

Dark Realm Rules Reference Sheet v2.5

1. Orders phase

1. Place Orders

2. Activation phase

2. Determine initiative
3. Activate formations

3. End phase

1. Break tests
2. Remove suppression counters
3. Determine if victory conditions have been met
4. Rallies

Orders	
	Assault
	Broken
	Confused
	Dug In
	Double time
	Hide
	Reactive stance
	Regroup
	Suppression Fire
	Tactical Move
Aircraft Orders	
	Bombing Mission
	Air to Air Attack
	Ground Attack
	Land/Deploy

Coherency Distance	
Leader's Training	Coherency Distance
5	10cm
6	15cm
7	20cm
8	25cm
9	30cm

For Terrain Movement Modifiers Table see next page.

Training Test
$D10 + \text{Training} \pm \text{mods} \geq 10 + \text{activated}$
Modifiers
-1 for having 50% suppression counters or more
-1 if Leader's Unit Training level is lower than formation training level
-2 for having 100% suppression counters
+1 if Leader's Unit training level is higher than Formations training level

Destroyed Transport Survival test
$D10 + \text{Armour} \geq 10 = \text{survives}$
$D10 + \text{Armour} = 10 = 1 \text{ Suppression counter}$

Firing procedure

1. Check line of sight and range
2. Roll attack rolls
3. Remove all destroyed units
4. Place suppression counters

Firing Arcs	
Infantry	360°
Vehicles	180° to the front
War engines	180° left or right, 180° front or back

Fire attack roll	
$D10 + \text{TAV} - \text{FDV} \pm \text{mods} \geq 10 = \text{hit}$	
Modifiers	
Firing formation is 50% suppressed	-1
Firing formation is 100% suppressed	-2
Rear Armour shot	+1
Target Confused	+1
Light Cover: trees, shrubs, fence	-1
Medium Cover: wall, rubble, building	-2
Heavy Cover: prepared defences, bunker, trenches	-3

Attack Total Result	
9 or less	Miss
10	Unit Suppressed
11 or more	Unit Destroyed

Artillery		
Firing Mode	Direct Hit on	Deviation
Indirect Fire	10	1-9cm in direction of D10
With LoS OR Spotter	8, 9 or 10	1-7cm in direction of D10
With LoS AND Spotter	6, 7, 8, 9 or 10	1-5cm in direction of D10

Range Multiplier example	
1-30cm	1
31-60cm	2
61-90cm	3
91-120cm	4
Continuing on like above	

Barrage Sizes										
A O E	Total Units in formation Firing									
	1	2	3	4	5	6	7	8	9	10
4	4 cm	6 cm	8 cm	10 cm	12 cm	14 cm	16 cm	18 cm	20 cm	22 cm
8	8 cm	12 cm	16 cm	20 cm	24 cm	28 cm	32 cm	36 cm	40 cm	-
12	12 cm	18 cm	24 cm	30 cm	36 cm	42 cm	-	-	-	-

Assault procedure

1. Assault move
2. Assault firing
 1. Offensive fire
 2. Defensive fire if formation has not activated
 3. Remove casualties and place suppression counters
4. Charge moves
 1. Attacker charges up to 5cm
 2. B. Defender counter
5. Melee
 1. Offensive melee attacks
 2. Defensive melee attacks
 3. Remove casualties
6. Determine winner
7. Calculate excessive damage
8. Loser withdraws
9. Winner consolidates

Melee attack roll	
D10 + TAV - MDV +/- mods \geq + hit	
Modifiers	
Attacking formation has 50% or more suppression counters than formation size	-1
Attacking formation has 100% suppression counters as formation size	-2
Target formation has 50% or more suppression counters than formation size	+1
Target formation has 100% suppression counters as formation size	+2
Target Confused	+1

Attack total result	
9 or less	Miss
10	Unit Suppressed
11 or more	Unit Destroyed

Terrain Movement Modifiers				
Terrain	Cover	Inf	SftVh & ArmVh	WM
Forest	Light	Normal Move	½ Move*	½ Move
Cliff	-	Impassable	Impassable	Impassable
Rubble - destroyed building or piles of debris	Medium	Normal Move	½ Move*	½ Move*
Building - Building is intact	Medium	Normal Move	Impassable	Impassable
Bunkers, Prepared Defences	Heavy	Normal Move	½ Move*	½ Move*
Walls - This covers walls low enough for units to fire over	Medium	½ Move	½ Move	Normal Move
Trenches	Heavy	½ Move	Wider than unit is Impassable	Wider than unit is Impassable
Water - based on deep water	-	Impassable	Impassable	Impassable

* make training test or become stuck (see Page 8 in the main rules).

Assault Determination Test	
Attacker D5 + mods vs Defender D5 + mods	
Modifiers	
Each enemy unit destroyed	+1 per unit
More units than opponent but less than double	+1
Double number of units	+2
Triple number of units	+3
Quadruple number of units or higher	+4
Commander in formation	+1 per unit
Defender in light cover	+1
Defender in medium cover	+2
Defender in heavy cover	+3
Enemy has more suppression counters	+1

End phase procedure

1. Select a formation
2. Roll break test if need
3. Roll suppression removal
4. Repeat steps 1-3 until all formations have gone
5. Check victory conditions
6. Roll to rally formation if needed

Morale Test
D10 + Morale \geq Successful

Suppression removal	
D10 + Training + See result below	
Result	SC Removed
Up to 9	0
10	1
11	2
12	3
13	4
14	5
15	6
16	7
17	8
Continuing on like above.	

Rally test modifiers	
No enemy within LoS	+1
Behind Cover	+1
Formation Leader within 30cm of army Commander	+1