**COMMANDER'S DOGMA 1.0**

Commander's Dogma is an Element-based system for 6-10mm Science Fiction models.  Commander's Dogma borrows heavily from the Hordes of the Things (HOTT) rules.  Commander's Dogma is not intended for commercial sale, but rather to provide 6mm-10mm science fiction war gaming enthusiasts with a free, simple, fast-playing rule set with games that should last 30 to 45 minutes, allowing multiple games per session.

This booklet will provide a full gaming experience, but players are encouraged to add their own house rules wherever they want.

Commander's Dogma is currently in the beta phase of development.

# KEY TERMS

Throughout this booklet, key terms are capitalized.

**Commander:** An Element representing the player himself.

**Class:** Different Element Classes of the same Type have different stats but the same Optimal Targets. Regular Infantry, MBTs and Gunships are examples of Classes.

**Close Attacks:** Attacks made with melee weapons from knives and clubs to claws or exotic weapons like powered swords. An Element must be in Edge-to-Edge contact with the enemy in order to make Close Attacks.

**D6:** A six-sided die.

**Destroy:** To kill, explode, rout or otherwise render an Element out of action. Destroyed Elements are removed from play.

**Edge-to-Edge Contact:** Two Elements are only considered to be in Edge-to-Edge contact if the entirety of one pair of edges is in consistent contact from corner to corner.

**Elements:** An Element is any single base of models. All Elements are mounted on 40mm square bases. It is up to the Player to decide how many models to put on each base; Elements like Infantry might fit 5 or more models onto a base while large models like MBTs or Jet-Bikes might fit just one or two.

**Force:** A combination of Elements and Dogma. Typical Forces total 24 Force Points (FP).

**Formation:** The rule requiring all Elements in a Group to begin and end their tactical moves within half an inch of at least one other Element from the same Group.

**Groups:** Elements may form Groups with other Elements. All Elements in a Group must begin and end their tactical move in Formation.

**Initiative Points(IP):** A D6 roll at the beginning of each player's turn which represents the Commander's ability to control his Force. IP are spent to make tactical moves.

**Line of Sight(LOS):** In order to claim Line of Sight, an Element must be able to draw a straight, uninterrupted line from any point on it's front edge to any point on the base of the target Element.

**Optimal Target:** If the Enemy Element is the Optimal Target of the attacking Element, the Attacker's combat total need only beat the enemy's by 1 or more to destroy the enemy Element.

**Ranged Attacks:** Attacks made with small arms, long guns, canons, missiles, etc. An Element must not be in Edge-to-Edge Contact with any enemy Element to make Ranged attacks and must have a clear Line of Sight to the target.

**Type:** The battlefield role played by an Element. Infantry, Armour and Heavy Support are the most common Types.

# ELEMENT TYPES

## INFANTRY

**Regular Infantry** – Standard, lightly armoured infantry armed with small arms and grenades.

**Elites** – Highly trained or specialized infantry armed with powerful, rare or exotic weaponry.

**Heavy Weapons Teams** – Small infantry squads armed with RPGs or other anti-armour weaponry.

## ARMOUR

**MBTs** – Main Battle Tanks are your basic heavily armoured tank with a single, long barrelled gun.

**Mobile Jacks –** Powered infantry suits designed to withstand all but the heaviest enemy weaponry, armed with an array of heavy ranged and melee weapons.

**Gunwalkers** – Large, heavily armoured bipedal vehicles armed with an array of canons or machine guns.

**Tank Destroyers** – MBTs with their main guns replaced with anti-armour weapons like the railgun or heavy plasma canon to engage enemy armour while on the move.

## FAST ATTACK

**Jet-Bikes** - Light, jet-powered hover bikes armed with hull mounted light machine guns or lasers.

**Jump Infantry** - Infantry armed with melee weapons, grenades and equipped with jet or jump packs.

## TRANSPORT

**APCs** – Armoured Personnel Carriers are fast moving assault vehicles capable of transporting and redeploying troops quickly.

## SUPER HEAVY

**SHTs –** Super Heavy Tanks are enormous, heavily armoured tracked vehicles with an array of anti-personnel and anti-armour weaponry.

## AIR SUPPORT

**Gunships** – Fast moving helicopters or aircraft armed with machine guns or canons to engage enemy infantry and rockets or missile pods to engage enemy armour.

## ANTI-AIRCRAFT

**SPAAGs** – Self-Propelled Anti-Aircraft Guns can include tanks, APCs or trucks equipped with guns, rockets, or missiles specialized to target aircraft.

**FORCE SELECTION**

Each player chooses a combination of Elements from the Table Below totalling up to 24 Force Points (FP) for a standard sized game.  This combination of Elements is the player's Force.  At least half the value of the Force (in FP) must be made up of Elements with a cost of no more than 3AP each.

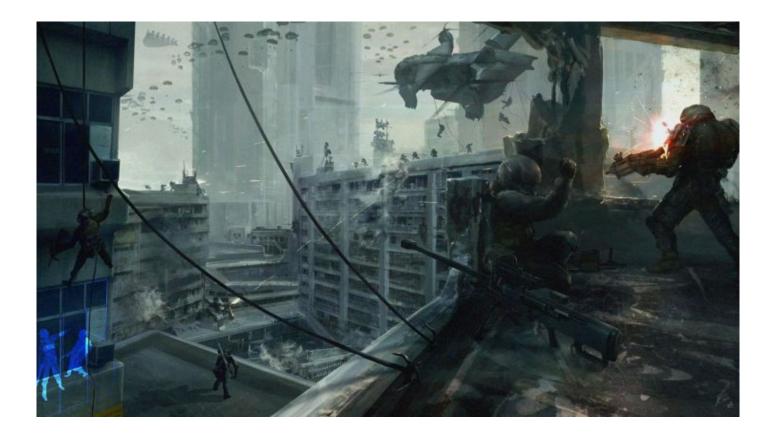| Class | Type | Speed (Inches) | Combat Modifier | Range (Inches) | Cost (FP) | Optimal Target | Proximity |
|---|---|---|---|---|---|---|---|
| **Regular Infantry** | Infantry | 3 | 3 | 3 | 1 | - | - |
| **Elites** | Infantry | 3 | 4 | 4 | 2 | Armour | Close |
| **Heavy Weapons Team** | Infantry | 3, move or fire | 4 | 6 | 2 | Armour | Range |
| | | | | | | | |
| **Mobile Jacks** | Armour | 2 | 4 | 6 | 2 | Infantry, Assault | Range |
| **Gunwalkers** | Armour | 3 | 4 | 6 | 3 | | |
| **MBTs** | Armour | 4 | 3 | 8 | 3 | | |
| **Tank Destroyers** | Armour | 4 | 3 | 8 | 3 | Armour | Range |
| | | | | | | | |
| **Jump Infantry** | Assault | 6 | 4 | 2 | 2 | Infantry | Close |
| **Speeders** | Assault | 8 | 2 | 6 | 2 | Infantry | Range |
| | | | | | | | |
| **APCs** | Transport | 5 | 1 | 6 | 1 | - | - |
| | | | | | | | |
| **SHTs** | Super Heavy | 3 | 4 | 8 | 6 | Infantry, Armour | Range |
| | | | | | | | |
| **Gunships** | Air Support | 6 | 3 | 6 | 4 | Infantry, Armour | Range |
| | | | | | | | |
| **SPAAG** | Anti-Aircraft | 4 | 2 | 6 | 1 | Air Support | Range |

## CHOOSING THE COMMANDER

Each player declares any one of his Elements to be his Commander.  The Commander represents the player on the board.  It is useful to paint or model your Commander's Element to stand out from similar Elements.

## DOGMAS

It is assumed all Commanders have a general understanding of the basic tactical doctrines of modern warfare.  However some Commanders follow a rigid adherence to one specific form of warfare over all others.  The player may choose one Dogma from the list below.

1. **Artillery (1AP).**  Nominate one enemy Group after deployment.  Each Element in this Group is targeted by a Combat Factor 2 ranged attack with Optimal Target (all).  Artillery loses Optimal Target when targeting enemy Elements in cover as normal.  Enemy Elements must take Shaken Tests as normal.  Individual Elements cannot be targeted.

2. **Special Forces (2AP).**  Any Infantry Type Elements in this Commander's Force may skip deployment and instead be called in, in the same manner as Air Support described on page 12.  The controlling player may call in his Special Forces Elements on the same turn he calls in his Air Support Elements.  These Elements may not be called in while being transported by an APC.

3. **Armoured Warfare (3AP).**  All Armour Type Elements in the Commander's Force gain Optimal Target: Armour.

4. **Scout (1AP).**  Any Assault Type Elements in this Force may deploy anywhere in the friendly table half as opposed to in the Deployment Zone.  These Scout Elements may not move into Edge-to-Edge Contact with Enemy Elements on the first turn of the game if their controlling player is the Aggressor (and is thus going first).

5. **Rigid Discipline (1AP).**  All Elements in the Commander's Force pass Shaken Tests on a 3+.

**THE TABLETOP**

Commander's Dogma is played on a flat 24"x24" tabletop for 24 AP games, a 24"x48" tabletop for 48AP games, or a 24"X72" tabletop for 72AP games. The Forces always deploy along the long edges of the tabletop where applicable.

**TERRAIN FEATURES**

Terrain Features should be at least 2" in diameter.

**Cover** – Ruined buildings, forests, craters or other areas where Infantry and vehicles could reasonably expect to gain at least partial protection from enemy projectiles. Friendly Elements targeting enemy Elements whose bases are entirely in cover with ranged attacks lose Optimal Target unless the target element is Air Support or Super Heavy. Cover blocks LOS for Elements firing through cover, but not for Elements firing from or into cover. Units moving into, out of, or through Cover reduce their speed by 1".

**Impassable** – Cliffs, buttes, fissures or other areas that Infantry or ground based vehicles could not reasonably expect to pass through, over or shoot through. Friendly Elements may not pass over impassable terrain unless the friendly Element is Air Support or jump infantry. Air Support and jump infantry Elements may not end their turn on top of impassable terrain. Intervening impassable terrain features block Line of Sight.

**Buildings** – Buildings can range from tin shacks to skyscrapers. In-tact buildings are treated as impassable terrain features with the notable exception that they can be destroyed. Buildings can be targeted by ranged or close attacks by all Types except Infantry and Assault Elements but cannot make attacks themselves. The opposing player rolls for the building when attacked. All attacks against buildings have Optimal Target. The Combat Factors of building Types are listed below.

| Type | Combat Factor |
|------|:-------------:|
| 1 – Small houses, shacks, storage containers, small shops, etc. | 4 |
| 2 – Large houses, larger commercial buildings, etc. | 5 |
| 3 – Apartment blocks, warehouses, commercial centres, etc. | 6 |
| 4 – Fortified buildings, military bases, etc. | 7 |

A Destroyed building is reduced to Cover for the remainder of the game. Either place a Destroyed marker near the building or replace it with a suitably sized cover terrain feature.

**Hills –** Gentle slopes that Infantry and vehicles can reasonably expect to climb. Intervening hills block Line of Sight in the same manner as impassable terrain features. Elements whose bases are entirely on a hill ignore all intervening impassable terrain features or Elements for purposes of Line of Sight, but may also be targeted by enemy Elements in the same way.

**Deep Water** – Lakes or pools of water that are too deep for Infantry to wade across or vehicles to ford. Deep water is treated as impassable terrain except that friendly Elements may target enemy Elements across an intervening deep water terrain feature with Ranged attacks.

**PLACING TERRAIN**

After force selection but before starting the game, the players roll off. The high roller places one terrain feature on the board. The players then alternate placing a total of 5 terrain features on the board at 24AP, 9 at 48AP and 13 at 72AP. Terrain features must be placed 6" from each other.

**STARTING THE GAME**

Once terrain features are in place, the players roll off.  The high roller is the Aggressor the other player is known at the Opponent.  The Aggressor now rolls a D6 and consults the scenario list below.

**SCENARIO LIST**

1. **Exterminate** –  The first player to Destroy at least two thirds of the enemy Force (in FP) wins.
2. **Regicide** – The first player to Destroy the enemy Commander wins.
3. **Invasion** – The Aggressor wins if he can move at least a third of his Force (in FP, excluding Air Support Elements) into the Opponent's deployment zone before the Opponent can Destroy at least half of the Aggressor's Force (in FP).   Once an Element's base is fully within the Deployment Zone, remove it from play.  Elements removed this way do not count as Destroyed.
4. **King of the Hill** – Place a marker in the centre of the tabletop.  The first player to get at least 6AP of his force within 3" of the marker and have them survive the ensuing enemy turn wins.  An element's base must be fully within 3" of the marker in order to score.  Elements inside APCs must disembark within the 3" to score, they cannot score from inside their APCs.
5. **Capture the Flag** – Ech player nominates one Element other than his Commander as a 'flag bearer.' The first player to Destroy the enemy flag bearer (causing it to drop the flag) and move onto the flag (picking it up) wins.  A player may recover his own flag by moving one of his own Elements onto the flag once the original flag bearer is Destroyed.  This new Element is now the flag bearer.  If a flag bearer is Destroyed by a close attack, the flag is automatically picked up by the destroying element.
6. **Control** – Place a marker in the centre of the table.  The players then roll off and each place 1 marker anywhere in the enemy table half.  The first player to simultaneously 'control' the central marker and the marker in the enemy table half wins.  Control is established by moving an Element's base at leasth partially on top of the marker and having that Element survive the ensuing enemy turn.

## DEPLOYMENT

After placing terrain and rolling for scenario, The Opponent chooses one table edge and numbers it 4,5,6, then numbers the remaining three table edges 1,2 and 3 and rolls a D6. The result of the D6 is his table edge. The Aggressor is assigned the opposite table edge. For larger games with a rectangular board, simply roll off with the high roller picking which long table edge will be his.

The Aggressor now deploys his Force in full (except Air Support) anywhere within 6 inches of his table edge. The Opponent then deploys his Force in full (except Air Support) anywhere within 6 inches of his table edge. These 6 inches along each player's table edges are referred to as Deployment Zones. Elements which wish to make a Group move on their first turn, must be declared as Groups at deployment before the Opponent makes an Artillery bombardment.

## THE TURN SEQUENCE

Player's alternate turns with the Aggressor always going first. Turns are played in three phases in this order:

1. Movement
2. Ranged Attacks
3. Close Attacks

## DETERMING INITIATIVE POINTS

At the start of a player's turn, he rolls a D6. He is then awarded a number of Initiative Points (IP) equal to the result of the roll. If the Player's Commander has been Destroyed, his IP is reduced by 1 to a minimum of 1.

**TACTICAL MOVES**

After resolving his IP for the turn, the player begins his movement phase.

Elements may make a tactical move at the cost of one IP. During a tactical move, an Element may move up to their speed characteristic (in inches) in any direction. During a tactical move, an Element may change facing as many times as it wants. Elements with the Move or Fire rule, may change facing and still fire that turn.

Elements cannot pass through or over friendly or enemy Elements unless one or both of the Elements in question are Air Support Elements or jump infantry. Elements may not end their tactical move on top of or beneath friendly or enemy Elements.

**CHARGING**

Elements which end their tactical move with even partial Edge-to-Edge contact with the front edge of an enemy Element's base many not make a ranged attack this turn. Instead, the friendly Element makes a free move so that it is in full front Edge-to-Edge contact with the enemy Element's front edge. The enemy Element immediately turns on the spot until it's front edge is in Edge-to-Edge contact with the friendly Element. Elements in Groups that get charged and must change facing are no longer considered part of their Group. Provided they are not in Edge-to-Edge contact with an enemy Element at the beginning of their next turn, they can rejoin the Group as normal.

An Element which begins the movement phase in partial Edge-to-Edge contact with an enemy Element may move into full Edge-to-Edge contact (in order to make close attacks) for free. Elements in full or partial Edge-to-Edge Contact with an enemy Element may 'break off' as described on page 14. If an element making either of these moves is part of a Group, the controlling player decides if the rest of the Group will follow as part of a Group move.

## GROUP MOVES

Groups may make Group moves at the cost of one IP. As a result, Group moves can be an efficient way to move your Force around the table.

Up to four Elements which begin the movement phase each within half an inch of each other may form a Group. Once formed into a Group, all Elements must be facing in the same direction; Elements may change facing for free when forming a Group to ensure proper facing. This arrangement, with all Elements within half an inch of another Element of the same Class, and with all Elements facing in the same direction is known as Formation.

To make a Group move, nominate one Element as leader and move it first, remaining Elements follow along one at a time. All Elements in a Group must end their move as they began it: in Formation.

If one Element from a Group Charges an enemy Element, all Elements in the Group must complete the same Charge on the same enemy Element or another enemy Element from the same Group if possible.

Groups may change facing once while making a tactical move.

### APCs

Regular Infantry, Elites, Heavy Weapons Teams and Mobile Jacks can ride in APCs to traverse the table more quickly.

To embark upon an APC, an Element must begin or end it's tactical move within half an inch of the APC. Elements must begin the turn inside the APC in order for the APC to transport them. Elements may begin the game embarked on an APC.

Elements which begin the turn inside an APC can disembark from the APC before or after the APC moves. Elements disembark from ACPs one at a time. The first Element to disembark must be placed within half and inch of the APC. A second Element must be placed within half and inch of the first Element to disembark.

Elements that disembark an APC can not make a tactical move but can target enemy Elements with ranged attacks unless they have the 'Move or Fire' rule. If disembarking would result in those Elements being in even partial Edge-to-Edge Contact with enemy Elements, they cannot disembark.

One APC can carry a maximum of two elements at a time. If an APC is destroyed while carrying friendly Elements, disembark the Elements normally before removing the APC from play. Elements disembarking from a Destroyed APC can be attacked normally by enemy Elements on the same turn they disembark .

### AIR SUPPORT

A player may call in one Air Support Element or Group at the cost of 3IP during his movement phase. On the turn it is called in, an Air Support Element or Group makes a free tactical move from any point on any table edge not occupied by the opposing player's Deployment Zone, and may make attacks if possible on the turn it arrives. In subsequent turns, Air Support Elements make tactical moves in the same way as other Elements.

**ATTACKING**

**RANGED ATTACKS**

Friendly Elements that are within range of enemy Elements and are able to establish Line of Sight may attack with their ranged weapons. Attacking costs no IP. Any eligible friendly Element may attack any enemy Element in range provided neither the firer nor the target is currently in Edge-to-Edge contact with an opposing Element. Range is measured from any point on the front edge of the Attacking Element to any point on any edge of the target Element. Each Element may only attack once per turn.

**LINE OF SIGHT (LOS)**
In most cases, LOS will be easy to determine. If a line can be drawn from any point along the front edge of a friendly Element to any point on any edge of an enemy Element without running into Elements or impassable terrain features, the friendly Element is said to have LOS. The pictures below show how LOS is established and how intervening impassable terrain features and intervening Elements can affect Line of Sight.

(diagrams here)

**RESOLVING RANGED ATTACKS**

To resolve a ranged attack. Both players roll off. Players add the result of their roll to the combat modifier for their Element to determine their combat total. If the attacker's combat total is double that of the defender, the defending Element is destroyed. Destroyed Elements are removed from play. If the result is a tie, or the Defender wins, it is assumed the Attack missed, was evaded or absorbed.

LOS is required for all Ranged Attacks. Intervening friendly and enemy Elements block LOS for the purposes of ranged attacks except attacks targeting Air Support Elements, Super Heavies, or attacks by Air Support Elements themselves.

## SUPPORTING RANGED ATTACKS

Two friendly Elements cannot attack the same enemy Element in the same turn. Instead, a second and/or third friendly Element may support the first in it's attack on the enemy Element provided it otherwise meets the requirements for making a ranged attack on that enemy Element. For each supporting friendly Element, add +2 to the attacker's combat total to a maximum of +4. As a result, supporting friendly ranged attacks is an efficient way to destroy enemy Elements.

## OPTIMAL TARGET

If the enemy Element's Type is the Optimal Target of the attacking Element, the Attacker's combat total need only beat the enemy's by 1 or more to Destroy the enemy Element.

## SHAKEN

If the attacker's combat total is greater than the enemy combat total but less than double and it is not Destroyed (due to lack of Optimal Target), add a shaken marker to the enemy element. During the enemy's next turn, an Element with a shaken marker must pass a shaken check of 4+ on a D6 in order to make a tactical move and/or ranged attack that turn. Elements which fail their shaken check do not cost the controlling player any IP. Air Support Elements that fail a shaken check are removed from play, but can be called in again in subsequent turns. Air Support Elements removed from play in this manner do not count as Destroyed. Shaken markers are removed at the end of the controlling player's turn.

**CLOSE ATTACKS**

Friendly Elements that are in Edge-to-Edge Contact with enemy Elements may attack with their close weaponry. Close attacks by Infantry represent pistols, shotguns, knives, claws, etc when attacking enemy Infantry or grenades, bombs, high heat weaponry, etc when attacking enemy Armour or Support Elements. Close attacks by Armour or Support units represent tank shocking or ramming enemy Elements. Close attacks are resolved in the same way as ranged attacks.

No Element may make close attacks on an Air Support Element. If a Friendly Element moves into Edge-to-Edge Contact with an enemy Air Support Element, the Enemy Air Support Element is recoiled half an inch straight backwards. This represents the Air Support Element making an evasive manoeuvre.

If the Enemy Element is not destroyed by close attacks, the Element belonging to the player who lost the roll-off (after all modifiers) is recoiled half an inch. If the recoiled Element was part of a Group the remaining Elements recoil as well unless they are in Edge-to-Edge contact with another enemy Element. If the result of the roll-off is a tie, both Elements stay put.

Close attacks do not add shaken markers.

**SUPPORTING CLOSE ATTACKS**

Supporting Elements must be within half an inch of the attacking Element but not in Edge-to-Edge Contact with a different enemy Element in order to add their support to the friendly combat total when in close proximity.

**FLANKING**

If a friendly Element is in Edge-to-Edge Contact with the edge of an enemy Element's base other than it's front, it is considered to be flanking the enemy Element. A flanking Element can only support close attacks, not make them. A flanking Element not only adds support to the friendly combat total, but also bestows Optimal Target on the attacking Element regardless of type.

**RECOILING**

If an Element is forced to recoil into a friendly Element, it pushes the friendly Element back as well. If an Element is forced to recoil into an enemy Element, it is Destroyed. If an Element is forced to recoil into an impassable or deep water terrain feature, it is Destroyed. If an Element is force to recoil into a friendly Element which cannot be pushed back due to proximity to enemy Elements or impassable or deep water terrain features, it is Destroyed.

The only exceptions are Air Support Elements and jump infantry, which pass over friendly or enemy Elements and impassable or deep water terrain features when being pushed back.