GLASSWAR

Core Book
Alpha v2.0

Rules
GLASSWAR v 0.2 Alpha

GlassWar is a fast, fun system in which players take turns to play cards representing units.

Overview
Each player has a deck of cards and some corresponding model units.

A Game is made up of Rounds which are made up of Turns. A "Turn" is a card being played. A "Round" ends when all cards that players want to play have been played, and begins with a full hand each time. When a set number of rounds are complete (normally 4), the game is over, if someone hasn't won already!

Units:

A unit is a vehicle, hero, squad of infantry, or other element of your force. It is represented by a card and a model.

Each Unit has a type:

This will be noted on each card if it isn't obvioius.

Each unit has a type:

► Flyers ignore all terrain, all the time, and are required to move their full distance every turn. Movement does not cost action points for a flyer. Otherwise they count as a type of vehicle.

► Vehicles are fast but slowed by terrain and can't pass some kinds of terrain at all. They often have different armor ratings per side.

► Walkers (including infantry) can cross all terrain, but they tend to be slow.

► VTOL can cross all terrain but still get to use cover like a vehicle.

Ponderous:

A "ponderous" unit must move in the direction it starts the turn facing, or directly backward, even if this is two actions worth of movement. Most tanks are ponderous, this will be noted on their card.

Ramming:

All vehicles can ram all other units in their movement action. Use the vehicle CC power stat to resolve combat with models that are hit. If a unit survives the hit, it blocks the progress of the vehicle past that point for that turn. As a rule, infantry that get run over will die.

What you'll see on a card:

First, the unit statistics:

Type

► Move (M) distance per action

► Skill (S) (only if non-zero)

► Dodge (D)

► Toughness (T) (per side for vehicles, represents armour)

► Health (H) rating (aka wounds, represents size mostly, 1 unless stated)

► Morale (Mr)

Then, weapon stats:

► Power (P) is a weapon stat. It represents the power per shot.

► Spread (Sr) is a weapon stat, showing the maximum number of models a weapon can hit per action. If a targeted unit has less models than this number, all the shots are still allocated to the attacked unit.

► Range (R) including minimum range is a weapon stat.

Weapons:

Weapon types, stated on cards:

► Gun: uses standard stats, and can only hit models that are visible

► Blast: These weapons typically have many attacks, but do not get the accuracy rule where rolling "goodshot" lets the attacker choose wound allocation. Both flamers and grenades count as blast weapons. Blast weapons may only target one enemy unit.

Special weapons

These don't fit in the above categories. They may include creepy abilities or auras, and will state on their card exactly how they work.

Heavy weapons

These use 2 actions to fire their rated attacks. Some tanks or units might modify this.

► Flame: does the same as above and forces a pinning test to the opponent.

► Indirect fire weapons are weapons that don't require any line of sight. They reduce your unit's skill rating by one unless any of your units can see the enemy unit.

► A CC (close combat) weapon behaves like a gun with short range, and that can be used as part of a movement action.

Weapons are often treated separately to units to allow customisation.

Some weapons may modify the model's skill rating.

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VIJILANT
Tabletop Games

The Game Begins

To start:
Roll off for who goes first, on the first round only. Highest goes first.

Each turn:
Each player plays any one of their cards (with any subcards at the same time) in turn until they are out of cards, which marks the end of the "round". A card might represent a unit, a command ability, an off-table unit landing or flying past, or whatever. Most cards recycle from round to round unless their unit is destroyed - but not all. The card will tell you if it's single use per game.

Each unit has two action points per round unless otherwise stated.

In any order it can use these to move, shoot, or do whatever else on its turn. Both actions must be used at once however; you can't do half and then move to another card. If one army has more units than the other, make sure both sides still have the same number of cards (see skip cards). Either player can choose to end their round at any time and there is no obligation to play all units each round.

As you play a unit card the first time, place the model on the table according to its deployment info.
This uses two actions and counts as a turn - you can either do this or action an existing unit. Some units may use fewer or no actions to deploy, allowing them to immediately fight. This information will be on their card. If there is no deployment info, deploy by moving it in form your edge of the table by double its move value.

Command cards

Not all cards are units. Some represent abilities, items or things like orbital strikes. Some will be single use while others will recycle each round. Consult each card for information on how to use it. **Command cards which act as weapons always hit tanks on the side armour.**

Pinning

Some weapons have a "pinning" ability. If a unit in your army is hit with a pinning weapon (as stated on their data card), the attacking player can ask you to roll a pin test. This happens even when it is not your turn. Roll the highest morale rating in your unit plus a D6. If below 10 the unit fails, and they cannot be activated next. If a unit is the last on its side to be activated and has been pinned, its turn is forfeit and its card is considered skipped for the round.

Hunker Down

Any walker unit (infantry included) can use an action to hunker down as part of their turn. A hunkered unit gains +1 to dodge. Hunkering expires: in order to remain hunkered, a unit must use an action to remain hunkered each turn. Use a marker or lie the model down to show that it is hunkered. It can still move using its other action.

Last Stand

If killed *before* having its turn this round, a "dead" unit or model in a unit may i*mmediately* use one action. This doesn't count as that model's turn. A single member of a squad cannot use this action to move out of coherency. Using this action to move into cover wont stop the model dying.

Getting shot

When you've been attacked (see **Combat**), place any markers denoting things like wounds, and remove casualties. You may wish to use a die to show the number of wounds on a model. If a specific model or system has been destroyed, mark this with a counter or write on a piece of paper next to the model. If a unit has died, flip its card to face down, whether in your hand or already on the table as a played card. This marks it as dead and it becomes a skip card.

Finishing your turn
When you've finished a turn with a card, place it on the table, face up. If the unit or ability cannot be used again in the game, place it face down. It is now a skip card.

End of the round
When all cards that the players wish to use have been played, the round is complete. Check the win conditions, then pick up the tabled cards and begin again.

How skip cards work:
Skip cards (or flipped regular cards) are "nothing" cards. It's important that both players always have the same number of cards in hand at the beginning of a round, including skip cards. A player can choose to play a skip card on their turn if they choose. This card does nothing and skips the turn, meaning it's the other players turn again. A player may also choose to play a card face up without using its actions. Once "saved" in this manner, you can't change your mind during the round. The card counts as played. This is generally used to save single use cards for later rounds.

Combat:

When attacking, the attacker first checks line of sight and range:

► Check: can any of the models in your unit see the models you are shooting at? If at least one can, then all your models can shoot. To "see", you must be able to draw line of sight from some part of your model's base, to some part of the enemy model's base.

► Check: is the opponent unit in cover? Apply the relevant dodge bonus to the opponent unit. See: **cover**

The number of attacks is equal to the total added spread values of all weapons being fired.

The attacker rolls to hit for each attack using a D6, added to their Skill rating (if there is one).

If the result of a die is higher than the weakest enemy Dodge rating, the hit counts. Dodge ratings can be modified by cover, range, and wargear. Add up the number of hits.
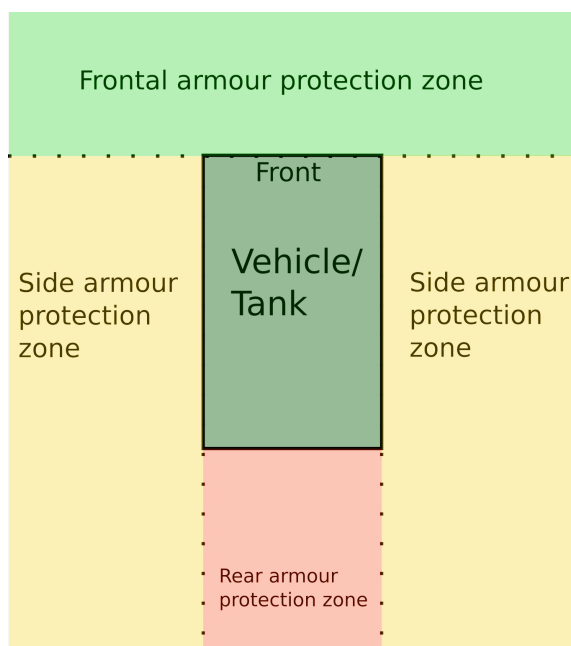
How to allocate incoming fire to a vehicle with different armour ratings. Anything forward of the imaginary line across the board made by

the front of the main body of the vehicle, must attack the frontal armour.

Goodshot

If the attacker rolls 6's (assuming they could hit on 6's), they get to nominate which models or parts of a large model with subsystems these shots hit. The onus is on them to remember to do so if they wish to. All goodshot dice from a unit's turn must be aimed at the same model. This model must be visible to at least one attacking model.

Goodshots are resolved first, followed by the rest of the shots in this manner:

Combat continued:

If the attacker's weapon power is higher than the defender's toughness, apply a wound or wounds for each hit, per model. (see below). Or, if it's a larger model, remove a system or wound (i.e. mobility, sensors or a weapon, which must be visible) for each wound to the unit. If a system is removed, this counts against the total health/wound count of the vehicle.

Wounds are applied up to the total number of wounds received, so long as those models are visible to at least one enemy (if this is a requirement of the weapon). The defender always gets to choose which models to apply wounds to, unless they are "goodshots".

When attacking large models, apply multiple wounds per shot, according to the number by which power beats toughness. This will only matter when targeting models with multiple wounds (the Health rating). This allows a tank to be destroyed by one high powered shot. Remember this is per model - a high powered shot cannot destroy a squad if it is a single shot. A squad cannot lose more models than it has received shots.

Goodshot clarity: An attacker must focus all their goodshot attacks on one model or system, and cannot continue to hit any other models or subsystems with those shots. If you goodshot against a weapon pod, that

shot cannot destroy the tank even if it's powerful enough to do so. Choose wisely.

Cover:

Units behind or in cover get a Dodge modifier according to the type of cover, generally +1 unless stated. To be in cover, a unit must have at least half of its base behind the cover relative to the attacker's position. If it is touching the cover, this gives an additional +1 to dodge, adding to +2 most of the time. For a squad, all visible models within coherency also get these bonuses, even if they are not individually in cover. Treat the visible members of a squad as a single unit for cover purposes. A unit can shoot out of cover. Note: the relevant piece of cover must be closer to the unit taking cover than to an attacker in order to count as cover.

Close Combat

Close combat (CC) functions the same as ranged combat, with the difference that the weapons have range zero. The unit must be touching the enemy unit, and only models in coherency can attack (but they can all still be attacked). Ignore cover for CC.

Using a close combat weapon grants one extra movement action per turn. A unit can use two actions to close into CC range, and still gets to attack with their CC weapons that turn.

Being locked in CC also counts as rough terrain, which means your movement distance halves. You can run away, but you'll be slow, and the other guys will then be out of CC and able to move in and attack on their next turn - or cut you down with guns.

You can fire into a melee! But: you can only hit on a 6, and this does *not* count as a goodshot.

Notes abut combat:

A unit cannot split attacks between different target units in the same action.

If a unit has many models that are shooting, roll all the attacking dice at once.

In this diagram at left, BG1 (Bad Guy 1) is attacking. A, C and D are all visible and out of cover. A is out of cover because the cover is closer to BG1. F is in cover with a +1 modifier, while B is in cover with a +2 modifier as it is touching the cover. E cannot be seen or attacked. BG2 is in a different spot and can attack F, E, D and A.
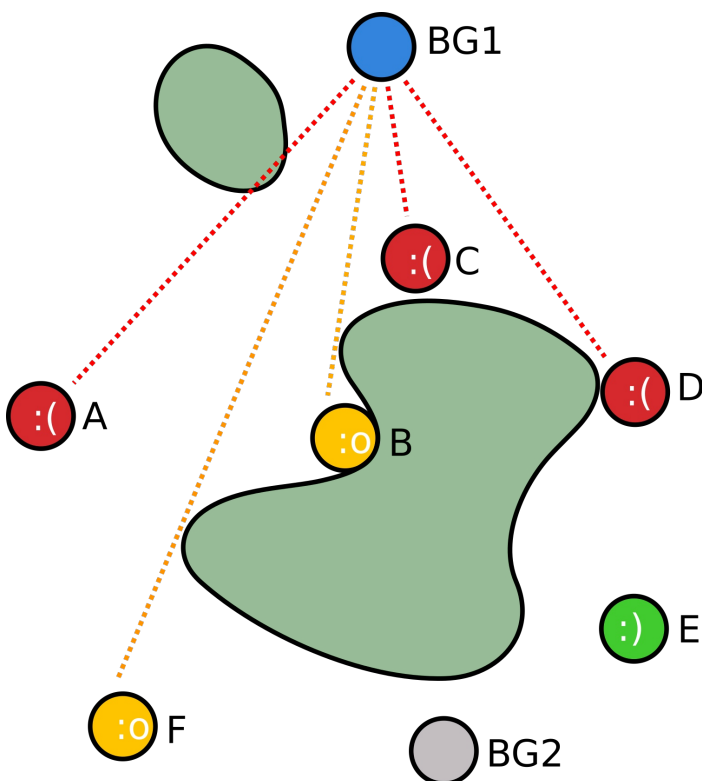
Movement:

A unit moves as far as it's movement stat, at most, per action. Some terrain is impassable for ground units, or rough (halves movement distance). This will be noted on the terrain or otherwise as agreed. Skimmers ignore terrain for movement, but can still use it for cover. Flyers can't use terrain at all. Dangerous terrain means rolling a D6 for each model. On a 1, take a wound. Always measure from the front of a model's base at the beginning of the turn, to the front of its base after moving.
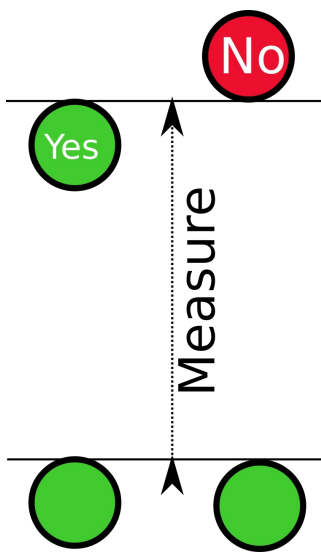
Coherency:

Each model in a unit must be within 3cm of at least one other model in the unit.

If our of coherency, a squad is required to use whatever actions necessary to get back into coherency when next activated. If it can't, it must get as close as possible and then roll a **pinning** test before doing anything else.

Using Transports:

A unit loading into or unloading from a transport needs one action to do so and must do so on its turn. The transport itself uses no actions in the process. The unit disembarking should be placed in base contact with the transport after unloading, or prior to loading.

Unless specified, flyers do not need to land to drop troops, though they must land to pick them up. Landing uses one action, taking off

uses none. This must be done on the flyer's turn, and units boarding or disembarking must do so on their own turn.

Likewise ground or skimming transports do not need to use actions to drop units off, but must slow to pick them up. Mechanically this works the same as with flyers.

If a transport is destroyed while airborne (including skimmers), all models inside are placed where the transport was, and each takes an instant hit of power 2 with no Last Stand available. If destroyed while on land, all models inside receive a power 1 hit with no Last Stand.

Errata:

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You can't shoot through enemy models to other enemy models unless they are vehicles, and the front models are infantry. Use common sense here.

Campaign: Glasstrain

Sixteen gorgeous units of refined altmatter.
Imagine what we could do with it...
You'll need all the units in the starter pack and their cards, along with about a 70 cm square to play in.

Terrain stats

► Glass shard – impassable, blocks line of sight.
► Container – can be crossed by walkers as rough terrain, blocks line of sight.
► Train carriage – units using it as cover

Mission 1: Depot Raid

Terrain roughly as follows: (needs illustration)

► Containers stacked like a depot
► Carriages not connected
► No containers on the train
► Glass tower/shards spread across map with more on the attacker side
► Depot closer to the defender

Defender is Collective
One container is the goal. Mark it.
Defender goes first. Deployment zone is anywhere behind or touching the depot, train parts or containers. (Not glass towers)
Attacker deploys as usual, meaning, a deployment counts as a move in from their table edge (single or double action).
The VTOL counts as a transport for one squad of 10 troops.

If the attacker can have any member of any unit touching the goal across rounds, meaning, it remains alive from the round in which in touches the goal until the conclusion of the following round, then the attacker wins. If this doesn't happen by the end of 4 rounds, the defender wins.

Mission 2: The Heist

The attacker wins if they have any unit on board the train and alive at the end of any round, and remaining alive until the end of the following round, up to the end of the fourth round when the game ends.
The defender wins if this doesn't happen.

The train is set at one end of the map, pointing from left to right (or vice versa)

The defender is whoever won the previous mission. They've got the loot and they're on the move.

Some containers are on the train. The defender decides where they go and how many.

Glass towers are randomly spread around the rest of the map, however none should be blocking the path of the train.

The defender starts the mission with as many units deployed on the train (or not) as they want.

The attacker can deploy onto the board from their side, using the standard rule for deployment (it counts as moving in from the table edge)

Special rule:
► Due to the bumping, any units on board the train get a -1 skill rating.
► The train moves forward 10cm after every round.
► Any units deployed on the train count as being in cover, with +1 to dodge