

Attacks and Damage

Many of the skills units have will allow them to perform the various attack actions. The basic attack actions are Aimed Fire, Volley Fire, and Close Combat. Different units may have abilities that give them new attack actions: these will be described in the unit's ability section as usual.

Engagement and Combat

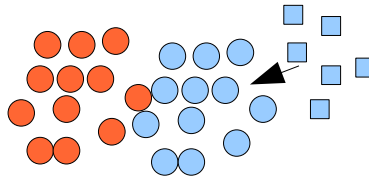
Engagement is a simple matter in Emlia – any unit whose boundary makes contact with another unit is considered *engaged* with that unit. A unit engaged with another unit may not move such that it is no longer engaged, without suffering a volley of Free Strikes (see below). A unit may leave an engagement by using the Disengage action below, or by having another friendly unit use the Distract action.

Free Strikes

Free Strikes occur when a unit makes any movement action while engaged. A round of Free Strikes is equal to a Close Combat attack from every unit engaging the moving unit, having rolled all successes. After all Free Strikes are resolved, the unit may move as normal.

Skirmish Combat

Skirmish combat is a whirling mess of melee fighting, with no distinct sides and a single, combined boundary representing the entire melee. Units treat this boundary as the boundary of both units. Skirmish combat begins when a unit in open (skirmish) formation engages an enemy unit in open or close formation.



Drawing 1: This unit of blue squares is charging into the skirmish

Units engaged in skirmish combat with each other are treated as mixed units for purposes of targeting, and are considered to be both a friendly and enemy unit to both sides. When targeting a group of units engaged with one another, a unit may perform the Supporting Fire action in order to focus on enemy troops only, putting friendlies at less risk in exchange for accuracy. *Note: Supporting fire needs significant testing.*

Ranked Combat

A unit in ranked formation engaging any enemy unit begins ranked combat. Ranked combat is less chaotic than skirmish combat, and units keep their respective boundaries separate from one another, their positions relatively static. Ranked masses of troops hurl themselves into the press, hoping to find blood as their comrades charge on behind them.

Aligning: When a ranked unit is contacted by an enemy, it may align to it. The cost of this alignment depends on whether the unit was contacted to the front, flanks, or rear. If a unit was contacted on a corner, use the least penalty. Units contacted by skirmishers do not have to align; skirmishers may align to them, as shown below. If the unit aligns, it faces a -1 penalty to hit until the end of its next activation. *Dev Note: No diagram yet, but it's fairly straightforward*

If a unit chooses not to align, it can be outflanked and enveloped. The attacker must choose to assume closed formation immediately in order to do this, and the attacking unit may then move to surround the enemy, using whatever movement it has left. This is advantageous in that more attackers can be brought in against the enemy, as well as forcing the enemy to fight on two fronts.

Attacking: When a ranked unit is in combat, not every element in every unit is able to fight it. Its position is known and exact, and the unit does not intermix with the enemy. Skirmishing units in contact with ranked units only consider members in contact with the ranked unit, plus any benefit for Reach (described in Abilities, later). Ranked units attack in the same way, with only elements in contact counting as unit members. Apply the unit's diminish value for members removed

from combat by distance.

When attacking enemies to the flank, apply a -1 penalty to hit.
When attacking enemies to the rear, apply a -2 penalty to hit.
When attacking enemies on multiple fronts, apply a -2 penalty to hit.
Enemies attacking from the flank get a +1 bonus to hit.
Enemies attacking from the rear get a +2 bonus to hit.
Enemies attacking from multiple fronts get a +2 bonus to hit per additional front.

Fighting to the flank also imposes a -1 morale penalty per round, and -2 for the rear. This is cumulative. Fighting enemies on multiple sides is an additional -1 per extra side.

In cases where a unit is enveloped on multiple fronts, it is often advantageous for it to break ranks and assume close formation.

Press and Penetration: When two blocks of troops meet head to head in ranked combat, their meeting point becomes a tumultuous press of bodies as soldiers from rush forward into each others' lines, trampling over the dead and wounded and pushing their comrades forward into the enemy. In some situations, the firm line of battle will become jagged, and troops will penetrate the ranks of their enemies; in other cases, the line will hold firm as more and more soldiers are thrown onto the enemy as the press of bodies gets thicker. Press and Penetration take effect in the Resolution Phase; see Timing and Turns for more information.

Attacks and Damage

Aimed Fire:

Aimed Fire attacks are the direct means of attacking with projectile weapons: point and shoot. Some angling for distance, wind, etcetera may be made, but the shot is generally horizontal. The Aimed Fire skill is used for this attack.

Skill Used: Aimed Fire

Default: Yes

Subject: A target unit within range and line of sight.

Modifiers:

Range:

Outside Medium Range: -1

Outside Short Range: -1

Cover/Concealment:

Partial Concealment: -1

Total Concealment: -3

Partial Cover: -2

Other:

Forfeit Movement: +2

Elevation over Target: +1

Target Unaware: +1

Double Pace: -4

Supporting Fire: -2

Supporting Fire Into Skirmish Combat: -4

Enemy Outnumbered in Combat: -1

Enemy Outnumbered more than 2:1: -1

Enemy Outnumbered more than 3:1: -2

Enemy Outnumbered in Skirmish Combat: -1

Friends Outnumbered in Combat: +1

Friends Outnumbered more than 2:1: +1

Friends Outnumbered more than 3:1: +2

Focusing on Target: -2

Target Less than ¼ of enemy group: -1

Target Less than 1/10 of enemy group: -1

Focusing on Target in Skirmish Combat: -1

Success: For every success, the target unit suffers one Hit. When performing supporting fire against a close combat with multiple enemies, treat them as a mixed unit.

Failure: No effect

Fumble: No effect, unless performing Supporting Fire. When performing supporting fire, every excess 1 rolled inflicts one Hit on friendly units. If this occurs in a close combat with multiple friendly units, treat them as a mixed unit.

Volley Fire (Primary Action)

Volley Fire attacks involve indirect weapons – archery, catapult fire, and the like. It covers an area, rather than a specific target entity, and can be used for suppression as well as mowing down swaths of enemies. A unit must forfeit its move action when performing Volley Fire attacks, and must be in Close Formation.

Skill Used: Volley Fire

Default: No

Subject: A target point within range.

Check Modifiers:

Inside Short Range: -2

Outside Medium Range: -4

Firing Blind: -6

Target in Sight: +2

Vertical Cover:

Partial: -2

Total: Hits Object Above*

* In the case of total cover, resolve the attack against the object above, providing the cover.

Effect: For every success, the target unit suffers one Hit. The attack is resolved at the weapon's minimum damage regardless of range, unless otherwise specified.

Failure: No Effect

Fumble: No Effect

Close Combat (Primary Action)

Close Combat attacks are a simple affair – get up to someone, apply violence. It is an abstract affair – the exact positions of models do not matter, as the units engage in the swirling mess of combat.

Skill Used: Close Combat

Default: Yes

Subject: Enemy Unit in Melee Range

Environment:

Partial Concealment: -1

Total Concealment: -2

Partial Cover: -2

Total Cover: -4

Fighting in Rough Terrain: -1

Other:

Subject is outnumbered: +1

Subject is outnumbered 2:1 or worse: +1

Subject is outnumbered 3:1 or worse: +2

Charged: +1

Double Paced: -2

Target has Elevation: -1

Elevation over Target: +1

Focusing on a Target: -1

All Targets Unaware: Automatic Success, Ignore Armour Bonus to Hits

Success: For every success, the target suffers one Hit.

Failure/Fumble: No Effect.

Charge (Move + Primary Action): A Charge action is an impetuous, headlong rush into the enemy with the intent of bringing them into close combat as fast as possible. A charging unit may immediately make a Normal Move action at double

Speed, directly towards the target of its charge. Charge movement must be in a straight line, and is affected by terrain as normal. If the unit does not reach melee range with the enemy for some reason, the unit suffers -1 morale, and ends its movement without making an attack.

Disengage/Distract (Primary Action): Sometimes, a unit must extract itself from combat. This does not mean the unit's members have simply all turned tail and started running – such behaviour would likely end in the unit being cut down in a quick flash of blades. A fighting retreat, however, is much more effective, delaying the enemy until the unit can find a getaway. Sometimes the unit will make a Disengage action and not move out of combat; in such a case, it is considered to be Distracting the enemy so that another unit may move through, or escape. Disengaging is a skill check with the following profile:

Skill Used: Close Combat

Subject: All Enemy Units in Melee Range

Default: No

Environment:

Partial Concealment: +1

Total Concealment: +2

Partial Cover: +2

Total Cover: +4

Fighting in Rough Terrain: -1

Other:

Source Charged This Turn: -4

Source Outnumbered: -1

Source Outnumbered 2:1 or worse: -1

Source Outnumbered 3:1 or worse: -2

Subject is outnumbered: +1

Subject is outnumbered 2:1 or worse: +1

Subject is outnumbered 3:1 or worse: +2

Target Unaware: Automatic Success

Success: For every success, a number of members of an enemy unit equal to the number of members in the disengaging unit may not make Free Strikes until end of turn, or until it is no longer engaged.

Failure: No Effect

Fumble: In the case of a fumble, enemies attacking the unit in close combat receive a +1 bonus to hit per excess 1 rolled.

After generating Hits with an attack action, damage must be resolved. For most units, damage is represented by the loss of characters from a unit, though some units have multiple damage points.

Every attack has a Base Damage, in addition to the number of Hits it causes. An attack's Base Damage is subtracted from the Hits attribute of the defending unit before damage is calculated. Then, for every number of hits suffered equal to its modified Hits value, the defending unit sustains one damage point. Units sustaining damage can have one of a few things happen, in the following order:

1. If the unit has a Damage Limit, this limit represents that of one character in the unit. For every amount of damage equal to the Damage Limit, one such character is marked as a casualty.
2. If the unit has a Threshold, for each number of damage points taken equal to the threshold value, roll once on the unit's threshold table and immediately apply the results. These results could affect further threshold rolls.

If any of the unit's skills have diminish values, the skill levels of the respective skills are only reduced after casualties are removed in the resolution phase. See Timing and Turns for more on the resolution phase.

Characters Joining Units, Mixed Units, and Multiple Combat

In all of these cases, a combat will involve multiple skill values and possibly equipment sets, on the same side. On offence, this is simple – every unit will have a given set of equipment, and a given skill value. Characters in units fight as separate units when attacking. In the case of characters in units, and mixed units, this is used both for close combat and ranged attacks.

On defence, however, soldiers are fighting for their lives against anything that looks remotely like the enemy, in a swirling dance of weapons and death. Targeting is the last thing on their minds. Enemies are attacked as though they are a single unit:

- 1 When rolling to hit against a combined unit with multiple modifiers:
 - 1.1 Calculate all possible difficulty numbers and take the lowest.
 - 1.2 Count the number of entities that provide a higher difficulty number;
 - 1.2.1 for every group of these equal to the size of the group with the lowest difficulty number, increase the difficulty number for the attack by 1, up to a maximum of the highest original difficulty number found.
 - 1.3 If the attacker has chosen to focus on a specific unit, apply an additional -1 penalty to hit, and use that unit's difficulty number in place of the lowest when starting this step.
- 2 When applying hits, divide the unit into groups based on the Hits values.
 - 2.1 Starting with the largest group, apply enough hits to cause a threshold roll (or, if no threshold, to do a point of damage).
 - 2.1.1 If no damage can be caused to this group, move to the next largest and attempt 2.1 again.
 - 2.1.2 If the unit in 2.1 is twice as large as the next largest unit, apply hits to cause 2 points of damage. If three times, 3 points, and so on.
 - 2.2 Continue on to the next largest unit, then the next largest still until all hits are applied. If hits remain after allocating hits to the smallest unit, return to the largest again. If there are hits at the end that cannot cause damage, leave them as hit markers against the largest group.
 - 2.3 If the attacker has chosen to focus on a particular unit (suffering -1 to hit), at the start of this process and each time a full cycle (largest group through smallest) is completed, apply step 2.1 to the focused unit. That unit is still chosen as normal when moving through possible units to allocate damage to – this is “extra” damage.

Examples:

- *A unit of Ghurn Irregulars has no damage points listed. When it suffers damage, its members are removed one by one. Its ability to perform diminishes as members are lost.*
- *A dragon has damage points listed, but no Threshold. It weakens steadily with damage, until its Damage Limit is reached, at which point it perishes.*
- *A castle wall has damage points listed, and a Threshold value. It has no Damage Limit. It will steadily take damage, causing various effects to reduce its effectiveness and endanger the troops atop it, until it finally collapses into rubble.*
- *Unit A is fighting Units B (10 strong), C (1 strong monster), D (5 strong) and E (3 strong). Unit B provides a -1 to hit; unit C provides a -3, D provides no modifier, and E provides no modifier. The net modifier will be -1 to hit, because the group with the lowest difficulty is 8 strong (D and E together), and the higher difficulties are 11.*