

Tenebrae Terribles

A fast-playing grimdark wargame for 6mm figures.

Overview of Play

TT is a wargame: each player will field an army of toy soldiers and try to eliminate half of her opponent's army. Players will each need a 6-sided die, ideally in different colors, and will need a ruler.

Units

Each unit is a stand of one or more figures. The “front” of the unit is everything forward of the straight line extending from the front of the base. A unit may be classed as infantry or vehicle for movement and combat purposes. It has an armor rating representing its defensive strength. It has one or more weapons, like “Boltguns: 20cm AP +3”: These numbers indicate the max range, the target type, and the number added to the attack roll. Finally, the unit may have some other special rules.

One unit has the army's Commander permanently attached to it. Several units form a “group” if each is within 1cm of another. Enemy units can never get this close to each other except when charging into close combat.

Terrain and Setup

TT is played on a 60cm square field, with lots of terrain features. Each terrain feature may or may not be Difficult or Impassable, may give Cover, and may Conceal units behind it from view. Agree with your opponent as to what terrain does what. Players should secretly and simultaneously deploy their forces in the back 20cm on their own sides, then randomly determine who will go first.

Game Turns, Commands, and Winning

TT is played in turns: the first player will move her pieces and fight with them, then the second will do the same, and so on back and forth until one player has won.

At the start of a player's turn, she rolls one die: this is the number of *command points* she will be able to use to move this turn. It requires one point to move a unit or a contiguous group of units. If a unit is more than 20cm away, it instead costs 2 points (in a group, only one unit needs to be close enough to avoid the penalty). A unit can only move once.

After she has moved her chosen units, all her units which are not in close combat can shoot. Then, all units touching enemies must attack them in close combat. Players alternate turns until one player has won.

A player wins when she eliminates half her opponent's units, or her opponent's commander.

Moving

Infantry move 5 cm. Vehicles move 10cm. A unit may *run* to move double, but may not then shoot. It may, however, *charge* with a double move. All moves in bad terrain are limited to 5cm total. A moving unit may change facing freely throughout its move, and may change direction freely (unless charging, see below).

When a group moves, it must end its move still arranged as a contiguous group, with gaps < 1cm.

Any unit can move through friendly units, but not through enemies, or within 1cm of them unless charging.

Threat

A unit *threatens* an enemy within 5cm of it and in front of it. A unit cannot threaten an enemy it is totally unable to harm. If the threatened unit activates, it must either charge or move to more than 5cm away. ***A unit cannot move behind an enemy which threatens it.***

Transports

An infantry unit can load or unload from a suitable transport within 1cm during their group move. This uses the infantry unit's move: it cannot load and unload in the same turn. It can, however, shoot after unloading (but not *heavy* weapons). A transport that loads or unloads cannot run that turn. While loaded, the infantry cannot attack or be attacked. If a transport is destroyed, so are the passengers.

Charging

A move into contact with an enemy is called a charge: it will result in close combat, resolved after the shooting phase. A unit can only charge a visible enemy in front of it. A unit cannot unload and charge, as it would not have been able to see its target at the start of its move. To charge an enemy's flank, a unit must start behind it.

Such moves should make clear which unit is charging which unit: just check the distance between the two before moving, then place the charger logically. Up to two units can charge the front of an enemy, and a further two its flank. Each charger can only contact one enemy: if necessary, push back others to more than 1cm away. A charging unit should move in a straight line to its target, or as nearly as possible. A charge cannot go around one enemy to reach another. Charge distances are still limited by difficult terrain. Vehicles cannot charge vehicles.

Shooting

After all moves are complete, each unit that did not charge may shoot at an enemy unit. The target must be in range, it must be in front of the shooter, and it must be visible (not completely obscured by terrain or other units). Enemy units in close combat cannot be shot. A unit can shoot through one friendly unit within 1cm of it without penalty.

Each enemy can only be attacked once: if multiple units want to attack the same enemy, one attacks and the others support. After that, others cannot target that enemy this turn. It is important to specify which unit is the attacker: it determines special abilities, defense bonuses, and retreat direction.

A unit with multiple shooting weapons attacks with one and supports with the other, or chooses different targets for them.

To attack or support against Infantry, a unit must have an AP value; against vehicles, an AT value.

Each player rolls a die. The attacker adds the **Strength** of

the attacking weapon, **+1 per supporting weapon**.

The defender adds her **Armor** and any factors below as they apply:

Defender Combat Modifiers:

vs. Shooting and Assault:

Flanked: -1 per attacking and supporting weapon entirely behind the defender.

vs. Shooting Attacks Only

Concealed: +1 if defender is partly obscured by other terrain or units between it and the attacker.

Distraction: +1 if there is a closer, unconcealed enemy which the attacking weapon could attack. Do not consider units which have already been shot.

vs. Shooting & Barrage Attacks

Infantry In Cover: +2 if defender is in or partly in cover. This terrain feature does not also *conceal*.

Compare the rolls. If the attacker's is twice the defender's or more, the defender is destroyed. If the attacker's is more but not double, the defender must Retreat.

Retreat

When a unit retreats, it moves at least 5cm directly away from its attacker. It moves through any difficult terrain or units without slowing. It must end this move more than 1cm from friends, and more than 5cm from any enemy. It may push back as far as required to achieve this. If it cannot, or if it leaves the map, it is destroyed.

After moving, face it directly away from its attacker.

Close Combat

After all shooting is finished, units touching enemies fight in close combat. The Attacker adds her Assault score; the Defender adds her Armor, modified by the Attacker's Assault AP; also apply the Flanked penalty. Note that a defender can only be flanked if the attacker began its move behind it. If there are multiple attackers, one attacks and the other supports. Ranged weapons cannot be used, only the one Assault weapon.

If the Defender retreats or is destroyed, each Attacker may make a free 5cm move (not charging). Otherwise, back up to more than 1cm away.

Barrages

Barrage attacks occur during movement: the attacking units must be activated to shoot, instead of to move. One command point can activate a group to fire; to combine the fire of separated units requires multiple command points. A threatened unit cannot make a barrage attack. A barrage attack hits the target unit as well as all units within 1cm of it. If one barrage weapon wishes to support another, they must target the same main unit: no partial overlap is allowed. Attack each unit with a separate roll.

Barrage weapons fire indirectly. They do not require line of sight, they cannot be distracted, and their targets cannot be concealed. However, their targets are never flanked.

Special Rules

Special Unit Types

Light Vehicle: Also vulnerable to AP attacks.

Monster: Moves & Charges as Infantry. Can charge vehicles. Attacked as Vehicle.

Bikes: Moves & Charges as Vehicle. Cannot charge Vehicles (but can charge bikes). Attacked as Infantry.

Aircraft: Starts game off-board. Enters as per Ambush. At the start of a player's turn, her aircraft return to reserve: they cannot move back to the board this turn.

Attacked as a Vehicle. **A unit which moves cannot shoot at an Aircraft.** Cannot charge or be charged.

Movement Special Rules

Fast: This unit Runs and Charges at triple speed, not double (but not in difficult terrain)

Slow: This unit can never move more than 5cm.

Jump: This unit can move over obstacles and enemy units, and ignores difficult terrain. Only other Jump units can charge it.

Hit & Run: May make a 5cm move after shooting (not to charge).

Ambush: Hold out of play. May enter play as per Infiltration during the game, paying 2 command points to move it onto the table (since it is out of command while off-board). Place it anywhere more than 5cm from enemies.

All-Terrain: Ignores difficult terrain movement penalties.

Difficult: Requires an additional Command Point to move. A group with Difficult units just needs one more point.

Weapon Special Rules

Power Weapon: This weapon completely ignores Armor (but see Tough)

Heavy: This weapon cannot shoot if the unit moved.

Turret: This weapon can target enemies behind this unit.

Defensive Special Rules

Tough: This unit has +1 defense against Power Weapons (as though one point of Armor remained)

All-Around: Never takes Flanked penalties.

Cloaked: This unit cannot be attacked. Pay one command point to cancel an enemy unit's Cloaked ability for a turn.

Invulnerable: A natural attack roll ≤ 3 cannot harm this unit.

Fearless: Will never retreat.

by Donald Acker

Draft: 2 June 2013

Space Marines

FOR THE EMPEROR: Each turn, the first time one of your units would retreat, it stays in place instead.

Command Squad (Infantry, Commander)

Armor +2, Invulnerable
Small Arms: 10cm: AP +3
Missile Launcher: 30cm AP +2 / AT +1 Heavy
Assault: AP/AT +4 Power Weapon

Tactical Squad (Infantry)

Armor +2
Missile: 30cm AP +2 / AT +1 Heavy
Boltguns: 10cm AP +3
Assault: AP/AT +3

Assault Squad (Infantry)

Armor: +2
Pistols: 10cm: AP +2
Assault: AP/AT +4
Jump, Fast

Devastator Squad (Infantry)

Armor +2
Lascannons: 30cm AT +3 Heavy
Heavy Bolters: 20cm AP +3 Heavy

Terminator Squad (Infantry)

Armor +3 Tough, All-Around
Assault Cannon: 20cm AP/AT +2
H-Flamer: 10cm AP +3 Ignore Cover
Storm Bolters: 10cm: AP +3
Assault: +5 Power Weapon
Slow, Ambush

Bike Squad (Bike)

Armor +2
Twin Boltguns: 10cm AP +3
Assault +4

Dreadnought (Monster)

Armor +3
Multimelta: 10cm AP/AT +2 Power Weapon
Assault: AP/AT +4 Power Weapon
Slow

Rhino (Vehicle)

Armor +1
Stormbolters: 10cm AP +1
Assault: AP +1
Transport 2 stands Command, Tactical, or Devastator

Razorback (Vehicle)

Armor +1
Either: Twin Heavy Bolters: 20cm AP +3 Turret
Or: Twin Lascannons: 30cm AT +3 Turret
Assault: AP +1
Transport 1 stand Command, Tactical, or Devastator

Whirlwind (Vehicle)

Armor +1
Whirlwind: min 20cm-60cm AP/AT +1 Barrage, Turret
Assault +1

Land Raider (Vehicle)

Armor +3 Tough, All-Around
2x Twin Lascannons: 30cm: AT +3
Twin Heavy Bolters: 20cm: AP +3
Assault +2 AP

*Tactical and Devastator heavy weapons:
Lascannon, Multimelta, Missile Launcher*

Terminators can double up on one special weapon instead.

Dreadnought Alternatives

*No Power Fist: Assault +3
Can take Twin Lascannons (30cm AT+3)
or Assault Cannon or Missile Launcher.*

*Upgrade Command Squad to Hero character:
Librarian: Add a 10cm AP/AT +3 Power Weapon
Chaplain: Add +1 in Assault, become Fearless.*

Space Marine Army Building:

Land Raiders and Terminators are 2 points.
Rhinos and Razorbacks are half a point.
All others units are 1 point. A command squad is required.
Upgrading a command squad to Librarian or Chaplain is 1 point.
“Standard” army is 12 points.

Eldar:

Far Sight: After deployment, roll a die. You may redeploy that many units.

Special Rules:

Lance: Tough units have -1 armor.

Seer Council (Infantry, Commander)

Armor +2 Invulnerable

Shuriken Pistols: 10cm AP +2

Assault AP/AT +4 Power Weapon

Fast

Guardian Defenders

Armor 0

Shuriken Catapults: 10cm: AP +3

Assault: +1

Fast

Guardian Weapon Platform

Armor 0

Shuriken Catapults: 10cm AP +2

Brightlance: 20cm AT +2 Lance

Assault +1

Dark Reapers

Armor +1

Reaper Launchers: 30cm AP +4 Heavy

Assault +1

Howling Banshees

Armor +1

10cm AP +2

Assault: +6

Fast.

Striking Scorpions

Armor +2

10cm AP +2

Assault: +4

Ambush, All-Terrain

Fire Dragons

Armor +1

Fusion Guns: 10cm AP/AT +3 Power Weapon

Assault +2 Power Weapon

Fast

Warp Spiders

Armor +2

Deathspinnners: 10cm AP +3

Assault +2

Jump, Fast, Ambush, Hit & Run

Swooping Hawks

Armor +1

Lasblasters: 10cm AP +3

Assault +2

Jump, Fast, Ambush

May remove from play like an Aircraft. Can Charge Aircraft.

Wraithguard (Infantry)

Armor +3 Tough

Wraithcannons: 10cm AP/AT +3 Power Weapon

Assault +3

Fearless, Difficult

Vyper (Light Vehicle)

Armor +2

Brightlance: 20cm: AT +2 Lance

Shuriken Catapults: 10cm: AP +1

Assault: AP +1

Fast, Jump

Falcon (Vehicle)

Armor +1

Pulse Laser: 30cm AT +3 Turret

Scatter Laser: 20cm AP/AT +2 Turret

Shuriken Catapults: 10cm: AP +1

Assault: AP +1

Jump, Transport 1 unit Infantry (not Wraithguard)

Eldar Army-Building:

Guardian squads are half a point each, regardless of type.

Wraithguard are two points each.

All others are one point each. A command squad is required.

“Standard” army is 12 points.