

CHRONOPIA DEMO RULES SUMMARY

Hero Skirmish - Table size 3'x3' - Terrain level 75%

PHASES OF THE TURN

Pre-Battle

1. INITIAL INITIATIVE PHASE

Activate one of their own Units or nominate an opponent's Unit to Activate first.

2. ASSIGN COMMAND POINTS

Each Player gains 2 CP (Demo Game)

3. GO TO NORMAL PHASE 2 - ACTIVATION PHASE

1. INITIATIVE PHASE

Players roll for Initiative for Game Turn

Roll d20 + number of activations

LOWEST result wins

2. ACTIVATION PHASE

Each Player takes it in

turns to activate their Units.

Check for Command Distance and Panicked

• Do nothing

• Basic Movement

(Move, Engage, Free Closing, Run Away)

• Advanced Movement

(Run, Charge)

• Basic Movement & Shooting Attack

• Shooting Attack & Basic Movement

• Shooting Attack

(Not Engaged, LoS, In Range)

Target Priority - Must shoot

closest enemy within 12"

Targets cannot be Engaged

+2 to RS if within 12"

Pass LD Test to shoot any target

3. FIGHT PHASE -

Players make Close Combat

Allacks in Clash Fights and resolve the results.

4. END PHASE

Remove Tokens and Reset

Command Points(2), move AI

COMMAND POINTS SPENDS

1 CP for a Countercharge

model has NOT activated and target of a Charge in your LoS, and not in another Clash, Place Charge Tokens next to both models. This counts as an Activation.

3 CP to make a Re-roll.

You can re-roll a single D20 roll Only once per miniature, per Game Turn. You cannot re-roll a re-roll. You cannot re-roll an Initiative roll.

1 CP to Shoot a Charging Model.

Target of a charge (not engaging) NOT in a Clash Fight, then it can attempt to Shoot the Charging Model. RS test for NoA with -2 to Hit modifier. You cannot also Countercharge!

2 CP to take a Shot after an Advanced Move

(2 CP per model in a Unit).

1 CP to Move out of a template, making a Basic Move if you are not engaged in a Clash Fight.

1 CP to Duck for Cover,

if target of a shooting attack and having an obstacle (or friendly model) in your Control Zone, but not in Shot. Do not move your model. Add additional modifiers to hit. You must declare Duck for Cover before the To Hit roll.

2 CP to cast a Spell after an Advanced Move

2 CP to cast a Ritual after a Basic Move

1 CP to add +2 to a Casting Spell

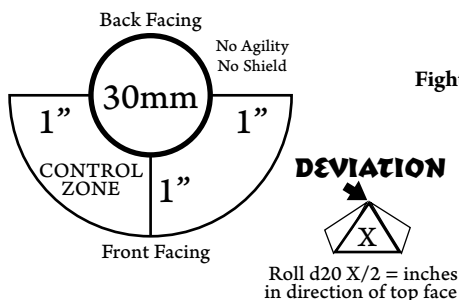
attempt, or +2 to CC or +2 to RS. (You can use a maximum of 1 CP per)

X CP

Some Skills or Spells require additional CP spend.

PANIC RECOVERY

Roll LD Test for the highest LD in the Unit. If the test is successful all Panicked models Rally and can make the following Actions this Game Turn: **Do nothing, Basic Move, Shooting Attack, Cast Spell.** If the test is failed the Panicked models must make an **Advanced Move** towards the nearest table edge with all movement modifiers applied. If a model reaches the table edge then it is removed from the game as a casualty.



SHOOTING ATTACK

(Activation Phase)

MODIFIERS:

COVER = -2 to Hit (within Control Zone)

"DUCK FOR COVER" (1CP) = -2 to Hit (within CZ)

Shield (Warshield) = -1 (-2) to Hit (Front Facing)

RANGED SKILL TEST (RS)

Roll d20 RS for each NoA

Total # HITS x Damage =

TOTAL DAMAGE SCORE (TDS)

Perfect Success (1) = Hit, Shoot into CC

Fumble(20) = Miss + End Activation

Shooting into Close Combat

Pass LD Test then another roll d20

1-10 Hit Enemy

11-20 Hit Friendly

ARMOR SAVES

Armor Value(A) - TDS =

Armor Save Target on d20 (roll under)

Perfect Success (1) = Auto Pass ALL

Fumble(20) = All Wounds (No saves)

CHARGES

Pick asingle Target model.

You must LoS further than MOVE(M).

Move your model up to its MOVE(M) x2.

Your model needs

to travel the last segment (minimum M)

towards target model in a STRAIGHT

line and finish its move in Base

to Base contact with the target.

If successful place a CHARGE Token

beside your model.

Otherwise the Charge Move is changed

to an Engage movement.

SKILLS

FEAR(X)

Engage or Charge

causes LD test (-X) to enemy

IMMUNE TO PANIC

Pass 100% Panic Test

LINE BREAKER

Push enemy 1" Advance 1"

SWIPE

All target in WR+CZ get 1 HIT

TEACHER(X)

Grant X Warband Listed Skill

BRACE

No Move or Basic or 1CP

Charging Model Loses Bonus

WARD SAVE(X)

After receiving WOUND

Extra SAVE (after ARMOR, HEAL)

The only SAVE on CRITICAL HIT

HEAL(X)

After WOUND taken

ROLL d20 less than X

WOUND Healed even LAST

WOUND

CLOSE COMBAT

(Fight Phase)

Fight Simultaneously (No Alternating Activations)

Modifiers:

1) MINUS Target AGILITY

if Front Facing

2) MINUS SHIELD modifier

if Front Facing

3) +1 to hit (max +3) for

each friendly engaged model

4) -2 if target behind

Defense Obstacle (B2B)

DETERMINE CLASH (p.17)

Engaged?

YES = within Range of their Close Combat Weapons

NO = Model unable to attack or strike back

ASSIGN Fights

Choose Target(s) and ONE Close Combat Weapon

For each Engaged Model

CLOSE COMBAT SKILL TEST

ROLL Xd20 TO HIT (X=NoA)

Attacks can be split between targets

Check Critic Interval (X-Y)

if within range then

CRITICAL HIT

Causes Auto Wound(s)

target can only make Ward Saves

if Natural 1

PERFECT SUCCESS

automatic HIT

if Natural 20

FUMBLE

automatic MISS

Attacker is DAZED (p.19)

(-4 then -2 to CC, RS and WP)

DETERMINE TDS (p.19)

(Total Damage Score)

Damage of the Weapon + Strength(S) of the

wielder + CHARGE BONUS modifiers

+ /- Any other modifiers

Any models with "First Strike" hits first

ARMOR SAVES

Deduct TDS from Armor Value(A)=Armor Save Result

Roll d20 under Armor Save Result

to prevent Wound(s) for each HIT

Perfect Success(1) Auto Save

Fumble(20) Wound(s) No saves

UNSAVED HIT = WOUND

Model WOUNDS(W) = 0 Remove Model

FIGHT RESULTS

+1 point for each wound caused.

+1 point for a friendly banner within 6"

of the fight.*

*You can only get a maximum of +1 point, regardless of how many banners are within 6".

Losing Side Takes BREAK TEST

(except models with "Immune to Panic")

Deduct LOSING Side's Score from WINNING Side

Apply this Negative Modifier to

LEADERSHIP(LD) TEST

if FAIL all models in Clash Fight

RUN AWAY Regular MOVE(M)

and are PANICKED