

Chronopia Battle Sheet

Turn Sequence

1. Determine Initiative
2. Nominate the First Unit
3. Players Alternate Activating Units
4. End of Turn

Perfect
1

Fumble
20

Moving

- Moving between enemy models:
 - Can move if gap is at least 4"
- Limiting Terrain: 1 action to move over.
- Rough Terrain: ½ MV, minimum 1".
- Chariots: May perform 1 90° turn during or at the end of a Move Action and must be separated by 1" of forward movement.
- Flyers: 1 action to move up 1 height band. 1 free height band descent, 1 action for each additional. Can not ascend and descend in 1 turn. If spending 2 actions to descend 3 range bands, can Power Dive and gain +4 CC and +2 DAM for attack (Opponents get -1 CC -1 DAM).

Move Actions

Move: 1 action= MV in inches.

Run: 1 action= 1.5 MV in inches. Can only use Move, Run, Charge or Get up from Prone actions for rest of turn.

Climb: 1 action= can Move up to MV value -1" up the side of terrain. Must make 1 climbing roll per turn climbing, d20 (16-20=fail). Can do no other actions but climb until on surface they can stand on.

Jump: 1 action=can jump up to ½ MV in inches. If running, can jump full MV in inches for 1 action. For Running Jump roll d20 (19-20=fail).

Jump Down: LD check if greater than SZ, Failure means losses action.

- If pass, place model up to MV away.
- Undead and Automatons don't need to make LD checks to jump down.
- Check for damage same as falling,

Falling: Place model at base of terrain.

- If distance is greater than ½ SZ then model is prone.
- Damage= Base 7 + 1 for each inch greater than SZ
- For every additional 2" of falling distance, there is a (x1) modifier added.
- If target of falling model makes LD check - falling model SZ then avoids damage.

- If model is on wait, it avoids damage automatically, but loses wait.

Prone: Suffer +4 to DEF and must spend next action to stand up.

Wait Actions

Countercharge

- Meet charging model half way.
- Both models roll d20 + LD, highest attacks first.
- Both models gain charge bonuses.
- If the charge is to the rear arc, there can is no Countercharge. After Charge is finished, model can use Wait to turn and give a normal attack.

Stand Fast

- Both models roll d20 +LD, highest attacks first.

Charge

- Must pass LD test.
- Becomes Charge/Countercharge if target is using simple Move action or Charging a different model.
- If Charging a unit performing a Trample action, can only charge sides of model. Trample effects still happen if Trampling model is killed.

Range Attack from Wait: LD to come off wait, -4 to hit if pass.

Dive for Cover: If target of template weapon, make LD check, if model passes, place on outside of template.

Attack Actions

Melee Attack

Ranged Attack

Break Away: d20 + ST, this roll is an opposed test, Huge models get +3, Gigantic Models get +4. Flyers automatically break away. If breaking away from multiple opponents, must beat the highest roll.

Aim: +4 to RC and +2 to DAM until Aiming/Target moves or turn ends. Not cumulative. You cannot aim with directly placed template weapons.

Cast Spells: You can not cast the same spell more than once per turn.

Concentrate: +2 to PW. No cumulative.

Spot: Must have LOS to unit and pass LD check to spot. 2nd attempt at +4, 3rd +8,... Cumulative. If hidden unit is in cover there is a -4 penalty. If model is over 12" there is a -4 penalty. (Perfect, spot all models within LOS in that Warband; Fumble, lose all actions for turn)

Rally: LD check to become unpanicked. Commanding Presence can only be used once per turn and only on unit with lower LD and within 4". Model cannot stay hidden while performing this action.

Give Orders: May only Give Orders once per turn to a unit within 4". Can be used on an individual only if it has a lower LD. Model aivina orders can stav hidden.

Height Bands

Band	Height
0	Ground
1	0-3"
2	3"-6"
3	6"-9"
4	9"-12"
5	12"-15"
6	15"+

Command

Command Distance: 4"

Out of Command: Only allowed move actions
Flyers command distance: 4" + 1 altitude.

Ranged Combat

- Must target closest model. Individuals within 4" of a friendly unit are considered from that unit for targeting.
- If Target is 1 SZ larger than closer models and firing unit can see more than 1/2 of the model, you may target the larger model.
- Closer unpanicked enemy units within 12" and in the unit's firing arc must be targeted first. Individuals can ignore this limitation.
- A unit may target a farther model out of cover with a LD test (if there is no one within 12").
- There must be a 1" gap between friendly models to fire through them.

Perfect: Automatic Wound, no Armor save.

Fumble: Loose rest of actions for this turn.

Firing into Close Combat: For each friendly unit in combat, -1 RC. If miss: make RC against closest friendly unit at +1 for each friendly in combat. If target is 1 SZ larger than attackers, ignore penalties, but still resolve misses. On a Fumble: automatically wound closest friendly model.

Close Combat

Maximum combined SZ of attackers can not be greater than 4xSZ of target.

+1 CC for every friendly model engaged with target.

Charge: +1 CC, +1 DAM on first attack

- If Charging up hill, no CC or DAM bonus
- Individuals can make LD check to charge farther unit.
- If Charging from hidden, cannot Countercharge and gains +1 CC, +1 DAM.

Perfect: Automatic Wound, no Armor save.

Fumble: Loose rest of actions for this turn.

Spell Casting

Perfect: Target doesn't get save.

Fumble: Spell targets spellcaster, if it is not a damaging spell, caster loses remaining actions.

RC Modifier:

Close Range **0**
 Medium Range **-4**
 Maximum Range **-8**
 Hard Cover **-4**
 Soft Cover **-2**

Morale

When to Check

- When Squad loses 1/2 original Size
- When Squad loses additional member after 1/2
- When effected by Special Abilities

Panic

- Loses rest of actions if already activated this turn.
- Must Run toward deployment zone.
- Subsequent Morale tests at -4.
- If entire unit is in deployment zone at beginning of turn and no enemy units are within 4", Unit will automatically rally.
- Troops that are panicked may not run through unpanicked warbands.
- Panicked troops will automatically Break Away, but enemy models in base-to-base are allowed one free attack.
- Panicked troops gain no bonus for Shields or DEF.
- Panicked troops are attacked with a +2 to hit.
- **Perfect:** may take all actions this turn.
- **Fumble:** remove warband from battlefield.

Summoning

Perfect: Summoned unit may activate as soon as caster is finished with activation.

Fumble: Summoned unit comes into play out-of-control. Roll on Rampage table. Summoned unit activates as soon as caster is finished with activation.

Rampage Table

Roll	Effect
1	Regain control with a concentration action.
2-5	Activate immediately, attack closest enemy.
6-10	Activate immediately, attack closest model.
11-15	Activate immediately, move in random direction, attack if in base-to-base.
16-19	Activate immediately, attack closest model in summoner's army.
20	Activate immediately, attack summoner.

Fear: 4" Radius.

Success: May act as normal, no Fear check need for rest of battle.

Failure: -1 action, cannot charge model that caused Fear, -1 on next Fear check. Until model moves out of Fear Radius, Fear model is killed or model is Rallied by friendly unit.

Critical: gains Hate against Fear causing model for rest of battle.

Fumble: no action until causing model moves or friendly unit attempts to Rally stricken model.

Dread: Dread Radius=2xSZ.

Success: May act as normal, no Dread or Fear check need for rest of battle.

Failure: -1 action, CC and RC halved, cannot charge model that caused Dread, Cannot cast spells or arcane effects. Until model moves out of Dread Radius or model is Rallied by friendly unit.

Critical: gains Hate against Dread causing army and Steadfast ability for rest of battle.

Fumble: Must spend remaining actions moving away from Dread causing model. Model may remake Dread test if out of LOS of model or Rallied by friendly model.

Horror: LOS

Success: Affected by Fear, no Horror check need for rest of battle.

Failure: Roll on Horror Table, effect lasts for this Round, next turn, roll again.

Critical: May act normally and does not need to make any Morale checks to resist Fear, Dread or Horror for remainder of battle.

Fumble: Remove model from table.

Horror Table

1-5	No action until Rallied.
6-10	Prone until Rallied.
11-15	Must seek cover. Hides until Rallied.
16-20	Roll deviation, will Charge or Fire at closest model.