MiNi COMBAT

Generic Rules for Massive Battles

DEMO v1.3.1

Contents

Introduction

Mini Combat is a generic rule set for massive battles using small scale miniatures. The rules are generic enough to play historical, fantasy and sci-fi battles. It is also possible to play across genres. How would fantasy Orcs fare against the American Confederate army or WWII Nazis against the Alien horde?

These rules can be used stand alone where you can pick and choose what sections you will use or they can be used with Source books that define the rules, army lists and objectives of the battles.

The miniature scale was designed for 1:300 (6mm) to 1:1000 (2mm) although we have played with 1:185 (10mm) for Fantasy and 1:5000 for Naval combat.

What you need to play

In addition to the rules, you will need figures to represent each side, at least two six sided dice (D6) and a ruler or tape measure.

Board Set-up

The Game can be played on any large area, but the size will need to be appropriate for the scale you are using. You can use terrain or leave the board as an open field; however terrain plays an important part in the game. It can block line of site and slow down movement. It can also provide cover saves to Elements. Source books may have specific rules for the size of the play area and the terrain to be used.

Below is an example of some planetary terrain and its effects:

Playing Area Size: 120cm x 180cm

Terrain	Save	Notes:
Forest	5+	Vehicles cannot enter. 10cm blocks line of site.
Swamp, Rough terrain	-	Vehicles cannot enter
Inside a building	4+	Vehicles cannot enter. Building can block line of site
Urban	5+	Buildings can block line of site
Water	-	Normal units cannot enter. Blocks line of site to submerged units
River	6+	Requires 1 full movement turn to cross
Roads	-	Vehicles and mounted units are at x2 movement.
Fields, open ground	-	
Hill	5+	Blocks line of site to the far side

Battles

Players can have standard battles where the idea is to destroy your opponent's army or battles where certain objectives must be met. The size of the armies may be equal or unbalanced. Source books may have specific rules for battles, how to determine objectives and the size of the forces involved.

Examples

1. Standard Battle
Players start with forces of equal point value (1000pts. is standard but it may be raised or lowered).
They may place their units anywhere within the first 20cm of their side of the board.
A player is awarded half points for units that have lost half their Elements and full points for units that are destroyed. The first player to reach 500pts is the winner.

2. Defensive Battle
Players must decide who will be the Attacker and who will be the Defender. The Attacker gets 1200pts the Defender gets 600pts. The Defender gets to place the terrain for the game. The Defender must deploy within 40cm of their board edge and place eight objective markers within that area, no less than 30cm apart. The Attacker must deploy his forces within 20cm of the opposite board edge. The Attacker must control six objective markers to win the game. To control a marker the player must have the only units within 10cm of the marker. If there is an enemy unit within 10cm, it is classed as a contested objective. The Defender must destroy 800pts of the Attacker's forces to win the game. If both players succeed in meeting the criteria the Defender wins.

Force Components

A force consists of Units made up of Elements. An Element can be a man, a squad of men, a vehicle or creature. A unit can be a group of Elements or a single Element. Elements are usually all the same within a unit. There can be exceptions, as for a command Element which may have different values. Elements from the same unit must all stay within 5cm of another Element within the unit. You can use pre-designed Elements from Source books or you can create your own. Element creation is explained in Appendix B.

Element Stats

To Battle with your forces you need to know what each element is capable of. This is represented by the Element's statistics. Below is a list of the statistics and what they represent.

Movement	This is how far the unit can move, in cm
To Hit	This is the score on a D6 required to hit a target
Range	This the maximum distance to the target
Save	This is the score on a D6 required to avoid a hit. This is a natural save
Power	This is how much damage the Element can do
Armor	This is how protected the Element is
Morale	This is how brave the Element is
Special Rules	These are rules that restrict or enable abilities that are not covered by the normal rules

Game Phases

1. **Initiative phase**
   Each Player rolls a D6
   The highest roll wins initiative. Re-roll ties

2. **Instant Combat phase**
   This is where teleporting and burrowing Elements are placed on the board and used. They follow the same rules as used in the normal combat phase but have their own phase because they appear so suddenly in combat. Starting with the initiative winner each player takes it in turn to place, move and engage with a teleporting or burrowing unit that he wishes to use this turn.
   It is possible that a player may use multiple units in this phase while his opponent uses none and that he is NOT the initiative winner.

3. **Normal Combat phase**
   This is where the rest of the units are used. Starting with the initiative winner, each player takes it in turn to move and engage with a unit until all units have acted
   The player may move all Elements of the unit.
   Don't forget to apply Movement modifiers for the different terrain.
   The player may now fire or melee with Elements of the unit.
   If the range between the target and your Element is zero then the Elements are considered to be in melee. If the attack is from the rear 180 degrees then the Element gets a +1 bonus to hit.
   You may only fire at a command Element if it is the closest Element of a unit
   The Attacker checks the range to the target.
   If the target is within range, the Attacker rolls To Hit. If the Attacker didn't move he gets a +1 bonus.
   If successful, the Defender can roll to save. Some Elements have saves and some terrain gives a save. You may only use one save. If an Element has a choice you must choose the best save only.
   If the Defender's save is unsuccessful then the Attackers Power is compared to the Defender's Armour.
   If an Element is attacked from the rear 180 degrees then the Armor value is one less.
   If the Power is greater than the Armour, the Element is destroyed and removed from the board.
   If the Power is equal or less than the Armour, the Element survives the attack.
   Attacks from multiple elements on a single target are resolved individually.

4. **Recover phase**
   Healing and repairs are done in this phase. This can replenish units to a level where they do not need to make a morale test.

5. **Morale phase**
   If a unit loses half of its Elements, rounded up, it must make a morale test. The highest Morale of an Element in the unit should be used. If it fails, all of the Elements from the unit are removed from the board.

6. **Drop phase**
   This is where Drop capable Elements are placed on the board. Starting with the initiative loser each player takes it in turn to place a drop capable unit he wants to use next turn.

7. **Resolution phase**
   If one side has completed its objectives, the game ends.

Special Rules

Many Elements have special rules that give them individual capabilities in combat. A list of the special rules and their descriptions follow.

- **5cm Blast Template:** This attack affects everything within a 5cm template (roll to hit separately for every Element within the template, including friendly Elements. If the range is zero then do not roll for the attacking Element as it is a proximity attack. If an Element is hit apply saves and damage as normal).

  Examples of use: Mortar, any small blast weapons, Proximity effect weapons.

- **10cm Blast Template:** This attack affects everything within the 10cm template (used as above).

  Examples of use: Same as above but larger version

- **Amphibious:** This Element has no penalty for water movement.

  Examples of use: Army Dukw, Hovercraft, Amphibious tanks,

- **Bombardment:** This attack affects everything within the 10cm template (roll to hit separately for every Element within the template, including friendly Elements. If the range is zero then do not roll for the attacking Element as it is a proximity attack. If an Element is hit apply saves and damage as normal). Bombardment attacks are usually more devastating than normal. Targets are at -2 Armor versus a bombardment attack. There may be restrictions on what it is effective against (buildings or vehicles etc.)

  Examples of use: Missile Battery, Large guns, Sonics, Large destructive weapons.

- **Charge:** This Element gets a +1 Bonus to hit in the first round of melee Combat.

  Examples of use: Heavy cavalry, Assassins, Alien ambushers.

- **Cone Template:** This attack affects everything within a 10cm by 3cm teardrop shape (roll to hit separately for every Element within the template, including friendly Elements If an Element is hit apply saves and damage as normal). The range is normally zero meaning that the point of the teardrop is put in base to base contact with the Element. If the range is not zero then the template may move horizontally out from the Element and effect whatever it touches or it might work like a normal blast template. The background information should describe how it should be used correctly.

  Examples of use: Flamethrower, Any weapon with a spray attack, gas, poison, beam weapon.

- **Deny Capability:** This Element has the ability to deny the use of another capability. It might be something simple like deny Melee Advantage or deny Charge. Or it could be something complex like deny Teleport or deny Stealth Complex deny capabilities, like Teleport are restricted to a range. The normal range is 25cm but for capabilities like Stealth it will need to be increased. The Range really should be dependant on the background you are using.

  Examples of use: Pikemen (Deny Charge), Teleport Jammer (Deny Teleport), Infrared goggles (Deny Stealth)

- **Drop capable:** These Elements start the game off of the board. At the end of a turn, the players can place any of their own drop Infantry anywhere on the board but will not be able to move or attack until the next turn. This ability can only be used once per Element per game. Once dropped, these Elements will behave as normal Elements. Depending on the background of the game, the Element may need to have some chance at scattering. WWII paratroops were not very accurate where as Modern paratroops can land easily within a 16cm circle. Mark the point you want the Element to land. Use a D12 to determine a clock-face direction for the scatter and 2D6 for the distance in cm. If you roll a double for the distance then the Element is on target and doesn't scatter.

  Example of use: airborne Infantry, Drop ships, Drop pods.

- **Ethereal:** Like flying, except these Elements are on, near or even under the ground. They are substantial and can attack and be attacked, its just they go straight through any object in their way.

  Examples of use: Wraiths, Aliens, Phase Infantry, Phase vehicles.

- **Fires every other turn:** These Elements cannot fire two turns in a row (i.e. they're reloading, recharging).

  Examples of use: Musketeers, Artillery, Heavy Plasma weapons.

- **Flying:** This advantage allows an Element to ignore terrain restrictions and obstacles. They do not get a road bonus. Unless they land, these Elements are considered to be 10cm above the terrain. All weapons targeting the Element while flying add 5cm to measured range.

  Examples of use: Bomber, Flying creatures, Aircraft, Flying Infantry.

- **Full armor:** This negates the -1 armor for an Element targeted from the rear. Some Elements, like Infantry, automatically get this as a default and do not need to pay for it.

  Examples of use: Roman Tortoise, Structures, Trucks.

- **Heal:** This Element may recover Infantry or a creature at the start of the end phase. The range of the effect is 10cm. Although this may be different depending on what background you are using. Some backgrounds may require that healing is not automatic.

  Examples of use: Apothecary, Medivac, Griffon handler.

- **Ignores cover:** Trees, buildings etc. provide no cover against this Element's attack. Element saves still apply.

  Examples of use: Flamethrower, Poison gas, Dragons breath.

- **Indirect fire:** This Element has no line of sight restriction for attacking but is at -1 To Hit when attacking Elements not in line of sight. Cover saves still apply. Elements not in line of sight also get to use their front armor no matter what direction the attack comes from.

  Examples of use: Long Range Artillery, Wormhole generators, Barrages.

- **Insubstantial:** This Element has the ability to disappear or become transparent both visually and actually. The Element can choose to be substantial or insubstantial for a complete turn. If substantial it behaves like a normal Element, if it is insubstantial then it cannot attack or be attacked. It does not have any terrain restrictions but it may get a road bonus if it normally has one.

  Example of use: Ghost, Cloakable spacecraft, Willo-wisp.

- **Jump Jet:** Like flying, except they are always considered to land at the end of their move.

  Examples of use: Fast Assault Infantry, Hopping vehicles, Jump capable Mecha.

- **Limited Fire Arc:** Fire arc is limited to 90 degrees total. This is normally to the front but may be different depending on the background. This is very rarely split into multiple fire arcs.

  Examples of use: Tank Destroyer, Towed guns, Structure weaponry.

- **Limited Manoeuvrability:** Can only make a 45 degree turn during its movement phase.

  Examples of use: Cyber Tanks, Aircraft Carriers, Rockets.

- **Melee Advantage:** This Element gets double Power in Melee combat. There may be restrictions on what it is effective against (Infantry or vehicles etc.)
  Examples of use: Assassins, Infantry with grenades or magnetic mines, Vehicles with drills or rollers.

- **Move or fire:** A "move or fire" Element must spend the turn being stationary in order to fire. They do not get a "did not move" bonus until their second sequential turn of not moving.
  Examples of use: Titans, Large artillery pieces, Vehicles that use the same power source for weapons and movement

- **Multiple Weapons:** This Element has multiple separate weapons of the same type as in the independent gun turrets of a Battleship. For each weapon the Element gets a separate To Hit roll.
  Example of Use: Battleship, Multi-limbed Robot, Spacecraft.

- **One shot:** This Element/weapon can only fire once during the game. If used, its [VICTORY POINT] value is halved (if you're calculating victory points). If the games are normally shorter than 10 turns you may need to adjust the cost to make it fair. (An average of 5 turns would be -80%).
 *Examples of use: Nuclear Warhead, Missile, Kamikaze Bomb.*

- **Organised:** These Elements have a squad coherency of zero. They must always be in a formation with the other members of its unit. Formations can be Line (side by side), Column (one behind the other), Combined (Multiple Lines and Columns) and Square (In a square facing outwards on all sides).
  - Line - Elements all face the same direction. Elements turn using a wheel manoeuvre. One corner is stationary while the other corner moves in a circular path to change the facing of the unit.

  - Column - Elements all face the same direction. Elements turn using a snake manoeuvre. They follow each other along the path of movement.
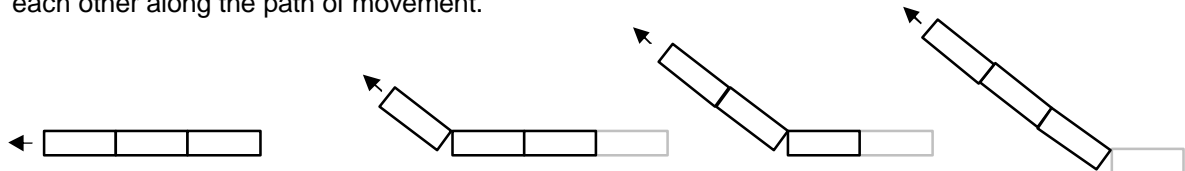
  - Combined - Elements all face the same direction. Elements turn using the wheel manoeuvre.
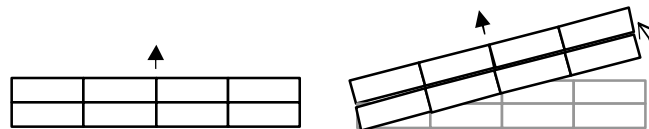
  - Square - Elements face outward from the square. This is a purely defensive formation and cannot move or turn. No one can attack the rear as there is no rear. Units that can teleport or drop cannot choose to do so in the centre of the square unless there is double the space required available.
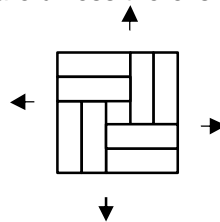
    Example of use: Hussars, Ancients, American Civil War Infantry.

- **Recon:** This Element negates the -1 To Hit disadvantage to Indirect Fire Elements when targeting Elements the recon Element has Line of Sight to. This Element must be specifically set up to do recon with some sort of positioning tools and accurate sensors.

  Examples of use: Armoured Car, Scouts, Reconnaissance Planes.

- **Reduced Fire Arc:** Fire arc is limited to 270 degrees total. This is normally to the front and sides but may be different depending on the background.

  Examples of use: Battleship, Multi -Turreted vehicles, Spacecraft.

- **Reduced Manoeuvrability:** Can only make 180 degrees of turns during its movement phase. This may be limited to two 90 degree turns or four 45 degree turns, depending on the background.

  Examples of use: Towed Guns, Cruisers, Aircraft.

- **Repair:** This Element may recover a vehicle at the start of the end phase. The range of the effect is 10cm, although this may be different depending on what background you are using. Some backgrounds may require that repairing is not automatic.

 *Examples of use: Mechanic, Recovery Vehicle, repair droid.*

- **Restricted Fire Arc:** Fire arc is limited to 180 degrees total. This might be 180 degrees to the front (as in a limited traverse turret) or it might be two 90 degree arcs to each side (as in the cannons on a sailing ship).

 *Examples of use: Galleon, Spacecraft, Robots.*

- **Restricted Manoeuvrability:** Can only make 90 degrees of turns during its movement phase. This may be limited to two 45 degree turns or one 90 degree turn, depending on the background.

 *Examples of use: Titans, Battleships, Spacecraft.*

- **Scout:** During the game set-up, scouts are placed first but can be placed anywhere. They are hidden so they cannot be attacked until after they have moved and/or fired. After discovery they behave as a normal unit.

  Examples of use: Sniper, Recon Infantry, Scout walker.

- **Sealed:** This Element is sealed from the outside environment. This can be as simple as a gas mask or a full body suit. It also includes Spacecraft. Sealed is already included with the submersible capability.

  Examples of use: Power armor, Aerospace fighter, Moon Lander.

- **Sharpshooter:** This Element gets double Power when firing. There may be restrictions on what it is effective against (Infantry or vehicles etc.)

  Examples of use: Anti-tank Rifles, Infantry with high powered shooting weapons, Structures or Vehicles unprotected from melee attack.

- **Skimmer: Like** flying, except these Elements are always considered to be on or near the ground.

  Examples of use: Hovercraft, Anti-grav vehicles, jet bikes, speeders.

- **Stealth:** This Element cannot be seen more than 25cm away unless he fires. The range may be different depending on what background you are using but it should never be greater than 25cm.

  Example of use: Sniper, Cloaked spacecraft, Stealth bomber.

- **Submersible:** These Elements can use water for +1 cover, or even dive underwater. Water does not hinder their movement.

  Examples of use: SCUBA diver, Submarine, Mecha.

- **Teleport (Burrowing):** Similar to drop Infantry, except they are placed (once) anywhere at the *beginning* of a turn and will be able to move and attack the turn they are placed. Depending on the background of the game, the Element may need to have some chance at scattering. Use a D12 to determine a clock-face direction for the scatter and 2D6 for the distance in cm. If you roll a double for the distance then the Element is on target and doesn't scatter. If an Element is able to teleport or burrow constantly then give them the ethereal capability as well.

  Example of use: WarpPack Infantry, Hyper-Jump vehicles, Magicians.

- **Transport Element:** This ability allows an Element to transport another Element. If a transport Element is destroyed the Element(s) it was transporting survives on a 4+. Otherwise it/they are destroyed also. Transports have to be designed carefully. There should be some benefit in using a transport. Better armor, faster speed or some other capability. Transport elements can carry more than one element depending on how they are designed.

  Example of use: APC, Vehicle recovery unit, Medivac.

- **Water bound:** These Elements cannot leave water hexes, but they have their normal movement while in them. This Bonus can be ignored if the game doesn't use any land Elements (i.e. naval warfare).

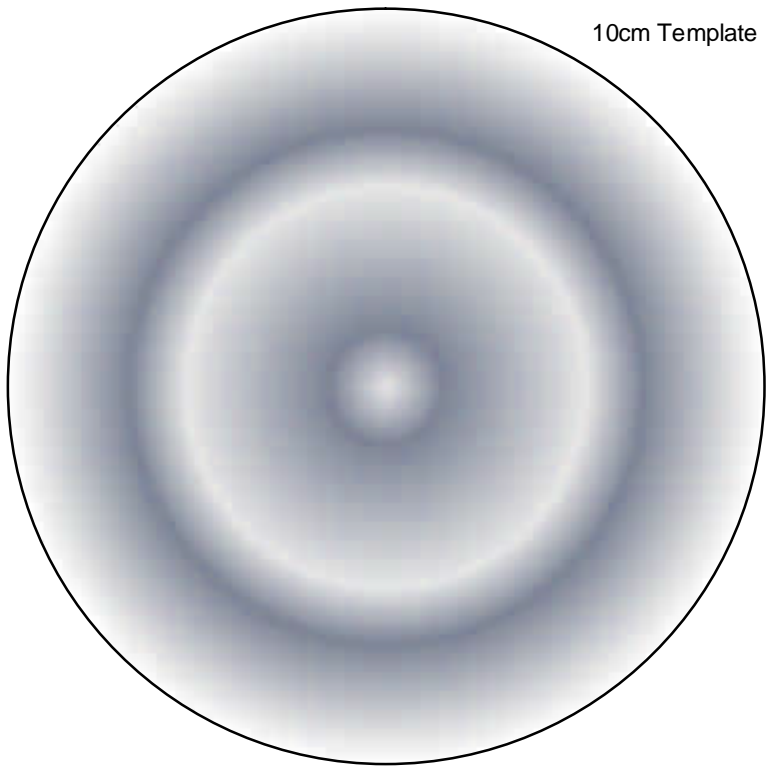 *Examples of use: Destroyer, Canoe, Ferry.*
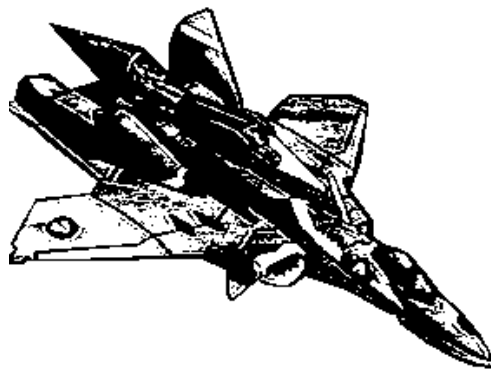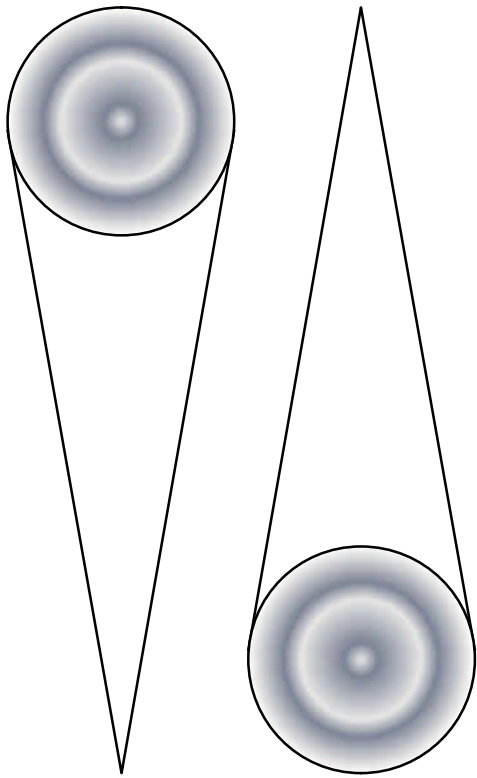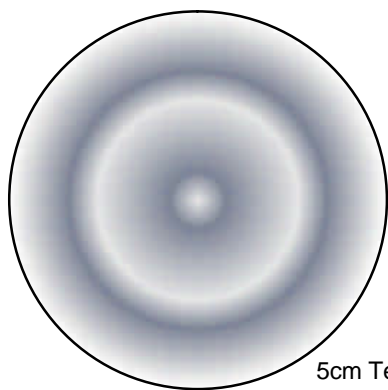
Appendix A
Color Templates

5cm Template

10cm Template

Cone Templates

5cm Template
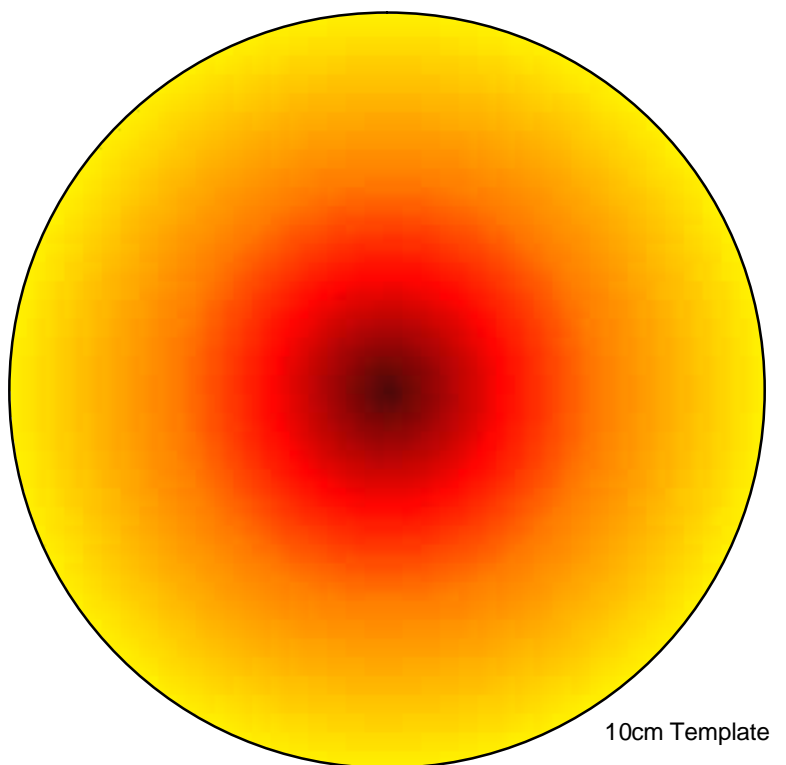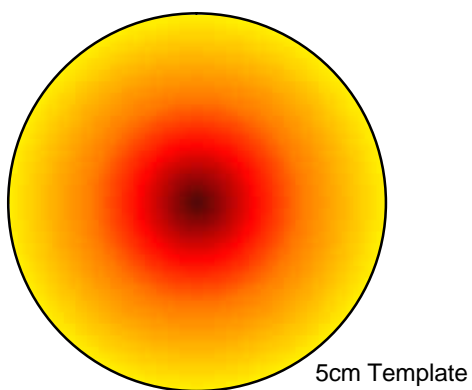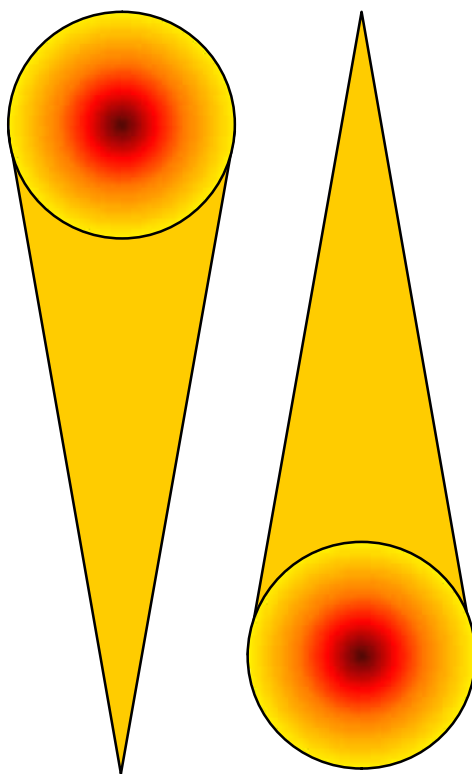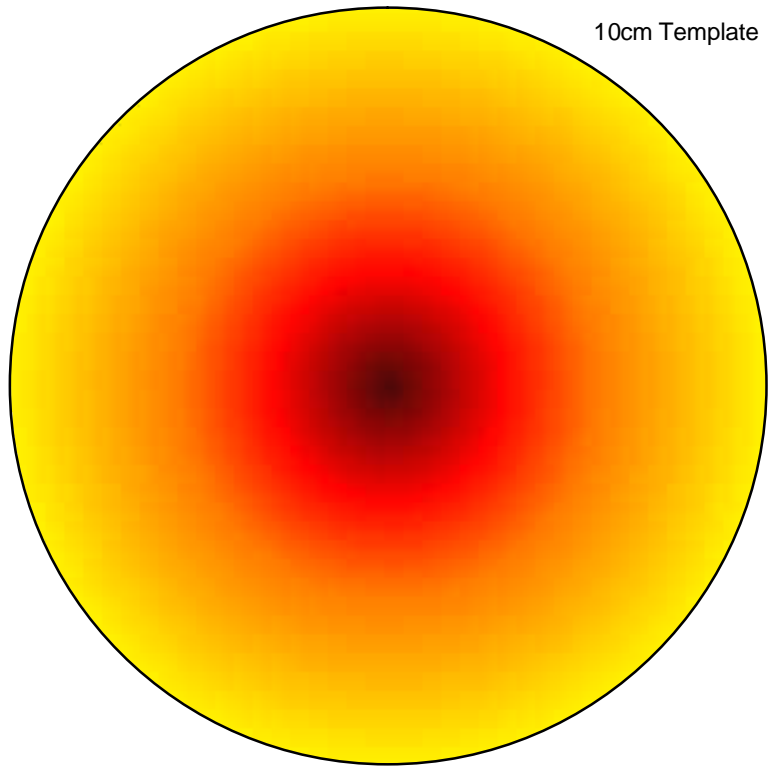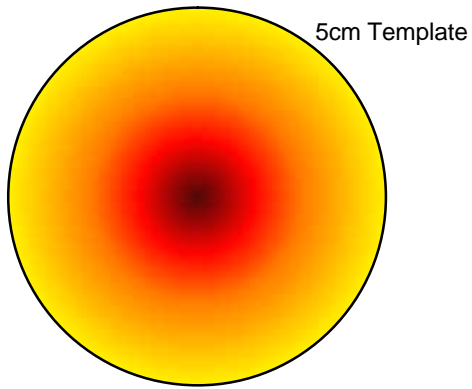
10cm Template

Black & White Templates
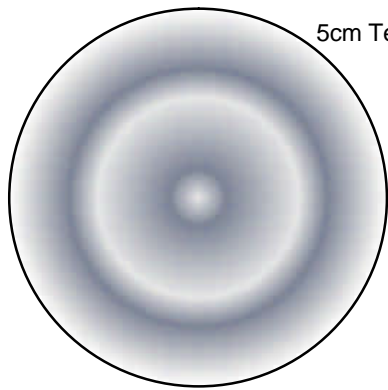
5cm Template

10cm Template

Cone Templates
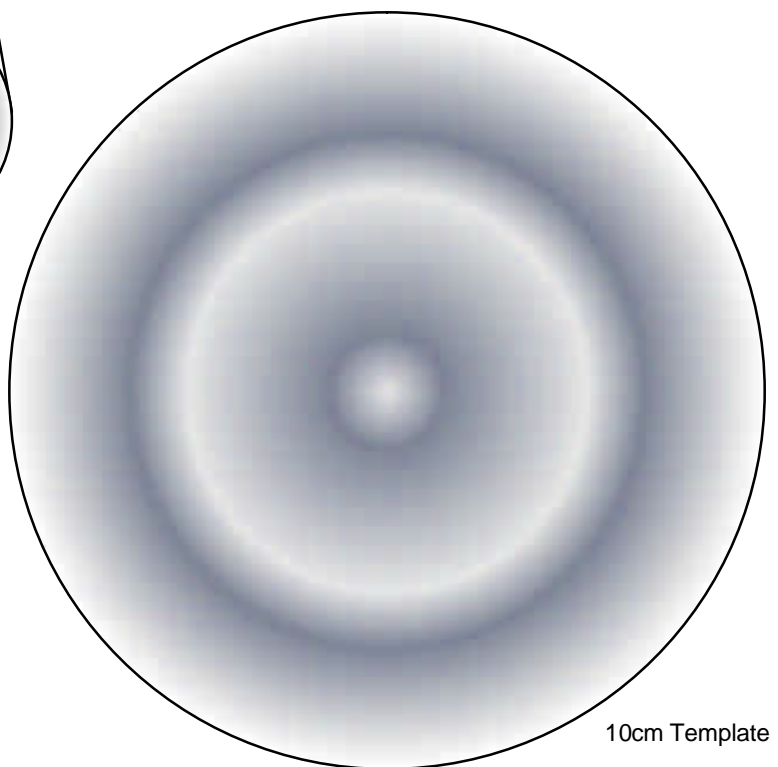
5cm Template

10cm Template

Appendix B

List of Capabilities

Ability	Point cost	Notes	Abr
Melee Advantage	+25%	Double Power in Melee combat	MA
Sharpshooter	+25%	Double Power when firing	SS
Move or fire	-50%	Cannot move & fire on the same turn.	MoF
Cone area	+25%	Area effect of flamers, liquids or gases.	Cone
5cm area	+25%	Area affect weapon.	5c
10cm area	+50%	Area affect weapon.	10c
Bombardment	+100%	Area affect weapon. Structures are -2 to Armor.	Bmb
Indirect fire	+25%	Line of site is not required to attack. No Rear bonuses.	IF
Recon	+20%	Gives To Hit bonus to Indirect Fire Element.	Rec
Flying or Jump pack	+25%	No terrain restrictions. No road bonus.	Fly
Skimmer or Ethereal	+25%	No terrain restrictions. No road bonus.	Sk
Scout	+25%	Hidden. Cannot be attacked until they move or fire.	Sc
Fires every other turn	-50%	Cannot attack for 1 turn after firing.	Feot
Drop capable	+40%	Placed anywhere at the end of a turn (once).	Drp
Teleport (or Burrowing) capable	+60%	Placed anywhere at the start of a turn (once)	Tel
Reduced Manoeuvrability	-10%	Can only make 180° of turns	RdM
Restricted Manoeuvrability	-20%	Can only make 90° of turns	RsM
Limited Manoeuvrability	-30%	Can only make 45° of turns	LM
Reduced Fire Arc	-10%	Fire Arcs are limited to 270°	RdFA
Restricted Fire Arc	-20%	Fire Arcs are limited to 180°	RsFA
Limited Fire arc	-30%	Fire Arcs are limited to 90°	LFA
Ignores cover	+50%	Negates any cover saves.	IC
Submersible	+30%	Permits underwater movement.	Sub
One shot	-90%	Can only fire once during the game.	OS
Water bound	-30%	Must remain in water hexes (i.e. ship & boats).	WB
Amphibious	+20%	No penalty for water movement.	Amph
Transport Element	+25%	Carries 1 Element.	T#
Full Armor	+20%	Vehicles have the same armour value on all facings	FA
Organised	-40%	Elements must stay in formation	Org
Charge	+15%	+1 to hit for the first round of melee combat	Ch
Deny Capability	+@%	Stops another capability from being used.	Den ?
Insubstantial	+10%	Has the option; cannot be attacked, cannot attack	Ins
Heal	+200%	Recover a Infantry or creature before the end phase	Heal
Repair	+200%	Recover a Vehicle or Structure before the end phase	Rep
Sealed	+20%	Element is able to travel through vacuum environments	Se
Stealth	+35%	Element cannot be seen more than 25cm away.	St
Multiple Weapons	+80%	Multiple to hit dice, +80% per extra weapon	MW#

* These modifiers are applied separately to the other modifiers.

These modifiers can be applied multiple times. The abbreviation shows the number.

? Use the abbreviation for the modifier it is denying.

Formula for unit cost

Cost = (((M/5) + (R/5) + (7-S) + P + A) x (7-Mo) x (7-TH))/5 x (Modifier 1 + Modifier 2 + . . .) x * Modifier 3 . . .

M = Movement

R = Range

S = Save

P = Power

A = Armor

Mo = Morale

TH = To Hit

Note: If there is no Save then S=7. This gives a result of zero for the sub-formula.

If there is no Morale (they cannot be scared) then S=1. This gives a result of six for the sub-formula.

If there is no To Hit (e.g. a wall or building) then S=7. This gives a result of zero for the sub-formula.

If there is no To Hit (e.g. an automatic hit) then S=0. This gives a result of seven for the sub-formula.

Special Costs

- The cost of the deny capability is always positive and equal to the capability it is denying.
- Drop capable Elements that scatter only cost +20% not the normal +40%.
- You only get the full bonus for fire arc limitations if you use manoeuvrability limitations. Halve the bonus to -15% if there is no manoeuvrability restriction.
- The cost is +80% per extra weapon, so an Element with three weapons would be at +160%. The abbreviation would read MW3
- Some backgrounds may require that healing is not automatic. In those cases the cost is halved (+100%) and healing is only successful on a 4+ roll of a D6.
- Drop capable Elements that scatter only cost +40%.
- You only get the full bonus for fire arc limitations if you use manoeuvrability limitations. Halve the bonus to -5% if there is no manoeuvrability restriction.
- Some backgrounds may require that repairing is not automatic. In those cases the cost is halved (+100%) and repairing is only successful on a 4+ roll of a D6.
- You only get the full bonus for fire arc limitations if you use manoeuvrability limitations. Halve the bonus to -10% if there is no manoeuvrability restriction.

Defaults

Here are some suggested default rules. These do not add or subtract from the basic costs.

Infantry default	Armor is the same from all angles
Vehicle default	Cannot enter woods or buildings, x2 road movement.
Mecha default	Cannot enter buildings unless man sized.
Cavalry default	Cannot enter buildings

Final Guidelines

I am sure I have missed some things out. Your background may require some ability that isn't covered by the rules (e.g. larger blast areas) or they need to work slightly differently. Feel free to make new rules or change the existing ones to suit. I have also noticed that sometimes the costs just don't seem appropriate. Again just change them. I have created some units where I just ignore a modifier for an ability because it would make the unit unusable.