

OTHISMOS

MASS BATTLE MICRO-GAME

Armies are composed of ranks. Each rank is composed of 5 models. Agree on the # of ranks before the game, then draft lists that match that #.

Command: P5

Unit must be
single rank

Cavalry: P3

2xP when
charging

Infantry: P4

Infantry wield
melee weapons

Archers: P2

Archers wield
range weapons

Armies must have a minimum of 1 Command unit.

Armies cannot be more than 25% Cavalry and 25% Archer units.

Most units have a maximum of 4 ranks.

Units have one stat: Push (P).

P defines both the physical casualties and morale damage they inflict.

Every round, you must...

Roll Initiative

Roll a D6 for each unit in the army. Highest score has the initiative.

Activate Units

To activate a unit, spend init points equal to the # of ranks that unit has.

Units can take 1 of 3 actions:

MOVE
6"

CHARGE
D6+3"

ATTACK

Movement is interrupted if a unit encounters a terrain

Melee Combat Resolution:

Attacker rolls $D6+P$

Defender rolls $D6+P+2$ (front), $D6+1$ (side) or $D6$ (rear)

Winner deals casualties equal to their P . If a full rank is eliminated, the loser is pushed back P inches

Ranged Combat Resolution:

Attacker rolls $D6+P$

Defender rolls $D6+P$

If the attacker rolls higher, they deal P casualties.