



C.A.S.T.E. Iron: The Game of Genre Battles

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This is a module for making C.A.S.T.E. into a miniatures based tactical tabletop game in the same vein as Warhammer.

Terms

Model: A individual character represented by a figurine.

Unit: A conglomeration of one or more characters within 1" (inch) of each other.

Exploding D6's: When a dice explodes it rolls again adding its new value with the old total.

Global

Requisites: The Statistical Requisites for all talents are halved.

Max Raw Stat: The Maximum any character can have in Combat, Academic, or Social before talents are applied is 10 rather than 20.

Range: 1 turn of Range is 10" and all movements must be measured.

Charging: A unit may Charge into melee battle adding 10 inches to thier movement while they move in a straight line.

Forced Move: A unit may move an extra 10 inches if they chose not to take any other actions.

Check Rolls: The roll is performed with a D6 which explodes when a 6 is rolled.

(1D6 {exploding} + Stat + Bonuses - Penalties) >= 5 = Success!

Terrain and Difficulties

Applying penalties: Applying penalties (and bonuses) must be achieved case-by-case through player concensus.

Rough Terrain, Action that Requires Effort, Low Cover - (-3)

Dense Terrain, Action is difficult, 1/2 cover - (-5)

Near Impassible Terrain, Action improbable, 3/4 cover - (-10)

Impossible/Simple factor- Add an Imposability/Simplicity.

Time Consuming Terrain: Terrain such as muds, thickets, tall grasses that are hard to pass through but only requires patience and time to conquer a failed check simply reduces your movement by 1/2 while passing through the terrain. If the unit has an action left they may forfeit it to move at full speed.

Obstacle: If the terrain is an obstacle that cannot be overcome with simple perseverance a failed roll means that the unit is placed in front of the obstacle (as if they moved there) and their action is lost.

Battle and The Turn

Initiative: Turn moves in order of Highest combat (plus any bonuses). In case of tie it's higher pointed character. If that is a die a die roll unit a winner is found.

Held Actions: Unused held actions are discarded at end of turn.

Melee Range: Range 0 (melee) is 1"

Weapon Damage: All Weapons deal 10 damage plus any extra damage that would bring the wounded targets hitpoint to a divisor of 10 (or 0) (ex: A character with 20 hitpoints is hit and wounded => That character takes 10 damage, A character with 22 hit points is hit and wounded => That character takes 12 damage. In both cases the character is reduced to 10hp because it is the lowest rounded divisor of 10.)

Armor Bonus: Armor does not apply it's hit points bonus to your hit points.

Opposed roll (Attacking): To succeed at your desired effect two checks must be made:

Hit Check: (1D6 {exploding} + Your Stat - Enemy Stat + Bonuses - Penalties) \geq 5 = Success!

Wound Check: (1D6 {exploding} + Weapon Damage in D6's - (Enemies Armor's Hit point bonus / 10) + Bonuses - Penalties) \geq 5 = Success!

Damage Aid: Multiple characters in a single unit who have struck hit's may combine the D6's of damage of each successful hit for the purposes of penetrating armors on the wound roll.

Weapon Proficiencies: Proficiency with weapons allow D6's to explode on a 5 or a 6 when making wound rolls.

Damage Spread: When Units fight all damage (in units of 10 (upto 19)) is tallied up and applied to all hit point of a model until it is swooned, then overflow moves on to the next model in the unit until all damage is used up or all units are swooned.

Swooning and Killing: In a large scale, full unit, based game models which reach 0 hitpoints are swooned until all members of the unit are swooned or until the unit fails a Morale check. In a small scale, model based, game models who become swooned are not killed until an enemy unit performs an action on them in which they would take damage.

Morale

Morale Checks: At the end of a Turn each individual Units/Models in hand to hand Battle determines who won the encounter by tallying their total with the Table below.

Morale Table:

- +1 for each Hit struck
- +1 for each Enemy model Killed
- +1 if your unit contains more models
- +1 for each character of 30pts or more
- +1 for each character of 40pts, 50pts, etc... or more

Ranged Morale [Optional]: You may wish to consider attacks from a ranged source to qualify as battle between two units/models that trigger morale checks.

Morale Test: Loser of the battle rolls a Morale Test (See Below) using the model they own of the unit owners choice (Penalties are applied using a model the winner owns of their choice). Failure of the roll means they run Full movement towards the closest safe Table Edge and away from any enemy models. Models who are fleeing are outside the control of any player unit! they recover. Models that leave the table edge are considered Killed.

(1D6 {exploding} + Social - Enemy Social + Bonuses - Penalties) \geq 5 = Success!

Recovery: At the end of the turn all models still fleeing as a result of a previous turn make a Morale test (Without any enemy penalties if they are not attacked) to recover and be able to act normally next turn.

GAME WINNER: Unless another scenario is applied the winner is the one whom has defeated the most points at the end of a set number of rounds (Usually about 10).

