



CHAOS IN CARPATHIA

1

The Basics

INTRODUCTION

CHAOS IN CARPATHIA (CIC) IS A FAST-PACED, skirmish-level miniatures battle game designed to simulate clashes between men and monsters in the Victorian era. Following in the tradition of classic tales like Dracula, the Werewolf, and Frankenstein, CIC allows players to fight epic battles pitting heroes against villains.

Playing a game of CIC requires the following: a copy of these rules, painted miniatures, around 10 six-sided dice, copies of the warband roster sheet from the back of this book, pencils, and a roughly 4' x 4' playing area. Chaos in Carpathia can be played with 2 or more players.

Battles in Chaos in Carpathia generally involve about five to ten models per side. There are two basic types of models in the game: characters and henchmen. Characters are the heroes and villains that star in the action-packed tales of the old Victorian

penny-dreadfuls. Henchmen are their underlings, goons, nameless minions, or cannon fodder.

The characters and rules of Chaos in Carpathia allow players to tell a collective story on the tabletop, with models taking on the roles of heroes and villains who will develop unique personalities, overcome obstacles, and sometimes suffer grievous injuries. These developments occur over a number of game sessions, and are called Serial games. Part VII of this booklet contains rules for running these interlocked scenarios.

Chapter 1

The Basics

ELDER RUMBLINGS

During the reign of Ladislaus I., King of Hungary (1078-95), who conquered the Kumans, Transylvania was united with Hungary, and began for the first time to enjoy the blessings of peace and order. It had long been whispered by some that Ladislaus had made a bargain with some sinister power to make this peace last. Further evidence of this deadly pact emerged more than a century later when Andreas I. (1204-35) made it known to his associates in the Teutonic Order that they must leave the land in 1225.

Andreas kept at his side a mysterious advisor whose visage was always shrouded in the shadows of a great cowl. Nicolaus von Draken was his name. He whispered dark poison in Andreas' ear about the order of the Teutons, and their relationship with Honorius III. And so they were expelled. But dark pacts are fickle things, and decades of peace can melt away like a snowfall in late spring. Transylvania's darkest days were still ahead of her.

GAME MECHANICS

THE MOST IMPORTANT RULE

Chaos in Carpathia is your game. If you don't like the way something works, discuss it with your gaming group and make a change that is acceptable to everyone.

THE GOAL ROLL

The heart of CIC is the Goal Roll. Most actions in the game require a goal roll, and during every goal roll a model has a certain number, or pool of dice which its player must roll. The player rolls the dice and looks for dice rolling 4 or greater (i.e., 4, 5, or 6); this will determine the number of goals collected in that throw. Dice rolling less than 4 are ignored.

Example: *Sir Godfrey Hampton wishes to strike a foe in Close Combat. He rolls 5 dice and gets a 2, 3, 4, 4, and 5, for a total of 3 Goals.*

Models in CIC possess four basic attributes rated by a number of dice. The four attributes

are Strength, Agility, Mind, and Resolve. For example, a model with Agility 3 would roll three dice to strike a target in close combat or at range. As stated above, any die rolling 4+ counts toward the total goals scored, and lower die rolls are ignored.

THE POWER OF 6

Rolling a 6 in CIC is special. Whenever a model rolls a 6 on a throw it counts as two goals.

Example: *Mladic the Blood Servant's player rolls his five Strength dice and gets 1, 3, 4, 4, and 6 for a total of four goals.*

RE-ROLLS

Some special traits and equipment allow players to re-roll failed dice for their models. For an easy reminder, the number of re-rolls allowed on a throw can be noted in brackets next to the relevant attribute or dice pool. For example, a player running a vampire with 5 dice in Strength and immunity to firearms would get 3 re-rolls on damage resistance and note them thusly: DR 5D[3]. Re-rolls may be used on each throw of the relevant dice pool.

UNOPPOSED GOAL ROLLS

In an unopposed goal roll, the player rolls a number of dice equal to her model's relevant attribute, and counts up the number of goals. At least one goal is needed to succeed at the minimum level.

Example: *Heroine Carolina Pickard is trying to leap a 2" chasm. She possesses Strength 3, and so her player rolls 3 dice, getting 1, 2, and 5 for one goal, just enough to make it to the other side.*

TARGET NUMBERS

Certain values in CIC are fixed, and require no dice rolling. These values normally represent target numbers that opposing models must resist with an Unopposed Goal Roll. This most often reflects the action of combat, where a model struck by an attack must resist the attack's target number or suffer damage. See the combat section below for more details. In combat situations, target numbers



The Basics

are denoted as Damage Numbers, or “DN#”. In other circumstances, target numbers are denoted as “TN#”.

OPPOSED GOAL ROLLS

Some of the most important goal rolls in CIC are Opposed Goal Rolls. When one model attacks another, the attacker’s relevant attribute is pitted against the defender’s relevant attribute in an opposed contest. The model that gains more goals (dice rolling 4+) wins the contest, and in the case of combat, might successfully strike or dodge. In some cases, a model’s net goals are added to the effects of its action. For example, in combat, a model that successfully strikes a foe and beats his total by 3+ goals adds +1 to the attack’s DN. In all opposed goal rolls, ties go to the defender.

Example: *Hampton and the Blood Servant Mladic battle amidst the frozen fir trees of a Carpathian pass. Hampton attacks with Agility 3, and so his player rolls 3 dice getting 1, 4, and 6 for three goals. Mladic’s player rolls his Agility 3 and gets a 2, 3, and 5 for only one goal. Hampton wins three goals to one, a solid hit!*

ROUNDING

Whenever a rule or situation calls for a model to halve a trait, players round numbers up

normally. For example, a value of 3 halved is 1.5, which would be rounded up to 2.

THE ANATOMY OF A WARRIOR

THE FOUR ATTRIBUTES

Chaos in Carpathia characters are made up of four primary attributes rated in numbers of dice. They are as follows:

Strength: Physical power and damage resistance capacity.

Agility: Nimbleness, skill in close combat and accuracy at range.

Mind: Perception, intelligence, and mental acuity.

Resolve: Willpower, courage, resistance to pain and magical attacks.

The normal human maximum for individual attributes is 4. Models possessing certain special traits may exceed this maximum.

OTHER VALUES

Beyond the four attributes, several other values play an important role in defining a CIC character. Unlike attributes, some of these values are not rated in terms of numbers of dice.

Move: A model’s Move value represents the number of inches it may move during its turn.

Special Traits: Special Traits define the extra skills and amazing abilities models possess. Many traits are available to models, and all are listed in Chapter V.

DR: Damage Resistance--number of dice equal to 1 + Strength attribute.

Fate: Some Character models possess a spirit and a will to live that grants them an amazing tenacity and resistance. A model’s Fate is equal to its starting Resolve, and represents a number of free dice a model may add to important rolls during the course of a game. A model must announce it is using Fate before

OTHER USES OF FATE

A model’s Fate can be the most critical tool in its battle for survival on the tabletop. In addition to adding dice in key situations, a model may also spend its Fate to perform an additional Attack or Special action during its turn. Gaining an additional Attack or Special action costs 2 Fate dice.

A model may also use Fate to extend its Move for the turn. Each die of fate adds 2” of Move value for that turn. This can be used in addition to a charge maneuver, and need not be declared at the beginning of the model’s turn. Charge that fall short and are subsequently increased by fate still count as charges.

Chapter 1
The Basics

any dice are rolled, and once they have been spent, they are gone for the remainder of the game. A model's Fate dice refresh at the beginning of each new game.

Vitality: Vitality measures a model's health, or how many hits the model can take before

it goes down. Most character models start the game with 3 Vitality. Certain character models may possess Special Traits that alter this base number. Henchmen groups handle damage and Vitality loss differently and are covered in Chapter III.



py. 7

