll. Roll To-Hit and To-Damage on the nearest target first. If it is hit, roll To-Hit and To-Damage for the next model, but with a -1S penalty. If it is not hit, roll To-Hit and To-Damage on the next model with no penalty. Each model hit by the shot imposes a cumulative -1S penalty. Note that there must be an original target, and it must be something the attacker can threaten. Intervening models do not contribute cover or concealment when rolling for Line weapons

Special Shooting Actions

Aim

Models in a unit that forgoes its movement may choose to aim and gain +1 on ranged To-Hit rolls.

Cover

Cover and concealment hurt the ability of the attacker to injure their target. Cover/concealment are awarded in different ways depending on the type of terrain granting them.

Concealment: The term concealment refers to things that would interfere with LOS, but not actually have any ability to stop a projectile. Examples include clouds, tall grass, or bright light, such as from aiming into the sun. The in game effect is a penalty to the attackers RT of -1 should the defender be determined to be in concealment. Note: Concealment effects do not stack.

Cover: The term cover refers to things that would both interfere with Line of Sight and have enough mass to stop a projectile. Examples include forests, walls, and interposing terrain. (Top of a hill, lip of a trench, etc.) The in game effect is a concealment penalty to the attacker's RT of -1 and a cover bonus to the defender's P of +1. In addition, all templates whose centers are on the opposite side of the object to the defenders cannot damage those defenders so covered.

Quick Tip: Forests: Forests are an exception to certain of the shooting rules. In forests, any template hitting a model outside of its centre hole (about a half inch wide) suffers -1S to its damage roll in addition to any other modifiers. In addition, any unit attempting to find line of sight through a forest treats all models with more than three inches of forest in front of them as blocked from line of sight. Note that templates cannot be fired at a location that cannot be seen without Arcing (see below).

Determining Cover/Concealment: Whether or not a unit is considered to have concealment or cover is determined as follows:

- *Area Terrain:* Area terrain includes things such as forests and clouds. A model is considered to be in area terrain as long as any part of its base is within that terrain.

- *Object Terrain:* Object terrain includes things such as walls, hedges, columns, and the like. A threatened model is considered to be affected by the object terrain if at least 50% of its volume is obscured by the object in relation to its attacker. An attacking model within 1" of a wall does not shoot through cover against a target on the other side.
- *Terrain Features:* Terrain features include such things as the tops of hills, trenches, hollows in the ground--anything that is represented by the shape of the actual board itself. (Anything that would be part of the actual ground in reality.) Terrain features work much as object terrain. If the defender is at least 50% obscured by volume from the attacker, then it is granted its cover bonus. All terrain features grant cover instead of concealment. Terrain features are not determined at the beginning of the game. They are considered to be inherent in the board itself.
- *Other Models:* if a model can only draw LOS through another unit, the target gains cover.

Quick Tip: Cover and concealment never stack.

At the beginning of the game, determine what each terrain piece grants in terms of cover and concealment. Generally, following the examples above to determine what is what is best. Match *Area Terrain*, *Object Terrain*, and *Terrain Features* with *Cover/Concealment* to determine how models gain their benefits, and what benefits they gain. Make sure all players understand and agree. It never hurts to make a list.

Charging

Charging is a special kind of action that functions a bit like running except that it allows models to move BTB with enemy models. Charging is ALWAYS done after movement.

A unit that ran during its movement cannot charge. A charging unit moves its movement in inches in an attempt to get BTB with enemy models. Charging follows the following steps:

1. Declare that a unit is charging and the unit that it will charge. A model may only charge a model that it can see. If a model cannot see its charge target it moves as normal but may not attack.
2. Move the closest model in the charging unit in a straight line up to its M in inches until it gets into b2b with the nearest model in the target unit.
3. Move the next nearest charging model in a straight line into b2b with the next nearest unengaged enemy model in the charged unit.
4. Repeat step 3 until all models in the charged unit are engaged. If a model is unable to reach b2b with an enemy model, move it in a straight line to get it b2b with a friendly model that is b2b with an enemy. If that is not possible, move the model up to its speed in inches to get it as close as possible to an enemy model.
5. If models still need to move after all enemy models have been engaged, move the charging model into b2b with the closest enemy model.
6. When the entire unit has moved, its UT is over.

NOTE: If a single unit charges and manages to get more than one enemy unit in melee, the unit that was the charge target moves first after the chargers, then each other unit moves as a whole.

After all charging models have moved, the charged models must move up to their movement in the same way as the charging unit in an attempt to get as many models into combat as possible. The charged models do not have to move in a straight line.

If no model in the charging unit is in charge range of the chosen target, then the whole charging unit moves half their M in as direct a manner as possible toward their charge target.

Fighting in Melee

When the Action Phase ends, the Melee Phase occurs. Both sides fight simultaneously in the Melee Phase.

First, the attacking player (as described in *Playing a Game*) chooses an unresolved melee. Models in that melee attack each other in the order of their initiative value. Each unit involved in the melee rolls a d10 and the models in that unit add the result to their initiative stat. The total of the roll and their initiative is their Initiative Value. Additionally, the units that have charged add an additional 1 to their Initiative Value total. If they charged through rough or hazardous ground, then they subtract 2 from their value instead. Models with higher initiative values fight before those with lower initiative values. If models have the same initiative value, then models with the higher initiative stat fight first. If the models also have the same initiative stat, then they fight at the same time. Initiative Values are rolled again each new Melee Phase.

After determining which models get to attack first, the player who controls those models rolls a number of d10 equal to the number of attacks from all those models which threaten an enemy model. Melee attacks threaten models in base to base with the model making those attacks. Attacks hit if the dice roll added to the models MT value beats the enemy model's E value. This is called a To-Hit test, as with shooting.

The hits are then allocated by the controller of the units being attacked, as in shooting, and the attacking player then rolls a To-Damage test using the models' strength against the P value of each model hit. Remember that only threatened models can be allocated hits and removed.

The models with the next highest initiative then attack and damage is resolved, and this continues until no models in that melee are eligible to attack. Once this occurs, that Melee is resolved. The attacking player chooses another unresolved melee and the process is repeated. Once all melees have been resolved, the Melee Phase ends and drive tests occur.

Quick Tip: A unit in melee can still act, even if it cannot do anything while locked in combat.

End of Combat

After all melees have been resolved, the loser of each melee, the side which lost the most models in the melee, rolls a drive test (as described in the next chapter, *Drive*). This test has the following modifiers based on the number of models the testing unit has lost:

Models Lost	Loss Type	Penalty
0-25%	defeat	no penalty
26-50%	severe defeat	-1
51%+	crushing defeat	-2

If they succeed, they may choose to either flee or hold.

If they fail, they have lost heart and must attempt to flee. If the winner of the combat is not still locked in combat, they must make a decision to either hold or pursue. Either way, fleeing units roll a d5 for infantry or a d10 for cavalry and add their M. They then move that far in inches directly towards their table edge, as described in *Drive*. If the winning unit holds, they move their speed in inches in any direction. If they choose to pursue, they roll a d5 for infantry or a d10 for cavalry and add their M, then move that far in a straight line toward models in the unit that has just fled. They stop at the table edge if

they encounter it. Any fleeing model that is touched by a pursuing model is destroyed, regardless of the amount of damage the fleeing model has remaining.

Quick Tip: In multiple combats, if a unit is eligible to pursue (if none of its models are still locked in combat with another unit) then it must choose a single fleeing unit and pursue the models in that unit in as direct a manner as possible.

In the event that a combat is tied, both sides take a drive test. If either side fails, that side flees in the manner above. If only one side flees, the other side may only hold. If both sides succeed, they make a decision to either flee or hold simultaneously. Both sides write down their decision and then show it to each other. If both sides hold, they remain locked in combat and no movement is done. If both sides flee, they both move directly toward their table edges. If a side flees out of a tied combat, it takes its flee movement and then immediately rallies.

In the event that a fleeing model cannot get out of combat (such as if it is surrounded by enemy models and cannot move away, or is stuck in between models and impassable ground) it is destroyed regardless of its remaining health.

If a unit is destroyed before drive tests are taken, the unit it was in combat with may move up to its M in inches unless it is still engaged with another unit. In the event that a unit is left out of combat and is no longer within its M in inches of its opponent, it is counted as no longer being engaged, but must move as though trying to get back in combat, stopping in a legal location.

Drive

To test drive roll a d10. Subtract the roll from the unit's D value (after applying modifiers). If the result is zero or less, the unit breaks. That unit immediately moves towards its deployment edge in as direct a manner as possible at full speed. Roll a d10 if the breaking unit is cavalry, a d5 if infantry. Add that number to the unit's flee movement. In each subsequent action, the unit may attempt to rally. A unit which fails to rally continues moving towards its deployment edge in as direct a manner as possible at full speed.

When testing rally, if the total for the original Drive Test was less than zero the amount below zero becomes a penalty to rallying. This penalty decreases by one each turn. So, for example, a unit of Human Long Gunners that roll a -2 on their Drive Test take a -2 penalty to D on their first attempt at rallying. If they fail and test to rally again in their next action, that penalty becomes -1. A unit cannot gain bonuses to D from this.

When to test drive

If a unit loses 50% of its current models in a single UT, it tests drive at the end of that UT. Only one such mass casualty test may be taken per unit each GT.

Beginning A Game

Army Composition

Fig., Composition Tier Structure

Tier 1	Tier 2	Tier 3	
Leader	Paragon	Leader/Paragon	
Elite/Specialist	Elite/Specialist	Elite/Specialist	
2X Regular	2X Regular	2X Regular	

All armies use the above chart for assembling their forces. When creating an army, start from the bottom and move up, going from left to right as you purchase each top tier. This means that it takes two slots filled with regular units to gain a single Elite or Specialist slot, which then allows the filling of a single Leader slot, which completes the first tier. The second tier once again requires two more Regular slots, followed by an Elite/Specialist slot, followed by the opening of a Paragon slot rather than a leader slot. Every tier thereafter has two Regulars, followed by an Elite/Specialist, followed by either a Leader or Paragon at the player's discretion. A 2000pt army will often fill two tiers, though more or less does occur.

Players should agree on a points value to spend on their armies and then compose their forces using the tiered organization rules and the points costs provided in each force's army book. After armies have been composed, the table can be laid out to play the game.

Terrain

General Guidelines

Three Realms is played on a 4' by 6' table. Players may always, of course, set up their table and deploy as they wish to get right to battling. If they desire a more detailed approach, however, the following rules have been set up for fair and interesting combat.

Begin by having each player roll a d10. The player who rolls highest is considered the attacking player, and all others are defending.

After determining attacking and defending players, the attacking player rolls a d10 and consults the chart below to determine which of the Three Realms the armies are fighting in.

1-4	Birth
5-7	Life
8-10	Death

Next, the attacking player rolls a d10 to determine which land the armies are fighting in. There is a land to represent each of the Three Armies based in each Realm, and a fourth for no-man's land, as well. Consult the tables below.

Birth Realm

Roll	Land	Native Army
1-3	Northern Savannah	Chichimec
4-6	The Black Isle – Sassavitania	Skathii
7-9	The Penumbra Fields	Bodai
10	Totem Field	No Natives

Life Realm

Roll	Land	Native Army
1-3	The Glass Blasts	Cinders
4-6	Cloud Forest	Calabashi
7-9	The Tortured Rifts	Unidentified
10	Mountain Side	No Natives

Death Realm

Roll	Land	Native Army
1-3	The Great South Tundra	Gelu
4-6	The Living Land - Ghadan	Ghadani
7-9	Piedmont	Unidentified
10	Cloud Mesa	No Natives

After the region has been determined, consult the tables on the next page to determine what terrain is available.

In this document, Small Terrain is considered to be terrain which a regular infantry unit could cross in less than a single move, if it was open ground. Medium Terrain is terrain which would take approximately a full move to cover. Large Terrain is terrain which would take approximately one and a half or two full moves. In essence, Small Terrain is less than 5" in general diameter, Medium Terrain is between 5" and 7" in general diameter, and Large Terrain is anything larger than that, generally between 7.5" and 10" in general diameter.

It is left to the players to determine the fairest distribution of terrain. Generally, covering 1/3 of the table will be about right. Keep in mind that these tables give general guidelines—feel free to include that awesome castle or catacomb or what have you you've modeled, if you wish!

NOTE: terrain is still in flux, and the size suggestions are likely to change. feedback appreciated

Realm Terrain Lists

Birth Realm

Northern Savannah			
Type of Terrain	Amount	Size	Extra Effects
Tall Grass	3-5; 2-4; 1-3	Small; Medium; Large	Concealment, Rough
Forest	0-2; 0-2; 0-1	Small; Medium; Large	Cover, Rough, Forest

The Black Isle –	Sassavatania		
Type of Terrain	Amount	Size	Extra Effects
Coast	0-1	Table Edge	5-10" deep. Impassable, Table edge that touches two deployment zones.
Black Sand	3-5; 2-5; 1-3	Small; Medium; Large	Rough
Quicksand	0-3; 0-2	Small; Medium	Hazardous
Dust Storm	0-3; 0-2; 0-2	Small; Medium; Large	Cloud, Concealment, Rough Ground: Flyers
Deadwood Stand	1-3	Medium	Cover, Rough, Forest

The Penumbra Fields			
Type of Terrain	Amount	Size	Extra Effects
Shadow Grass	3-4; 2-3; 1-3	Small; Medium; Large	Concealment, Hazardous
Banyan	2-5; 0-2	Medium; Large	Object Terrain, Perfectly Round
Sentient Spores	0-4; 0-3	Medium; Large	Cloud, Cover

Totem Field			
Type of Terrain	Amount	Size	Extra Effects
Totems	5-10	Medium	Object Terrain, Perfectly Round, Very Tall

Life Realm

The Glass Blasts			
Type of Terrain	Amount	Size	Extra Effects
Obsidian Rise	3-4; 2-3	Medium; Large	Terrain Feature (Hill)
Blasted Shards	0-4; 0-3; 0-1	Small; Medium; Large	Hazardous
Blasted Scree	3-5; 2-5; 1-5	Small	Rough

Cloud Forest			
Type of Terrain	Amount	Size	Extra Effects
Pillar of Creation	0-4	Medium	Object Terrain
Rainforest	2-4; 1-4; 1-4	Small; Medium; Large	Cover, Rough, Forest
Jungle Pool	0-2	Medium	Impassable
Low Cloud	0-3; 0-1	Medium; Large	Cloud, Concealment

The Tortured Rifts			
Type of Terrain	Amount	Size	Extra Effects
Volcanic Scree	3-5; 2-5; 1-3	Small; Medium; Large	Rough
Volcanic Trench	0-5; 0-3; 0-1	Small; Medium; Large	Impassable, Concealment when shot through, Draw as line
Boulder	0-4; 0-3; 0-1	Small; Medium; Large	Object Terrain

Mountain Side			
Type of Terrain	Amount	Size	Extra Effects
Tall Grass	3-4; 2-4; 1-3	Small; Medium; Large	Concealment, Rough
Forest	0-3; 0-2; 0-1	Small; Medium; Large	Cover, Rough
Scree	0-5; 0-3; 0-1	Small	Hazardous

Special: Pick a table edge that intersects two deployment zones. That table edge is 'uphill'. Units moving towards uphill count as moving through rough terrain.

Death Realm

The Great South Tundra			
Type of Terrain	Amount	Size	Extra Effects
Deep Snow	3-4; 2-4; 1-3	Small; Medium; Large	Rough
Forest	0-3; 0-2; 0-1	Small; Medium; Large	Cover, Rough
Forest	0-2; 0-1	Medium; Large	Cover, Rough
Snow Cloud	0-4; 0-3; 0-1	Small; Medium; Large	Cloud, Concealment

The Living Land – Ghadan			
Type of Terrain	Amount	Size	Extra Effects
Carnivorous Forest	3-5; 2-5; 1-3	Small; Medium; Large	Cover, Rough, Hazardous, Forest
Death Grass	0-3; 0-2; 0-1	Small; Medium; Large	Rough, Hazardous

Special: It is generally a good idea to skimp on the terrain a bit in Ghadan.

Piedmont			
Type of Terrain	Amount	Size	Extra Effects
Hill	3-4; 2-4; 1-3	Small; Medium; Large	Terrain Feature (Hill)
Fog Drift	0-4; 0-3; 0-2	Small; Medium; Large	Concealment, Cloud

Cloud Mesa			
Type of Terrain	Amount	Size	Extra Effects
Tall Grass	3-6; 2-5; 2-4	Small; Medium; Large	Concealment, Rough
Hill	0-3; 0-2; 0-1	Small	Terrain Feature (Hill)

Special: The entire board is counted as being under a cloud effect, granting concealment.

Cloud Special Rules: Clouds drift each turn. At the beginning of each GT, roll scatter for each cloud and move it accordingly. If a cloud would drift off a table edge, it instead stops with the center of the cloud at the table edge.

Mission Type

After rolling for Realm and Region and placing terrain the defender rolls a D10 to determine the mission type. Consult the tables below for each Realm's available missions. After both Mission and Region have been determined players may (finally!) set up terrain!

Mission Tables

Birth Realm

D10	Mission
1-4	Annihilation
5-8	Icon Bearers
9-10	Lonely Tower

Life Realm

D10	Mission
1-4	Annihilation
5-8	Three Bridges
9-10	Flank Attack

Death Realm

D10	Mission
1-4	Annihilation
5-8	Ley Line
9-10	Slaughterfest

Mission Rules

Birth

Annihilation: Regular Deployment, with Birth Realm Terrain Rules, 6 Turn Annihilation:

A player earns 1 Annihilation point for each point of cost of his opponent's models that are either dead or broken at the end of the game.

Icon Bearers: Regular Deployment, with Birth Realm Terrain Rules, 6 Turn Special Objective: Icon Bearers

Roll a d2+1. Each army gains a number of Ikons equal to the number rolled. They may choose any unit they control to be the bearers of their Ikons, with the exception of units with special deployment rules. When a unit holding an Ikon dies or breaks, its Ikon is given to the unit which killed it. At the end of game turn 6, the army with the most Ikons wins.

Lonely Tower: P1: Deployment: Table Quarters, with Birth Realm Terrain Rules, 6 Turn Special Objective: Lonely Tower

Players place a single objective anywhere in their respective deployment zones. This objective is the Lonely Tower. The Lonely Tower is immobile, has 6 wounds, Multiple Bodies (templates of any kind may only deal 1 damage to a Lonely Tower), Super Massive, and E13/P13. A player who kills his enemy's Lonely Tower first wins. If neither Lonely Tower is destroyed by the end of GT 6, regular Annihilation rules apply.

Life

Annihilation: Regular Deployment, with Life Realm Terrain Rules, 6 Turn Annihilation

Three Bridges: Regular Deployment, with Special Life Realm Terrain Rules, 6 Turn Special Objective: 3 Bridges

Draw a 4" wide line between the mid-points of the short table edges (this is the center line). This is uncrossable ground that does not affect LOS. Place 3 "bridges" across this line every 18". The bridges are 6" wide and are open ground. Each player may then place 2 objectives anywhere on their side of the table. At the end of GT 6, the player controlling the most objectives wins. The bridges count as objectives. You must have models on the bridge to claim it. See Ley Lines for more in depth rules on Objectives.

Flank Attack: Deployment: Special Short Edges, Life Realm Terrain, 6 Turn Special Annihilation: No Escape!

The defender deploys first anywhere within 5" of the short center line. The attacker divides his force into equal halves by number of units. One half of the attacker's army deploys within 10" of one short table edge, the other half deploys within 10" of the other edge.

Death

Annihilation: Regular Deployment, with Death Realm Terrain Rules, 6 Turn Annihilation

Ley Line: Regular Deployment, with Death Realm Terrain Rules, 6 Turn Special Objective: Ley lines

Roll a d5-1, to a minimum of one. Each army gains a number of objectives equal to the dice rolled. They may put those objectives anywhere that is not in their enemy's deployment zone, 15" from another objective, and 5" from a table edge. Each upkeep phase, armies gain points equal to the number of objectives they control. At the end of turn 6 the army with the most points wins. A unit controls an objective if it has a model within 5". If 2 or more units are within 5", the unit with the closest model to the objective controls it. If there are 2 or more such units, then they all control it. A player may only control a single objective once

Slaughterfest: Table Halves Deployment, Death Realm Terrain Rules, 6 Turn Special Annihilation

Attacker Deploys first anywhere on his side of the table. The defender then deploys anywhere on his side that is 15" away from the Attacker's models. Each side scores 1 point for each enemy unit it has killed, and an additional 1 point for each enemy unit that is broken at the end of the game. When a unit that is neither unique nor a Leader is destroyed, at the beginning of the next GT, the unit returns to battle from any table edge in the unit's deployment zone.

Deploy Armies

Each army may deploy in an area extending 10" from their table edge. The defending player chooses a table edge, then the attacking player deploys all of his units that do not have a unique deployment method on the edge that the defender didn't pick, then the defending player. Then, all of the attacking player's units with unique deployment methods deploy, then all of the defending player's.

*****End Basic Rules*****

Special Rules

Unit Special Rules *(These rules apply to models or, in the case of a unit, models within a unit.)*

Common: A common unit uses half a troops slot. Only units with the same name, and upgrades of those units, may be in the same slot. In Slaughterfest, (*Missions*) Common units count as only half a unit each.

Independent: Despite being purchased and deployed at the same time and sharing the same action, the models in this unit may function as though they were each their own unit. This means that they do not have to deploy in or maintain formation, and may shoot as though they had the **Divide Fire** special rule.

Character: During army deployment, models with this rule deploy with a unit and are considered a member of that unit. A character may not join a unit if the unit has a special deployment ability that the character does not.

Infiltrate: Special Deployment. During the special deployment phase, place three models from this Unit on the table in any legal location. These are the unit's Infiltration Markers. Infiltration Markers may move 6" during each of the unit's actions and count as not existing for purposes of general game play. During each upkeep phase you may choose to reveal this unit by designating one of these markers as your unit's true location. Place all models in the unit in legal positions within 5 inches of the marker you have chosen.

Advanced Move: Special Deployment. Units with this rule may move their M during the special deployment phase.

Double Act: Units with this rule may take a second UT each Action Phase. This UT may only be taken if all other units in this unit's force have taken at least one UT and may not be taken immediately after this unit's first UT. Note that the Action Phase ends when all units have gone at least once, so that you cannot take a second UT if all enemy units have already gone.

Sprint: This unit's models may move between 1.5 and 2 times their M in a straight line, as a run action. Sprinting models forgo all other actions unless they have a special rule or piece of gear allowing them to do otherwise. A model sprinting through hazardous ground loses a model on a roll of 1 or 2, and re-rolls dice that are not 1 or 2.

Sprint+: **Cavalry:** This unit has the **Sprint** rule. Its models treat all rough ground as hazardous, but are not slowed, and are never forced to re-roll dangerous terrain tests unless they are sprinting.

Blitzkrieg: This unit may choose to disengage at the end of a close combat or the beginning of its action. Its controller declares that it is breaking from combat and then all enemy units in base to base combat with one of its models make a single attack at their MT to its E. If one hits, the unit stays locked in combat. If none hit, the unit's models may move their M from combat, if able. If one or more models is unable to, the unit remains locked.

Flight: This unit has **Sprint**. Models in this unit ignore all terrain penalties and bonuses. Clouds negate this immunity.

Flight+: **Ethereal:** Regular flight rules apply. This unit has **Blitzkrieg**. In addition, it may occupy any space on the table and does not count as existing for the purposes of its own and others move actions. It gains cover when on top of object terrain. Models charging and consolidating into this unit move to the center of its models rather than the edge.

Cover Crawler: Models with this rule treat Rough Ground as Open. They suffer no penalty for charging out of, or through, Rough Ground.

Cover Crawler+: **Impeccable Balance:** Models with this rule treat Hazardous Ground as open, as well, and suffer no penalty for charging through it.

Enraged: Models in this unit will move toward the nearest enemy unit as quickly and in as direct a manner as possible when not in melee and will charge it when able.

Dig in: If models in this unit forgo both their moving and shooting in a turn, they suffer -2 E, but gain +2 P until their next UT.

Set Up: Models in this unit may not fire in a turn in which they moved or will move, nor in the turn after.

Steady: This unit always counts as not moving for ranged combat purposes. Aiming is not affected by this rule.

Shot on the Run: Models with this rule that run or plan to run may make their ranged attacks at -1 to hit.

Artillery: Models in this unit may never gain an aiming bonus for not moving

Special Ammo: This unit may choose to fire any one type of ammo that it has access to each turn.

Divide Fire: Models in a unit that has this rule do not have to shoot at the same target. Divided Fire allows independent and character models to target different units with different ranged attacks.

Automaton: The models in this unit are exempt from drive tests due to casualties or lost melees.

Multiple Bodies: If a hit would do more than 1 damage to a model in this unit, it does 1 damage instead. Each point of damage lost counts as a model killed for all purposes. For each point of damage a model with Multiple Bodies has taken, it loses 1A to a minimum of 1. A template will score one hit for each point of damage a model with Multiple Bodies has remaining.

Melee Weapon Special Rules *(These rules apply to melee weapons instead of models.)*

Reach: Models equipped with this weapon threaten models that are B2B with models that are B2B with them. If an equipped model threatens another model at the beginning of the melee phase, it threatens that model for the entirety of that melee phase. **(ADD DIAGRAM.)**

Assassin's Guile: The controller of the model this weapon belongs to assigns its hits and may assign more than one hit to a single threatened model without assigning hits to other threatened models first.

Poisoned: Roll a d5 before rolling this weapon's to-damage tests and add the result to its owner's strength

Ranged Weapon Special Rules *(These rules apply to ranged weapons instead of models.)*

Move or fire: This weapon may not shoot in a turn in which the bearer moved or will move.

Assault: This weapon may be fired in a turn in which the model equipped with it charges. A weapon with this rule may not gain an aiming bonus.

Arcing: This weapon does not require LOS to fire. If a model with an arcing weapon chooses to fire at a target it cannot see, its shots suffer -10 RT to a minimum of 0. If an arcing weapon is fired against a unit with cover, it treats that cover as concealment.

Melee: This weapon may be used in melee. A model that fires its weapon during its action may not fire it during its melee phase that turn.

Quick Tip: *if a weapon has Melee, but not Assault, the model using it cannot assault into B2B and then shoot in the same action.*

Sniper: The controlling player of the unit this weapon belongs to assigns its hits and may assign more than one hit to a single threatened model without assigning hits to other threatened models first.

Spell: A Spell is a ranged attack that grants the **Artillery** special rule to the model equipping it for purposes of using Spells. Spells are treated as having the **Melee** special rule.

Poisoned: Roll a d5 before rolling this weapon's to-damage tests and add the result to its strength

Base Sizes

If you want a reference to what size and speed the different unit types in the Three Realms are, the tables below should solve most of your problems. The units with custom base sizes have base size descriptions in their descriptions.

Base Sizes for Unit Types

Unit Type	Base Proportions
Light Infantry	1 inch circle
Regular Infantry	1 inch circle
Heavy Infantry	1.25 inch circle
Light Cavalry	1.5 inch circle
Regular Cavalry	1.75 inch circle
Monstrous/Multi Bodies	2.5 inch circle
Truly Monstrous/Machines of War	Custom Size and Shape.

Note: For purposes of playing the game, proxying with base sizes and models that don't quite match the descriptions here is perfectly acceptable. Feel free to bring things in from all over!

Movement/Base Size for Unit Types

Unit Type	Base Proportions	Movement
Light Infantry	1 inch circle	6 inch move
Regular Infantry	1 inch circle	5 inch move
Heavy Infantry	1.25 inch circle	4 inch move
Light Cavalry	1.5 inch circle	9 inch move, Cavalry, Sprint
Regular Cavalry	1.75 inch circle	8 inch move, Cavalry, Sprint
Heavy Cavalry	1.75 inch circle	7 inch move, Cavalry, Sprint
Monstrous/Multi Bodies	2.5 inch circle	Custom Movement
Truly Monstrous/Machines of War	Custom Size and Shape	Custom Movement

Side Notes: Real Weirdos

- . Gelu have Big Boned—all of their infantry are on heavy infantry bases.
- . Chariots are a rectangle about 4" X 2.5".
- . Njinga is a 5" circle with a 1" center base for purposes of basic movement.
- . The Stream Beast is on a 2.5 inch circle with bits added at each end to make it ovular.
- . The Lesser Leviathan is a fat oval the size of a square created with four Monstrous bases.