

The battle of



Ayrene's Woods



Battle of Ayrene's Woods

Introduction

This little fantasy game is another free introduction to the world of TCS games. It uses a derivation of the Battle of the Middle Ages system, with a few variations and some chrome added to give the game a fantasy feeling.

We sincerely hope you enjoy this simple and curious effort, dedicated to our new born baby, Irene.

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Components

Each combat unit is rated with a letter (from A to C), indicating the morale level and the combat potential of that unit (see below), and a number, that represents its movement capacity.

Leaders are rated for Command (from 1 to 4, the number represents the number of chits of that leader that are used each turn for activation purposes) and movement.

Leader chits are almost identical to leader units, but without numbers (they are simply used for activation purposes).

Spellcaster: a few leader units have the potential for spellcasting. This is indicated by an "*" near their command value. See below for an explanation of how magic works in this game.

Starting positions of the units involved in the battle are printed in the map, making set-up easier and faster. Each player put his units on the map where he wants using the colored silhouettes of each command. Leaders are normally placed over any unit of the same command (color).

This game uses two different kinds of dice for resolving combat (1d6 modified) and morale (1d10 modified). 2d6 are needed for resolving Leader losses.

Sequence of play

Activation Phase

At the start of each turn all the leader activation chits are put in a cup or other opaque container. Both players then alternate drawing from the cup. The drawn leader may be activated (once each turn - if an already activated leader chit is drawn, it is put aside and another draw is made).

The phase ends when all the chits less one are drawn from the cup; so it is possible that one leader would not be activated in a turn.

Once activated the units belonging to that leader may perform the following two actions:

- Movement
- Combat

NOTE: A player may choose not to activate a leader when his chit is drawn. In the case of a leader with multiple activation chits, this leader may be activated when another chit is drawn, but it's a risky business, as he may not be activated if his is the last chit to remain in the cup.

Rally Phase

Both players check at the same time for their disordered and routed units. Each unit rolls separately to see if it recovers or not as per Morale and Rally. During this phase, a player may try to recharge his spellcasting leaders. A check is made for any leaders needing such a treatment.

Victory Check

Both players check to see if their armies are routed or not as per Determining Victory.

Movement

Each unit and leader moves one hex at the time, spending one or more Movement Points (MPs) depending on the terrain (see the Terrain Effects Chart). Movement cannot be made over friendly or enemy units (Exception: you may be forced to move through a friendly unit during a rout movement, see below), and it must stop when entering the front hex of an enemy unit.

Zone of Control

Each ordered unit (ie, not disordered or routed) enforces a Zone of Control (ZOC) extending into the six surrounding hexes (Only the front hexes, if you use the optional rule for Facing). To leave an hex adjacent to an ordered enemy unit, a unit must succeed in a Morale check (see below). Elvish units into wood hexes are exempted from this rule.

Stacking

Only one combat unit and a leader is permitted in a single hex. So, there is no unit stacking.

Command Radius

To move its full movement allowance, each unit must start its turn no more than 4 hexes away from its leader (including the hex the unit is in, but excluding the one there the leader is).

A unit out of Command Radius has its movement allowance halved (rounding down) and cannot attack. It defends normally.

NOTE: The rules for Command Radius still apply to replacement leaders.

Facing

Each unit must be put on the map facing an hex corner, so that it has a front (2 hexsides), 2 flank hexes and 2 rear hexes.

Each unit may only move and attack through its frontal hexsides.

During the movement phase, each unit may change orientation at the cost of 1 movement point. To change orientation into an enemy front hex, it must succeed in a morale check; otherwise it can't change orientation.

If attacking, a unit must attack all enemy units that are in its front hexes.

Combat modifiers are awarded for the several situation that may happen during combat regarding facing. *NOTE: If multiple attackers assault a unit through more than one such hexsides, use the better differential for the attacker (without adding them).*

Terrain Effect Chart (TEC)

Terrain	Movement Cost	Combat Effect
Plain/Clear	1	-
Woods	3 (1 for Elves)	1 shift left attacking intro
Stream	+2	Attacker halved

Note: the color variations on most of the map is put there only for chromatic reasons. All is considered clear other than the wood hexes (and the stream hexsides).

Combat

Basic Combat Rules

Combat takes place after the completion of movement for all units belonging to the active leader. Combat is resolved between adjacent units and is not mandatory. A unit deciding to attack must do so against all adjacent enemy units except those that are disordered or routed.

Combat chits

Before the start of a combat, when a unit is for the first time involved in combat, the owner draws a combat chit (the pink ones with letters from A to C and numbers) and assigns to the unit the number on that chit related to the correct letter. A level units may have combat value from 7 to 10, B level from 4 to 7, and C level from 1 to 4.

Each chit remains with the unit for the duration of the game (but see Magic Spells).

Both players sum the total points of the units involved and refer to the Combat Results Table (CRT) for the ratio found, applying the following modifiers:

Attacking through flank: +1 right shift

Attacking through rear: +2 right shift

Leader in combat: +1/-1 to the die roll for attacking or defending

Attacking disordered unit: +1 to the die roll

Disordered unit: halved (may only defend)

Better morale: +1/-1 to the die roll

Terrain modifiers: as per TEC

Magic: see under Spells

Berserk: +3to the die roll if attacking (but see below for effect on defense)

Missile units: see below under Special kinds of combat

Combat Result Table (CRT)

	1/3	1/2	1/1	1,5/1	2/1	3/1	4/1	5/1
-1	AE	AE	AR	AR	AD	AD	NE	NE
0	AE	AR	AR	AD	AD	NE	NE	DD
1	AR	AR	AD	AD	NE	NE	DD	DD
2	AR	AD	AD	NE	NE	DD	DD	DR
3	AD	AD	NE	NE	DD	DD	DR	DR
4	AD	NE	NE	DD	DD	DR	DR	DE
5	NE	NE	DD	DD	DR	DR	DE	DE
6	NE	DD	DD	DR	DR	DE	DE	DE
7	DD	DD	DR	DR	DE	DE	DE	DE
8	DD	DR	DR	DE	DE	DE	DE	DE

Combat results (A is the Attacker, D the Defender)

NE: no effect.

D: unit is disordered. It may move only toward the entry edge of the map (normally to the rear), may not attack and if attacked is halved and the attacker gains +1 to the die roll. If it tries to leave an enemy ZOC, it receives a +1 morale modifier. A second "D" result routs the unit.

R: unit is routed. It immediately retreats three hexes toward its map edge, in the most possible direct line. It has to pass over friendly units, if that is the most direct route. It cannot pass over enemy units and may deviate from its path if forced to enter an enemy ZOC. If that path is the only one permitted, the routed unit is eliminated instead. If attacked again while routed, it is automatically eliminated. Routed units are counted in the Victory determination phase of each turn.

E: unit is eliminated. VPs for eliminating it are counted during the Victory phase of each turn.

Leaders in combat

Each time a leader is involved in combat roll two dice: if the result is "2" or "12" the leader is killed and is eliminated from play.

If a leader is killed, leave only a single chit for him in the draw.

When that counter is next drawn, only one unit of the dead leader's command may be activated. When doing so place a replacement leader counter on that unit (Use a blank counter).

On second and following turns, when the dead leader's chit is picked for activation then ALL units in that command are activated. You may still choose not to activate but since this is the only chit, it will be wasted.

NOTE: This simulates the formation taking time to adjust to a new leader taking command.

The Command Value of a replacement leader is zero.

A leader otherwise is never eliminated. **Exception:** If a leader is alone in a hex he must make the elimination check each time an enemy unit moves into his hex. If he survives, put him with any of the units in his command.

Special kinds of combat

Missile units

All the elvish units are capable of missile combat: such units may prevent enemy attack, firing with their bows. When an elvish unit is attacked, it rolls a 1d6 die: on 1-2 nothing happens, on 3-5 the enemy must make a morale check, otherwise it's disordered, on 6+ the enemy unit is routed. After that roll, the combat is resolved normally, if the enemy is still able to attack.

Berserk

All the dwarven units are capable of Berserk attack. If player so decides, all the dwarven units under command radius of their commander may declare to go berserk. If they do so, until the end of the game (or until they are stopped by a rout result or some kind of magical spell), they enter the Berserk status (noted by a chit put over the combat units). In that status, each dwarven unit has +3 to the die roll when attacking, but are vulnerable in defense, as their defense value is considered one level less than the starting one.

Spells

Both armies in this game have one spellcaster in their rank. A spellcaster can be used as a normal leader, but also for casting spells (normally combat spells) on his comrades.

The elven spellcaster (Pankow) can use up to 3 spell each turn, while Filigast, the dwarven mage, may use only two. Spellcaster may use their spells to activate power inside their command radius, only for units under their direct command (ie.: same color).

Here is the list of the spell:

- Now I'm here now I'm there (elf – 2 such chits): during the movement phase, one elf unit in a wood may be moved directly into another wood hex on the map, like a sort of teleport. It simply appears in the new wood hex, any facing he wants.
- Holy War (both – 1 chit each set): one attacking unit uses double value for the following combat (both attacking than defending).

- Phantasmagoria (both – 1 chit each set): using this chit, one unit of spellcaster choice may draw another combat chit. Attention: you may force to change the chit even an enemy unit if it is inside the spellcaster radius.
- Sign of the Hammer (dwarf – 2 such chits): all the units inside the spellcaster radius gain 1 shift to the right in any attack during the following turn.
- Perfect Aim (elf – 1 such chit): all the units inside the spellcaster radius gain +1 to the die roll in missile combat for that turn.
- Brother by my side (dwarf – 1 such chit): each dwarf unit gains +1 shift left when attacked during that turn, every color, if it is adjacent to another unit of its army.
- Stand and fight (both - 1 chit each set): all units under spellcaster command and inside his radius gain -1 for morale checks and rally rolls for that turn.

Spells may be used when needed, according to the specific use of each of them.

Morale and Rally

There are three levels of morale in this game, from “A” to “C”. To make a morale check, the owner rolls one ten sided die (where “0” is read as “10”). “A” level units have a morale of “7”, “B” level of “5” and “C” level of “3”. Morale is checked for several reasons during the course of the game. To succeed, the modified die roll must be less/or equal to the morale value of the unit.

In the rally phase, Disordered units automatically recover if not adjacent to an enemy unit.

If adjacent to an enemy unit, the owner rolls a die, subtracting one if the unit is stacked with/adjacent to its leader or a friendly unit with good morale. If the result is equal/less than the morale value of the unit, the unit recovers. Otherwise, it remains disordered.

A Routed unit may recover only if at least 3 hexes away from the nearer enemy unit. In the rally phase, the owner rolls a die, subtracting 2 if a leader is stacked with, 1 if adjacent. If the result is equal/less than the morale value of the unit, the unit becomes Disordered.

If the roll fails, the unit is moved two more hexes towards its map edge. If the unit routs off the map it is eliminated.

If the routed unit is forced to pass through a friendly unit, the latter becomes disordered or if already disordered it is routed.

Leaving enemy ZOCs

To move away from an enemy ZOC a unit must succeed in a morale check. Modifiers for the roll are the following: -1 if stacked/adjacent to its leader; +1 if the enemy unit is of a higher morale than the unit trying to retreat, +1 if the unit making the retreat is disordered.

Spells recover

During the rally phase of each turn, a spellcaster/leader may regain one spent spell of his choice, if he is not adjacent to an enemy unit. If he uses such power, he can't be used to aid the rally of any units under his command.

Victory

Players earn Victory Points (VPs) for eliminating or routing enemy units and leaders as follows:

- **Each eliminated or routed leader counts as 2 VPs x command value.**

NOTE: There are no VPs earned for eliminating replacement leaders.

- **Each eliminated or routed combat unit is worth a total equal to its combat value. A level units are worth 5VPs, B level units are worth 3 VPs and C level units are worth 1 VPs.**

During the Victory Check phase total the number of VPs lost by each side. When one side exceeds its rout level the other side wins.

If both sides exceed the rout level on the same turn the game is a draw. If no side has routed by the end of the last game turn (13th turn) the game is a draw.

Rout level for the Dwarven army is 38, for the Elvish army is 44.

Set up

Units are put on the map according to the colored symbols on the map itself.

The 12 chits with spell names, 6 for the elves and 6 for the dwarfs on them are mixed and put in two different cups. The elven player takes randomly 3 of his at the start of the game, the dwarven player takes 2 from his pool.

Game credits

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