

COMMANDER'S DOGMA 0.7

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, but adds depth to some necessary areas while clarifying and simplifying some of the more complex and wordy sections of the 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 no more than an hour, 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 alpha phase of development.



KEY TERMS

Commander's Dogma has a vocabulary of it's own. Here are some key terms. Throughout this booklet, capitalized words are Key Terms that can be found in this list.

Commander: An Element that represents the player on the board.

D6: A six-sided die.

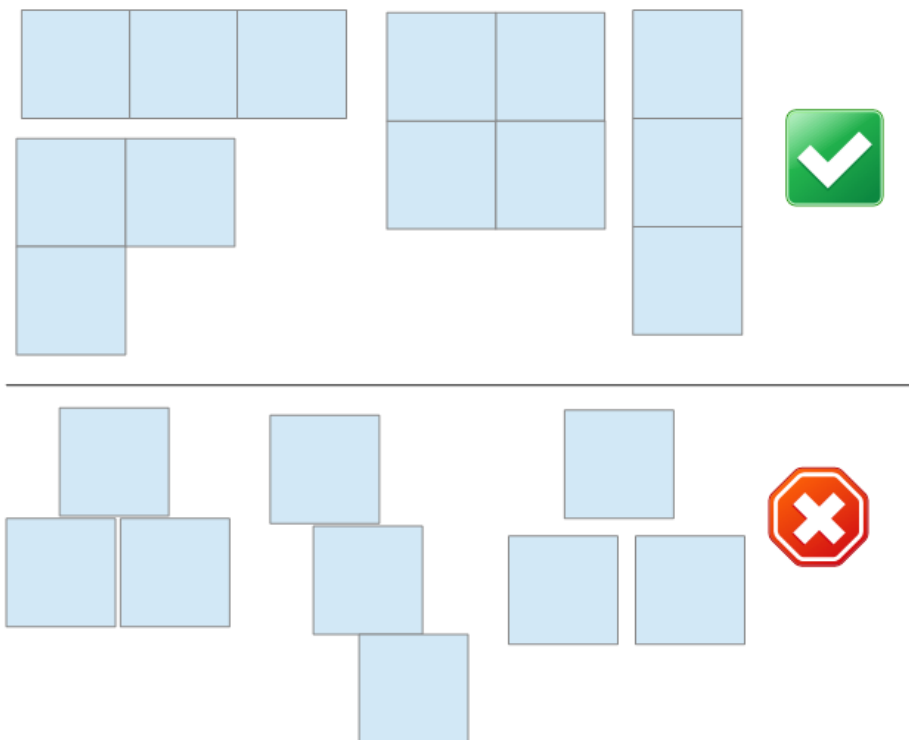
Destroy: To kill, explode, rout or otherwise render an Element out of action. Destroyed Elements are removed from play.

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. Typically Friendly Elements will be in Edge-to-Edge Contact to form a Group.

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: The combination of Elements controlled by one player. Typical Forces total 24 Force Points (FP).

Groups: Elements may form Groups of up to 4. Each Element in a Group must be in full Edge-to-Edge contact with another Element from the same Group. Pictured below are examples of legal and illegal Group formations.



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.

UNIT 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.

Armour

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

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

Gunwalkers – Large, bipedal vehicles armed with an array of long barrelled guns.

Heavy Support

RPG Teams – Small infantry squads armed with RPGs or other anti-armour weaponry.

Tank Destroyers - Heavily armoured tracked or wheeled vehicles typically carrying a railgun to penetrate enemy armour.

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.

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 and Combat Commander's Dogmatrines 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.

Unit Name	Type	Speed (Inches)	Combat Modifier	Range (Inches)	Cost (FP)
Regular Infantry	Infantry	3	3	2	1
Elites	Infantry	3	4	2	2
MBTs	Armour	4	3	4	3
Armoured Infantry	Armour	2	4	3	2
Gunwalkers	Armour	3, move or fire	4	4	2
RPG Team	Heavy Support	3, move or fire	4	4	2
Tank Destroyers	Heavy Support	4	3	4	3
Jet Bikes	Assault	8	2	3	2
Jump Infantry	Assault	6	3	-	2
APCs	Assault	5	1	3	1
SHTs	Super Heavy	3	4	4	4
Gunships	Air Support	6	3	4	4
SPAAG	Anti-Aircraft	4	2	4	1



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 Commander's Dogmatrines of modern warfare. However some Commanders have a dogmatic adherence to a specific form of warfare. The player may choose one Dogma from the list below to bestow upon their Commander at the cost of 1FP.

1. **Artillery.** 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.** Any Regular Infantry and Elites 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. **Tank Commander.** Any Groups in this Commander's Force which consist entirely of Armour Elements may make one free wheel of up to two inches per Group move in addition to any other movement and wheels it is entitled to. This free wheel make take place at any point during the Group move.
4. **Scout.** Any Assault Elements in this Force may deploy anywhere in the friendly table half as opposed to in the Deployment Zone. This includes APCs provided they are not transporting friendly non-Assault Elements. 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).

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 in cover with ranged attacks lose Optimal Target unless the target element is Air Support or Super Heavy.

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. 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. Friendly Elements on hills 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 with an intervening deep water terrain feature.

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 4 terrain features on the board at 24AP, 6 at 48AP and 8 at 72AP.

STARTING THE GAME

Once terrain features are in place, the players roll off. The high roller is the aggressor. The aggressor now rolls a D6 and consults the scenario list below.

SCENARIO LIST

1. **Exterminate** – The first player to Destroy at least half 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 contact with the enemy table edge before the opponent can Destroy at least half of the aggressor's Force (in FP). Once an Element makes contact with the enemy table edge, 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 forces entirely within 4" of the marker and have them survive the ensuing enemy turn wins.
5. **Capture the Flag** – Each 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 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.

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) forwards or backwards. During a tactical move, an Element may change facing once. 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.

Elements which end their tactical move with even partial Edge-to-Edge contact with the front edge of an enemy Element's base may not make a ranged attack this turn. Instead, the friendly Element 'closes the door' meaning it makes a free wheel move or slides sideways until it is in front Edge-to-Edge contact with the enemy Element's front edge. If the enemy Element is not part of a Group (or already in full Edge-to-Edge contact with an opposing Element) and the friendly Element makes contact with its sides or rear, the enemy Element turns on the spot until its front edge is in Edge-to-Edge contact with the friendly Element. This represents the enemy turning to face the oncoming attack.

An Element which begins the movement phase in partial Edge-to-Edge contact with an enemy Element may slide into full Edge-to-Edge contact (in order to make close attacks) or 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. In order to make a Group move, all Elements in the Group must begin the movement phase already formed into their Group.

Friendly Elements that move into Edge-to-Edge Contact with each other during the movement phase are considered to be a Group in ensuing turns. Once formed into a Group, all Elements must be facing in the same direction; Elements may change facing for free when joining a Group to ensure proper facing.

To make a Group move, nominate one Element as leader and move it first up to speed characteristic of the slowest Element in the Group. Remaining Elements follow along one at a time. Groups must end their Group move in the same formation they began it in for the Group move to be considered legal. If one or more Elements cannot complete the Group move, ending in their original formation, the Element is left behind. It may make a tactical move of it's own provided the controlling player has the IP to spend.

Groups may not change facing while making a tactical move. Instead Groups make wheel manoeuvres as explained below.

Groups may opt to use their group move to change facing instead of moving. All Elements in the Group must then turn up to 360 degrees in the same direction and end facing in the same direction as the rest of the Elements in the Group.

If a Group wants to move into Edge-to-Edge Contact with an enemy Element or Group, all members of the Group must be able to complete the move while remaining in formation. Elements which cannot complete the move are left behind and may make separate Tactical or Group moves provided the controlling player has the IP to spend.

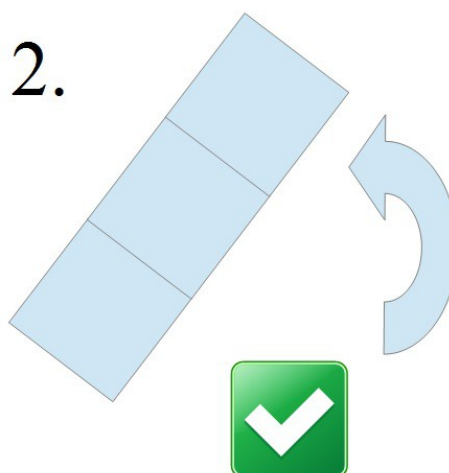
WHEEL MANOEUVRES

Groups may not move and change facing during the same tactical move. Groups may, however, wheel, while moving forwards only. Wheels are measured from the outside corner of the Element on the outside edge of the group. A Group may make a combination of as many wheels, and forwards moves, as allowed by the speed characteristic of the slowest Element in the Group. Pictured below is an example of a legal wheel manoeuvre.

1.



2.



APCs

Regular Infantry, Elites, RPG teams and Armoured Infantry 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 with at least partial Edge-to-Edge Contact with the APC or be in the same Group as an Element that does. 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 and must be placed in full Edge-to-Edge Contact with the APC or with another Element that disembarked from the APC that turn.

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 enemy APC can be attacked normally by enemy Elements on the same turn they disembark .

AIR SUPPORT

If a player rolls a 5 or a 6 when determining his IP, he may elect to make no tactical moves that turn, but rather to call in as many of his Air Support Elements as he wishes. On the turn it is called in, an Air Support Element 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 Element.



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, 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 of the same Type (Infantry, Armour, etc) 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 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. Refer to the table below to view Optimal Targets and their proximity.

Unit Type	Optimal Targets	Proximity
Infantry	Heavy Support	Close, Range
Armour	Infantry, Assault	Range
Heavy Support	Armour, Heavy Support	Range
Assault	Infantry	Close, Range
Super Heavy	Infantry, Armour, Heavy Support	Range
Air Support	Infantry, Armour, Heavy Support	Range
Anti-Aircraft	Air Support	Range

Ex. - Heavy Support Elements are the Optimal Target of Infantry Elements when targeted with close or ranged attacks. Armour Elements are the Optimal Target of Heavy Support Elements when targeted by ranged attacks only.

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. Failed shaken checks might represent suppression when placed on Infantry Elements, evasive manoeuvres when on Air Support Elements, targeting systems being rebooted in Armour Elements, momentary losses of power in Support Elements, or any factor which temporarily takes an Element out of the fight. 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, 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 1" straight backwards. This represents the Air Support Element making an evasive manoeuvre.

Supporting Elements must be in Edge-to-Edge Contact with 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 an edge of the enemy Element's base other than its front, it is considered to be flanking the enemy Element. A flanking Element not only adds support to the friendly combat total, but also bestows Optimal Target on the attacking Element regardless of type. Unlike ranged support, Elements need not be of the same type to provide support when in close proximity.

If the Enemy Element is not destroyed by close attacks, The enemy Element recoils 1" back in a straight line from the attacking Element. This represents the momentum of the attacking Element driving the enemy Element back, or the enemy Element retreating voluntarily in order to survive the onslaught. If the enemy Element was a part of a Group, only the Element being attacked recoils, the remaining Elements stay put. This represents the attackers breaking the Enemy's formation.

Unsuccessful close attacks do not add shaken markers to enemy Elements.

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 recoiled 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.

BREAKING OFF FROM CONTACT

Sometimes an Element may find itself in partial base to base contact with an Enemy Element, typically these Elements will be in corner-to-corner contact because another Element from its group was recoiled or Destroyed last turn. Elements that find themselves in partial Edge-to-Edge Contact with an enemy Element at the beginning of their turn, may break off.

To break off from partial Edge-to-Edge Contact, the Element makes a tactical move backwards or sideways away from the Enemy Element. It may move as many or as few inches as it wants within the normal parameters of its speed. You may not break off across the front of an enemy Element if doing so sideways.