

A detailed miniature battle scene set on a green surface. In the foreground, a large, brown, multi-limbed creature with a textured, scale-like body is positioned on a grey, hexagonal base. In the background, a group of fantasy warriors, including knights in blue and white armor and archers, are engaged in combat on a similar hexagonal base. The scene is illuminated by bright, even light, highlighting the intricate details of the miniatures.

FOR THE MASSES

Fantasy Mass Combat System

by Jim Callahan
and Noel Weer

FOR THE MASSES:

Fantasy Mass Combat System





Credits & Acknowledgements

Written and Designed by
Jim Callahan & Noel Weer

Edited by
Jeff Peterson

Creative Consultants
Daniel Kast &
Kevin Smith

Playtesters
Graham Parr, Devin Callahan,
Daniel Kast, Kevin Smith, and
various convention-goers

Graphics
some images © 2003-2004
www.clipart.com

Cover Design
Jim Callahan

Cover Miniatures
Black Raven and Old Glory
<http://www.oldglory15s.com>
Painted by Noel Weer

Printed in the USA by
Gorham Printing
<http://www.gorhamprinting.com>
First Printing, April 2004

ISBN 0-9715979-6-0

Majestic Twelve Games
5335 S. Valentia Way #459
Greenwood Village, CO 80111

Version 1.0, modified 04/04/04

Copyright ©2004
Jim Callahan & Noel Weer
All rights reserved.

XII

"The way wargaming should be"



Table of Contents

Table of Contents	3	Melee Attack	15
Introduction	5	Melee Attack Modifiers	15
Background	5	Counter Attacks	15
Game Components	5	Melee Attack Damage	16
Unit Characteristics	6	Ranged Attack	16
Mounting Your Miniatures:	7	Line of Sight	16
Playing the Game	9	Ranged Attack Resolution	16
Sequence of Play	9	Ranged Attack Damage	17
Command Phase	9	Friendly Fire	17
Command Points & Initiative	9	Opportunity Fire	17
Combining Command Points	9	Doubling Up	17
Number of Commanders	9	Casualties	17
Command Distance	9	Removing Elements	18
General versus Personalities	9	Morale	18
Formations	10	Morale Test	18
Regular Formation	10	End Phase	18
Column Formation	10	A sample game:	19
Irregular Formation	10	Special Abilities	22
Zone of Control	10	Special Abilities Cost Matrix	24
Action Phase	11	Magic	25
Allowable Actions:	11	Determining Magical Energy	25
Command Point Cost	11	Pooling Magical Energy	25
Passing	11	Concentration	25
Taking Actions	11	Spell Construction	25
Move	11	Spell Distance	25
Column Movement	12	Spell Duration	25
Move to Contact (charge)	12	Terrain Effects on Spell Casting	25
Terrain	12	Schools of Magic	26
Artillery and Monsters	13	Guidelines for Spell Design	26
Weather (Optional Rule)	13	Spell Cost and School Matrix	27
Snow	13	Combining Factors Into Spells	27
Rain	13	Spell Factor Descriptions	27
High Winds	13	Special Ability Factor Cost Matrix	29
Standard Reform	13	Point Values	33
Optional Reform Rule	14	The Magic Formula	35
Withdraw	14	Appendix I:	36
Regroup	14	The Known Kingdoms	36
Cast Spell	15	People of the Boreal Clans	36



Pantheon of the Boreal Peoples	36	A Great Horde	50
The Boreal Horde	37	A Horde of Syajes	50
Boreal Units	37	Grand Duchies of Alverness	50
Boreal Heroes	38	A Duchy Patrol	50
Grimoire of the Boreal Peoples	39	An Order Company	50
Priestesses of Syajes	39	A Ducal Battalion	50
The Grimpule	40	An Army of Alverness	50
The Grimpule Warbands	40	The Grimpule	51
Grimpule War Leaders	41	Warband Raiding party	51
Grimpule Magicks	42	A Gather of Warbands	51
The Grand Duchies of		A Host of the Haran Forest	51
Alverness	42	The Orc Tribes	51
Chevaliers de la Prophète	42	Sept Raiding Party	51
The Twelfth Duchy	43	Tribal Raiding Party	51
Alvernian Units	43	Orc Host	51
The Eleven Duchies of Alverness	43	Elves of the Woodlands	51
Champions of Alverness	44	An Elvish Mairo	51
Grimoire of Alverness	45	An Elvish Mehtar	51
The Orc Tribes	46	An Elvish Rimbe	51
The Tribes	46	Appendix III:	52
Orc Leadership	46	Basic Scenarios	52
Orc Units	46	Meeting Engagement	52
Orc Chieftains	47	Defend the Hill	52
Spells of the Orcs	47	The Gauntlet	52
The Elves of the Woodlands	48	Reinforcements	52
Wood Elf Units	48	Breakout	52
Wood Elf Leaders	49	Detailed Scenarios	53
Magic of the Wood Elves	49	Yeti Attack	53
Appendix II:	50	Horde Raid	53
Orders of Battle	50	Battle of Ghel-Bedhbh	55
The Boreal Clans	50	The Siege at Bar-Tussah	56
A Small Horde	50	The Hâte of Grashnok Buls	58
A Horde Vanguard	50	Appendix III: stuff	61
A Standard Horde	50	Bibliography	61
A Large Horde	50	Index	62



Introduction

Background

The tent was filled with the smell of blood and battle. General deMirian was dead; it was up to him, Captain Hans deRinoit, to lead the troops now. What remaining forces he had under his command were tired, beaten down and filled with despair.

"How is it possible," he thought, "for that so-called army of misshapen creatures to be so incredibly well organized? Perhaps one of the Warband leaders has gotten himself an object of some power."

A low rumble from the battlefield filled deRinoit with fear and anger.

"There's that confounded beast ripping the very hills up from the earth again. How are we to combat these monsters if the land itself is working against us?"

Pulling his helmet on for his final battle, deRinoit spared a passing glance at the tactical map describing troop locations. At last, he saw it! The maneuver that would oust these foul beasts from his territory had been staring at him without him even noticing. If only he can hold his troops together for this final stand to their victory!

For the Masses is a complete fantasy mass-combat wargame system. But it is also much more: The flexibility of the system allows players to use any fantasy setting and armies to play out famous fantastical scenarios and ancient epic battles. Several sample army lists are included in the book, but the real strength of **For the Masses** is the unit creation system. This system encourages players to be creative, use their imagination and have fun, which is the way wargaming should be.

Game Components

In order to play a game of **For the Masses**, you will need to gather the proper materials:

Game Board: This game is played on a game board marked off with a hexagonal grid that is used to regulate movement and weapon ranges. The standard **For the Masses** board is 30 hexes across and 45 hexes wide, with hexes 40mm (1.5") across. It is also possible (but not recommended) to play the game without a hex-grid with only minor modifications to the rules. In this

case, the playing area should be about 120cm (4ft) across and 150cm (5ft) wide. Several example maps are available free of charge at www.mj12games.com, download, print, and play!

Playing Pieces: While not designed for any specific scale, **For the Masses** works most effectively with 15mm miniatures. Many different miniatures lines are available in this scale.

Unit Record Cards: Each unit in **For the Masses** is defined by a series of characteristics that indicate its capabilities, and these are recorded on the Unit Record Cards. Several blank cards are included to help you create your own units.

Dice: You will need several dice in order to play. Dice used in **For the Masses** range from d4 through d12. You will need at least 2-3 of each die type to play **For the Masses**, although 6-7 of each type will probably make things a lot easier when getting into heavy fighting. These dice may be picked up at almost any gaming store or online.

In **For the Masses**, when we indicate 2d6, we mean roll 2 six-sided dice and note the results separately. Note that this is different than rolling two six-sided dice and adding them together. Certain units will have attack values of two or more dice, and each die is counted separately from all the rest.

Tokens: Certain effects in the game will require players to place some type of token on a unit. Usually we suggest using a small d6 or some other numbered marker.





Unit Characteristics

Each unit has a number of characteristics that help differentiate the powers and abilities of the unit. Usually these characteristics will be accumulated into a single Unit Record Card that looks something like the card below.

	Pts
Army: _____	
Unit Type: _____	
Defense: _____	
Attack: _____	
Rng Att/Dst: _____/_____	
Movement: _____	
Wounds: _____	
Morale: _____	
Command Dice: _____	
Magic Dice: _____	
Specials:	

Point Cost (pts): A quantification of the unit's combat effectiveness. In theory, an army whose units have a total point cost relatively equal to that of its opponent will have an even chance of winning.

Army: Fluff text to describe which army the particular unit type originates from.

Unit Type: One of five different types of units: Infantry, Cavalry, Artillery, Monster and Personality.

Size: The physical number of Elements in the unit. While the numerical strength of the unit isn't indicated on the card, it is important to understand the number of Elements that make up the unit. The minimum number of Elements at the start of battle is 3 and the maximum is 12. Note: A unit might fall below three elements during combat but it must start the combat with at least three elements

Defense: This is a generic term to indicate how difficult it is to cause damage to the unit. The lowest defense value is zero; the highest is 6. This number could represent thick skin, speediness, armor and shield, or anything that keeps a guy or gal from getting a sword in the gullet.

Attack (Melee): The type of die the unit rolls when making a melee attack. The smallest die type is 2D4; the largest is 3D12. Each Element (generally) rolls the dice indicated for each attack, modified by terrain and special abilities unique to that unit.

Ranged Attack (Rng Att): The type of die the unit rolls when making a Ranged Attack, plus the maximum distance (in hexes) at which the attack can be made. The smallest die type is 2D4; the largest is 3D12. Each Element (generally) rolls two dice per attack, modified by terrain and special characteristics unique to that unit.

Distance (Dst): the maximum range a unit may be attacked by this ranged weapon attack. The minimum distance for a Ranged Attack is two hexes; there is no set maximum range.

Movement: How quickly the unit crosses the battlefield. The minimum move score is 1; there is no set maximum.

Wounds: The number of wounds that a unit can suffer before losing an Element. The default wound value is 3. Only extremely tough creatures should have more than 6 and the wussiest of all should have 1.

Morale: A reflection of the mental and emotional toughness of the unit or Monster, expressed as the number the unit must equal or exceed on a D10 in order to pass a Morale Test.

Command Dice: Commanders do not have a morale rating. Instead, they have a number of command dice, which are used to determine how many Command Points (CPs) the commander will get each turn. A commander is considered to be a Personality for purposes of unit generation, and is therefore exempt from the three-Element minimum.

Magic Dice: Personalities may also be designated as Magicians and given a number of Magic Dice. These are used to generate Magical Energy each turn in much the same way that Command Points are determined.

Special: Any special abilities or rules that apply to the unit. These are exceptions and/or modifications to the basic rules, and are therefore collected into a separate section of the rulebook.

Mounting Your Miniatures:

We have found it much easier and more fun to play *For the Masses* if our units are mounted on bases that match the hex-grid. If you are going to base your units, each unit in *For the Masses* should be mounted according to the instructions below.

Generally, the rule for mounting figures is that each figure is mounted pointing toward one of the hex "points". However, players

who have mounted their units on some other base type are welcome to play. 40mm rectangular Elements will work fine with *For the Masses*. As long as players remember that all units must clearly face the hex-point, there will be little difference between an Element mounted on a hex base and one mounted on a 40mm rectangle. Bases of the proper hexagonal shape and 40mm size may be purchased very cheaply from Litko Aerosystems (www.litkoaero.com).

Unit Types & Mounting Your Units

Personalities

Great lords, heroic knights, generals, wizards, brave captains, villains, nobles. The romance and drama of fantasy battle is frequently filled with the exploits of the such legendary figures.

Personalities are mounted on a single base. These include heroes and leaders as well as Magicians. Some heroes may have more than one figure mounted as part of a single Element; this represents the entourage associated with a famous person and is treated as if it were a single figure. Personalities are always a single Element.

Infantry

Foot soldiers have always been considered the core of the military—the "grunts" that actually get their feet dirty and their swords bloody.

Infantry should be mounted 3 or more to a hex for normal human-sized creatures. Some larger races may be mounted fewer to a base, but should not usually be mounted fewer than 2 on each hex to avoid confusion with Personalities or Monsters.

Cavalry

Traditionally the term cavalry is used to denote troops trained to fight on horseback. In a fantasy setting, however, this takes on a completely different tone—it could be horses, unicorns, giant lizards—there are many options to consider. Or, cavalry could actually indicate a significant number of large mobile creatures, such as giant wolves.

Cavalry is generally mounted 2 to a base. Occasionally, depending on the size of the figures, 3 figures may be mounted on a single base, but one figure per base should be avoided as it may cause confusion with Monsters and Personalities.

Due to the inherent size and weight of the mounts, cavalry is at a distinct advantage when attacking infantry—particularly when

moving into them at full speed. As a result, all cavalry units are automatically considered to have the Special Ability *Irresistible Charge* when charging Infantry. Note that this bonus does not apply to Personalities, Monsters or Artillery.

Monsters

A single model representing an individual creature on the table may represent a Monster, or Monsters may have more than one model per base. This Element may represent a horde of tiny creatures, e.g. a group of rats summoned by a vampiric lord may be twenty tiny rat figures mounted on a single base. Or, it might be several smaller tree-like models surrounding a central, larger tree, mounted on a four hex base. In any case, treat these Elements as a single Monster with a single set of statistics.

Monsters come in a variety of sizes. Size 1 or 2 Monsters are mounted on a single base. A size 3 Monster is mounted on a three-hex base, arranged in a triangle, with the single hex pointing to the front. Size 4 Monsters are mounted on a four-hex base with a single hex pointing to the front and one attached to the back.

Monsters and Fear

Monsters size two 2 and above usually represent the largest and meanest specimens of their genus and species. To help model this on the tabletop, any Monster size two 2 and above automatically gains the *Cause Fear* Special (which you will read about in the Specials section, because it is, well, special).

Artillery

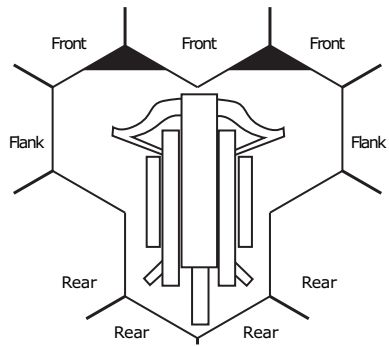
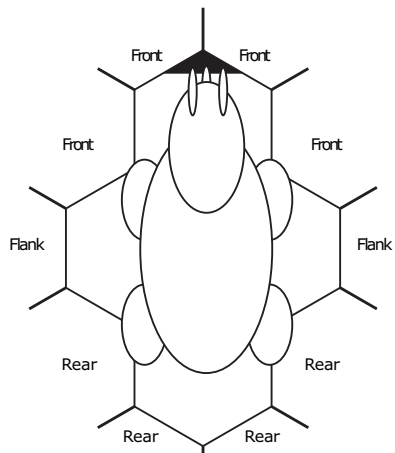
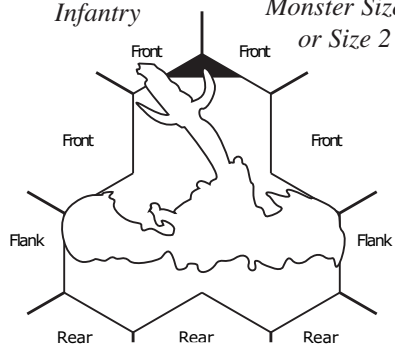
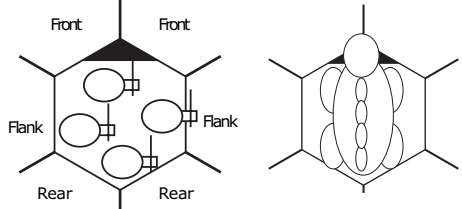
Artillery represents machines and devices of all kinds used in war, such as catapults, cannon, ballistae and trebuchet. These are mechanical tools crafted for destruction and brought to bear upon your enemy.

Artillery is mounted on a three-hex base, arranged in a triangle, with the single hex pointing to the rear with the largest side serving as the front.

There are no other unit types other than those indicated above.



Mounting Examples



Playing the Game

Sequence of Play

I. Command Phase

II. Action Phase

III. End Phase

Command Phase

Each commander has a particular quality. Whether this reflects determination to “get the job done” or a great charismatic presence on the battlefield, each commander is unique in his or her strengths and weaknesses. To reflect the differences from commander to commander, and indeed from minute to minute on the battlefield, each Personality has a set of one or two dice that he or she is given at the beginning of the game. These dice determine how many points that Personality can allocate to units during the course of the game.

Command Points & Initiative

At the beginning of each turn all players roll each command die to determine how many Command Points (CPs) each side will have for the turn. The side with the highest number of CPs has the Initiative for the turn.

If both sides have an equal number of CPs, the side that rolled the lower number of Command Dice has the Initiative. If both sides have an equal number of CPs and Command Dice, then the force with the most units has the Initiative. In the unlikely event of a tie, either roll a d6 to determine initiative, or the player sitting closest to Dan wins the Initiative.

Combining Command Points

More than one Personality may order a single unit during a turn; however, all the Command Points for each order must come from the same Personality. Personalities may not combine Command Points to generate enough points to command a unit (i.e., if a Personality has 1 point and the General has 2 points, they may not add those points together to give a unit an order which costs 3 points).

Number of Commanders

Generally speaking, no player is required to have any certain number of commanders on the board. However, it has been noted during play testing that a Personality cannot usually command more than about three units each, unless he or she is extraordinarily gifted. So for an army with 12 units, 4 Personalities may be a good number to field. However, you may, if you wish, field nothing but Personalities.

Command Distance

Personalities have a basic Command Distance of 8 hexes. Also, Personalities may issue orders to any unit on the board regardless of distance from the Personality to the unit. If a Personality issues an order to a unit outside the normal 8-hex Command Distance, the cost of the ordered Action is increased by +1 CP per additional hex.

For example, if a Personality issues the first order to a unit 10 hexes away, the CP cost for that order would be 3, one for the order plus 1 for each hex beyond the normal Command Distance of 8.

Intervening terrain or other units from either side have no effect on Command Distance; the only relevant factor is the distance from the Personality to the closest Element in the acting unit. In other words, line of sight has no effect on command.

General versus Personalities

Each side must identify one army leader or “General.” Armies may contain many Personalities, such as Heroes, but the General is identified as the Personality who happens to be in charge. The command radius of the General is 12 hexes instead of 8, and the cost for commanding units beyond this range is +1 CP for every 2 hexes, with a minimum extension cost of 1 CP.

In the event that the General is destroyed during combat, all units with line of sight to the general must make an immediate Morale Test.



Formations

There are three types of standard formations in **For the Masses**, Regular Formation, Column Formation and Irregular Formation.

Units not in Regular or Column Formation, as well as those with Elements in contact with an enemy, are restricted in the types of Actions they may take (see below).

Regular Formation

A unit is in Regular Formation if all of the following apply:

- All Elements in the unit are facing in the same direction.
- There is a front rank of at least two Elements, aligned perpendicularly to the unit's facing.
- All ranks (except the last) contain the same number of Elements.
- All Elements in the second or subsequent ranks (if present) are in a rear hex of an Element in the preceding rank.
- There are no gaps in any rank except the last.

A unit consisting of one Element is always considered to be in Regular Formation.

Column Formation

A unit is in Column Formation if the Elements in the unit form a continuous chain in which each Element beyond the first is in a rear

hex of the Element before it, and in a front hex of the Element behind it. Units in Column Formation are considered to be in Regular Formation with regard to the types of orders they can receive.

Irregular Formation

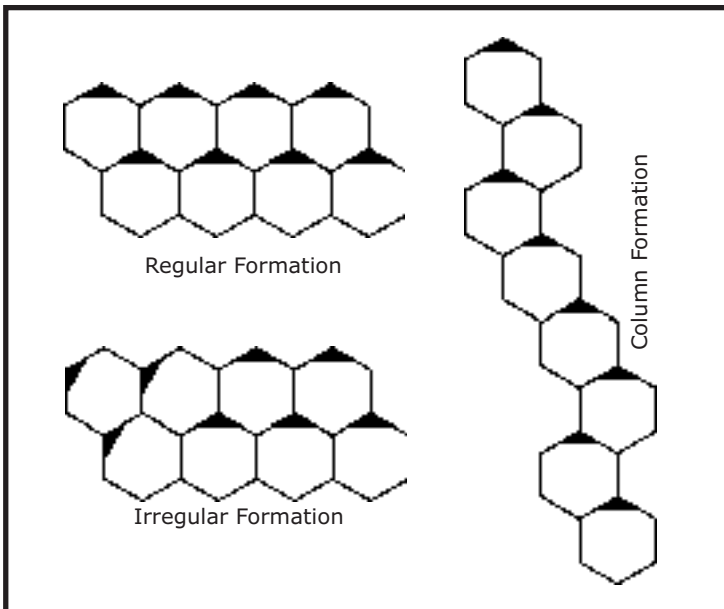
Any deviation from previous formations will cause the unit to be in Irregular Formation. In other words, any unit that is not in either Column Formation, or Regular Formation is considered to be in Irregular Formation.

Units in Irregular Formation may not be issued Move orders.

Remember, of course, that these formations are as abstracted as the rest of the rules. The diagram describing an Irregular Formation shows three infantry elements facing 60 degrees counter-clockwise of the other five Elements. While this formation is Irregular, it does not imply a state of chaos. Instead, imagine a group of soldiers who have had an order given to them to protect their left flank as well as present a unified front to the enemy. This grouping is still cohesive and will act as a unit, but they must reorganize into a Regular Formation if they wish to move.

Zone of Control

Once an Element finds itself in the front hex of an enemy Element, it may not move out again without performing a Withdraw Action, although it may change its facing.



Action Phase

Actions are the heart of **For the Masses**. Each unit must be issued an order to perform any Actions, and each subsequent Action for that unit within a single Turn costs more than the previous. You will find that this system provides your opponents ample opportunity to make mistakes that you can then exploit in order to crush them under your boot.

Allowable Actions:

- Move
- Reform
- Withdraw
- Regroup
- Ranged Attack
- Melee Attack
- Cast Spell

Command Point Cost

Beginning with the side that has the initiative, each side alternates issuing Action orders to one unit at a time. The first Action taken by a unit costs one Command Point (CP); the second costs two CPs; the third costs three CPs, and so on. There are, however some special abilities and spell factors that modify these Command Points. Regardless of modification, no command may ever cost less than 1 CP.

Individual Personalities spend Command Points to activate units. Personalities must expend CPs to activate other Personalities or to take Actions themselves. A single Personality must contribute all the CPs for a given Action.

Passing

A side may choose to pass its opportunity for activation. However, if both sides pass in sequence, the turn ends immediately and all unused CPs and Magical Energy (c.f.) are lost.

Taking Actions

There are seven typical Actions a unit may take during a given turn. These Actions can be performed in any order and as many times as the player has Command Points to spend. A single unit may take two Move Actions,



three Reform Actions, and fourteen more Move Actions, provided the player has 190 Command Points to spend.

Once a unit finishes taking actions, it may not take any more actions for that turn.

Move

A unit must be in Regular or Column Formation, with no Elements in contact with enemy Elements in order to take a Move Action.

When moving, each Element receives a number of movement points (MPs) equal to its Movement characteristic. A Element uses one MP to change its facing by turning 60° (one hex side), and one or more MPs to move into one of its front hexes, retaining its facing.

When a unit has completed its movement, all Elements must form one contiguous group, although that unit need not end its move in Regular Formation. Not all Elements in a unit must use all the movement points allocated to it, though no Element may use more MPs than it has movement unless modified by some external means.

Elements may not move into their own flank or rear hexes except when performing a Withdraw Action (see below).

¹ Pillbugs may not wheel.

Column Movement

A unit that begins in Column Formation receives a 50% movement bonus (round up) or an immediate (and free) Reform Action.

Move to Contact (charge)

The hexes immediately in front of an Element are considered its Zone of Control. If a unit ends a Move Action with any enemy Elements in its Zone of Control, it may take an immediate (and free) Melee Attack Action. However, for this attack, it may not perform the free Reform Action normally allowed before an attack. (c.f. Reform, below). Subsequent attacks are resolved normally.

Terrain

The outcome of many historical battles can be attributed to the terrain. Who can forget Cheatham Hill and the Kennesaw Mountain Ranges?

If two terrain types—e.g. hill (up) and forest—are encountered in the same hex, then the costs are combined.

Open: No movement penalty, no effect on combat.

Open terrain is defined as fairly level terrain with a clear line of sight from one point to another. Units moving through *open* terrain are at no penalty

Forest: +1 MP to enter; Each hex of *forest* that is between a ranged attacker and its target causes a -1 modifier to any ranged attack die roll.

Forest terrain is defined as terrain that is mostly trees and underbrush. Units are at a penalty to move into *forest*, and are also at a penalty to fire through and into *forest* terrain.

Artillery and Monsters

If a Monster (size 2 or greater) or Artillery piece is being targeted by a Ranged Attack, the ranged unit does not have to incur the penalty for forest unless the entire base of the unit in question is in or behind forest.

Impassable: Impassable; usually no combat effect.



Unless noted by the specifics of a scenario or a Special, an element may not enter *impassable terrain*. Water is usually defined as impassable terrain.

Some other types of *impassable terrain* may be: lava fields, rough rocks and shale. It is up to the players to agree on which terrain is impassable and what, if any, effect it has on combat.

Hills: +1 MP to go up, no penalty going down; +1 die attacking down to a lower level. -1 die attacking up to a higher level.

Hills represent the difference in level between one set of terrain and another. There is a movement penalty for crossing level one terrain up to a higher-level terrain.

Cliffs: Impassable, melee combat from one level to another is usually impossible.

Cliffs occur when there is a two-level difference in elevation between two hexes. No units may pass across a hex that is two or more levels different from its neighbor.

Artillery and Monsters

Multi-hex bases for a unit are affected by terrain according to the worst terrain type under any one of the hexes. If Artillery or a large Monster moves any single base hex through a terrain hex with forest, for example, that unit must spend +1 MP to move into that forest hex.

Weather (Optional Rule)

When the weather outside is frightful, many soldiers lose confidence more quickly, strike less true and make more mistakes.

Players must decide on what types of weather they will be playing in and what the effects of weather are going to be on their units.

Of course, while there's always a chance that a battle will be joined during a blizzard, we're assuming that commanders will not send their troops out during any weather that is potentially life threatening. To this end, we've put together a list of some common, less-dangerous weather types and their effect on battles.

Snow

Snowy weather makes it more difficult to see, effectively reducing the range of Ranged Attacks and Artillery by 25% (round down). Note: no range may be reduced below 2.

In addition to the Ranged Attack effect, *snow* is more difficult to move through. All units have their MP reduced by 50% (round down) when in snowy weather. Note that a unit may be hobbled by snow to the point that it is unable to move.

Finally, it is much harder to believe in your cause when you can't feel your toes (assuming you have toes in the first place). All morale checks are made at -1 during *snow* conditions.

Rain

Rain is less difficult to maneuver in, and can be quite a refreshing shower as a soldier hacks away at his or her opponent. However, most of the time, rain is a nuisance and has little effect on the outcome of a battle. We assume that the rain we are discussing here is the type that is associated with high winds and flash floods.

Ranged combat is at -1 to hit during rainy weather as it is harder to hit in the wind.

All units have their movement points reduced by 25% (round down) in the rain.

There is no effect on Melee Attacks; like we said, rain can be refreshing.

High Winds

The sirocco of the Mediterranean and desert lands can have a relaxing and mildly sedative effect if you are sitting on the back porch sipping tea while it blows in the valley below your home. But this weather is harsh if you're marching through sand- and dust storms in preparation for combat.

High winds are nearly impossible to shoot through, all Ranged Attacks made during *high winds* are at -1. Additionally, all ranges are reduced by 50% (round down) for Ranged Attacks during *high winds*. Note that no range may be reduced below two.

Reduce all movement by 25% (round down) during these winds. Dust, leaves and small, domesticated fowl all tend to fly free during these types of storms.

High winds have no effect on Melee Attacks.

Standard Reform

A Reform Action allows units in **For the Masses** to change their orientation on the battlefield. Any Element in the unit may be turned to face any direction, including a 180° turn.

Additionally, up to half the number of Elements in the unit, rounded down, may be moved up to their full movement score.

No more than half of the original number of Elements in a unit can move or change facing in this fashion.

An Element in melee contact may not be moved via a Reform Action, although it may turn to face any direction. After Reforming, all Elements must form one contiguous group.

Optional Reform Rule

This rule may be substituted for the above standard Reform rule if all players in the game agree before the battle begins.

A Reform Action allows units in **For the Masses** to change their orientation on the battlefield. Any Element in the unit may be turned to face any direction, including a 180° turn.

In addition to that free rotation, a number of Elements equal to half the unit's move score (rounded up) may be picked up and replaced on the board in any hex and facing in any direction. Regardless of the unit's move score, at least one Element must remain in its original hex.

No more than half of the original number of Elements in a unit can move or change facing in this fashion.



An Element in melee contact may not be moved via a Reform Action, although it may turn to face any direction. After Reforming, all Elements must form one contiguous group.

Withdraw

Any Element may move away from contact with an enemy unit, placing one hex space between itself and the enemy. Let's face it; sometimes retreat is your only option. Elements performing a Withdrawal may move one hex away from an enemy Element as long as the Withdrawing unit forms a contiguous group when the Withdrawal is complete and the hex entered is not considered impassable for that Element. The Withdrawing unit may move into any hex adjacent to it, including the rear hexes. Note that this is the only time an element may move backwards.

Units may Withdraw even if they are in Irregular Formation. Any enemy Element in contact gets one free attack against the Withdrawing unit. No Element may Withdraw into the Zone of Control of an enemy Element.

Regroup

Multiple units may Regroup, or merge into a single unit, if they are the same type. Only infantry and cavalry may Regroup and only two units may be Regrouped with a single Action. In the case that units have slightly different characteristics, the lowest-quality characteristics are used. The Regroup Action must be the first order given to both units; the CP cost for Regroup is 4 CP.

Additionally no unit may be increased in size beyond 12 Elements. If a unit is created that exceeds 12 Elements in size, then any Elements beyond 12 are forfeit.

If the characteristics are more than one die type apart (i.e. d6 and d10) use the lower die type of the two. Morale is simply averaged, rounding down. Any command dice or magic dice are reduced two levels as a result of combining units regardless of the original characteristics. Specials not common to both units are eliminated.

If one unit has a ranged weapon and the other does not, reduce the final ranged stats by two dice. In the event that a ranged unit has 2d6 or lower, and the other unit has no ranged weapon, the ranged weapons are reduced to 2d4.

Light cavalry w/bows and hand weapons

(7 Elements)

Cavalry

Mv	Att	Rng	Def	Wnd	Mor	ME	CP
9	2d4	d8/10	0	5	4+	-	-

Free-firing

Heavy cavalry with hand weapons

(6 Elements)

Cavalry

Mv	Att	Rng	Def	Wnd	Mor	ME	CP
8	2d10	-/-	1	6	5+	-	-

No Special

If these two units Regroup into one unit, it would become:

Cavalry with hand weapons

(12 Elements)

Cavalry

Mv	Att	Rng	Def	Wnd	Mor	ME	CP
8	2d4	d4/10	0	5	5+	-	-

No Special

Cast Spell

Any Personality designated as a Magician may prepare or cast a spell as one of its Actions. (See the Magic Advanced Rules for further details.)

Melee Attack

A unit may make a Melee Attack Action if any enemy Elements are within its Zone of Control. Before taking a Melee Attack Action, a unit may take an immediate (and free) Reform Action.

Following the free Reform, resolve a Melee Attack by rolling a number of dice equal to the Melee Attack dice listed for that unit, times the number of elements with opponents in their Zone of Control.

Three Elements in a unit of Grimmule Warriors (Melee Attack dice: 2d6) have enemies in their Zone of Control. Assuming no terrain or weather effects, this unit will roll 6d6: 2d6 for each Element in melee contact.

The target number for any attack is one-half the attacking die size plus the target unit's Defense value.

For example, if using d10s to attack a target with a Defense of 3, the target number is 8 or higher $10 \div 2 + 3 = 8$.

If the attacking unit is in contact with two or more opposing units, make a separate attack against each, using the same Action. The attacking player must decide which units are going to be attacked by which Elements of the attacking unit before the first attack die roll is made. Individual Elements that are in contact with two or more opposing units must choose which unit they will attack.

Melee Attack Modifiers

If the attacking Element is in a flank hex of an Element in the target unit, and not also in a front or rear hex of any other Element in the target unit: +1 die

If the attacking Element is in a rear hex of an Element in the target unit, and not also in a front or flank hex of any other Element in the target unit: +2 dice

If an attacking Element is on a higher elevation than the target Element: +1 die

If an attacking Element is on a lower elevation than the target Element: -1 die

If all of the Elements under attack are in forest, then the target unit has +1 defense. The entire unit does not need to be in the forest for this defense modifier to take effect, merely the Elements coming under attack. This modifier does apply for counter-attacks.

Note: It is possible (and likely) that, at some point during a game, one infantry Element may roll up to 5 dice to make a simple melee attack. War is bloody hell.

Counter Attacks

Once the attacking unit has completed all of its dice rolls, and the target unit has taken all casualties and incurred the effects of any Morale Tests, the target unit is allowed to make a free Counter-Attack against the attacking unit.

The counter-attack is resolved according to the melee rules above, but now the counter-attacking unit is considered the attacker and the original attacking unit is the target unit.

The counter-attacking unit does not get the benefit of the free Reform Action prior to this Counter-Attack. However, any Element in contact with the enemy that made the original attack may choose to change its facing 60° (one hex side) instead of making an attack.

This attack does not include any Elements that are in the Zone of Control of the counter-attacking unit but are not part of the original attacking unit. No other units may participate in this combat and there is no counter-Counter-Attack allowed.

Melee Attack Damage

The target unit suffers one wound for each hit scored by melee attack. Once a unit sustains a certain number of wounds, elements must be removed according to the provisions of *Casualties*, below.

Ranged Attack

Measure the distance separately from each Element in the firing unit to any Element in the target unit—each firing Element may track Line of Sight to a separate Element in the target unit, although the attack is resolved on a unit-to-unit basis. Casualties are incurred according to the normal rules.

Line of Sight

Any unit performing a Ranged Attack must be able to see its target. In addition to counting the distance from the attacking unit to the target, the target must be within line of sight (LOS) of the attacking Element.

An imaginary line is drawn from center of the attacker's hex to the center of the target hex. This line must pass through one of the ranged attacker's front hexes. If any part of that line passes over a hill hex or a city hex, the Element is considered to be out of sight of the attacking Element.

Additionally, if any part of that line passes over a forest hex or an intervening unit, the appropriate modifier must be applied to that Element's die roll (see below).

Ranged Attack Resolution

Roll dice for each Element in the firing unit that is within firing range (distance) of at least one Element in the target unit. Apply the following modifiers:

Ranged Attack dice are not modified for fire into the flank or rear of a target unit.

Per hex of trees between the firing Element and the target Element (this includes the hex occupied by the target but not that occupied by the firing Element): +1 to the target defense.

Per friendly-occupied hex between the firing Element and the target Element: +1 to the target defense.

If a unit of more than one rank takes a Ranged Attack Action, each rank behind the first must modify the number of dice rolled based on the following formula:

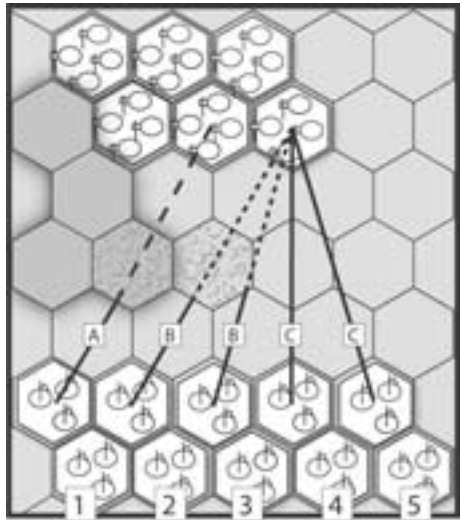
Rank 1: Normal attack dice per Element

Rank 2: Attack dice per Element ÷ 2

Rank 3: Attack dice per Element ÷ 3

In other words, if a unit has two ranks of three archers, and one rank of two archers, then it rolls 6 dice for the first rank, 3 dice for the second rank and no dice for the third rank for a total of 9 dice.

A diagram might help understand ranged combat better:



Line A represents the only Element in the archer unit that cannot see the infantry unit nestled against the hill because of Line of Sight. The lines marked B are at a -1 to hit because ranged combat through a hex of forest incurs a -1 penalty. The two lines marked C are at no penalty.

The Elements marked 1 and 2 are on the same hex line as the line marked B, therefore suffers the same penalty of -1 through the forest hex. Elements 3 through 5 have no penalty associated with their line of sight.

As a result of these line of sight calculations, the Elements on line B roll a total of 6 dice at -1. These dice should be rolled and the number of hits noted. The remaining Elements will roll 7 dice without any penalty at all. This is figured at 4 dice for the front rank and 6 divided by 2 for a total of 3 dice for the second rank (Elements 3-5).

Ranged Attack Damage

The target unit suffers one wound for every two hits scored by ranged fire. Any remaining hit is discarded; e.g., if a unit gets three hits with a Ranged Attack, one wound is inflicted and the third hit is ignored.

However, if the firing unit immediately makes another Ranged Attack, it may carry over any left-over hit from the previous Action; e.g., if a unit scores three hits and then immediately makes another Ranged Attack against the same target, this time scoring five hits, a total of four wounds is inflicted on the target (3 hits from the first attack and 1 from the second equals 4 hits total or 2 wounds).

After taking a Ranged Attack Action, a unit may take an immediate (and free) Reform Action.

Artillery

Artillery attacks are considered ranged attacks and follow all the same rules regarding line of sight and distance for other ranged attacks. However, artillery does not halve its hits, meaning that each artillery hit delivers one wound to the defending unit.

Friendly Fire

Sometimes a unit may choose to launch a Ranged Attack against a target that is in direct contact with a friendly unit. If this is the case, after resolving the attack against the enemy immediately re-roll the dice that missed against the friendly unit, as if it were a normal ranged attack against that unit. In other words, the arrows that missed your enemies may in fact hit your friends.

Friendly fire is only considered against friendly units in contact with the original target of the Ranged Attack.

Opportunity Fire

Opportunity fire is modeled abstractly in **For the Masses**. If a unit moves into contact with a unit with ranged weapons, the target unit may choose to take an immediate (and free) Ranged Attack Action against the Charging unit. This Action takes the place of the free Counter-Attack that the ranged unit would normally be able to use after melee ensued.

Opportunity fire takes place once the attacking unit is done moving but before the attack roll is made.

When using opportunity fire, the ranged unit forgoes the option of any Counter-Attack or Reform. Subsequent attacks against the ranged unit are resolved normally. In other words, opportunity fire precedes melee combat and a charging unit could possibly be destroyed before it can engage a ranged-armed defender.

Doubling Up

A Unit may encounter an enemy that is extremely difficult to fight because its Defense is too powerful for the weapons the unit carries. It is not, however, impossible for such a unit to hit this enemy.

If a target number is out of reach of a unit then 2 or more dice in an Attack roll (Melee or Ranged) that are equal to the highest possible result on those dice may be combined to make a single higher result. The first die is equal to the number it rolled, each subsequent die added to the combination raises the resulting value by 1.

For example, if the target number is 6, and the attacker rolls a d4; for each set of three 4s that are rolled, a single hit is recorded; 4 + 2 being 6.

Casualties

Once a unit has received enough wounds to total one Element (i.e. the number of Wounds per Element as indicated on the unit card) they must remove one Element from that unit from the game. It is possible that a unit may take more wounds than required to remove a full Element. In this case the remainder is indicated in some way that is easy for all players to identify. In other words, these wounds are carried over and are counted against the target unit.

For example, imagine that a unit of Boreal Warriors (3 wounds) is in contact with a unit of Orcs. The Orcs attack the warriors and cause 4 wounds of damage. The warriors must remove one Element (since 4 is greater than 3) with 1 wound carried over.

Suppose, the Orc unit attacks again, but this time only inflicts 2 wounds. Unfortunately for the warriors, these 2 would combine with the 1 carried wound for a total of 3—or one Element.

To help keep track of these carried wounds we suggest using a token of some sort, such as a small d6 or some other numbered marker.

Removing Elements

When taking casualties from an attack or morale loss, it is assumed that troops are rushing forward to fill any gaps. Therefore, the defending player may choose which Elements are removed as casualties, subject to the following restrictions:

A unit must always remain one contiguous group; it may not be divided into two or more parts.

An Element that is in contact with, and facing, the attacking unit may not be removed as a casualty unless there is no other option.

An Element that is in contact with any opposing unit may not be removed as a casualty unless there is no other option.

If all Elements are in contact with the attacking unit, the Element that must be removed is the Element that is in contact with the fewest number of Elements of that attacking unit.

If all Elements are in contact with enemy units, the Element that must be removed is the Element that is in contact with the smallest unit that did not cause the casualties.

The rule of thumb when removing Elements is to remove the furthest Element from the attacking unit before any other Element is removed.

Morale

Everybody has a breaking point; there is only so much mayhem an individual can take before he or she runs away. Perhaps these cowards will return to battle again someday, or perhaps not. However, once an individual decides to leave, it is extremely likely that he or she will convince a few others to leave also.

Morale in *For the Masses* is another example of how we've tried to make things abstract but effective. When a unit is attacked and sustains casualties, individual soldiers sometimes lose their nerve, melt into the countryside, and never return.

Morale Test

If a unit incurs enough wounds to eliminate one or more Elements, that unit must take an immediate morale test.

To make this test, the player must roll d10, and must roll equal to or higher than the Morale of the unit. If they do not, then the unit has failed its Morale Test and an additional Element must be removed from the unit, following the same restrictions as when removing combat casualties.

If the unit took more than one Element as a casualty, the Morale Test is modified by -1 for each Element beyond the first.

For example, imagine that a unit of 12 Alvernan Archers (Morale: 7+) is in contact with a unit of Boreal Warriors and a unit of Goblin Skirmishers. The player chooses to attack the Alvernans with the Warriors and manages to remove 3 Elements. The archers must make a Morale Test at -2. If they are attacked again by the Goblins, and only take one Element of casualties, the Alverness will make a normal Morale Test.

Note that there are other situations wherein a unit may lose an Element. At such time, that unit should also take a Morale Test. In other words, any time a unit loses an Element (other than through failing a Morale Test), make a Morale Test.

End Phase

During the end phase, all Command Points are removed from the board and all Magic Points (those not being held over until the next turn—see Advanced Rules) are also removed from the board.

The end phase is also an excellent time to break for beverages, and to clean up the loose Elements of casualties that inevitably accumulate on the fringes of the board.

A turn ends when there are no more Command Points that can be used on either side, or both sides pass.



This is the end of the basic rules.

A sample game:

The following scenario is both a description of a sample game which might have been played and a start-up scenario to whet your appetite for the complete ruleset.

First, you need a friend to play the game with; these can be found pretty much anywhere, but a gaming store is the most likely place to find a friend with whom you can play games. Each player chooses a different side for this match. This is an extremely important step, if each player chooses the same side, the game will drag on, and on.

We should introduce the players for this sample game: Jim chose to play the Orcs and Noel chose the Alvernans.

Once players have chosen sides and selected miniatures, they face off on either side of the playing board.

Since we are playing a normal meeting engagement scenario, the player with the most units sets up one unit on the board. Don't forget that personalities are considered a single unit each.

The number of units is equal and so the players roll a d6 to determine who will go first, Jim rolls a 3 and Noel Rolled a 2, Jim sets up the first orc unit within 8 hexes of the edge. Once this unit is placed, the other player may set up one unit within eight hexes of the edge on the opposite side.

This continues until there are no more units to place. It may be that the player with more units gets to place several at the end of the setup phase, but this is not the case with our forces, as there is an equal number of units.

Men at Arms (38)

Alvernan Infantry

Mv	Att	Rng	Def	Wnd	Mor	ME	CP
4	2d6	-/-	2	3	7+	-	-

Order Champion (209)

Alvernan Personality

Mv	Att	Rng	Def	Wnd	Mor	ME	CP
6	3d8	-/-	3	6	-	-	d8

Orc Warriors (54)

Orc Infantry

Mv	Att	Rng	Def	Wnd	Mor	ME	CP
5	2d8	-/-	2	4	7+	-	-

Orc Chief, on foot (156)

Orc Personality

Mv	Att	Rng	Def	Wnd	Mor	ME	CP
5	2d10	-/-	2	6	-	-	2d6

Orc Forces

1 Orc Chief, on foot (General)	156
3 Warrior units (5 elements each)	810
	<hr/>
	966

Alvernan Forces

1 Order Champion (General)	98
3 Men-at-Arms (8 elements each)	912
	<hr/>
	1,000

It looks like a pretty even match.

Once the units are placed, each player usually gets to place a piece of terrain for each of his or her personalities. We suggest that you play on an open field for the first game because you will have enough to think about without adding hills and forests.

See the following page for a view of the battlefield after we setup.

Command Points

Orcs: 7

Alvernan: 6*

Each player rolls the number of dice indicated by each commander; in this case it is 2d6 for the Orc Chief and 1d8 for the Captain of the Realm.

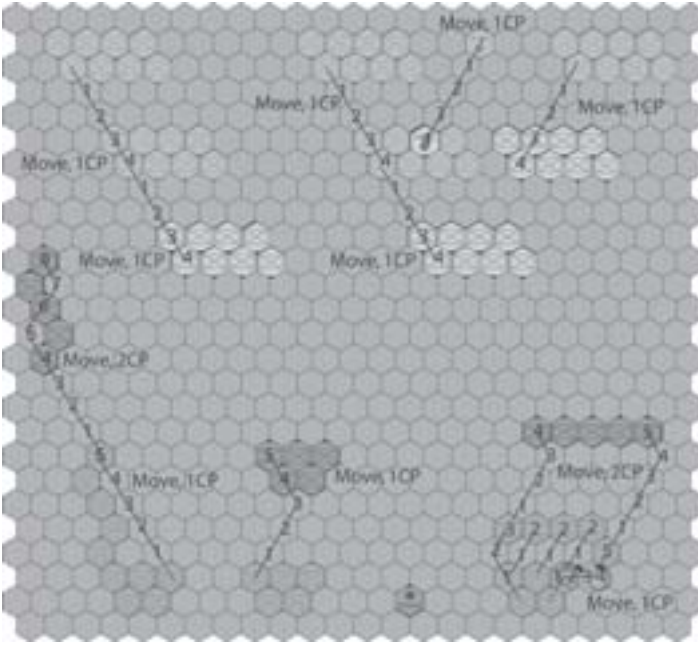
Since the orcs rolled higher CP, Jim goes first.

He uses one command point to move one unit forward full movement. Noel counters with a similar move.

The next unit is in Jim's right flank and he decides he needs to command a presence on that flank. He moves his unit forward, and at the same time, he decides that unit needs a bit of a larger frontage, so he maneuvers the unit to accomplish that task.

Notice that the unit is still in regular formation after the first move. The second move this unit takes costs Jim 2 command points. The total command points used so far for each side is Orcs: 4, Alvernans: 1





At the end of turn one, after some movement

The orcs now have a chance to counter-attack. Jim counts the dice and rolls 8d10 against the Alvernan defense of 2, needing a 7 to hit. Jim rolls 9, 8, 7, 7, 6, 4, 3, 3 for a total of 4 hits. Now the Alvernan unit must remove an element (their infantry elements can only sustain three wounds), so he chooses to remove the element on the far right, and rolls his morale test: 4, below the 7+ morale level of the Men-at-Arms. Noel must now remove another element, and chooses the element in the second row, second from the right. Noel places a marker next to his unit to indicate

Since there were no casualties or other maneuvers which required clean-up, command points are rolled to start the second turn. Too bad for the Orcs, they must necessarily go second this turn as they rolled poorly.

Noel maneuvers the center Alvernan unit to engage the orc infantry which is on the orcish right flank.

The movement ends in contact with the enemy (a "move to contact" or charge), so the Alvernan infantry gets to take a free attack action.

Starting from the right, Noel counts 2, 4, 6, 8, 10, plus 1 for the orc element attacking the exposed flank. Noel searches through his pile of dice for 11d6 and rolls.

Jim states that his Orcs have a defense of 2, so Noel needs a $6 \div 3 + 2 = 5$ to hit the orcs. The dice end up 6, 6, 5, 5, 4, 4, 3, 3, 2, 1, 1 for a total of 4 hits. Since the orc warriors possess four wounds per element, this damage results in the removal of one full element. His only choice is the single element without any enemies in contact.

The loss of an element sparks a morale test for the orcs, and Jim rolls 1d10. Since the orcs' morale level is 7+, he needs to roll at least a 7. He passes, rolling a 9, and removes no additional element.

that it is carrying a single wound.

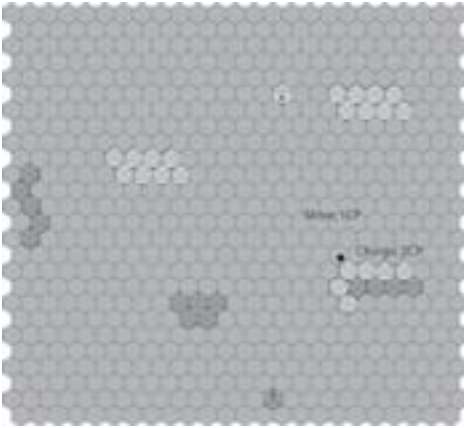
Noel decides to spend his remaining command points on another attack. Noel takes advantage of the free reform before an attack action and moves his remaining element into contact.

Since Noel moved some elements around, it would behoove him to recalculate the number of dice allowed in his new attack. he runs through the numbers again, 2, 4, 6, 8, 10, 12, +1 for the flank attack, + 2 for attacking a unit from the rear, for a total of 15d6!

Noel Rolls 15d6, 6, 6, 6, 5, 5, 5, 5, 3, 2, 1, 6, 4, 3, 1, 1, for a total of 8 hits, knocking out 2 orc elements! Jim will be forced to remove the two elements on his right and therefore rolls a d10 for his morale test. He rolls a 7, which normally would be a success, but because the unit lost two elements, Noel reminds him that his roll is at -1.

Turn Two
Command Points
Orcs: 5
Alvernan: 6

Jim sadly removes the rightmost three elements from his unit. Only one element remains to fight back! Jim rolls 2d10 to counter-attack with his remaining element and rolls 10 and 7, two hits. These, coupled with the extra wound the unit is carrying from the previous attack, mean that the Alvernans have lost another infantry element. Noel curses the



After the first Alvernian attack

dice and rolls his morale test, 1d10. But the roll is a 9, and he does not need to remove any more elements. He removes the element which is in the rear of the orcish unit as well as the marker and claims victory for this turn.

Jim now has a big decision to make. Since the unit of Orcs on his left flank is in column formation, it would be easy for him to flank the Alvernian. However, since the unit is 18 hexes away from the general, it would cost

Jim all of his command points to accomplish this maneuver. Jim decides to gamble and commands the unit to move.

This charge takes the unit directly into the flank of the Alvernian unit and affords them many dice for their effort. Counting the dice, Jim says, out loud, 2, 4, 6, 8, +2 for the rear, 10, +1 for the flank, for a total of 12d10.

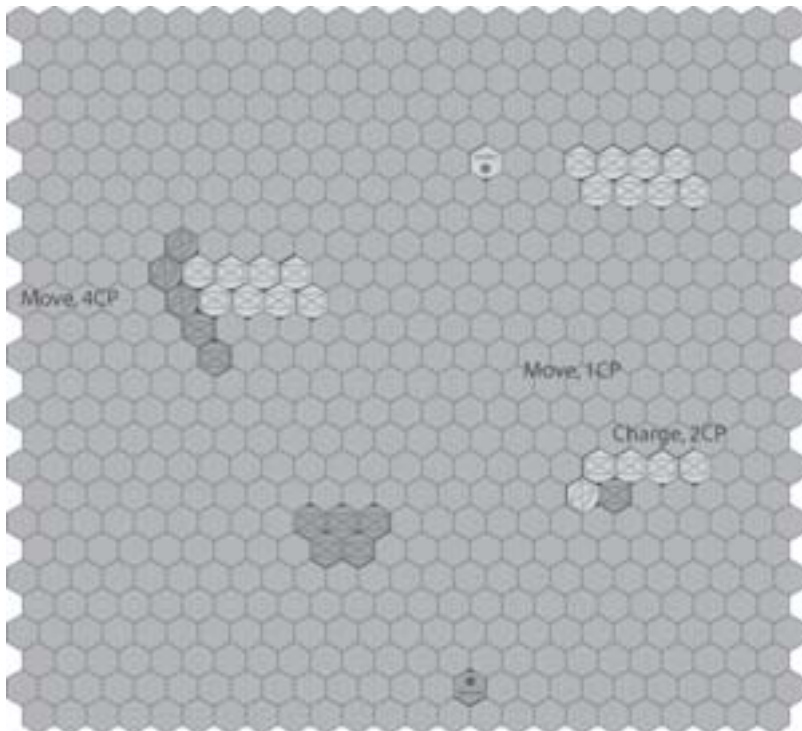
Jim rolls 10, 8, 7, 7, 6, 4, 4, 3, 3, 2, 2, 1, and announces the 4 hits. Noel takes a single element and places a marker next to the unit as a reminder. He then rolls 2d6 to return the favor and gets a measly 4, 4, 2, 1. No damage.

Who will win this small engagement? The brave and trusty Orcs, or the vile, Alvernian? Perhaps you'd like to set this up on your board and find out?

Happy gaming. If you have questions about these rules, or any other of our games, you will find the designers available on our yahoo group e-list. Please sign up and pose your questions, submit army lists, and participate.

We can be found at:

groups.yahoo.com/groups/mj12games



The orcs take a gamble in turn two

19th CENTURY MINIATURES, L.L.C.

Old glory 15s - Ancients, Dark Ages, Jacobite Rebellion, Seven Year's War, American Revolution Napoleonics, ACW, Franco-Prussian War (1859-70), Sudan, Zulu Wars, Boer Wars, Boxer Rebellion, Russo-Japanese War

Battle Honors 15mm - Napoleonics, ACW, French Revolution

Battle Honors 25mm - American Revolution, WWI, WWII, Vietnam, 1859/66 French/Austrians

Quality Castings 15mm - WWII, Post WWII, Modern

Rank and File 15mm - Medievals, Crimean War, Austro-Prussian War, Franco Prussian War, Franco-Austrian War, Russo-Turkish War (1877)

Black Raven Foundry 15mm Fantasy - Orcs, Trolls, Dwarves, Elfs, Men, Giants, Oliphaunts, Amazons, Lizardmen, Wizards and Heros

Gripping Beast 25mm - Vikings, Normans, Romans, Gauls, Crusaders, Huns, Carthaginians, Sassanids, Saxons, El Cid, Moors, Germans,

Visit our website for full listing - <http://www.oldglory15s.com>

Use Code ST100 for 10% off any order over \$100.00 or 20% off any order over \$200.00

E-mail: sales@oldglory15s.com

Phone: 616-837-7045

Fax: 616-837-8568

300 Watson St.,

Coopersville, MI 49404



Iron Stars is a game of space combat in an age of steam and steel. Set in a fictional universe based loosely on the writings of H. G. Wells and other fantasists, it provides a back story and ship designs from an alternate history in which the Martian Invasion really happened, the ether is all-pervasive, and Cavorite is a reality. But, as with **Starmada** and other **Majestic Twelve Games** products, the focus is on players' imaginations; a clear and concise ship construction system is provided so you can pit your own space dreadnoughts against the likes of the Royal Navy Ether Squadron or the German *Äthermarine!*

Check out all our great games
at www.mj12games.com



The tent was filled with the smell of blood and battle. General deMirian was dead, it was up to him, Captain Hans deRinoit to lead the troops now. What remaining troops he had under his command were tired, beaten down and filled with despair.

"How is it possible," he thought, "for that so-called army of mishapen creatures to be so incredibly well-organized? Perhaps one of the Warband leaders has gotten himself an object of some power."

A low rumble filled deRinoit with fear and anger.

"There's that confounded beast pulling the very hills up from the earth again. How are we to combat these monsters if the land itself is working against us?"

Pulling his helmet on for his final battle, deRinoit spared a passing glance at the tactical map describing troop locations. At last, he saw it! The tactical maneuver that would oust these foul beasts from his territory. If only he can hold his troops together for this final stand to their victory!

For the Masses is a complete fantasy mass-combat wargame system. But it is also much more. The flexibility of the system allows players to use any fantasy setting and armies to play out famous fantastical scenarios and ancient epic battles. Several sample army lists are included in the book, but the real strength of **For the Masses** is the unit creation system. This system encourages players to be creative, use their imagination, and have fun, the way wargaming should be.



US\$19.95 MJG-0801