

RAIDERS OF ARCANA



Playtest Rules

December 2015

Welcome

Raiders of Arcana, is a series of tabletop rules based in the fantasy world of Arcana.

What makes it different?

The world of Arcana has suffered a catastrophic disaster, as pieces from an exploding near planet have smashed their planet to near destruction, destroying all the civilisations.

But life survives and rises like a phoenix from the ashes, the remnants of past cultures are remembered and grow again, however they are no longer a single race centred culture as before, now they are multi-raced cultures.

In “Raiders” it’s the culture that determines the style and fighting abilities of your warband or army not the race, meaning within a single warband/army you can choose to have units of elves, humans, dwarves and orcs all fighting together, though your choice may be to field only units from one race if you wish. Many of the planned warbands are loosely based on historical periods or cultures, allowing figures from many existing manufacturers to be used, with fantasy elements being based on the mythologies of that culture.

These rules are designed for warbands of 21 to 100+ figures each in small units playing for between 60-90minutes. Gameplay is based on a simultaneous ‘action and reaction’ based system, meaning no waiting for your turn. We want Raiders of Arcana to be fun to play with a strong emphasis on skill and strategy combined with the fate of a dice role.

Raiders of Arcana will also include rules for ongoing campaigns, where your warband can be developed and expanded on your success in previous battles.

As we develop these rules we hope to expand on them, adding other cultures and to further develop large scale games.

Play testing

At Battlezone Miniatures we believe totally in our concept and rules and we would welcome the wargaming communities help, to iron out any flaws through playtesting before we produce the first full rulebook and if you would like to be involved please look at the playtesting section at the end of this booklet.

**Steve and Tom
Battlezone Miniatures**

Raising a warband

A warband is a representation of a leader and their personal retinue either hired for the task or provided by birth right or alliance, this retinue of heroes and important individuals each bring their own force to accompany them made of units, each unit representing a hero and their own personal followers/retinue. These units make the building blocks of the warband.

Each unit therefore is lead by a hero, this is important and the figure must be easily recognisable from the others in the unit as all line of sight and measurement is centred on that figure. A unit is made of a single troop choice and all the figures are armed exactly the same unless stated in special units.

A warband is raised by selecting units with a value(in silver) from a chosen culture to an agreed limited set by both players these are our chosen sizes

- Scouting force (stater size) 3-5 units - 300 silver pieces each (6 Actions per turn)
- Raiding force 6-10 units - 500 silver pieces each (10 Actions per turn)
- War party 9-15 units - 750 silver pieces each (15 Actions per turn)
- Invading army 12-20 units - 1000 silver pieces each (20 Actions per turn)

Unit types

Lead Retinue - Warband Leader, Standard Bearer and three elite warriors.

Mystic Unit - Mage/Shaman/Wizard with either two acolytes or four warriors bodyguards

Scouts/Rangers - Scoutmaster and four scouts or rangers

Warriors - Hero and five warriors

Beast Unit - Either a unit of three smaller monsters, like werewolves or a single medium sized monster like an elemental or troll.

When choosing your troops you are subject to the following restrictions

- Each warband must contain one leader retinue and no more and this unit will be formed of your leader their standard bearer and personal guard of three elite warriors.
- No warband can include more than two mystic units or beastmasters.
- You cannot include beasts unless you have either a mystic or beastmaster in your warband and then you may only include two per mystic/beastmaster unit.
- Your warband may include one scoutmaster unit only.

The smallest starter warband would be four units with the average being eight.

Unit Profiles

Unit Name	HP	Mv	CD	AS	DB	Str	Tg	Arm	MR	F	Morale
Human Warriors with Hand Weapon & Shield	2	6/9	2	5	2	0	6	5	0	5	10

Each unit in Raiders of Arcana is described by a unit profile, as shown above, along with a starting strength (number of figures), points cost and any special rules for the unit. The stats in the unit profile are as follows

Hit Points (HP) - The number of un-saved hits each figure in the unit can sustain before being removed as a casualty

Movement (Mv) - The unit's basic movement speed in inches. The first number is standard movement, the second number is running movement speed

Combat Dice (CD) - The number of Combat Dice generated by each surviving model in the unit

Attack Skill (AS) - A measure of how difficult it is to block the melee attacks made by this unit

Defence Bonus (DB) - The unit's skill at blocking incoming attacks

Strength (Str) - Bonus added to the unit's melee attacks

Target (Tg) - How hard the unit is to hit with ranged attacks

Armour (Arm) - How hard it is to damage the unit, a combination of the units natural toughness and the armour they may be wearing.

Magic Resistance (MR) - The unit's natural ability to resist magical effects

Fatigue (F) - The number of fatigue counters the unit can have before it must rest

Morale - The unit's ability to keep it's cool under pressure

Turn Sequence

Each turn in Raiders of Arcana consists of a series of actions, which may have a simultaneous reaction from one of the opponents units. The sequence of play is as follows

- 1. Collect Action Tokens** - Each player takes a number of action tokens, determined by the size of game being played. Each 50 points of troops generates 1 action token, so for a typical 500 point game, each player would start with 10 action tokens at the beginning of a turn.
- 2. Roll for Initiative** - Each player rolls a D10, the player who rolls highest has the initiative this turn. In case of a draw, the player who had initiative last turn retains the initiative (re-roll if this is the first turn)
- 3. Perform Actions** - Starting with the player who has initiative, players take turns to perform an action. Actions are described in the following section. If a player does not wish to perform any more actions this turn, or has no remaining action tokens, they may pass. Once a player has passed, they may perform no further actions this turn, although they may perform reactions as normal.
- 4. Recover Fatigue** - Once both players have passed, the turn ends. Each unit may remove 2 fatigue counters (plus any additional counters allowed by special rules)
- 5. End of Turn** - Any unused action tokens are returned at this point, before a new turn begins

Performing Actions

During a turn, each unit may carry out one or more actions. There are 2 broad categories of actions, Targeted Actions and Independent Actions. To perform an action, use the following sequence.

1. **Choose Unit to Activate** - Declare one of your units which you want to perform the action. A unit cannot perform an action if it is *fatigued*. A unit which is *broken* may only attempt the rally action. Remove one action token from your pool and assign it to the unit as a fatigue token.
2. **Select Action** - Declare one of the actions available to the chosen unit
3. **Declare Target** - For a targeted action, you must also declare the unit which will be the target of the action. For example, shooting is a targeted action, so you must declare which unit you are attempting to shoot at. Skip this step for Independent Actions
4. **Declare Reaction** - For all actions, your opponent may have the opportunity to perform a simultaneous reaction, with the following restrictions. An Independent Action can be reacted to with a Targeted Action against the original unit, or with another Independent Reaction if the original unit started within the units run distance. A Targeted Action can usually only be reacted to by the target unit, which may perform either an Independent Action, or a Targeted Action against the original unit. Spells may never be cast as a reaction. A unit performing a reaction does not need to spend an action token, but does gain a point of fatigue.
5. **Resolve Action** - The effects of the action and any reaction occur simultaneously, so for example if two units shoot at each other, the full strength of both units gets to attack, with casualties removed afterwards.

Available Actions

Movement Actions

Move (Independent) - A standard move by the unit, taking care to use available cover. A unit may move up to its standard movement distance in inches, applying any terrain modifiers as appropriate

Run (Independent) - A flat out run by the unit, sacrificing cover for speed. A unit may run up to its running movement value in inches, applying any terrain modifiers as appropriate. If this unit is fired upon during this action, it reduces its target value by 2 & gains no cover bonus.

Go to Ground (Independent - Reaction only) - A unit which has been fired upon can go to ground as a reaction, adding 2 to its target value for the duration of this action.

Shooting Actions

Make Ready (Independent) - A unit must make ready before it can fire. Place a ready marker next to the unit. If the unit moves or is attacked, it loses the ready marker.

Aim (Independent) - Can only be performed by a unit with a ready marker. Place an aim marker next to the unit. The unit spends extra time taking aim on a target, and will get a +2 bonus to hit next time it fires. If the unit moves or is attacked, it loses the aim marker.

Shoot (Targeted) - The unit may fire on one enemy unit within range.

Combat Actions

A combat action will normally result in a round of combat being fought, if the unit makes contact with its target. See the following section for how to resolve a round of combat.

Charge (Targeted) - Unit moves up to their standard movement to engage an enemy unit in a round of combat. The target unit must react, or become broken and flee. If the unit moved over half of its standard move to engage, it may apply any charge bonus it has in the following round of

combat.

Counter-charge (Targeted - Reaction Only) - The unit may counter-charge into an oncoming enemy unit. If the enemy unit is over half the units standard move when the charge is declared, the counter-charging unit may add any charge combat bonus it has in the following round of combat.

Defend (Targeted - Reaction Only) - The unit may brace to receive an oncoming charge. If the enemy unit is at over half its standard move when the charge is declared, the defending unit may add any defend combat bonus it has in the following round of combat.

Shield Wall (Targeted - Reaction Only) - Units equipped with shields may adopt a shield wall formation to receive an oncoming charge. While in shield wall, a unit may re-roll any failed defence dice, but halves the number of attack dice rolled (rounding down).

Magic Actions

Store Power (Independent) - A magic user may store a single point of power as an action. Place a power token next to the unit.

Cast Spell (Targeted) - A magic user may attempt to cast an offensive or defensive spell. See the magic section for details.

Counter Spell (Targeted - Reaction Only) - A magic user may react to an enemy spell casting by attempting to counter spell. In contrast to most reaction, the magic user does not have to be the target of the spell in order to react.

Morale Actions

Regroup (Independent) - A unit may spend an action to remove one morale token. A broken unit may regroup, but remains broken.

Rally (Independent) - A broken unit may make an immediate attempt to rally, by taking a morale test. If the test is passed, the unit is no longer broken.

Flee (Independent) - A unit may be forced to flee if it fails a morale test, or if it is charged when it is broken or fatigued. A unit which flees makes a standard move directly away from the unit which caused it to flee.

Measuring and Line of Sight

All movement and line of sight is measured from the centre of the base of the lead figure in a unit. Distances can be measured at any point during the turn. Line of sight is 360 degrees unless blocked by terrain or other units and units can move in any direction.

Units can see through one unit at the same elevation or higher, units at lower elevation do not block line of sight.

Movement

State where you intend to move and at what rate and then move your leader to that point the rest of the unit will form up around that figure. If a unit is ranked or in tight formation then the unit pivots on the leader and the line will bend around obstacles. For example a shieldwall comes to a large gate in a wall the unit wants to go through the wall reduces movement by half and the unit would reform on the other side complete this represents the unit having to move slowly through the gap to stay in formation. This movement could not happen if the unit was engaged with another on

the other side of the wall.

Shooting

A unit with a ranged attack may perform a round of shooting as follows

1. **Roll Hit Dice** - Roll 1 D10 for each for each model in the unit. Each die that equals or beats the target units Target (Tg) value, after modifiers, scores 1 hit.
2. **Roll Damage Dice** - Roll one damage die for each hit. Each score that equals or beats the target units Armour (Arm) value inflicts one wound.
3. **Remove Casualties** - For each wound inflicted, a unit loses 1 Hit Point (HP). When the number of wounds inflicted reaches the units Hit Point (HP) value, 1 figure is removed as a casualty. Any remaining wounds are carried over. For example, a unit of 6 warriors (HP 2) suffers 5 wounds, 2 figures are removed as casualties and 1 wound is carried over. When the unit suffers 1 additional wound, another figures would be removed as a casualty.
4. Remove any aim counter the shooting unit had.

Combat

When in combat, each unit generates a number of combat dice, based on the units Combat Dice (CD) value for each surviving member of the unit. The combat dice are used for both attack and defence, allowing for a unit to prioritise either dealing or preventing damage as the situation requires. To resolve a round of combat, follow this sequence.

1. **Allocate Combat Dice** - Simultaneously and in secret, both players split their combat dice between attack and defence. For example, we recommend splitting combat dice with attack in your right hand and defence in your left hand and revealing them simultaneously.
2. **Modify Combat Dice** - Some abilities may require you to alter the number of dice assigned to attack or defence, which should be done at this stage. For example, a unit in a Shield Wall formation halves the number of attack dice rolled, so if 4 dice were allocated to attack that would now be reduced to 2
3. **Roll Defence Dice** - Each side rolls all their defence dice. For each die which is greater than or equal to the opposing units Attack Skill (AS) minus the defending units Defence Bonus (BS), one of the opposing units attack die is removed.
4. **Roll Attack Dice** - Each side rolls all un-cancelled attack dice. For each die which is greater than or equal to the opposing units Armour (Arm) minus the attacking units Strength (Str), one wound is inflicted on the opposing unit.
5. **Remove Casualties** - For each wound inflicted, a unit loses 1 Hit Point (HP). When the number of wounds inflicted reaches the units Hit Point (HP) value, 1 figure is removed as a casualty. Any remaining wounds are carried over. For example, a unit of 6 warriors (HP 2) suffers 5 wounds, 2 figures are removed as casualties and 1 wound is carried over. When the unit suffers 1 additional wound, another figures would be removed as a casualty.
6. **Apply Fatigue** - Both units involved in a combat take a fatigue marker, in addition to the normal fatigue for performing an action - combat is tiring!

Fatigue

Performing actions and reactions causes units to take fatigue. Each unit has a Fatigue (F) value, which represents the endurance of the unit. Once a unit has a number of fatigue counters equal to its Fatigue limit it can perform no further actions. If the unit is forced to act, for example it is charged by an opposing unit, it will immediately become broken.

Morale

Each time a unit suffers a casualty (either from combat, shooting or magic), the unit receives one morale token. Once a unit is at or below half its starting strength (number of figures for units, or HP for individual creatures), it must take a morale test each time it is the target of an opponents reaction. A unit takes a morale test as follows.

1. Roll a D10
2. Add the number of morale tokens currently assigned to the unit
3. If the total equals or beats the units morale value, the unit fails the test and is broken

A unit which fails a morale test becomes broken immediately, and the action they were attempting fails. If they failed due to a reaction to a charge (or a counter-charge) the unit must make an immediate flee action. Morale tests occur simultaneously, so it can be the case that both units will break and fail their action/reaction. The unit suffers fatigue as normal for the failed reaction.

Magic

A Magic user can attempt to cast a spell as an action, and can also attempt to counter-spell an opposing magic users spell casting. In order to counter-spell, the magic user must have line of sight to either the spell caster, or the spell's target. To resolve a magic casting using the following sequence.

1. **Choose Spell** - Select a spell from the magic users available list of spell.
2. **Choose Target** - Pick a target for the spell. The target must be in line of sight and range of the caster.
3. **Allocate Casting Dice** - A spell automatically generates a single casting die, but the magic user can choose to use any stored power to boost their spell casting. Each power token spent in this way generates one additional casting die.
4. **Allocate Counter Dice** - A counter-spell automatically generates a single counter die, but the magic user can choose to use any stored power to boost their counter-spell. Each power token spent in this way generates one additional counter die.
5. **Roll Casting Die** - The spell caster rolls all casting dice
6. **Roll Counter Dice** - The counter-spell caster rolls all counter die. A counter die that equals or exceeds the value of a casting die will cancel that die.
7. **Calculate Spell Effectiveness** - Each un-cancelled casting die which equals or exceeds the spells difficulty rating, modified by the targets Magic Resistance (MR), counts as a level of power in the cast spell. If the spell has power 0, the casting fails.
8. **Resolve Spell Effects** - Follow the description of the spell effects from the magic list in order to resolve the effects of the spell.

Example : A wizard chooses to cast a difficulty 4 spell against a unit with Magic Resistance 1, using 2 stored power tokens to boost the casting. An opposing mage will attempt to counter-spell without spending any power tokens. The casting wizard rolls 3 dice, scoring a 5, 6 and 8. The counter-spell mage rolls a single die, scoring a 6 - which is enough to cancel the casting wizards 6. The casting wizard is left with a 5 and an 8, which are both greater or equal to the spell's modified difficulty (Difficulty 4 + Magic Resistance 1). Therefore, the spell is cast with a power level of 2.

Available Spells

Magic Missile - Difficulty 6

Roll 1D10 against target's armour value for each hit to inflict a wound.

- Power level 1 - 1xD5 hits
- Power level 2 - 2xD5 hits
- Power level 3 - 3xD5 hits
- Power level 4 - 4xD5 hits

Healing - Difficulty 7

Restores HP to a unit, models removed this turn can be revived. No model may have more than its starting HP value

- Power level 1 - 1xD5 HP recovered
- Power level 2 - 2xD5 HP recovered
- Power level 3 - 3xD5 HP recovered

Energy - Difficulty 5

Removes fatigue counters from the target unit.

- Power level 1 - up to 2 fatigue counters removed
- Power level 2 - up to 4 fatigue counters removed
- Power level 3 - up to 8 fatigue counters removed

Energy - Difficulty 5

Adds fatigue counters to the target unit.

- Power level 1 - 2 fatigue counters added
- Power level 2 - 4 fatigue counters added
- Power level 3 - 8 fatigue counters added

Combat Prowess - Difficulty 7

Increases the number of combat dice generated by the unit for all combats fought this turn

- Power level 1 - D10 additional combat dice
- Power level 2 - 2xD10 additional combat dice

Unnatural Speed - Difficulty 7

Increases the units movement value until the end of the turn

- Power level 1 - increase movement by 6
- Power level 2 - increase movement by 9
- Power level 3 - increase movement by 12

Unit Abilities

Some units have additional abilities, the most common of which are described below.

Standard Bearer - At the end of each turn, 1 unit within 12" of the Standard Bearer may remove an additional fatigue counter.

Leader - Units within 12" of the leader may use the leader's Morale value for any morale tests, unless the lead unit is broken.

Combat Master (X) - The unit receives X additional combat dice in each round of combat

Impetus - The unit receives +1 strength and +1 attack skill when charging or counter-charging

Acolyte - Magic uses with acolytes roll 1 additional casting or dispel die for each acolyte when using magic, and must then discard the worst rolls. For example, a druid with 2 acolytes tries to cast a spell with no stored power. 3 dice are rolled, and the worst 2 dice are discarded.

Rangers - Rangers may run without losing ready status, and receive +3 to aimed shots.

Shields - Models using shields must allocate at least 1 CD per model as a defence die.

Shield wall (shooting) - Units with shields can adopt a shield wall as a reaction to shooting, for +3 to their target value.

Shield wall (combat) - Units with shields can adopt a shield wall as a reaction to a charge. Re-roll all failed defence dice, but half the number of attack dice (rounding down, after allocation)

Defensive Spears - When defending a charge, the unit gets +1 attack skill and +1 defence bonus

Palisades - Units carrying palisade shields must deploy (Independent action) them in order to take advantage. Whilst behind deployed palisades the unit receives +2 target, +2 Defence Bonus and +1 Attack Skill. If they move from the deployed location the bonus is lost permanently.

Scouts - May start the game outside of the deployment zone, but out of Line of Sight of deployed enemy units, or may move on from any board edge outside the enemies deployment zone.

Scenarios

Meeting engagement

The battlefield has 2 deployment areas, extending 6 inches in from opposite table edges. Roll a die to assign a deployment areas.

Both players start with all their units off table. Each unit must enter the battlefield by either moving or running on from a table edge in the controlling players deployment area. You do not have to bring all your units on one after another or even in the first turn.

The game ends if at the end of a turn all of a players deployed units are either destroyed or broken.

Battle Lines

The battlefield has 2 deployment areas, extending 6 inches in from opposite table edges. Roll a die to assign a deployment areas.

Each player deploys all their non-scouting units in their deployment zone in secret (either use a diagram to position units, or place a barrier across the table to prevent your opponent seeing deployment). Once all units are deployed, scouts may be placed either in anywhere within your deployment zone, or outside the deployment zone, but out of line of sight of all enemy units.

Play testing

We all know play testing is a must to iron out any rule system and we want this to be as perfect a system as we can, we also want an unbiased input and want to try something different, to often rules fail to withstand the test of time because on 'in house' play testing.

Start with the smallest warband size 300 silver pieces follow the rules and guides in this booklet using any figures you want and then let us know what you think and your views by signing up on the Raiders of Arcana website.

Fill the form out telling us a bit about yourself and your wargaming experience (all information is in strict confidence and will not be stored digitally or shared with anyone).

We want our rule system and concept tested to the maximum and these are some of the points we want your views on:

- The game system itself
- Warband/unit balance and imbalance
- Areas that are hard to grasp
- The cultures themselves, would you like to write stories and backgrounds
- Downloads and accessories

We will attempt to answer all questions and will publish through the website all constructive points good or bad, we will not publish an extreme negative or rude comments or repeat answers

If we have enough interest on any particular ideas we will concentrate on those and a list will be on the website of possible future additions.

Have fun and thank you

Please send any comments and questions to
admin@battlezone-miniatures.co.uk