

IoM - QUICK REFERENCE SHEET 0.0.6

GAME SETUP

1. Set up terrain (140 * 120 cm)
2. Roll game length: Average Die (D6A) + 3
3. Roll Showup Initiative (SI): winner picks side
4. Place D6A Unit Cards (UC): (SI loser first)
5. Reveal & Toggle (R&T) D6A UC's at a time

GAME :: ROUND

1. Prepare active Unit Type Chits (UTC's)
2. Distribute Order Activation Tokens (OAT's)
3. Statutory Moves and Actions

GAME :: ROUND :: PHASE

1. Determine Phase Activation Initiative (PAI)
2. PAI winner roll D6A for UTC draw-amount
3. Activate drawn Units (PAI winner 1st or 2nd)
4. Revive Casualties

WOUNDING

Attack Impact Modifiers (AIM) combined value must exceed targets total protection value.

ATTACK

- AIM 1 inflict no wounds as it is a miss
- Charging / Countercharging: + 1 to AIM
Fighting downhill opponent: + 1 to AIM
Move/Marched in this Round: - 1 to AIM
SOFT Cover: - 1 to AIM
HARD Cover: - 2 to AIM
Additional attacks in this Phase: - 1 to AIM
Missile range 26-50%: - 1 to AIM
Missile range 50-75%: - 2 to AIM
Missile range 75%+: - 3 to AIM
A MODIFIED AIM of 6+ allow die reroll
- AIM 2 inflict wound against Protection 1
 - AIM 3 inflict wound against Protection 2
 - AIM 4 inflict wound against Protection 3
 - AIM 5 inflict wound against Protection 4
 - AIM 6 inflict wound against Protection 5
 - AIM6+2 inflict wound against Protection 6
 - AIM6+3 inflict wound against Protection 7
 - AIM 6+4 inflict wound against Protection 8
 - AIM 6+5 inflict wound against Protection 9
 - AIM 6+6 inflict wound against Protection 10+

MELEE

- Attacks calculated when in REACH

MISSILE

- If shooting at engaged Units RANDOMIZE

ARTILLERY

- DIE ARROWS: indicate radius deviation/hit

COMMAND

- RANGE - 20 CM + 5 CM per CMD level
- Order Activation Tokens (OAT) = CMD level
- OAT PASSING - 1 OAT per 20 CM range

ACTIONS/REACTIONS

- }CONTINUOUS ACTION CHAIN>
- }ACTION CHAIN ENDER]
- }UNLIMITED ACTIONS}
- [SOLE ACTION]

[A] }MOVE> Influenced by terrain / (de)buffs.

[A] [MARCH] 3 * }MOVE> on Normal ground.

[A] }CHARGE> Move to get within REACH.

[A] }HOLD] Unit is ROUND delayed.

[A] }RALLY> Clear DISORDER.

[A][R] }RETREAT> Half-move backwards.

[A][R] }ACT} Any legal Unit action.

[R] }COUNTERCHARGE> as }CHARGE>.

MOVE

- COHERENCY Models must be within 1 cm
- SKIRMISHER Models can be 2 cm apart
- DISTANCE Stay out of enemy melee Range
- Rough Terrain reduce Move to 1/2
- Wilderness Terrain reduce Move to 1/3
- Each Armour factor reduce Move 1 CM.

EFFECTS

[Broken] Must move away. If [Broken] at Turn start, a Morale test must be taken

[Bewildered] On failed CHARGE unit must pass a Morale test to take further Actions

If Charging or being Charged by [Fear], the Unit must pass a Morale test.

Shooting at [Dread] causing require passing a Morale test. If Charging or being Charged by [Dread], the Unit must pass a Morale test +1.

Shooting at [Terror] causing require passing a Morale test +1. If Charging or being Charged by [Terror], the Unit must pass a Morale test +2.

[Casualty] Model at 0 Health can be revived. At Phase end, if not revitalized, opponent may raise it. Otherwise it's removed.