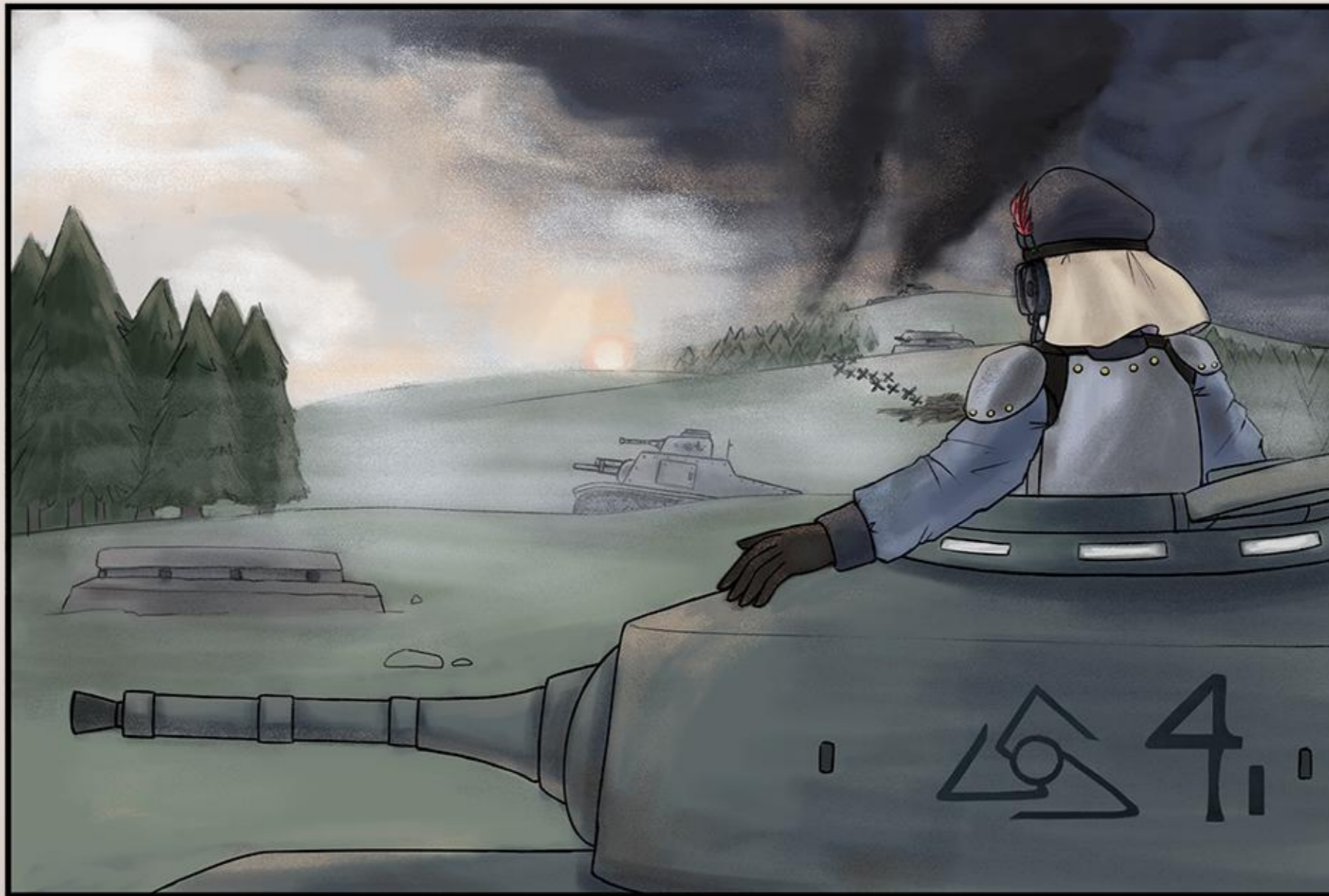


ASHEN DAWN



PANZER COMMANDER NEBENGESCHICHTE

-WHAT IS THIS?

A Interwar to Early WW2 styled skirmish taking place in a fictional setting. Don't expect a simulation- and don't look for historical parallels. The world is not exactly the same as ours.

-NO, SERIOUSLY, THIS IS A LOT OF SHIT.

I know, but the quest setting has been going for years now and there's too much to easily summarize. If you have any questions, just ask them. Either me or somebody else can probably help you. Again, if you don't want to invest the time into learning about things a little, you'll probably just be lost, and that's not fun for anybody. Just an early warning.

-HOW DO I PLAY?

Create a character according to how this manual describes. This involves picking what kind of unit class they have, their unit background, the commander's trait (that's your character), and a token that they hold valuable. There's more setting details further in. I'd recommend skimming it so you have something appropriate for the setting. This isn't "anything goes."

-DOES IT REALLY NEED 26 PAGES OF CRAP?

Probably not, but breaking things down into step by step basic detail helps things be clear. Or it just pisses people off for explaining the obvious. I don't know. I'm not paid to do this.

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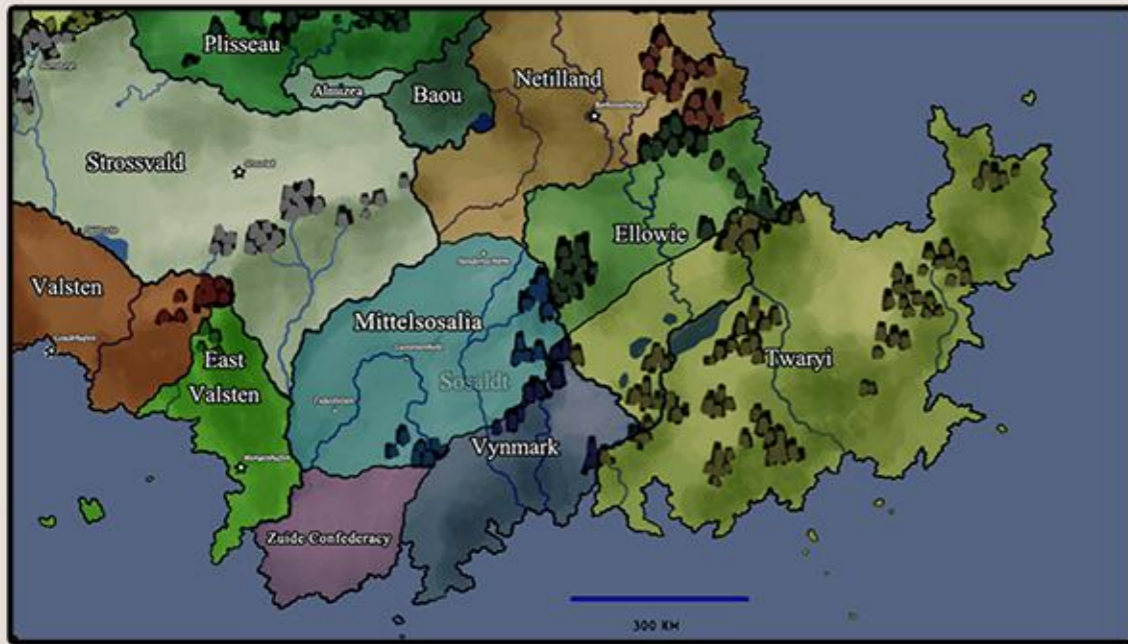


A Brief History of Vinstraga and its Present Affairs in Regards to Vynmark-



The Continent of Vinstraga is considered the New World- the Old World, the continents of Caelus and Zhantao, though such a moniker means little in regards to ancient quality- as known civilization on Vinstraga extends back over two thousand years ago, when Sversk the Conquerer sailed from Caelus, through the Grand Maelstroms that block the seas and land alike at a whim, and landed in modern Naukland, where he would begin the great Nauk Imperial, which spread over a continent with few people in it, and little to tell of what came before them. So tales say, at least, but the Nauk Imperial was true, and lasted for over a thousand years until finally collapsing under strains extended over centuries in the years of the Twelfth Century, counted by years since the conclusion of Sversk's legendary journey. Empires and kingdoms rose and fell in the ruins of that great Empire, including the Vitelian and Dhegyar Empires, but the most impactful rise in recent history took place in 1790 when Prince Alexander of Zeissenburg united his neighboring states and formed the Grossreich of Czeiss. The young newly crowned Kaiser shook the continent with his policies and his wars of conquest, in his short life managing to conquer most of the Continent, as well as banishing the Cathedra, the representation of Holy Judgment to Vinstraga, to isolation in Vitelia. As meteoric as his rise was, Alexander died young in 1805, and those who inherited his Empire were unworthy, leading to its gradual crumbling to its current state, a far cry from its former glory, but still exceedingly mighty and an object of fear to those who were once under it.

This is old history to those of Vynmark, however. The more concerning events of the present, in May of 1933, have been the vanishment of the East Sea Maelstrom- and the new meddling of the new great power of the Caelussian Federation in Vinstragan affairs, through empowering the country of Twaryi. The Caelussian Federation is arguably mightier than the Grossreich was at its peak, only kept away by the distance of the ocean and the protection of the Grand Maelstroms, but they are more daring these days, though Vynmark only saw them at first as an extremely lucrative trade opportunity, that has admittedly made the country very, very wealthy. While the Caelussian Federation gives diplomatic and commercial overtures, however, the Twaryian Confederation they support are a belligerent nation of peoples with a wholly different culture to the continent, who hold spite against their neighbors for past oppression both truthful and insincere in retelling both. Vynmark's long-military ally of Ellowie was defeated and conquered by an unlikely alliance of Netilland and Twaryi, and though a portion of Ellowie was retaken by its army in exile and an internal rebellion by both the occupied Ellowians and the Netillians both, Twaryi remains strong, and growing ever stronger as huge convoys of good and immigrants flow into the eastmost country, before now ever thought as upstart subhumans perpetually below other races, now more threatening than they have ever been.



The State of Vynmark-

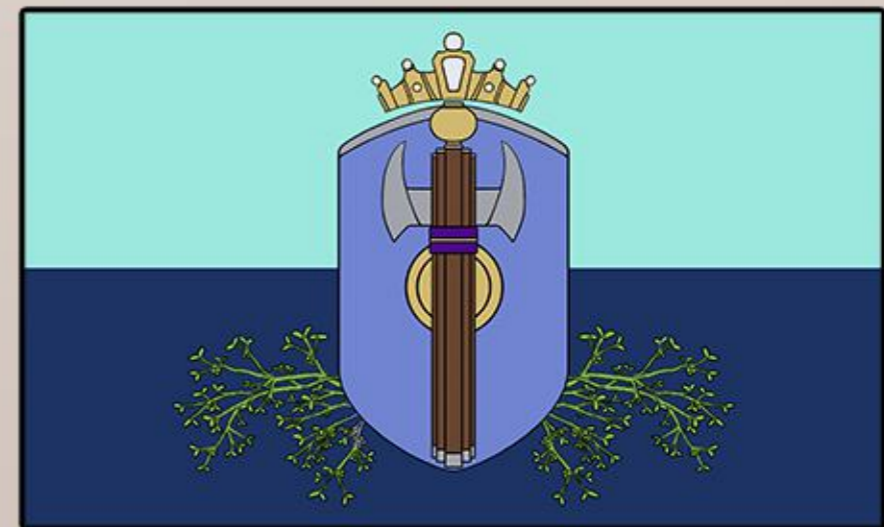
Descended from the ancient Nauk Imperial, Vynmark was formed after the dominion of Alexander over the east of the continent by former Imperial governors, who were ethnic Nauk given their positions in exchange for subservience. As Alexander's Reich in Sosalia began to collapse, these governors intermarried with old local nobility to avoid a revolution caused by local discontent- these unified families and united territories were dubbed the Landgrafs, each household represented in the Grand Council that rules over the country.

Vynmark is a relatively small power in Sosalia- but one that has avoided conflict for near the whole of its existence due to clever political alliances and trade policies which benefit foreign powers to the degree that peace is preferable- and any unconvinced by trade have traditionally been kept away by natural barriers and powerful defensive fortifications, especially towards Twaryi. Its people are generally involved in extraction of natural resources in the form of agriculture, mining, and fishing, though the port cities have drawn in a huge influx of wealth and development in the recent decades due to trade to and from Caelus with Vinstraga. The societal upheaval from new wealth combined with the traditional security of living in Vynmark has placed the country in an unexpected turmoil of progress- though the majority of wealth remains in the hands of the Landgrafs, in recent times the Grand Council Army, and especially the Grand Fleet of Vynmark, have been gobbling up more and more of the budget. Martial careers, formerly a draw only to low nobility, are now an attractive way to rise in society.

Governance of Vynmark-

Vynmark is both a noble-run aristocracy and a representative government in one- mimicry of what it considers the peak of righteous governance in the ancient beginnings of the Nauk Imperial, before their "later corruption," through a body called the Grand Council- What this entails is, only "Landgrafs-" landowning aristocracy, are allowed to be voted upon to be selected as Council Members, and when votes are counted, wealth and land ownership are heavily weighted. Most of Vynmark is satisfied with this arrangement, as nobility can often be played off of one another's family rivalries by savvy political organizations, though some grumble that the political game is forever rigged in favor of the upper classes. The Executive Leader of the Grand Council is known as the Praetor, and the seat of Praetor shifts between Noble Houses, each transfer of power requiring an election of an individual from the family gaining the seat of Praetor, every five years.

Vynmark is not solely centrally governed, as regions belonging to aristocrats directly as well as autonomous regions both have systems in miniature of the Grand Council, and representation from the territories makes up the Small Council- whose membership is drawn from these smaller governing bodies, and are thus not necessarily restricted to the native upper class aristocrats. The Small Council has relatively little power, however, as their veto power is largely symbolic.



The Flag of Vynmark and its devices- the Axe and Fasces of Nauk Rulership, the Legionary Shield, the Crown of Purity (a lost artifact of legend) and Mistletoe. The bicolor represents sea and sky, the trials the Nauk endured to come to the continent millenia past,

Peoples of Vynmark:

Vynmark's population is made of an odd sort of restricted mix- whilst peoples from all over the world stop in its busy ports, few are allowed to stay, nor do they choose to for long- especially if they are overseas, as with exceptions for the Valsteners of western Sosalia on the same continent, and the Caelussians, most peoples of the world are loathe to potentially be stranded away from home for the rest of their lives by the Grand Maelstroms- huge storm belts that are as mysterious as they are destructive, that descent with little warning and linger for decades if not centuries. On top of that, Vynmark does not allow citizens into its army that were not born in Vynmark. The only exception, granted not a rare one, is the service of a mercenary under a lord or settlement, where a foreigner may be employed in armed service.

Though there is no official policy that restricts females from holding political offices, it is official policy to bar women from military service. Some still find their way in- they are universally nobility exploiting their status, or foreign mercenaries.

The most common folk in Vynmark are the Nauk- descended from the primary ethnicity of the Nauk Imperial, an empire that collapsed eight hundred years ago, but that first arrived and conquered much of the continent thirteen to fourteen hundred years before that. Though it is nothing special in Vinstraga, to have Nauk blood, the modern Nauk people consider themselves of particularly pure breeding, and they are somewhat physically distinct- pale like most of the continent, though often rounded in features and sturdy of build. They speak Old Nauk, the standard language both of the Late Nauk Imperial, and of Vynmark and Naukland- though the majority of the continent speaks New Nauk.

Immigrant ethnicities and nationalities are referred to by their heritage, and the suffix, -nauk. A person whose heritage was of Valsten would be a Valstennauk, and of Twaryi, a Twaryinauk. Such is seen as not insignificant- the most noble and prestigious of houses can recount their lineage to Sversk the Conquerer's Huskarls, and one who cannot say where their lineage sprang from at least four generations past is seen as an utter fool, a scoundrel with no intellect or culture. This often results in some newer families crafting unknown heritage and ancestors from whole cloth, though some such as Vyemani or Twaryinauk are never seen as worthy neighbors- and thus they will quite often fabricate their ancestry, if they hope to move up in society.

Of the second-generation folk, there are four primary sorts. From the north are Netinauk and Ellonauk, from Netiland and Ellowie, though the former are also their own sort of people within Netiland, making up a minority in their northern territories. These are seen as respectable sorts, of decent states and able to be trusted by good Nauk, by the nation of Vynmark, quite easily, and they tend to be of martial qualities, as many Ellonauk come from monarchist knightly households that emigrated from Ellowie when it became a Republic in the last century.

The second sort are Westnauk, who come from places like Sosaldt, Strossvald, and beyond. Being from further away, such people are less trusted for being relatively unknown to most of the narrow-viewed Vynmarkers. A noble emigre of Strossvald is little different to a Vynmarker at first glance to a dusky-skinned Vitelian Revolutionary Expatriate- and their descendants in the nation are people who must prove themselves, though the requirements are seldom more demanding than polite manners and being productive of wealth and labor. The same is considered of second-generation Caelussians- who are in decent numbers due to the flourishing of trade and the Caelussian lack of regard for wandering from their homeland.

Third and held in contempt are Twaryinauk- descendants of Twaryian immigrants. With square and sharp "bat-ears" and a heavy accent of regional Caelussian, as well as a tendency to a different interpretation of the faith of Holy Judgment, Twaryians are a stubborn and belligerent folk and their descendants are seen as little different- and thus seldom are. To be a Twaryinauk is to be looked down upon and doubted, and to be often demanded to fit in more and to stop being so "Twaryian." Most acquiesce to these demands- though rumor and investigation will lead to their identity being found whether or not their physical traits or difference in faith and culture are expressed, and controversy seldom ends without much effort,

The fourth group are looked down upon even by Twaryinauk- the semi-nomadic, poor, and culturally deviant Vyemani, who are near universally hated across Vinstraga. They are only mentioned for being the absolute bottom of society- though they have made themselves comfortable in this oft-undesirable niche.

As an aside in plain English, for those unfamiliar, the general naming trend across Vinstraga is Germanic names, and Vynmark and Nauk culture utilize primarily Norse and Scandinavian names.

6 Unit Classes-

There are four different unit classes- Cuirassier Panzer, Recon, Panzerjager, and Dragoons. Each has a different selection of equipment based on their type- and a base modifier to their stats.



Cuirassier Panzer-

The Cuirassier are Vynmark's most prestigious forces, descended from cavalry, but more famously Vynmark's great three knightly orders. They are given exclusive access to use of tanks, an expensive investment for a smaller country like Vynmark, and are near always in direct service to a Landgraf or the Council Government. In the former case, some Cuirassier are not so noble- and are in fact ill-mannered mercenaries, placed in charge of heavy equipment by the Landgrafs for their lack of restraint in using it to its deadly potential. In spite of lofty origins, modern Cuirassier are often untested troops, and viewed with contempt by the common soldiery for having the easy jobs. Their ranks are often full of political appointees and soft natured blue-bloods, more accustomed to parades than drills. Cuirassier Panzer are well equipped, but lack for appropriate competence.

They start with -1 Experience, but are allowed one free custom modification to their platoon lead by default.



Mechanized Recon-

Rowdy and brash soldiers who have been blooded in the borderlands, and even out of them, Vynmark's mechanized recon are well accustomed to pushing their light vehicles to their limits, and into ill-advised adventure. Drawn from infantry units, they have a tendency to care little for the elan of armored dueling. Few try to tell these fighters what to do- as they are ill inclined to listen anyways, and know danger in a way that none who are fools or unlucky will have survived to a command position.

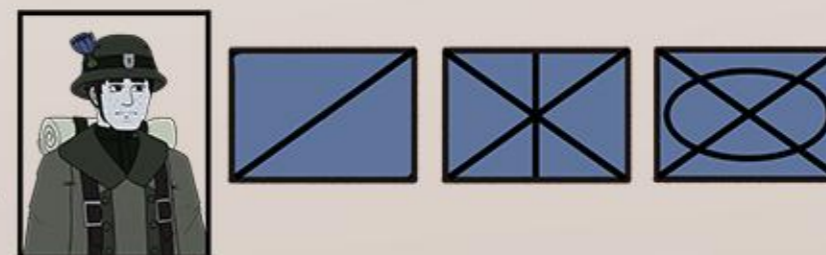
Mechanized Recon are experienced and tough troops, and start with +1 Experience.



Panzerjager-

Vynmark's reaction to the arrival of armored vehicles on the battlefield was always slow- and their anti-tank capabilities are only barely up to par. The Panzerjager Program was started hastily in order to develop operational countermeasures for a potential flood of Caelussian-sourced armor being used by Twaryi, though the program has received minimal support. This has caused it to primarily utilize methods such as re-use of old vehicles and grafting of equipment to form anti-tank "Chimera," which has led to the common term referring to Panzerjager units as "Chimeras." Being in the program is either a point of personal initiative or a punishment- hardly ever something encouraged to be proud of, in the army. Panzerjager officers are often forced to compromise, but such has made them flexible.

Panzerjager units can raise Integrity or Equipment level in exchange for a point in the other, if they choose, and as long as EQP level is not reduced below 1.



Dragoons-

In a mechanized unit, infantry must be mobile. Vynmark Dragoons are the standard accompaniment to armor, riding on horse or truck to frontlines and dismounting before entering combat on foot. They are generally stern natured from their officers and NCOs being sourced from police and garrison units, though some who have spent time on the porous borders, especially with Sosaldt and its brigand gangs, see themselves as brave outriders, who have an unideal amount of initiative. The most prestigious are the Panzer Dragoons, who utilize armored personnel carriers not trusted to most mere infantrymen.

Numerous by necessity and easily reinforced, a Dragoon unit will start with +1 Integrity. Dragoons can also make a dig in action instantly during Resolution Phase, rather than needing two turns.

Commander Traits-

Your Platoon Commander, your Player Character, is not merely a plain trooper, but an officer of at least some skill- or perhaps, great fortune or luck. You may pick one trait when making your PC- either from the General List, or, if they are the appropriate class, from a class specific trait list.

General:

Plutus- Blessed with wealth and/or status. +1 Equip Level
 Virtus- Hardened and sharpened by enduring adversity. +1 Experience Level
 Fortuna- Smiled upon by benefactors unknown. This unit may reroll one dice per battle
 Bellona- Critical hits are made on 9+ rolls rather than 10- the same applies for piercing attacks' chance to damage with rolls made against superior armor.
 Honos- Damaged subunits are unable to be hit as long as there are undamaged subunits.

Class Specific:

Cuirassier-

Ironheart- This unit's vehicles can never be critically hit
 Goliath Novus- This unit's vehicles cannot be flanked
 Veil of Glory and Order- Being adjacent to this unit gives friendly units +1 to their Defense stat. This defense bonus cannot stack with other instances of this skill.

Recon-

Mirage Aspect- May make a single unit's attacks against this unit in a battle miss automatically, once per battle.
 Divination of Battle- A unit spotted by this unit remains visible, even after line of sight is broken. Only applies to one enemy at a time.
 Ranger's Cloak- If this unit attacks from cover, it does not reveal itself.

Panzerjager-

Chimera's Charm- May take a trait from a different unit type, in exchange for -1 Equip Level (Cannot reduce EQP level below 1)
 Sniper's Oath- Allows for one attack by the platoon lead vehicle to automatically critically hit a spotted target, once per battle.
 Reaper's Path- Unit may ignore an enemy vehicle unit's cover or a terrain obstacle (besides elevation blocking), once per battle.

Dragoon-

Caravan's Favor- Unit is counted as having cover while mounted, when attacked.
 Triumph of the Biter- The piercing stat of this unit's piercing weapons is increased by +1, and if flanking, +2
 Knife Fighter- Attacks made at point blank range, if they hit, always critically hit.

Unit Traits-

Your platoon has been drawn away from its original unit, but even still, you have a shared history with the soldiers under your direct command. Such is decided here- as well as how you benefit or are penalized by the circumstances of your history.

Battle Hardened- +1 EXP, -1 INT

The first days of battle were harsh- and those who came back are deadlier for that harshness, but few formations came back from the frontline whole. This unit, what's left of it, are among Vynmark's best now, for better or worse.

Landgraf's Own- +1 EQP, -1 EXP

This unit has benefited from having a commission from one of the country's most prestigious Landgraf families, giving them assets and prestige beyond their normal army equivalent. This privilege has cost them something, though- these people never anticipated having even a single bad day of battle.

Army Reservists- +1 INT, -1 EQP

Vynmark's emergency reserves have had time to scramble together in the days anticipating the war- though they aren't as ready as they could be, largely because of the reserves of equipment not matching conscription. This unit is larger, but its equipment is substandard.

Zuide Steel- +1 EQP, -1 INT

Sosaldtian mercenary companies are ferocious men, and even more so when funded by rich patrons. In the interests of aiding their eastern compatriots, the southern cities, now known as the Zuide Confederacy, have preemptively sent some of their best sellswords. Though, they are a more focused and slimmer unit, as is the price of their better equipment funding.

Disfavored- +1 EXP, -1 EQP

This unit has found itself the subject of controversy- through a past violent event. They have the experience of battle, and have proven themselves worthy of calling themselves soldiers, but for whatever reason, they find themselves with very few friends now, and have to make do with what is passed over or handed down, and are expected to fight with it as good as any other- or else their punishment will have turned out to be merely just.

National Militia- +1 INT, -1 EXP

The National Citizen's Militia is an organization often glossed over in Vynmark politics- as any native blooded citizen can sign into it, and do little more than boast about it while paying a small fee for a good-looking stamp on their identification. However, in this rare advent of a war, excitable volunteers have flocked forth. Numerous, spirited, however, they are also lacking in combat training and battle experience.

Unit Modifications-

Equip Level is the normal decider of a unit's equipment, but this need not be the case if the PC decides otherwise. In exchange for an equipment level in character generation, a unit may gain a modification. These are small upgrades, generally not good enough to make a prior vehicle better than a higher equipment level, but able to provide small benefits in simple ways.

Since Equip Level cannot go below 1 or above 3, spare EQP levels above 3 may be freely used to purchase Mods.

While modifications can be varied and thus...negotiated. A short and simple list is here-

Smoke Grenade Rack (PC Vehicle Only)- Allows a single use deployment of concealing smoke in the unit's tile, per battle. Recon units start with Smoke Racks.

Pintle Machine Gun- Mounts an 8mm machine gun on a suitable part of the vehicles or their turrets. Allows an additional attack from machine gun- and defensive fire against potential air attack.

Heavy Pintle Gun (PC Vehicle only)- Instead of an 8mm Machine Gun, mounts a 13mm. A very special modification, a degree more effective against incoming aircraft too.

Extra Armor- Provides +1 to armor stat of a platoon's vehicles. Incompatible with non-mechanical subunits.

Support Gun Mounting(PC Vehicle only)- Replaces a cannon weapon with an equivalent power support gun, able to fire munitions such as smoke shells. Such modifications are rare- and thus limited to commanders.

Camouflage- Uncommon in standard use, but ever present throughout history. Prevents a unit from being spotted in cover at a range above two tiles.

New Model Infantry Kit (Dragoons only)- Self Loading Rifles and Infantry Body Armor represent the future of infantry warfare. Gives +1 Defense and Offense against other Infantry units.

Tokens:

Vynmarkers of all sorts consider their ancestry and place of origin, or place of belonging, to be of great importance- and commonly display such using a decoration upon a hat or in the hair, or on the head in some fashion. Oftentimes the token is an artificial flower or grass or sprig- something besides flora is exceedingly uncommon. Although a token does not have to be a plant representative of the area a person is from, it most often is.

Vynmarkers are a superstitious sort, not unlike much of the continent, but they put stock in the beliefs of the Nauk Aspect Axis- Air and Sea, Earth and Order (as Earth is seen as the chaotic entity of unbridled life). In the old days of Nauk Imperial, the entire continent would be divided along such an aspect in regards to this belief, but these days, Vynmark is divided along its aspects, in regards to folk tradition. The Northwesterlies are seen as aligned to Air and Wind, the South and Southeast, the Seawind, being the coastal region, to the Sea. The east bordering wastes and the inland continent, the Red Dust, is of the aspect of Earth (some claim, this explains the land's chaotic nature), and the central territories of Vynmark, unmarred by war for nigh on a thousand years, are the Peacefields, of the aspect of Order.

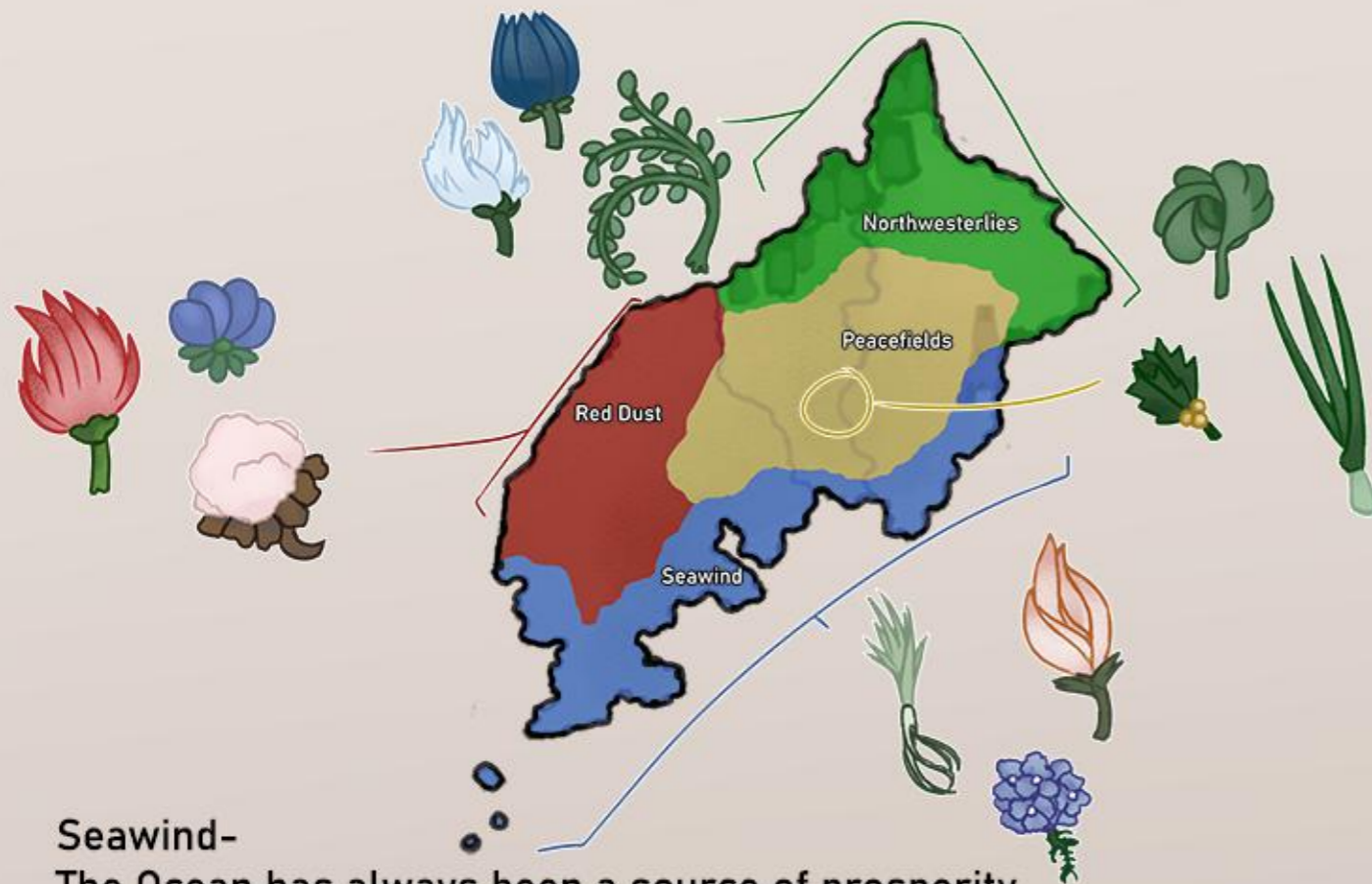
The wearing of tokens extends to soldiers, as well- and uniform pieces have accommodations to wear them, often on the side of a cap or helm. They are believed to provide luck- only a little, though only a fool would forgo such. This practice is mocked by foreign soldiery, who call Vynmark's soldiers "flower maidens" and their army a "Lady's Garden."

A token will provide a small benefit, only once. When the luck of a token has been used, it cannot ever be used again by the same character.

Northwesterlies- Air Aspect- +2 to Friendly Initiative Roll
Seawind- Sea Aspect- -2 to Enemy Attack Roll
Red Dust- Earth Aspect- -2 to Enemy Damage Inflicted
Peacefields- Order Aspect- +2 to Own Attack Roll

Northwesterlies-

Traditionally the regions around the border of Ellowie and the mountainous region forming a natural barrier with Sosaldt, those of Northwesterly aspect are seen as aloof and reserved, not the least because of the presence of green-haired mountainfolk. To have an aspect of Sky is to be seen as detached, unique- and perhaps, of particular quality compared to another. Northwesterly tokens include Closed Clouds, whose flowers are shut tight until they open in a blow of winged seeds, the Peak Frost, a fuzzy cold climate plant that grows only where there is no shade, and the Drybough, a strange plant from Ellowie that wilts where there is too much water- indicative of fickleness.



Seawind-

The Ocean has always been a source of prosperity and wealth for Vynmark, be it from fishing or from trade, and the aspect of the Seawind is seen as a nudge by fate into being hard working, thrifty, and cunning. Examples of Seawind Tokens include the Conchflower, a beach blossom that one can hear the sea in like a shell, the sound of home to a wandering soul, the Sandgrass, whose long roots allow them to live even on the barren dunes and grow, in scruffy clusters, and the Seafoam Blossom, which is carried away by the sea when its small soft flowers spring up in clusters from the high tide sand.

Red Dust-

The Red Dust region is the west, and are those who live close to and skirmish with Sosaldtian brigands, until the recent formation of the Mittelsosalin Republic. Some would point out they are near as belligerent with one another as they are with their rowdy western bandits- a sign of ill breeding, but none deny that those of the Red Dust are hardy folk, able to weather poor fortune and turn it to their advantage. A good thing, some also say- for those of the Western aspect are looked upon with ill intent by devils. The Red Dust region has many a migrant from out of the country in the form of mercenaries or descendants of such, and their tokens are seen as marks of free spirit, or resilience, or sometimes, delinquent nature.

Red Dust's tokens include False Blooms, odd plants that look like flowers but are actually odd stone plants that grow beneath the dust, the Crimson Embrace, whose flowers mark the presence of iron- and folk tales tell, where bloody tragedy occurred, thus marking one as cursed. The least whispered of token is the Dustcotton, a universally useful plant whose cultivation is looked down upon by few and who represents ascendancy beyond humble origins.

Peacefields-

The central region of Vynmark, sheltered on all sides from any threat, are a place of high culture and contemplation. Afforded wealth and prosperity by their ancestors and by the outer regions, the Peacefields are not quite as utopian as claimed, but many from the outer regions do their best to move into the industrializing central regions. That the tokens of the Peacefields are claimed to represent virtue and enlightenment is scoffed at by other regions, but the people of the Peacefields are indeed quite happy and proud- and soft, many would say. The Goldholly is a popular item to declare success in life, aspirations assured to be fulfilled, while Song Clover is said to provide foresight, as its meadows sing with the wind. Lancegrass is an odd exception- a token of discontent, of purposeful self-exile into battle from peace, for the sake of it.

Chargen Checklist:

EXP determines Experience Level. Base is EXP Lvl 1
 EQP Determines Equipment Level, Base is EQP Lvl 2
 INT determines Unit Integrity- Starting Subunit Count. Base is INT 4

Unit Class? Select One.

Dragoon- Mobile Infantry- +1 INT
 Armor Recon- Light Support - +1 EXP
 Cuirassier- Armor Corps - -1 EXP, Free PC Subunit Customization
 Panzerjager- Anti-Tank Specialist- Option to Sacrifice 1 point
 of INT or EQP to increase a point of the other by 1.

Unit Trait? Select One.

Frontline Fighters- +1 EXP, -1 INT
 Landgraf's Own- +1 EQP, -1 EXP
 Reservists- +1 Integrity, -1 EQP
 Zuide Steel- +1 EQP, -1 INT
 Disfavored- +1 EXP, -1 EQP
 Militia- +1 Integrity, -1 EXP

Unit Modification?

Cuirassier get a free one by default for PC Vehicle.
 Equipment Levels can be traded for Mods.
 Equip Level cannot be reduced below Level 1.
 Modifications can be proposed and asked for-
 However, don't expect to get everything on
 your Langenachtfest List.
 You're not playing the coolest kids on the continent.

Commander Trait? Select One.

Below is the quick general list, not the only ones.
 Plutus- +1 Equip Level
 Virtus- +1 Experience Level
 Fortuna- May reroll one dice per battle
 Bellona- Increased Critical Chance
 Honos- Hit Priority on Healthy Subunits
 There are also special Traits available
 only to certain Unit Classes.

Personal Token? Select One- Only Usable Once.

Northwesterlies- +2 to Friendly Initiative Roll
 Seawind- -2 to Enemy Attack Roll
 Red Dust- -2 to Enemy Damage Inflicted
 Peacefields- +2 to Own Attack Roll

Character Description?

Personal fluff. Physical description,
 character background, RP stuff.
 There's room for flex in the setting, but
 either you're from Vynmark or
 you're a mercenary from the Continent
 of Vinstraga. If you are a foreigner you're
 a mercenary, and if you're female you're
 either of nobility or a mercenary.
 You are not a Space Princess with Laser Eyes.

All Done? That's most of the basics, so you should be good.

12 Stats-

Attack- ATK

A unit's attack stat- how well it is able to hit the enemy when in combat.

Defense- DEF

The primary defense of a unit. Indicates how difficult a unit is to hit.

Armor- ARM

A defensive stat for a unit. If a unit has armor, it can only be damaged by piercing attacks.

Piercing- PRC

The offensive stat for a weapons system. The ability of a weapon to attack armored units. In order to effectively damage a target, a weapon's piercing must be greater than the target's armor.

Initiative- INI

Determines a unit's base bonus to INI rolls. A higher initiative gives greater chance for priority in actions. Initiative also determines vision range- INI + Weapon Range.

Move- MOV

Indicates how far a unit can move in one turn.

Hit Points- HP

Hit points per subunit- if a subunit loses all of its hit points, it is destroyed.

Weapons- WPN

The number and type of weapons a unit has- and thus how many attacks it can make in a fire action

Integrity-INT- Base Level: 4 Subunits in Platoon

The number of subunits in a unit. A unit is a platoon, a subunit is a vehicle, or squad.

Equipment- EQP - Base Level: Equip Level 2

The quality of equipment a unit has- which determines its subtype. Base Level is 1. The Equipment Pages directly after this page shows what equipment your platoon has based off of their equipment level.








Experience- EXP - Base Level- Experience Level 1

Practical and battle experience of a unit- a starting stat, but gained by surviving battle too, at a rate of one level per two battles.







PC and PC Vehicle:

The first vehicle in any platoon is the Platoon Commander's Vehicle. If it is damaged or destroyed, the PC will be wounded- but may continue command from another vehicle. If a wounded PC has their unit knocked out again, they are killed, and a new character from the platoon must be made commander- if the platoon is still intact.

This character change is cosmetic only.

 Commander	 Unit Type/Equipment	ATK- 2 DEF- 1 ARM- 3 INI-0 MOV-3
INT     		Commander Trait Unit Trait Token Aspect
WPN	Turret- Big Cannon	Hull- Machine Gun
PRC	Piercing 4, Explosive D4	

Experience Levels-

-  -1- -1 Initiative, -1 Attack
-  0- No Bonus or Malus
-  1- +2 Initiative
-  2- +2 Defense
-  3- +2 Attack
-  4- ???

Note- Experience bonuses to stats are already applied on unit card

Cuirassier Units

An updated iteration of the venerable m/20 light tank, the m/22 is a quick, lightly armored and armed tank that is one of the pillars of the Vynmark armored corps. Though it is quite outdated for the rapidly developing modern battlefield, it can still find plenty of enemies that it can take on...and many that it cannot, though its quick speed helps it evade such foes.

Attack- 2
Defense- 1
Armor- 1
Initiative- 1
Movement-4
HP-3

Weapons-
13mm Machine Gun (Turret)
8mm Machine Gun (Hull)

m/22 - Light Tank
(Cuirassier EQP Level 1)



An old design whose primary armament is fixed in its hull- a 3.7-centimeter cannon, and a 13mm machine gun in a turret on top. Respectable frontal armor protects the crew, but the vehicle is rather large, and cumbersome in regards to mobility. Its outdated layout but stubborn reliability has made it a common platform for modification and customization.

Attack- 3
Defense- 1
Armor- 2
Initiative- 1
Movement-3
HP-3

Weapons-
13mm Machine Gun (Turret)
3.7cm Cannon (Hull)

m/24 - Medium Tank
(Cuirassier EQP Level 2)



Unwilling to make the expensive decision to buy the m/32, the Landgrafs' Legions decided to instead modify their m/24s to take the turret mechanisms of the newer tank, while cutting down the hull to reduce the resultant monster's height. The end product is a tank able to match most opponents- but certainly not all of them. Its primary advantage is its 5-centimeter cannon, able to pierce most enemy armor, despite inheriting the m/24s lack of speed.

Attack- 4
Defense- 1
Armor- 3
Initiative- 1
Movement-3
HP-3

Weapons-
5cm Cannon (Turret)
8mm Machine Gun (Turret)
8mm Machine Gun (Hull)

m/24-32 - Medium Tank
(Cuirassier EQP Level 3)



Panzerjager Units

m/20k - Light Tank Destroyer
(Panzerjager EQP Level 1)



Attack- 2
Defense- 1
Armor- 1 (Open Topped)
Initiative-3
Movement-3
HP-2
Weapons-
4.5cm Cannon

The antiquated m/20 chassis, while replaced in Vynmark by the m/22 long ago, was not entirely disposed of. Most were converted to armored utility vehicles- and some of these made into carrier for the 4.5-centimeter anti-tank gun, itself converted from naval light cannons. An unwieldy vehicle, as the cannon and gun shield are haphazardly mounted on top, it is still not a vehicle to be underestimated.

m/24K- Tank Destroyer
(Panzerjager EQP Level 2)



Attack- 3
Defense- 1
Armor- 2
Initiative- 3
Movement- 3
HP- 2
Weapons-
5cm Cannon

The most common conversion of the m/24 internationally, the large amount of spare space in the main crew space allows for the installation of larger weaponry. In this case, the m/24 hull was provided with a 5-centimeter anti-tank cannon, able to deal with most adversaries, though in a decision made in regards to specialization and questionable practicality, the machine gun turret was deleted.

m/31K - Self Propelled Coastal Defense
(Panzerjager EQP Level 3)

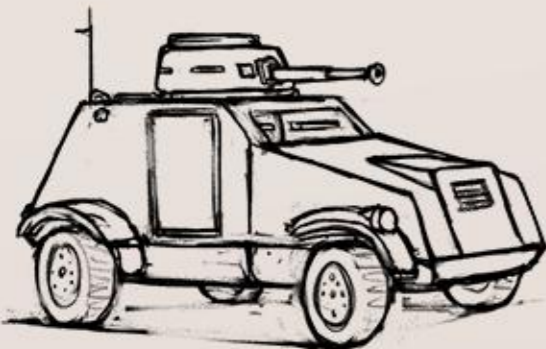


Attack- 4
Defense- 1
Armor- 1 (Open Topped)
Initiative-3
Movement-3
HP-2
Weapons-
7.7cm Cannon

The m/31 was an experimental hull, an iteration before the m/32 distinguished by its bulbous forward-axle housings, that never received a turret design and was only produced as a heavy wrecker or transport. The original modified vehicles were proposed for use against naval targets, able to move the guns where shore fortifications were lacking or needed supplement- but the Panzerjager program rescued these vehicles from the disinterested navy, as they saw their 7.7-centimeter cannons as far more useful against enemy tanks than ships. While the carrier vehicle is poorly armored, the cannon has range and power able to make short work of any armored vehicle.

Recon Units

PzA-13- Light Armored Car
(Recon EQP Level 1)



Attack- 1
Defense- 2
Armor- 1
Initiative- 3
Movement-4
HP-2

Weapons-
13mm Machine Gun (Turret)
Equipment-
Smoke Grenade Rack x1

A primitive but robust design of armored car from the Archduchy, this squat vehicle is in wide use amongst armored recon troops of Vynmark. Armed with a 13mm heavy machine gun, it is able to deal with typical border threats, though such ordinance is of little help against armored opponents. In the evolving battlefield, even the slow moving Vynmark military theory has determined this vehicle obsolete.

VpK-2 - Armored Car
(Recon EQP Level 2)



Attack- 2
Defense- 2
Armor- 1
Initiative- 3
Movement-4
HP-2

Weapons-
3.7 cm Cannon (Turret)
8mm Machine Gun (Hull)
Equipment-
Smoke Grenade Rack x1

An East-Valsten design of armored car, frequently used in border patrol groups. It is capable of defeating some armored foes, but is primarily a support vehicle with a 3.7-centimeter cannon and machine guns, able to rapidly relocate to battles where it can aid allies, and escape from enemies it can't handle utilizing quick smoke screen deployment. Well-armed, it is however poorly armored and best kept out of a pitched battle.

m/28V- Recon Tank
(Recon EQP Level 3)



Attack- 2
Defense- 2
Armor- 2
Initiative- 3
Movement-4
HP-3

Weapons-
2.5cm Cannon (Turret)
8mm Machine Gun (Turret)
Equipment-
Smoke Grenade Rack x1

The well-known and widely used m/28 tank, but given some modifications to better suit its designation in Vynmark as a reconnaissance vehicle. Such changes include a heavier build of radio masts and the implementation of grenade launchers to create smoke clouds. Otherwise, this reliable vehicle relies on its mobility, as its 2.5-centimeter cannon is ill suited to dealing with anything but light armor.

Dragoon Units

Horse mounted infantry are unsurprising sights, though archaic, to see in modernizing armies of the age. Despite Horse Cavalry being thoroughly demonstrated as outmoded in the Emrean War, established practices are difficult to give up, and the rugged needs of the borders combined with a lax procurement policy for infantry transports has ensured one of man's oldest war companions continues to have some place.

Though they may seem outdated, horse mounted infantry do have a subtle benefit- they can shoot without dismounting, though they cannot do this with special heavy weapons. Note- Infantry Equipment by default includes Rifles, Grenades, and a single choice of Special Weapon. It does not imply a lack of a Special Weapon.

Attack- 2
Defense- 2
Armor- 0
Initiative- 3
Movement-1(3)
HP-4

Weapons-
Infantry Equipment

Dragoons- Horse Mounted Infantry
(Dragoon EQP Level 1)



Motor Dragoons- Motorized Infantry
(Dragoons EQP Level 2)



Better equipped Dragoons utilize medium trucks rather than horses- oftentimes such Dragoons are ones attached to armored units.

The larger and more powerful mounts allow for the use of additional special heavy weaponry for its squads.

While Handelwagen is the preferred automotive company for many of Sosalia's transportation demands, Sodrasmitt Automotives has a lucrative monopoly on Vynmark's military trucks. They are decently functional, and while not swift for their type, are suited for the demands of the south with good off-road capability and a resistance to the salt-spray of the long coast and the winds that carry it inland.

Attack- 2
Defense- 2
Armor- 0
Initiative- 3(1)
Movement-1(3)
HP-4

Weapons-
Infantry Equipment
x1 Special Weapon

Adapted from the chassis of heavy prime mover that uses parts of the m/24 tank, the t/24 has a large transport bay and is armed with a pair of 8mm machine guns in a small turret.

Dragoon units equipped with this vehicle are quite rare, as prime movers are jealously guarded by armored logistics. However, their toughness has a value that is easy to see, so the best favored known as Panzer Dragoons are entrusted with this type, to better support an implacable assault.

Attack- 2
Defense- 2
Armor- 0(1)
Initiative- 3(1)
Movement-1(3)
HP-4

Weapons-
Infantry Equipment
x1 Special Weapon
x2 8mm MG (Turret)

Panzer Dragoons- Mechanized Infantry
(Dragoons EQP Level 3)



Weapon Terminology-

A weapon by default has one attack, and does a single point of damage on a normal, effective hit. Additional descriptors that do anything besides such are-

Explosive-

Able to utilize explosive munitions. Usage Explosive Munitions must be declared before an attack- though soft targets are attacked with explosive by default. On a hit with an explosive munition, instead of doing one damage, base damage is determined using the dice roll on the weapon. Explosive weapons are ineffective against armored vehicles, unless they have a Shock stat.

Smoke-

Able to be used to deploy a cloud of obscuring smoke. Said smoke is of chemical nature- and does not harm units within or passing through it...immediately.

Chemical Weapons-

Not a descriptor, but applicable to any weapons system with a bore diameter of 5 centimeters or more, and also to grenades and rifle grenades, is the potential to utilize gas or vapor based chemical weapons. Chemical weapons utilize the same duration rules as smoke, but do not provide cover. Units in the same tile as a chemical weapon suffer their effects unless they are wearing chemical protection (free to all units- donned as a free action, reduces initiative by 1).

The most common chemical weapon available to Vynmark is Lachrymator Lavender Gas- LLG- and it prevents any unit in its area of effect from making attack rolls.

Suppressive Weapon-

A weapon used offensively against soft targets. Instead of attempting a damaging attack, a suppressive attack may be made that prevents an enemy unit from moving without the benefit of smoke cover. The hit chance is +1.

Piercing-

This weapon can damage armored units. Piercing must be greater than the target's armor to damage it effectively. A weapon with equal or lesser piercing to a target's armor may still attack said enemy, but will only damage them with an attack roll of 10, and critical damage will not be applied.

Shock-

The amount of explosive in this weapon's explosive shell is sufficient to damage armor. If the Shock AP is able to penetrate armor, it does the damage of its explosive shell rather than normal piercing damage.

Incendiary-

A weapon with this descriptor utilizes high amounts of thermal energy- in simpler terms, fire. Incendiary weapons nullify the defensive bonus granted by cover, and are able to attack vehicles despite a lack of piercing stat. They only hit on a 10, but if they do, they do 2 damage.

Infantry Weapons-

An infantry unit has three weapons by default as their kit- Rifles, Grenades, and one other light or heavy weapon. The Extra Weapon may be traded for another at the start of missions.

There are two types of infantry weapon- light and heavy. When attacking, an infantry subunit may choose one light weapon and one heavy weapon to attack with- they cannot attack with multiple light weapons or multiple heavy weapons at once. Heavy weapons may not be used by horse dragoons while mounted.

Light Weapons-

Rifle-

Range 5

The standard arm of infantrymen, typically bolt action rifles. Effective against soft targets.

Grenades-

Range 1

Explosive D2, Piercing 2, Smoke

A close-quarters weapon standard for infantry. Can be powerful- but requires a unit to be at point blank range.

Assault Armament-

Range 3

Multi-Attack 2, Special Weapon

An infantry squad's primary weapon against other infantry. Allows an additional attack- and suppression, through its judicious application of a high rate of fire.

Rifle Grenades-

Range 2

Explosive D2, Smoke, Special Weapon

A special weapon for infantry against soft targets. Smaller and ineffective against armor, but has better range than normal grenades, having a range of two spaces.

Marksman Equipment-

Special Weapon

Extends the range of a unit's rifle and machine gun armament by 2 and the range of anti-tank rifles by 3.

Heavy Weapons-

Machine Gun-

Range 5

Suppressive Weapon, Special Weapon

An infantry squad's primary weapon against other infantry. Allows an additional attack- and suppression, through its judicious application of a high rate of fire.

Flamethrower-

Range 1

Incendiary, +1 to Attack Roll, Special Weapon

A brutal and terrifying weapon for use in close assault. Despite its short range, its ability to ignore cover provided by terrain and defenses makes it indispensable in close quarters combat.

Anti-tank Rifle-

Range 4

Piercing 1, Special Weapon

Infantry's standard defense against armored units.

A special weapon- most infantry platoons only get one, but it can disable most armored units with a flanking attack, even from a distance. Cannot attack unarmored targets.

Demolition Charges-

Range 0

Set Weapon, Explosive D6, Shock 5

Special-purpose man portable demolition charges packed full of explosives. Heavy and unwieldy, they must be prepared before use, and placed in the tile the unit is in- and then activated either remotely within vision view, by timer, or by pressure-plate like a mine when the tile is entered (requires a 6+ flat attack roll). When activated, the charge attacks all units in the tile.

Heavy Weapons-

Can be encountered on their own, or mounted on a vehicle.

8mm Machine Gun-

Range 5, Suppressive Weapon

A common caliber of machine gun, mounted coaxially or in a vehicle's hull. Of little use against hard targets, but important for defense against and support of infantry.

13mm Heavy Machine Gun-

Range 6

Piercing 1, Multi-Attack 2, Suppressive Weapon

A heavy machine gun with some anti-armor capability due to the high velocity and higher caliber.

2cm Cannon-

Range 6

Piercing 2, Multi-Attack 2, Suppressive Weapon

A rapid-fire cannon commonly used for anti-air defenses, and on some aircraft, as a weapon. Suitable for dealing with soft targets and light armor.

2.5cm Cannon-

Range 6

Piercing 3

A light anti-tank weapon, which makes use of a special high velocity armor piercing shot. Of little use against infantry.

3.7cm Cannon-

Range 7

Piercing 3, Explosive D2

A standard anti-tank cannon with a high velocity shell. Able to deal with many armored vehicles.

4.5cm Cannon-

Range 8

Piercing 4, Explosive D2

A standard Twaryian caliber of anti-tank cannon, or a light naval gun of similar power. Stronger than the 3.7cm guns.

5cm Howitzer-

Range 6

Piercing 1, Explosive D3, Smoke

A light caliber of support weapon, mostly relegated to infantry support guns. Ineffective against armor, but a versatile, if old, weapons system.

5cm Cannon-

Range 8

Piercing 5, Explosive D2

A dedicated anti-tank gun caliber able to deal with the majority of armored threats, though not all...

7.5cm Cannon-

Range 8

Piercing 5, Explosive D3

A Twaryian medium-velocity gun, with impressive destructive and penetrative power.

7.7cm Cannon-

Range 10

Piercing 7, Explosive D4

A high-velocity naval cannon, able to skewer ships, and any land based armored vehicle that has the misfortune of encountering this deadly, if cumbersome, weapon.

8cm Howitzer-

Range 7

Piercing 2, Explosive D4, Shock 2, Smoke

A modern size of support gun, able to use a broad array of projectiles while also being effective against lightly armored targets.

12cm Howitzer-

Range 10

Piercing 4, Explosive D6, Shock 4, Smoke

A huge support gun, able to destroy many things, even armor, from striking it with its huge shell. A fearsome gun uncommon to encounter directly.

20 Turn Order:

At the start of each turn initiative is rolled- for practicality, the roll is made during the previous turn and applied to the next.

1. Spot Phase-

At the start of each turn, each unit, if in range to spot anything in concealment, makes a roll boosted with their Initiative stat. Any enemy that is in open terrain with no obstructions is spotted immediately as long as there is a clear line of sight. If a unit is in cover, in order to detect if there is a hidden enemy, a unit must make a roll against each hidden enemy in visible terrain features. If the hidden unit is more than four spaces away, the base spotting chance is 10+ on a d10. From four to three spaces, it is 8+, and from two to one, a 4+. Units that are spotted are revealed to the entire side of the spotting unit, and remain spotted for the entirety of the turn, unless they move out of vision entirely.

2. Fire Phase-

After the Spot Phase, each unit can make an attack against a spotted target, if their weapons are in effective range. The amount of attacks rolled in a turn depends on the unit's formation and available weaponry. A unit may reserve an attack with one of their weapons instead of firing. This reserved attack may be used against a unit that moves into its vision and/or range, with initiative priority. A reserved attack may not be used if a move action is made immediately after, in the same turn. A concealed unit that fires is immediately spotted until they move.

3. Maneuver Phase-

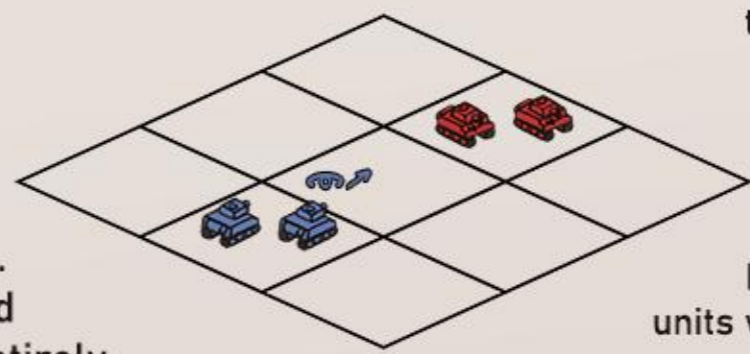
Units may move after the Fire Phase. A unit may reserve its movement to the next Fire Phase in order to perform a "Fire and Maneuver" and make a planned, one-space movement immediately after an attack. Mounted units may dismount at any time, but may only mount their vehicles during the movement phase- such costs 1 movement. Transports remain where they were left if they are dismounted from, unless they are made to follow- but they can be targeted by a foe if exposed.

4. Resolution Phase-

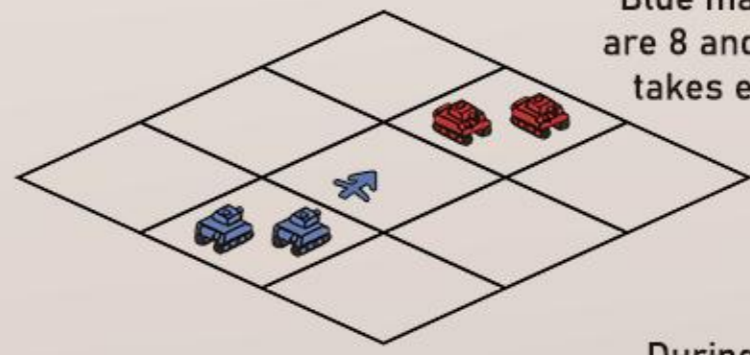
At the end of each turn, any other actions may be taken, such as donning protection or fortifying a position. Fortifying a position takes more time for vehicles, and they require two uninterrupted turns to harden a fighting position. Another unit may opt to aid them to reduce this time. Dug in units gain +1 Defense due to cover, and can gain +2 if they dig in while in a terrain feature.

Blue Platoon spots Red Platoon- As there is no cover, this is automatic and instantaneous. As the enemy is within a 60 degree arc of the front of Blue Platoon, Blue Platoon may fire on Red Platoon in the Fire Phase. Red Platoon is not facing their weaponry within an arc to fire upon Blue Platoon, so they cannot shoot at them.

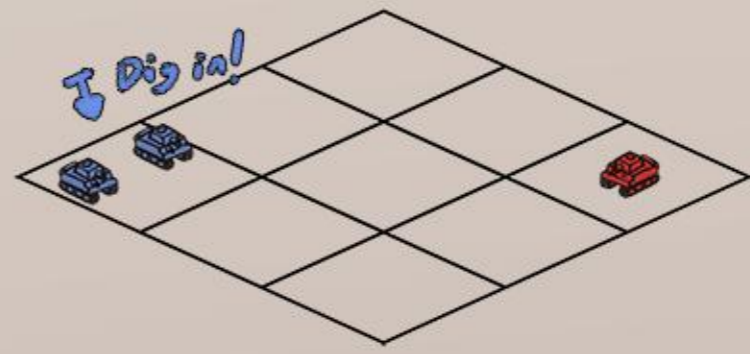
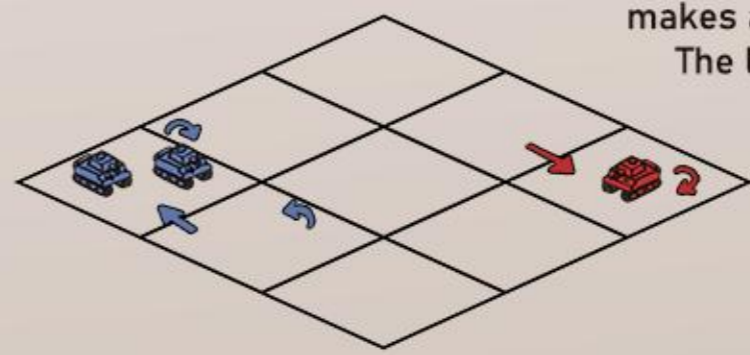
Example Turn-



Normally, during the Fire Phase, units would attack in the order of their rolled initiative. Since Red Platoon cannot attack Blue, however, only Blue makes their attack. The attack rolls are 8 and 1- a hit and a miss. Red Platoon takes enough damage to lose a subunit.

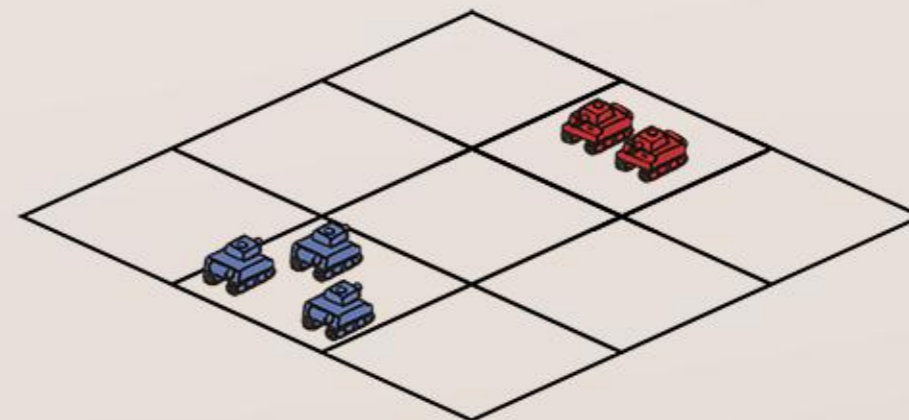


During the Maneuver Phase, Red moves and pivots for two move points, not using all of its move. Meanwhile, Blue pivots, moves one space, then makes another pivot, to use three points. The left over movement points, if at or above half the total, are added to the unit's next turn initiative- Red gaining 2 to their next INT roll.

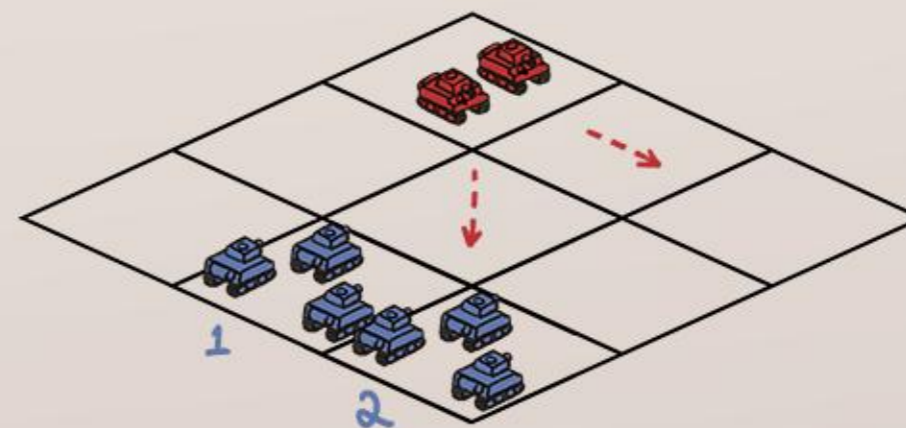


Targeting-

A unit, when declaring an attack, declares an enemy unit as a target, and makes their attack utilizing the weapons of their subunits- for example, Blue Platoon has spotted Red Platoon, and will fire upon it with its subunits' three cannons. A unit cannot specially target subunits- which subunits a unit's attacks land on is decided randomly using dice equivalent to the Integrity of the target.



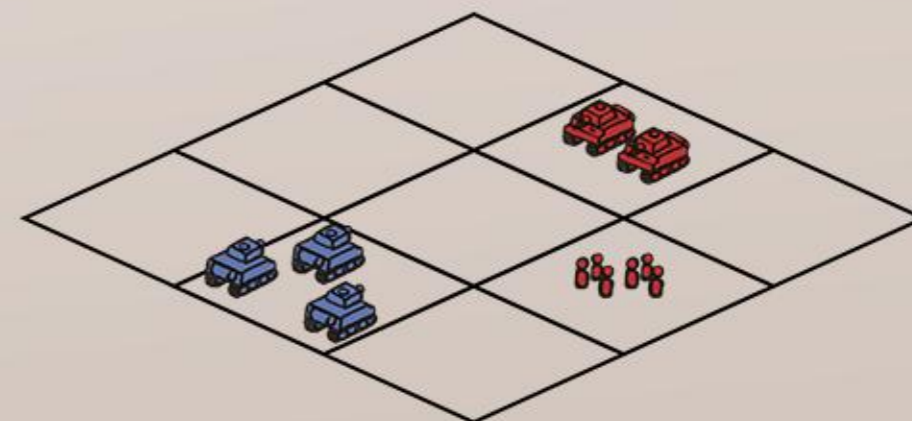
When a unit can strike the flank of a unit that it is targeting, it is considered to be flanking- this reduces their armor against an incoming piercing attack by two. If a unit is being "rear flanked," from beyond their direct flank, they also lose 1 defense against the attack. Infantry, however, cannot be flanked. Some units do not have an armor stat if they are flanked- open topped vehicles. Since flanking is determined by facing, if a unit is withing the forward movement facing- to the front diagonal- an attacker will not be considered to be flanking if they are attacking from that direction. Blue One is Flanking- Blue Two is not.



A unit may attack within a 180 degree arc of its front- though subunits may be blocked from firing on some targets within the unit's firing arc because of the unit's formation.

Additionally, only turreted weapons have the frontal firing arc. Fixed weapons may only fire upon a unit's movement facing- the front and directly adjacent diagonals. Infantry subunits may freely fire in any direction.

A unit may have its subunits attack different targets- however, a subunit maynot divide its individual weapon attacks between different targets. For example- Blue Platoon may fire upon the Red Tanks with their cannons (as their machine guns cannot attack armored targets), but cannot use their machine guns against the Red Infantry at the same time. To divide fire, two of Blue Platoons tanks attack the Red Tanks, while the third attacks the Red Infantry. However, since the Red Infantry is not armored, the Blue Tank targeting them may attack with both its cannon and machine gun.



Shooting-

A unit- a platoon, usually- may make attacks against enemies in their range that has been spotted utilizing their weapons. Each vehicle, unless their weaponry has been damaged, may use all of their weaponry against a target. Not all weaponry is effective against all targets- weaponry with no piercing stat cannot make attacks against units with armor.

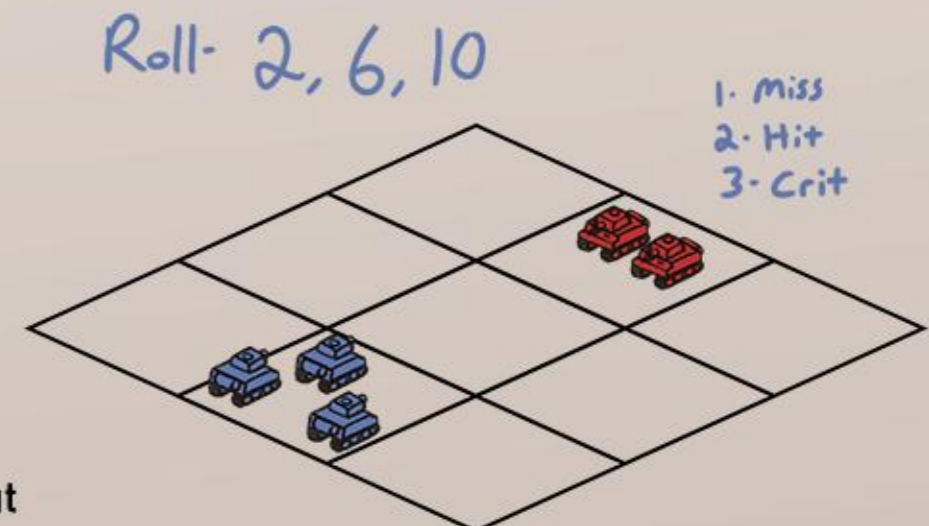
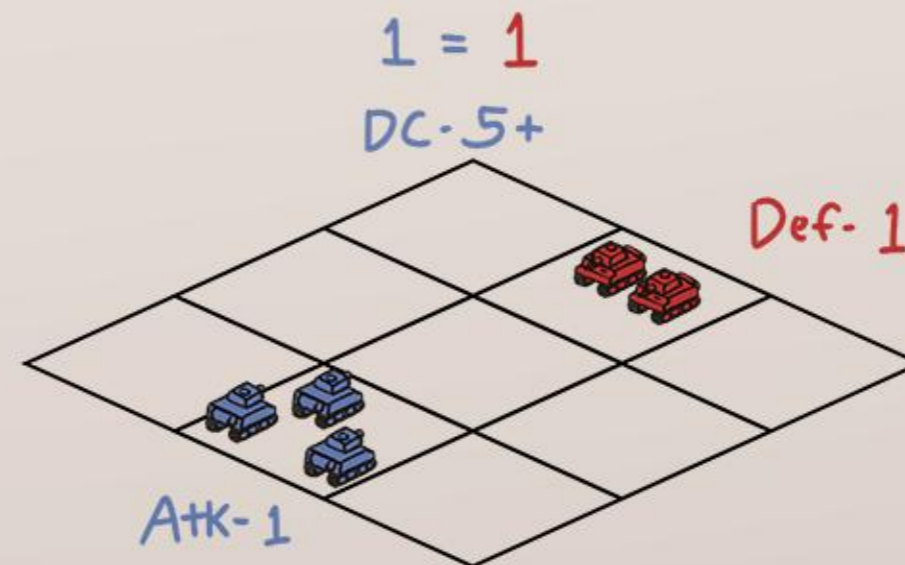
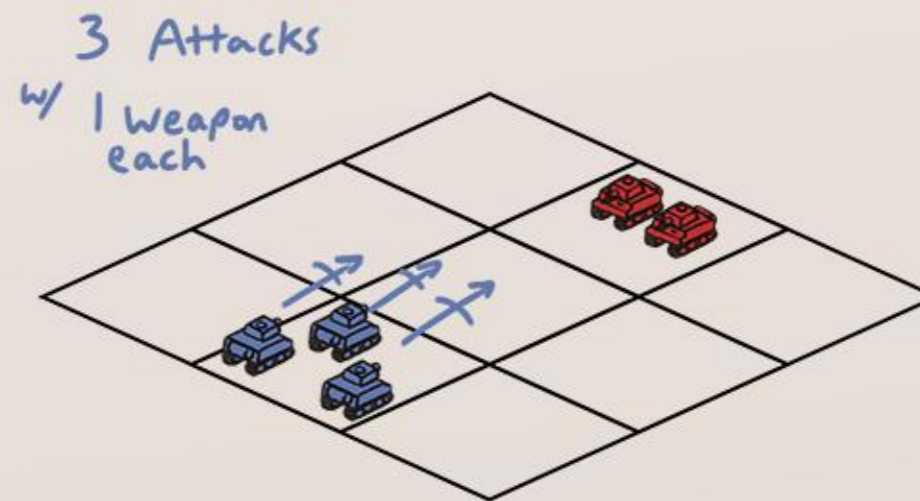
In this example, Blue Platoon attacks Red Platoon. Blue Platoon is attacking with their cannons, each of their vehicles possessing one, and Blue Platoon being made up of three vehicles. Every attack is made using a d10 dice, so three d10 are rolled to determine a hit.

Hit chance is determined by the attacking unit's attack stat compared against the defender's defense, along with any bonuses to either's stats.

The difference between them affects the to-hit roll modifier. In an even engagement, the chance of a hit is 60%- the attacker must roll a 5 or above on a d10 to hit. In equation, $(\text{Attack Stat} + 1d10) - \text{Target Defense} \geq 5$. If an attack successfully hits a unit, it does 1 damage to the struck enemy subunit's hit points.

Explosive attacks have a chance to do more damage, and piercing attacks can do more damage to armored units. Explosive attacks roll extra damage based off of their Explosive dice when attacking an unarmored target, and piercing attacks do one more damage when their piercing is two points greater than the target's armor. An additional point of damage is done by any attack roll if it is a 10- a critical hit.

A weapon with insufficient piercing to pierce a target's armor stat may still roll to attack it- and will damage the target on a critical hit- a 10. A weapon without a piercing stat cannot attack an armored unit, and thus cannot critically hit it.



Movement:

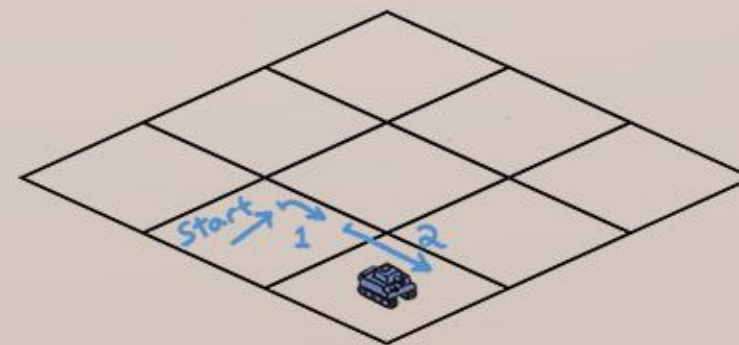
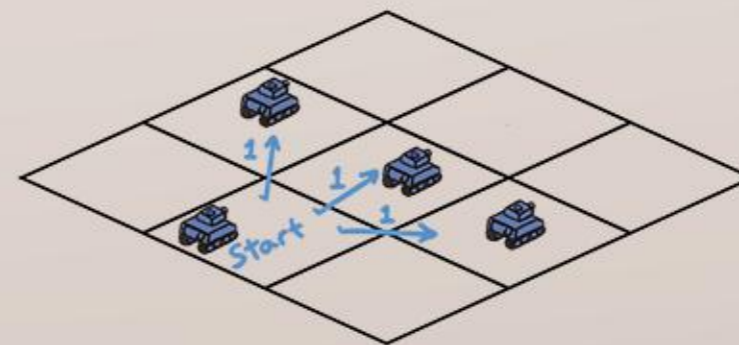
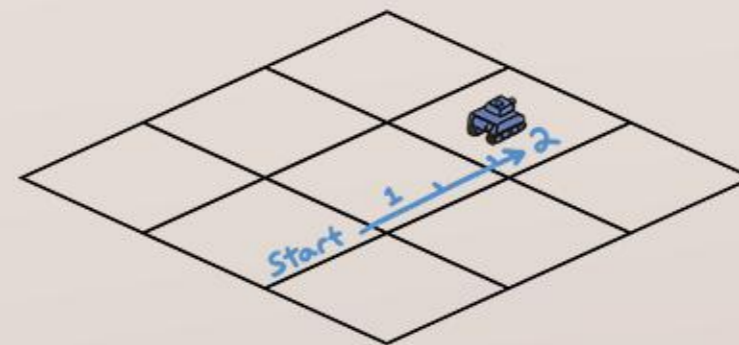
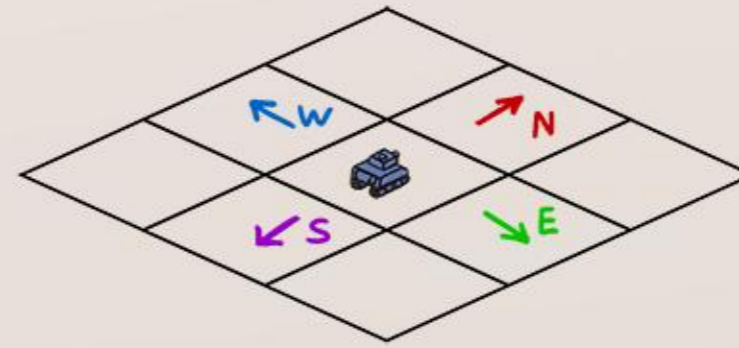
Each platoon unit has a movement stat which determines how far it may move in a single movement phase. Movement is declared by direction- directions are marked as such, unless marked otherwise on a map.

A unit's facing determines its armor protection, if applicable, and whether it is being flanked, as well as its ability to spot and target enemies. A unit cannot face diagonally- how this affects attacks will be explained in shooting.

Moving a unit from one tile to another consumes a movement point. Pivoting a unit also consumes a movement point. When a unit has no more movement points, it cannot make any more movement actions that movement phase. An infantry unit must pay a movement point to mount, but dismounting is free to do at any time.

A unit may move forward or diagonally into another tile in the direction it is facing. Moving forward or diagonally both cost the same amount of movement. If a vehicular unit wishes to move into a tile that it is not in a direction it is facing in or is adjacent to said direct facing tile (the diagonal from their current position) then the unit must make a pivot movement. Infantry and other legged units do not need to make pivot actions to change direction.

A pivot action counts as consuming one movement point. A pivot action turns a unit's facing ninety degrees at minimum- but the unit may turn however much it wishes in a pivot for only one movement point.



Terrain objects are common- of course. Most are able to be passed through, at double movement cost to vehicles. However, they make for useful- or potentially deadly- tools for you and the enemy alike. A terrain feature such as a village or woods is able to be used as cover and hidden in by any unit- dismounted infantry may dig in and hide even in open terrain, and are counted as being in cover if they fortify in their Resolution Phase.

Terrain Features can be shot into, but not through. For example, the Blue Tank may not fire at the Red Tank, even if another unit has spotted it for it. Taking cover in a terrain feature gives a +2 bonus to defense for any unit, and if dug in, they gain +3 instead.

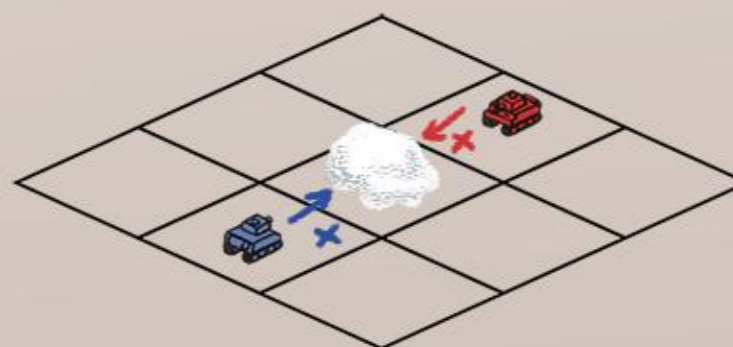
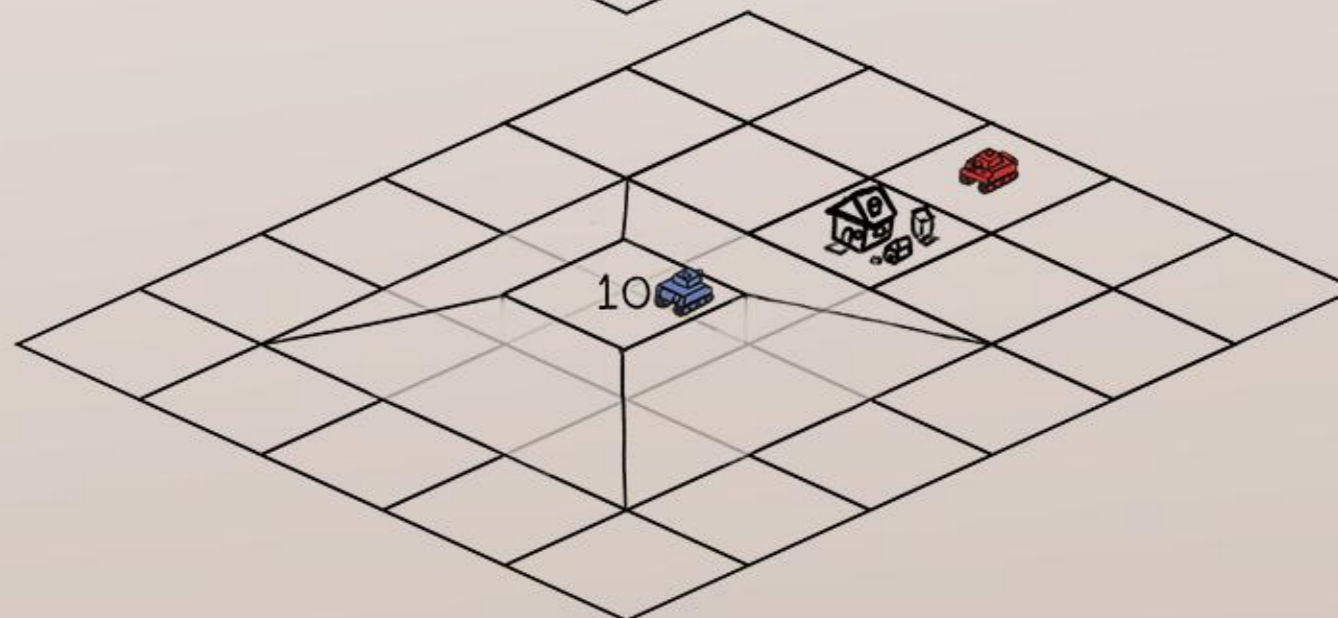
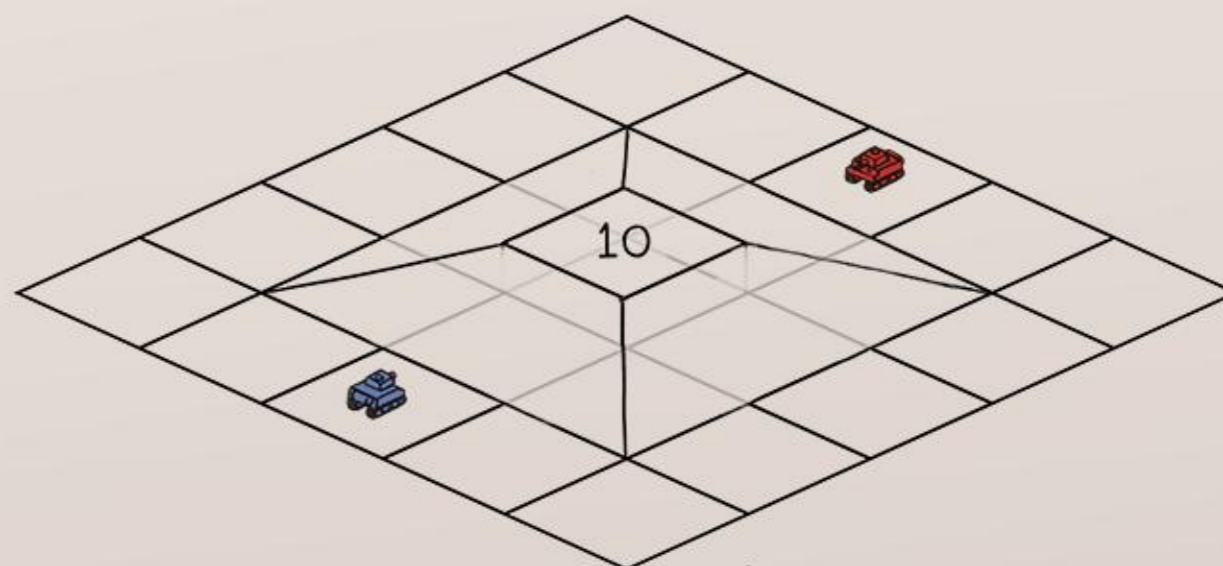
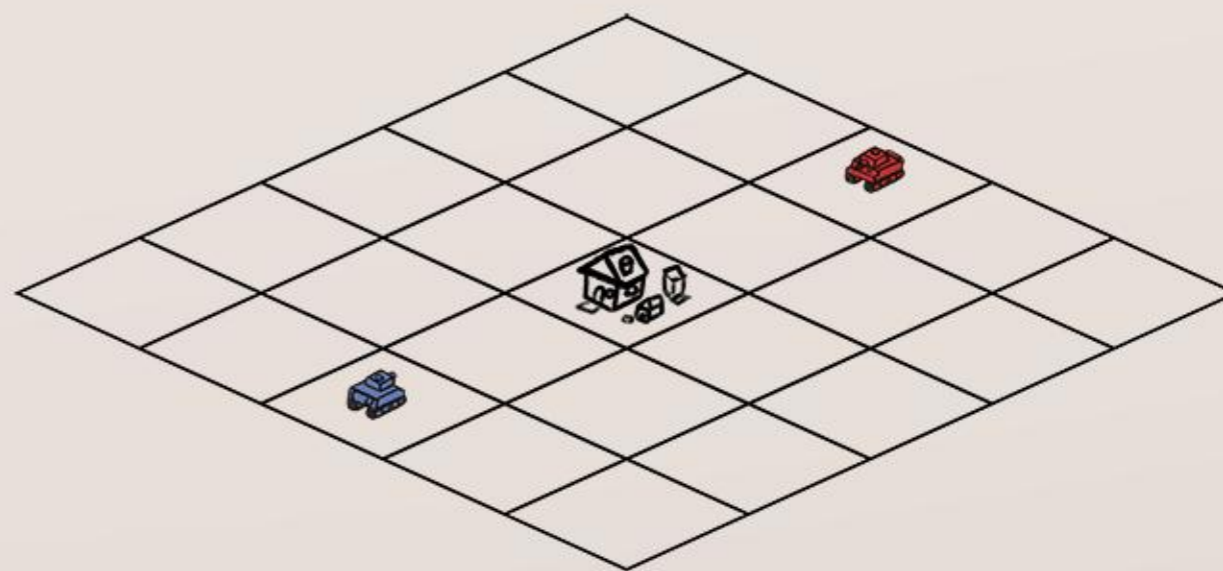
Elevation features such as hills are ubiquitous to any place- even if they are small, they can gain a commanding view of the surroundings. They also serve as obstacles- and unlike terrain like woods and buildings, they cannot be destroyed. If a unit is behind an elevation feature relative to another, they cannot be attacked- or even spotted. They are behind a hill.

Going up in elevation counts as moving into a terrain feature, so movement costs for vehicles are doubled.

Even atop an elevation feature, vision is not guaranteed. If a potential target is directly behind a terrain feature, they are obstructed and not visible. Note that being within a terrain feature is not the same as being behind on. You can shoot into a village- you just can't shoot through it.

Smoke can be deployed by some weapons and Smoke Rack equipment. Smoke Racks deploy in the same space as the using unit, but other smoke munitions can be deployed in a square that is able to be shot at- in range and with line of sight to. When deployed, Smoke blocks vision just like terrain, though it can be moved through without movement penalties. This makes it useful for covering maneuvers or escaping difficult engagements.

Smoke disappears after two turns- in the second Maneuver phase after it is deployed.



Artillery Support-

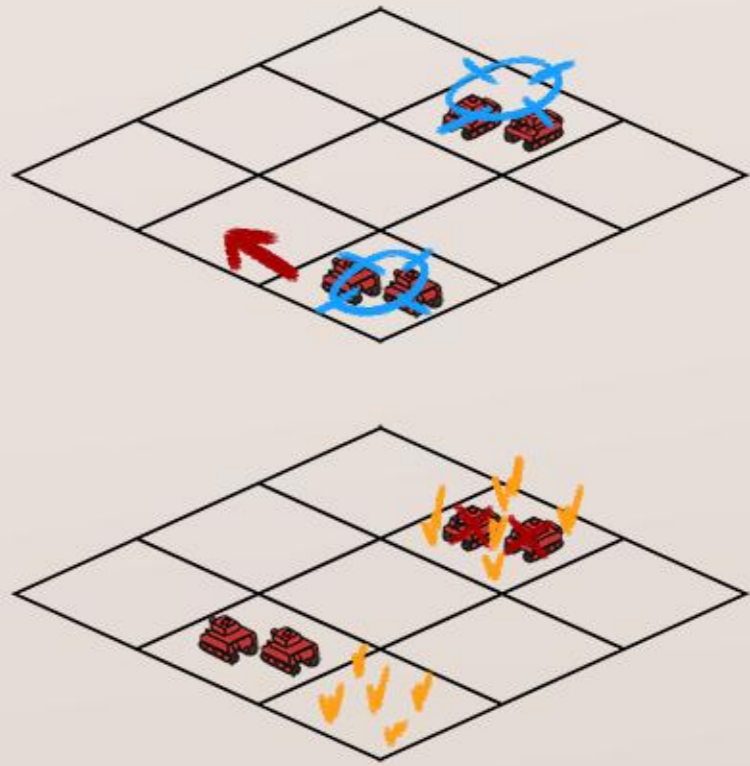
Indirect support comes in a variety of forms, but are considered to all follow the same rules for their place on the map and actions in a turn. Artillery units may fire indirectly at any tile within their range, with either high explosive munitions by default, or smoke, or chemical rounds. If the entire artillery unit fires on an occupied tile, every unit in said tile has an attack rolled against it. Artillery cannot move and fire in the same turn.

Artillery units are either marked with a symbol designating their type, or are contained in the headquarters unit. They are considered to have the mobility of whatever their host unit is- if the guns have no stated mount or tow, then anything heavier than 8cm is considered immobile.

Artillery attacks are declared in advance against a tile- and have a delay depending on the size of the gun. Smaller weaponry such as mortars strike in the same turn, while heavier guns have a turn of delay before their attacks hit, and have a cooldown before they can make an attack again. In both cases, artillery strikes hit at the end of the shooting phase, after all shooting actions have been taken.

If artillery units are attacked, they are assumed to have the same stats as standard infantry. If they are attacked in close combat, they immediately surrender, but will not do so if shot at from range.

Artillery Bombardments will suppress any units they strike if their attack roll is within suppression margin of 1 within hitting, even if no damage is caused. Artillery subunits may split their attacks over different tiles- but split attacks will only hit with the number of subunits devoted to such an attack, rather than making an attack roll against every unit in the tile.



In this example, two heavy gun batteries target the tiles enemies are in. However, they have a firing delay of one turn- and since they attack the tile itself, one enemy manages to move away from harm.

8m Mortar- ATK 3 Explosive D3 Shock 2 Range 7 Fire Delay 0 Turns Cooldown 1 Turn	16cm Howitzer- ATK 4 Explosive D8 Shock 5 Range X Fire Delay 1 Turn Cooldown 2 Turns
12cm Howitzer- ATK 4 Explosive D6 Shock 4 Range 20 Fire Delay 1 Turn Cooldown 1 Turn	20cm Rocket- ATK 2 Multi-Attack 2 Explosive D8 Shock 4 Range X Fire Delay 1 Turn Cooldown 2 Turns

Chemical Weapons-

Frowned upon by most nations and militaries as cruel and of questionable effectiveness, most are still loathe to be rid of their stocks entirely. So a variety of chemical weapons remain ready to use, with different nations having access to differing sorts.

Any unit that has access to grenades, rifle grenades, or a cannon of a caliber of 5 centimeters or greater, can use chemical weapon attacks unless explicitly stated otherwise.

Chemical weapons may be used to attack enemies directly, or to saturate a tile. Saturating a tile requires all units to attack a tile with their chemical weapon of choice. Attacking enemy units directly will inflict the effects of a chemical weapon upon a struck enemy unit, with a to-hit bonus of +1. If every subunit attacks an enemy with a chemical weapon, even if they miss, the tile is still saturated.

Chemical weapon effects on tiles work like smoke in regards to their duration. Any units that enter a tile that is saturated by a chemical weapon will suffer the effects of it unless they have donned chemical protection. Donning chemical protection is a free act taken in the first phase of a turn- as is removing it.

A unit wearing chemical protection suffers a -1 penalty to their initiative score.

Some gas inflicts stun damage. If stun damage exceeds a unit's remaining integrity, they surrender.

Lachrymator Lavender Gas:
Affected Units take 1 Stun Damage and are unable to attack if they have not attacked yet.

Sanguisilite (Red Death):
Affected Units take 2 damage.

Bertholite:
Affected Units take 1 damage and have reduced initiative for the remainder of the battle.

Flayer:
Affected Units are reduced to 1 HP. Units already at 1 HP are destroyed.