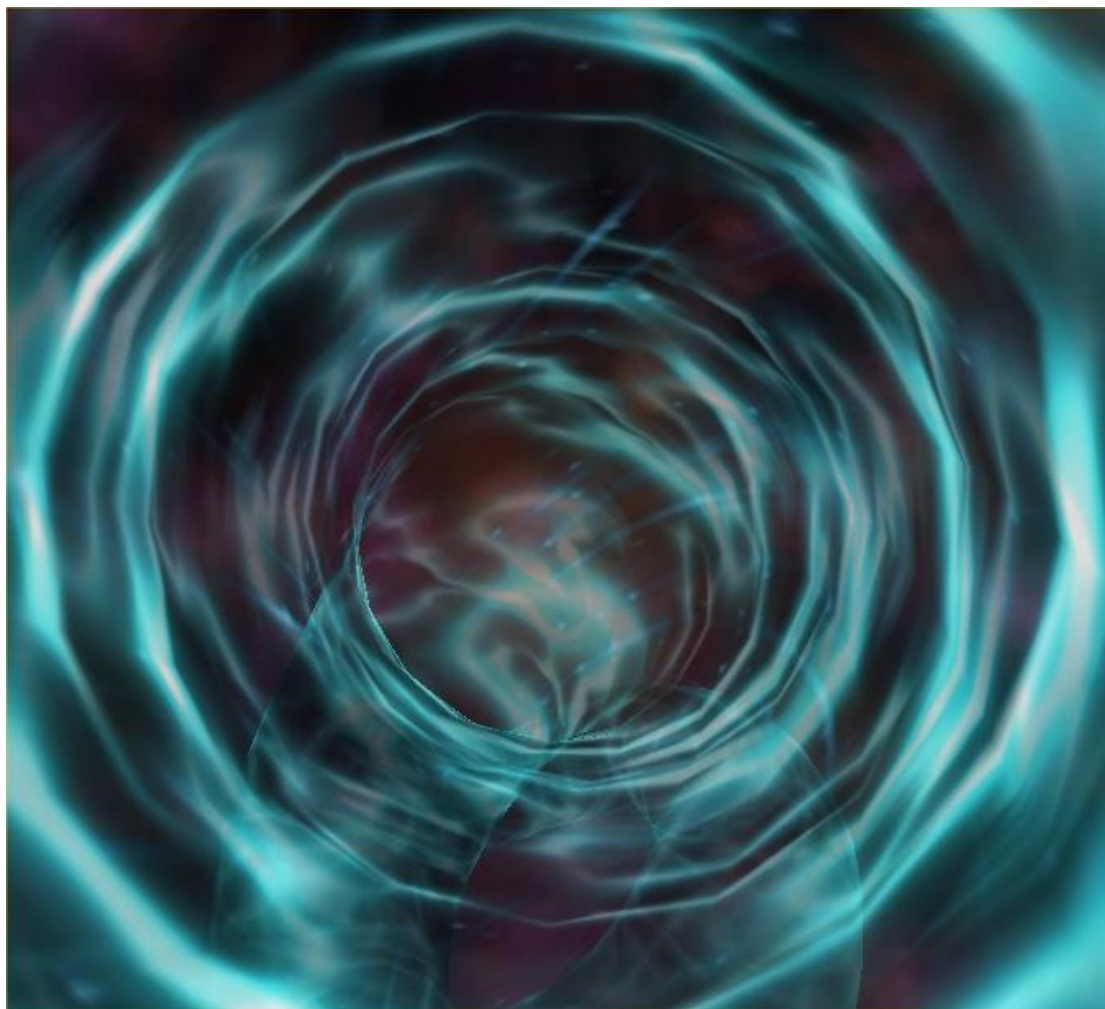


PORTAL



Generic rules for all 25mm – 1/72 scale figures

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CONTENTS

The basics	3
Getting Ready	4
The Turn and the round	4
Movement	5
Other actions	6
Recoveries	8
Morale	8
Cohesion – tight and loose	9
Leaders	9
Mounts – Independent	9
Artillery	10
Victory	10
Army Building	11
Attributes	12
Spells	12

The basics

To play, you will need at least two or more players and a playing area, along with dice and a measuring instrument (centimeters). You can use cardboard counters but figures are much more enjoyable, and add to the realism of fighting two historically inaccurate forces. A pen and paper will also be needed the first time you create your force, warband etc.

Some terminology for you to remember. A soldier is one figure, a unit is one band (see army building). A vehicle is any miniature that is used to carry soldiers, goods, equipment, weapons etc. Artillery must always have a crew to run it (see Artillery).

The game is made up of a series of turns. Each turn is broken up into rounds. So, there may be ten to twenty rounds in one turn. Usually you play six turns, or two hours, whichever is the most. Alternately, you can play until one player is victorious. Decide on this before you start to play.

On starting you roll a dice to see who goes first. Highest number wins, if it is a draw, roll again. Each turn is rolled to see who goes first. Then you take it in turns to move, fire, spell cast, one soldier or unit (dependant upon the size of your army for that game).

Each soldier, artillery, vehicle, mount etc has a die to represent their power, stamina, and natural ability. For instance, weak creatures may have a D4, super armoured beings or flying creatures etc may have a D20.

Die examples	
D4	Unarmed civilian
D6	Average soldier (mounted or unmounted)
D8	Average mount, man at arms
D10	Knight in armour, light artillery, low flying vehicles
D12	Heavy artillery, Lord in armour
D20	High flying vehicle, dragon, Heavy armoured vehicles

Each soldier has a MOVE statistic. See page 5.

Each soldier/unit/vehicle can move and ONE other action for their round.

Getting ready

Agree beforehand upon the number of turns or the length of play. Agree beforehand on the size of the Army. Try to get as equal in costs as you can.

The playing area need only be as large as your battle opponents. A flat are is quite boring, so add some terrain, make the terrain your target for that game i.e capture a bridge. No piece of terrain may be placed within 10cms of each other. Decide on the difficulty factor for each piece of terrain. Either Light, Heavy or Impassable.

The turn and the round

In a turn every player has a round for each soldier or unit (dependant on the size of your game) – a skirmish would be every soldier, a siege would be every unit. Decide this beforehand. Just remember over twenty figures and its best to put them into units.

Movement

When moving a soldier or unit, look at the MOVE stat (table 1 below). If the soldier/unit is moving across terrain use the terrain movement chart below (table 2).

Most important, when a unit finishes its move – it MUST still be in cohesion, so you move the unit to the slowest soldier. Even though, you may have a D20 soldier in the unit, you must move to the lowest soldier – even if that means it is D6.

Table 1

Movement (cms)			
	Soldier	Vehicle	Flying Vehicles
D4	8	-	-
D6	10	20	-
D8	12	18	-
D10	15	15	40
D12	18	15	30
D20	25	12	25

Table 2

Terrain	Terrain movement	Actual movement
Light	3	1
Heavy	5	1
Impassable	X	X

Running/Charging

A player may opt to run or charge. When running/charging you may double your actual movement. However, running causes a -1 penalty on any of your other actions and charging causes a +1 bonus to any attack. Vehicles cannot run – they are discarded and may be taken over by the attacking unit following. Roll a D6. if it is a 6 then the attackers can use the vehicle, else it has been disabled by the flee-ers.

Prone position

An unmounted soldier can go into a prone position. This is a free move, however getting up from the prone position incurs a 2cm penalty to the soldiers movement. Whilst prone a ranged attack upon the prone soldier suffers a -1 penalty, however anything that is charging gains a +1 bonus.

Turning

Vehicles can change direction in a 45 ° angle. So they have four facings. Front, Rear, Left flank and Right flank.

Soldiers only have two facings – Front and Rear.

Other actions

Melee Attack

Each soldier/unit/vehicle must be in actual contact in the front facing if the soldier /unit/vehicle is a non-projectile soldier/unit/vehicle. i.e swordsmen.

If they are projectile soldiers/units/vehicles they can must be within a 5cm range. However, it is better if a projectile attacker uses a ranged attack.

ALL soldiers/units/vehicles that declare MELEE must be in the front facing only.

To make a HIT, the attacker only has to score higher than 4 on their dice.

If they attack the flank of the enemy they gain +1, if they attack the rear of the enemy they gain +2. So, you can see, even a civilian can score a hit. (See modifier table below)

Ranged Attack

The attacker must possess a projectile weapon to commit to a ranged attack. Also, they can only attack in a front facing. The enemy must also be in range of that projectile (different projectiles, different range). A weapons range looks like this in the charts R:18 (ie 18 cms) – this means anything under 18cms is short-range and anything 18+ cms is long-range. Over double the range eg R:18 – double is 36cms, so anything over 36cms is a miss.

There are some modifiers, such as Line of Sight (LOS). Flank and Rear attacks (see modifier table below).

If a vehicle has multi-ranged weapons they can use one for each crew member – ie if three crewman and five multi-range weapons, then only three weapons can be used.

To make a HIT, the attacker only has to score higher than 4 on their dice.

Table 3

Modifiers for melee and ranged attacks			
Flank attack	+1	Rear attack	+2
Long range		-1	
Line of Sight (LOS)	Partial	-1	

Allocating hits

When a soldier has taken a hit they must immediately make a recovery roll. When a vehicle is hit then place a hit marker next to it and make a recovery roll.

Spell casting

These can only be used for soldiers or mounts that have special abilities. They include mind-reading etc but I have called them spell casting for ease of reference.

To cast a spell the soldier/mount that has this ability must choose a spell they are capable of doing. Ie A water wizard would have no chance of casting a Fire Spell.

If the spell caster rolls a 1 on the dice, the spell has backfired. The spellcaster will suffer, so he must roll a 4 or better to be OK. If he rolls a 2 or 3, then he is incapable of casting another spell for the rest of the game, and if he rolls a 1 – the spell works on him.

Recovery

When a soldier/mount is hit by an attack, they must roll to see if they survive the attack. The soldier/mount rolls his/its dice and if it is better than 4+ then he will survive. If less than 4, he is dead, and is removed from the game..

For a vehicle that is hit they must roll recovery for every member of crew and weapon on board. If the roll is a 4+ for the crew and weapons the vehicle is fine. For every crew member removed then a weapon cannot be used. For every weapon made inoperable then you will have spare crew. ONE important rule is – whatever the maximum on the dice then the vehicles ammo supply was deemed to be hit and thus the vehicle and all crew are destroyed. For example, if the vehicle is a D12 and the recovery dice roll is 12 then it is the ammo supply and bye bye.

Morale

Different reasons for lack of morale, maybe overwhelming odds, maybe a spell. Overwhelming odds are when the enemy is four times your strength. If you have a melee and your side is reduced to this number of odds then you must roll a Morale dice. If you sustain 25% damage from a ranged attack then you must roll a Morale dice. If you are under a spell that causes lack of morale you must roll a Morale dice. Another reason is if you are in range of another fleeing unit (10 cms) then you must roll a Morale dice.

Use one die for the whole unit, use the highest warrior in the units' dice. If the unit is down 25% then they must add a penalty of -1 to the roll , ie if they roll a 5+ they are safe. Down 50% then they must roll a 6+ to be safe, etc.

If the unit fails the Morale roll then they must move behind the nearest friendly unit, they must use the lowest movement dice and if they cannot get behind a friendly unit then they must roll another Morale dice, this time using another -1 for being more frightened. If they cannot get behind a friendly unit then they must exit towards the nearest edge of the table and are not involved in the game again.

If there is a leader attached to the unit they will receive +1 to their Morale roll.

Cohesion

Cohesion is important as can give you extra modifiers to your attacks and extra modifiers to your defense. However, some movements may be restricted.

Movements

A unit in tight cohesion must use half of its movement score to move flanks ie left wheel, if any part of the unit passes through terrain then the whole unit suffers accordingly.

However, to left turn the unit goes from rank to file and does not incur any modifiers.

Attacks

Only the soldiers in the first rank can melee. But the whole unit gains +2 for a ranged attack in short range and a +1 for a long range attack. This means that a unit of D6 would miss if they rolled a 3, but now they can hit as they all fire together and can find the range much quicker.

Hits to cohesive units.

If they all have the same stat then just take soldiers from the back row that have been killed.

Leaders

Each unit must have a leader, they never have to take a morale roll, so they can attach to another unit if their unit flees. If the unit has a leader attached then they can receive a +1 to their Morale roll.

Independent mounts

Such animals as dragons, centaurs, - animals that are conscious of making decisions over humans or other similar races. They have their own stats. They are treated as two soldiers if they carry a rider.

Artillery

All artillery **MUST** have a crew. The facings are the same as a vehicle.

Linear

Follows the same rules for ranged Attacks and LOS attacks.

Arcing

Same rules for ranged attacks but does not need LOS.

Artillery has one die for each crew member, and one for the weapon itself. Similar to this D6[D10]. The D6 is the crewman, and the D10 is the weapon. Use the crew die to defend the weapon, or for melee, and the artillery weapon die for ranged attack.

Hitting

Choose a target, place a target template and if the roll is 4+ (after modifiers) then it's on target. If less, it's a miss. If it's a 1, then the weapon misfires. Place a misfire marker next to it. If the weapon misfires twice, it is deemed as destroyed. Use the table below to find out any deviations.

Roll a D4 – 1 is ahead, 2 to the left, 3 to the right and 4, to the front of the target. Roll the D4 again. If it's a 1 then the shot is 6cm from the center of the marker, 2 it is 4cm from the center of the marker, 3 2 cm from the center of the marker, and 4 BULLSEYE. Of course the first roll tells you which direction it has deviated. So, you may well hit another target – or even your own men.

Templates

Use the correct template for that piece of artillery when you have worked out the direction and deviation. Then roll a die for each soldier/unit hit.

Victory

Time up?

Soldier/mount/vehicle destroyed (not fleeing) – you gain the points. Plus how many points you have left. Plus 20 points for every enemy unit that fled. Plus 50 VP for every objective gained.

Objective achieved – as above plus 50 points for the side who covers most of the table

Army Building

Armies or forces are built with points to keep things even, if a little unrealistic.

Look at Table 4 for the costs.

Table 4

Base Point cost	Pre 1900	Post 1900
Die	Cost	Cost
D4	4	4
D6	12	12
D8	24	36
D10	40	60
D12	60	100
D20	120	200

This is for the basic trooper and his eqpt.

Vehicles are the cost of the vehicle plus the crew members you want – Each vehicle must have at least one crew member – Each vehicle weapon costs 50 points. Each artillery weapon must have at least two crew.

Here is a suggested payload for each vehicle.

Table 5

Vehicle Payload (how many crew/weapons)	
Base Die	Payload cost
D4	12
D6	36
D8	60
D10	100
D12	200
D20	250

Attributes

Attributes only apply to soldiers/vehicles above D10.

Use table 6 to add up the points cost of these attributes. These include spells.

Each spellcaster gets one free spell, but must pay an extra 50 points to obtain others – maximum of three spells (inc their free one). See table 7 for list of spells.

Table 6

Attributes		
Attribute	Cost	Meaning
Aggressive	6	+1 to all melee attacks
Amphibious	12	Can move in deep water - soldiers
Fast	25	Can move to the next highest die (if D20 then can move +3)
Fearsome	25	Causes instant Morale roll to any enemy within 25cms
Fire linked	50	All weapons on a vehicle can be fired by one crewman
Heavy Armour	30	Adds +1 to defense
Heavy Melee	30	Adds +1 to attack for melee
Heavy Range	30	Adds +1 to attack for ranged
Hover	50	Vehicle can hover +2 to attack
Luck	10	Can re-roll any one die per game
Magic	100	Means they can cast spells – get one spell free
Sharpshooter	30	Can shoot +6cms over range and acts and has long range stat
Turn X2	50	A vehicle can move 90 degrees
Waterborne	36	Can move in deep water – mounts and vehicles

Table 7

Spells				
Name	Range	Duration	Template	Comment
Fast	12cms	4 turns	No	+2 to movement
Fireball	9cms	Once	5cms	All enemy in template are hit and must roll die
Fly	Like D20	2 turns	No	Moves like D20
Ironwill	12cms	3 turns	No	+2 to all morale
Shield	12cms	2 turns	5cms	All friends in template are safe
Slow	12cms	1 turn	10cms	All enemy -2 movement
Strengthen	12cms	3 turns	No	+2 on melee and ranged
Summon	Any	2 per game	No	Calls a D8 to defend him
Teleport	20cms	Once per game	20cms	Can move one unit
Zap	12cms	2 per game	12cms	Any enemy -2