

# States of Battle

A fan-made supplement for your favourite fantasy wargame.

V 2.5

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<b>Overview</b> -----	<b>3</b>
What you'll need	3
<b>Definitions</b> -----	<b>4</b>
<b>Morale Counters</b> -----	<b>5</b>
Calculate your army's MCs	5
The State of Battle	6
Losing Morale Counters	7
Gaining Morale Counters	8
Morale Counter Summary	9
<b>Fighting a Battle: How Rounds Work</b> -----	<b>10</b>
<b>Shooting out of sequence</b> -----	<b>10</b>
<b>Round Summary + Example</b> -----	<b>11</b>
<b>Card Rules Explained</b> -----	<b>12</b>
Orders Deck	12
Event Deck	13
Starter Cards (Optional)	14
<b>Optional Extra: Deployment</b> -----	<b>15</b>
Concealed Deployment	15
Firing at a Concealed Unit	15
<b>Misc Notes and Clarifications</b> -----	<b>16</b>
<b>Changelog</b> -----	<b>17</b>
<b>Credits</b> -----	<b>17</b>
<b>Plans for the future...</b> -----	<b>18</b>

## Overview

States of Battle is a custom ruleset that improves the pace, realism and “Generalship” of your favourite rank and flank wargame. It combines elements of [Piquet's Hostile Realms](#) with a variety of popular board game mechanics.

States of Battle fundamentally changes the turn sequence and victory conditions while retaining the core mechanics of your favourite wargame. The result is something more granular, variable and unpredictable that better reflects real battles. It's still our beloved game, it just drives smoother...

## What you'll need



2 x D10 Dice



2 x D8 Dice



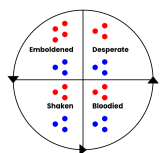
Orders, Event & Starter Cards

*Feel free to make your own using the PDFs on [rollforwounds.com](#). Alternatively, you can purchase ready-made [Hostile Realms cards](#).*



Approximately 20/30 coloured tokens in two colours

*Rummage through your board game collection!*



State of Battle Diagram

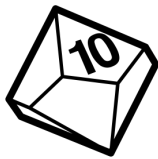
*Printable version available at [rollforwounds.com](#)*



+ your favourite rank and flank wargame!

*States of Battle was designed for fantasy wargaming, but could feasibly work with your favourite sci-fi tabletop game too!*

# Definitions



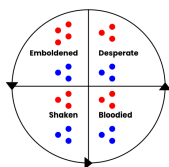
## Generalship Dice (GD)

GD represents the military mind of the general. An idiot might have a D4, whereas an exceptional tactician may have a D20. We suggest both players start with D10.



## Morale Counters (MC)

This is a pool of counters that represents a combination of an army's size and morale. **If a player loses all their Morale Counters then the battle is lost.** If neither player loses their counters then the winner will be the one with the most remaining counters at the end of the game.



## State of Battle

A printed diagram containing both players' Morale Counters. As counters are removed, the armies' "State" dwindles: from **Emboldened** to **Shaken, Bloodied** and **Desperate**.



## Starter Cards

Starter cards are placed on the table and used as and when their rules are triggered. These include one-off movements, rewarding heroic moments and rare opportunities to re-roll dice.



## Orders Cards

A deck of cards comprised of fragments from the traditional player turn. These include single unit movement, charges, rallying, firing missiles and casting magic.



## Event Cards

These represent events outside the general's control. They may be favourable, neutral or disadvantageous. These include soldiers acting on their own initiative, indecisive commanders or archers getting itchy trigger fingers.

## Morale Counters

Morale Counters (MC) represent the lifeblood of an army: its size, courage, integrity or willingness to fight. They are a way of measuring victory besides calculating lost points or an arbitrary timeframe.

### Calculate your army's MCs

Players create their army roster as standard. Their armies are worth 1MC per 75pts in the roster (rounded down). For example:

- ...a 500pt army has 6 Morale Counters
- ...a 1000pt army has 13 Morale Counters
- ...a 2500pt army has 33 Morale Counters

In some cases players may wish to change this ratio, or add/remove Morale Counters to reflect additional game elements.

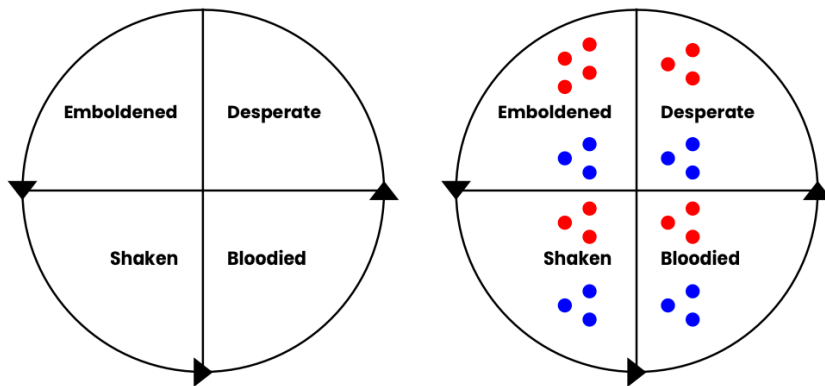
***For example:** a "Last Stand" battle may have a 500pt army fight against a 1000pt army, with fewer Morale Counters for the attacker to make up the shortfall. The larger, cowardly force should avoid being too rattled by the stoic defenders.*

***For example:** 1250pts of infantry defend a town from 1000pts of swift cavalry. Extra Morale Counters are forfeited if the defender's buildings are seized/destroyed. The defender must choose between moving all their forces to the field, or leaving some behind to protect the settlement.*

**If a player loses all their Morale Counters then the battle is lost.** If neither player loses all their Morale Counters then the winner will be the one with the most remaining counters (subject to any scenario-specific victory conditions).

## The State of Battle

Morale Counters are distributed equally on **The State of Battle**: a circular board divided into quadrants. This represents each armies' dwindling courage on the battlefield.



Morale Counters are removed anticlockwise, reducing an army from *Emboldened* to *Shaken* and, ultimately, defeat. Remember, once the final Morale Counter is removed from the *Desperate* State, the battle is lost.

These “States of Battle” show how the conflict is tipping. They also provide players with the means to trigger custom events that fit their scenario. For example:

- Reinforcements arriving when a player's army is *Desperate*
- Aggressive buffs granted when a player's demon army is *Bloodied*
- Penalties applied when a player's proud knight army is *Shaken*
- Special rules that push an army's MCs into a lower “State”
- Special rules that allow players to steal MCs from one another
- Etc etc

## Losing Morale Counters



### 1. When a unit loses a round of combat

One Morale Counter is lost each time a unit is **defeated** in close combat.



### 2. When a unit is destroyed/flees the battlefield

Additional Morale Counters are lost **if a unit is destroyed** or **flees the edge** of the battlefield. The amount scales to that unit's points value in the army roster. Small, weaker units lose 1 Morale Counter, while stronger or larger units lose more.

Let's call this number the unit's Morale Counter Value (MCV). When writing your roster, assign MCV to each unit as if it were an additional stat. Players can agree to round per 75pts, or they can allocate MCV freely.

***For example:** 224pts of Dwarves lose 3 Morale Counters when they are destroyed. A measly 80pts of Goblins only lose 1 Morale Counter if they are destroyed. The MCV of each unit is noted in the general's roster before battle.*

## Gaining Morale Counters

The following achievements allow you to gain MC as a reward for acts of strategy or freak courage. Each achievement is awarded **one time only** on a first come, first served basis.



### First blood

Gain **one** Morale Counter if you score the first kill of the battle. This does not include deaths by self-sabotage e.g. misfire.



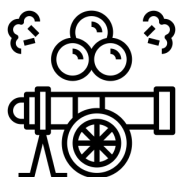
### Thunderous Charge

Gain **two** Morale Counters if you successfully charge  $\leq 2$ " than your maximum range (reduce to 1" for games with fixed charge ranges).



### Pincer Movement

Gain **two** Morale Counters if, on your turn, two or more of your units charge an enemy unit from **opposite** flanks, or 1 flank + the rear.



### Salvo

Gain **one** Morale Counter if, on your turn, two or more War Machines successfully kill models from the same enemy unit.



### Heroic Challenge

A heroic challenge can be played against a **named** character (not a standard champion). The challenger stands to win 2 MC in addition to any won from winning the fight. If they lose, they will lose 2 MC in addition to any lost from the character's points.



### Heroic Moment

- **Either** win a round of combat against a unit of greater MC value
  - **Or** cause a unit of greater Morale Counter value to flee
- If either criteria are met, gain 2 MC.



## Morale Counter Summary

### **Before the battle**

1. Create your rosters as standard. You have 1 MC per 75pts in your army.
2. For each unit, note how many MC would be lost if it were destroyed (MCV)
3. Place your MC tokens evenly on the State of Battle

### **During battle**

1. 1 MC is lost every time a unit breaks through combat, missiles or magic
2. If a unit is destroyed, remove additional MC according to its MCV
3. MCs are gained, first come first served, for the specific achievements listed above
4. MC are taken from the State of Battle. Clear one segment before removing from the next.

## Fighting a Battle: How Rounds Work

Each round starts with a rolloff of **GD vs GD**.

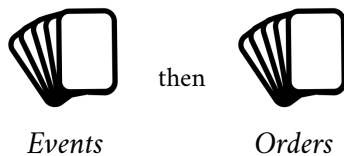


The difference between the rolls is the number of **Orders** and **Event** cards drawn by each player (to a maximum of 3 each).

If the difference between the rolls is **greater than 5**, the winner can look through their **Orders** deck, select one card and reshuffle the rest.

If the rolls are **equal** then each player shuffles and resets their deck.

The winner of the rolloff chooses whether to go first or second. **Event** cards are played first, followed by **Orders** cards.



Every card **must** be declared, though a player can choose to trash **Orders** cards instead of playing them. Once one player has played all their cards then their opponent takes their turn. When both players have played all their cards, they rolloff and a new round begins.

Whenever a player exhausts all cards from either deck, they are reshuffled.

## Shooting out of sequence

Missile and artillery can shoot **at any time**, even midway through an opponent's turn. Any units choosing to do this are marked as "spent" and cannot shoot again that turn. They may shoot again when the marker is removed via a *Missile Reload*, *Engines of War Reload* or *Crushing Missilery* card (see below).

A unit can only fire twice in the same turn if it chooses to Stand & Shoot as a charge reactions. If so, the Stand & Shoot rolls only hit on a 6+.

## Round Summary + Example

<b>Rules</b>	<b>Example</b>
Players roll GD vs GD	<i>Player One rolls 9 Player Two rolls 3</i>
The difference between the rolls is the number of Orders & Event cards drawn, up to a maximum of 3.	<i>Both players draw 3 Orders Cards and 3 Event Cards.</i>
If the difference between the rolls is greater than 5, the winner can look through their <b>Orders</b> deck, select one card and reshuffle the rest.	<i>The difference in this rolloff was 6. Player One chooses a <b>Move</b> from their Orders Deck as one of their 3 cards.</i>
The player that rolled the highest chooses who goes first.	<i>Player One decides to go first.</i>
Resolve <u>all</u> <b>Event</b> cards first, then any Orders cards.	<i>Player One resolves their 3 Event Cards, followed by their 3 Orders Cards.</i>
The other player takes their turn.	<i>Player Two resolves their 3 Event Cards, followed by their 3 Orders Cards.</i>
End of round.	<i>Players prepare to re-roll GD.</i>

This continues until a player loses all their Morale Counters, or the battle stops through other means (time limit, objective captured etc).

# Card Rules Explained

## Orders Deck

Before battle, each player chooses **14 cards** from the following. These will make up their **Orders Deck** for the duration of battle. They **must** also add 2 Lull cards, taking the total to 16.

- Brilliant Tactician x 2
- Cast Spells x 3
- Engines of War Reload x 3
- Melee x 4
- Missile Reload x 3
- Move x 2
- Move Command Group x 2

*This means you can tailor your Orders Deck to your preferred play style. A throng of dwarves with heavy artillery may pick lots of Reload cards, whereas a host of knights may pick Moves to thrust their cavalry into battle. Balanced or cautious players may opt for an even spread of everything.*

<b>Brilliant Tactician</b>	This is a wild card and can act as <b>any card</b> in the Orders deck.
<b>Cast Spells</b>	You may invoke a magic phase as per standard fantasy Rules. Any magical vortexes will also be moved and resolved. Spells of limited duration are checked.
<b>Engines of War Reload</b>	Remove all spent markers for your army's war machines (not missile infantry). They may now fire at will.
<b>Melee</b>	All current close combats are fought.
<b>Missile Reload</b>	Remove all spent markers for your army's missile infantry and war machines. They may now fire at will.
<b>Move</b>	Move, march or charge with <b>one unit</b> . A unit may only be moved <b>once per round</b> . If a charge succeeds then the first round of melee combat is also resolved. You must also pick a fleeing unit and attempt to rally them.
<b>Move 1 Command Group</b>	This is exactly the same as a "Move" card. However if targeted at a named character, all units within 6" (12" for the general) of this character's unit may move, march or charge. The units may move in any direction and distance (so do not need to finish within range).  This also grants 1 compulsory rally attempt, as detailed in the "Move" order.
<b>Lull</b>	This represents the mishaps and miscommunications that happen in battles. Discard.

## Event Deck

All of the following cards make up a player's **Event Deck**.

- Army Morale x 2
- Command Indecision x 1
- Crushing Missilery x 2
- Ineffective Missilery x 1
- Inspiring Leader x 1
- Superstitions & Omens x 1
- Sneaky Critterz x 1
- Rally Back x 1
- Undisciplined Missilery x 1

Remember, Event cards must be played **before** Orders cards.

<b>Army Morale</b>	<p>This card represents the loss in an army's morale as they start to see themselves losing. However they may also gain heart despite the odds.</p> <p>If an army has less than <math>\frac{3}{4}</math> (round up) of the Morale Counters compared to their opponent roll GD vs GD:</p> <ul style="list-style-type: none"> <li>• On a <b>loss</b> lose one Morale Counter</li> <li>• If <b>passed</b> by more than 4 gain a Morale Counter</li> <li>• Otherwise, nothing happens.</li> </ul> <p>If the army's <b>State of Battle</b> is <i>Shaken</i>, <i>Bloodied</i> or <i>Desperate</i>, handicap your result by 1, 2 or 3 respectively.</p>
<b>Command Indecision</b>	Lose one Order Card of your choice.
<b>Crushing Missilery</b>	Grants a Missile Reload, plus any units firing during this round add +1 on to hit.
<b>Ineffective Missilery</b>	Missiles and applicable war machines suffer from -1 to hit for the duration of this round.
<b>Inspiring Leader</b>	This card represents the general inspiring their army by an act of personal bravery. It may be kept by a player and then played, gaining 2 Morale counters, if a general ever wins a challenge or if the unit they are fighting with causes another unit of equal or greater points to break. Once used it is trashed.
<b>Superstitions &amp; Omens</b>	<p>Choose to roll GD vs D6:</p> <ul style="list-style-type: none"> <li>• If you win then draw the amount of Orders cards you have left</li> <li>• If you lose, lose the remaining Orders cards in your hand</li> </ul>
<b>Sneaky Critters</b>	This card represents units acting on their own initiative outside of a general's direct control. Your opponent may treat this as a Move card for one of their units.
<b>Rally Back</b>	This card represents a cry from the general to their fleeing units to take heart and rejoin the battle. All fleeing units follow the procedure described under normal Compulsory Moves.

<b>Undisciplined Missilery</b>	Any unspent missile unit or war machines belonging to the player <i>must</i> fire at the nearest enemy that is in LOS and range. Tokens are placed as if they had just fired.
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## Starter Cards (Optional)

All of the following make up the player's **Starter Cards**. These are placed on the table and used/activated according to the rules stating below.

- Favour of the Gods x 2
- Leadership x 3
- Manoeuvre x 2
- Stratagem x 1

<b>Favour of the Gods</b>	<p><i>This card represents higher forces intervening at crucial moments in the battle.</i></p> <p>Grants a free re-roll on any <b>whole</b> throw of dice. This is defined as a 'handful', not selected dice from a specific result.</p>
<b>Leadership</b>	<p><i>This card represents the general's ability to counter, by good luck or judgement, the moves of their opposing number.</i></p> <p>Can be used at any time in an attempt to prevent your opponent playing a card by rolling GD vs D8:</p> <ul style="list-style-type: none"> <li>• If <b>successful</b> then the player prevents a card being played and the Leadership card is discarded.</li> <li>• If <b>unsuccessful</b> the Leadership card is trashed.</li> </ul>
<b>Manoeuvre</b>	<p>Allows any unit to make ½ move in any direction during their opponent's turn.</p>
<b>Stratagem</b>	<p><i>This card represents a general sending orders through the battle line. However, in the carnage of battle these orders may take time to arrive (or never arrive at all!)</i></p> <p>At the beginning of the game players place the Stratagem card in front of them with a D8 on top showing a 8. They also distribute markers on several units, to a cap of 25% the army size.</p> <p>Each round thereafter the player can roll their GD. If a wizard is within 12" of the general then they can trash a <b>Cast Spells</b> Order card to add 4 to this roll (representing their power to communicate telepathically).</p> <ul style="list-style-type: none"> <li>• If your roll <b>equals or exceeds</b> the number showing on the D8 then all units tagged by those markers receive a free move or reform (but not a march or charge). This can be made at any time on the current turn. <b>This is the only instance where a unit can move twice in one turn.</b></li> <li>• If the roll <b>fails</b> then the D8 is turned to show one number less. This makes the check easier in subsequent turns.</li> <li>• Once the die reaches 0 the moves are awarded as if the roll succeeded.</li> </ul>

## Optional Extra: Deployment



Deployment consists of a number of rounds each starting with a **GD v GD** roll. The winner decides which player deploys a unit. The process is repeated until one player has deployed their whole army.

Once all the units for an army have been deployed the other player deploys any remaining units. During this phase their opponent may “nudge” any of their units that are already deployed for every additional unit placed. A “nudge” is either 6” in any direction or swapping two units.

*(Scenario rules may alter the above)*

### Concealed Deployment

Line of sight (LOS) may prevent a general being able to “see” all areas of an opponents deployment zone, allowing their opponent a degree of secrecy. If this is the case then each player will nominate a point in their deployment zone that will serve for LOS. The players will agree which areas, for both sides, are out of LOS from this point and, for each of these, how many units may be deployed.

A player may then place a movement tray proportional to the concealed units into these concealed areas, keeping a separate record of which tray corresponds to which unit. Once placed these movement trays cannot be moved. Nor can the player replace the concealed unit with another or choose to unconceal it.

Once battle commences if a concealed unit is moved or if an opposing unit establishes LOS to it then it is revealed.

### Firing at a Concealed Unit

Artillery units, war machines and spell casters may try firing in the general direction of a concealed unit. This would play like Battleships: the opposing player would say if you had scored a hit and what the results were. The concealed unit would nonetheless remain hidden unless it panics as a result.

## Misc Notes and Clarifications

### **Goblin Zealots (you know, with the ball and chain)**

Normally, Zealots move regularly during the Compulsory Moves phase. To address this, we had Zealots move **every alternate Move** card played by their general. In other words, we treat Zealots like a spent missile unit: placing a marker whenever they move, then removing it the next Move card. This felt like a fair balance that allowed them to wreak the appropriate amount of havoc.



## Changelog

08/02/2021	1.0	Original draft
08/05/2021	1.1	<ul style="list-style-type: none"><li>• Concealed units marked by movement trays.</li><li>• Artillery/spells can fire at concealed units.</li><li>• 'Market' renamed to 'Armoury'</li></ul>
28/05/2021	1.2	<ul style="list-style-type: none"><li>• Morale counters reduced to 75pts</li><li>• Morale counters no longer act as reroll</li><li>• You no longer earn reroll counters for &gt; 5 GD rolloff</li><li>• You earn a card of your choice for &gt; 5 GD rolloff</li></ul>
29/05/2021	2.0	<ul style="list-style-type: none"><li>• Massive overhaul to Orders / Event Cards rules</li><li>• Reroll counters scrapped</li></ul>
01/06/2021	2.1	<ul style="list-style-type: none"><li>• Events must be played <u>before</u> Orders</li><li>• Command Indecision removes Orders cards</li><li>• Clarified Crushing Missilery rules</li><li>• Heroic Challenge can only be made to named characters</li><li>• Missile Reload applies to war machines only</li><li>• Stratagem allows double movement</li><li>• For clarity, 'Generalship' is a distinction from 'Leadership'</li><li>• "State of Battle" chart added</li><li>• Removed the ability to use Morale Counters as rallies/card shuffles</li><li>• Tidied the rule layout!</li></ul>
21/06/2021	2.2	<ul style="list-style-type: none"><li>• Removed Levy Apprehensive</li><li>• Removed spell casters from out of sequence Orders</li><li>• Reworded a lot of card rules so they're clear as spring water</li><li>• Deployment not crucial so bumped to the bottom as an optional extra</li></ul>
11/07/2021	2.3	<ul style="list-style-type: none"><li>• Removed Heroic Moment and Heroic Challenge from Starter Cards</li><li>• Added Achievements as a means of gaining MC. Includes Heroic Moment, Heroic Challenge + 4 others.</li></ul>
16/09/2021	2.4	<ul style="list-style-type: none"><li>• Switched MC loss to combat, rather than break test</li><li>• Simplified Heroic Moment rewards</li></ul>
04/10/2021	2.5	<ul style="list-style-type: none"><li>• A unit can only fire once in a turn (excluding Stand &amp; Shoot reactions)</li><li>• If firing twice via Stand &amp; Shoot, to hit on a 6+</li><li>• Move command group applies to named characters only</li></ul>

## Credits

Icons sourced from [The Noun Project](#)

Inspired by [Piquet Wargaming](#).

## **Plans for the future...**

- Universal triggers for States of Battle
- Army-specific triggers for States of Battle
- Army-specific Order and Event cards
- Universal Events cards
- Weave in campaign-level rules from **States of War**
- Reintroduce CP decisions to MC

Feedback? Let us know at [rollforwounds.com](http://rollforwounds.com)! Happy wargaming!