

What is Ferrous?

Ferrous is a simple, model agnostic, turn based tabletop wargaming platform that focuses on accessibility and fun factor while being easy to modify. As long as all involved players agreed on a set of rules, that's all that matters.

Ferrous is tested in 1 VS 1 matches on an 8 by 8 grid square fielding 4 units per side. (8 units total) play time ranged from 20-45 minutes.

What you need to start playing

For a 2 players game you will need:

- Status sheet representing all of your units
- Skill sheet representing all the skills you can use
- Minimum 8 by 8 square grid play area (a chess board)
- 8 model (4 per side) to represent your units
- About 16 six faces dices (D6) for attack rolls and status tracking
- Tokens for ammo count and skill count
- Some map scatters to act as covers and concealments

Deployment

Both players may deploy their units on any grid that is on the edge of their side of the field.

Fog of War

- All units are deployed as tokens until a player decided to attack or defend
- Players must reveal their unit before attacking or defending, substituting the token with a model of their choice.

The Turns

Ferrous divides into 2 distinctive phases; ATTACKING and DEFENDING. A player will have 3 Action points to spend on each phase. After all the AP is spent, no more action may be performed.

Alternatively, the player can volunteer to end the phase at any time.

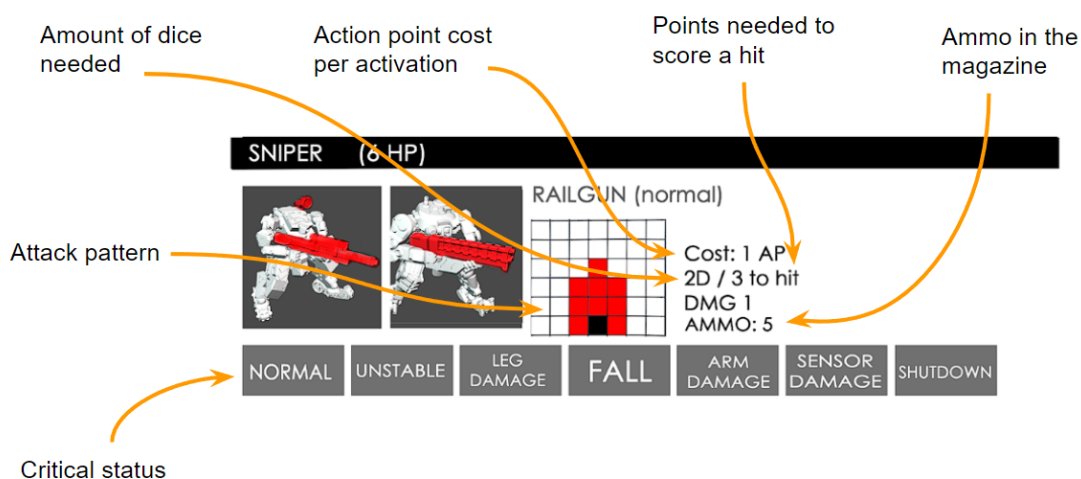
Attacking Phase

These moves are counted for 1 AP and only 1 movement is permitted per unit per round

- **Walk:** Move 1 square directly forward, backward, left and right direction and then turn
- **Turn:** Turn in place without any other movement
- **Dash:** Move 2 squares in forward or backward direction only. No turning allowed after dash
- **Jump:** Jump up to higher elevation or over a concealment.

A player may choose to move or attack in any order, providing that they have the necessary AP to spend

After the unit has performed an attack and a move. That unit can no longer be activated again in that round.



Calculating a hit

Any attack roll equal or above “to hit” results in reduction of the target HP according to the **amount of dice** that passed “**to hit**” check.

“**To hit**” value may change depending on the location and status of the target or the attacker.

Ammunition (Ammunition rule is optional. You may choose to ignore it for a more streamlined gameplay)

Any attack or return fire costs 1 ammunition per action. Once the ammo is depleted you have to spend 1 action point to reload the weapon. A player may choose to reload at any time given that they have sufficient action points to spend.

Critical Effect

If any attack roll during the attack phase resulted in a 6. That hit is considered a **critical hit**. A Critical hit cannot be evaded. Critical hit effects do not stack.

After all of the damage has been resolved the target player must roll a critical hit dice to determine ONE critical effect (see critical hit effect rules).

Returning fire in defensive phase does not produce any critical hit effect.

Critical hit effect roll may result in one of the penalty effects that last for **1** turn

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|----|---------------|-------------------------------|
| 1. | Unstable | (+1 penalty “to hit” roll) |
| 2. | Leg Damage | (Cannot evade) |
| 3. | Fall | (Cannot move or evade) |
| 4. | Arm Damage | (Cannot shoot) |
| 5. | Sensor Damage | (1 less dice to attack roll) |
| 6. | Shutdown | (Cannot shoot, evade or move) |

Defending phase

After the player has finished their attacking phase, they are moved to the defending phase. They may choose to respond to incoming attacks in 2 ways. The player has 3 action points to spend, and once the points are spent they can no longer defend themselves

1) **Return fire:** The defender takes all of the damage, critical hit effect and penalties. If they are still capable of retaliation, the defender may attack with **HALF** the amount of dice allowed at **FULL** amount of action point (round up if attacking dice are greater than 1 but is an odd number)

- **Any return fire action does not produce any critical hit effect.**
- **Any melee attack retaliation does not cost any AP**
- **Any ranged attack that use 1 dice may not be used to retaliate**

2) **Evade:** The defender checks for any existing critical hit effect (if there is any present) If the player is still capable of evading then they may attempt to perform a save roll using all attacking dice that passed the “to hit” check. If the save roll resulted in a 6, then that attack dice is considered a miss.

Evading consumes 1 action point

A unit may only respond to ONE attack per defending phase. The unit is may not respond to any other consecutive attack until the defensive turn is over.

Skills

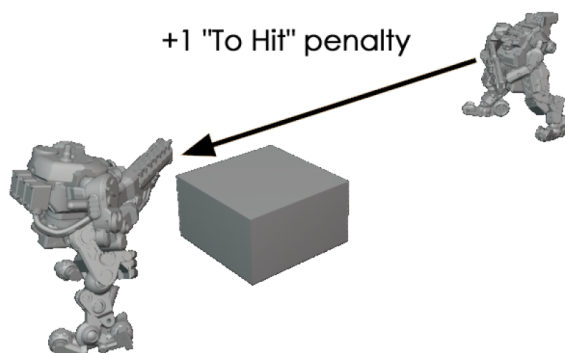
Skills are modifiers that temporarily enhance your unit for 1 attacking or defending phase. Skill can be activated at any point in game but their use are finite, plan your skill resource according to your strategy

- Only 1 offensive skill can be activated in the offensive phase
- Only 1 defensive skill can be activated in the defensive phase
- The skill must be activated before any offensive roll

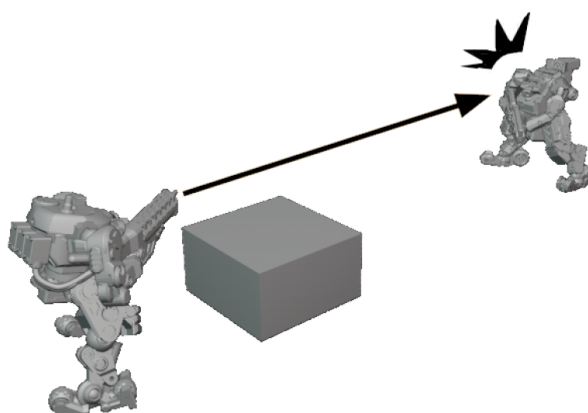
Terrain Effects

Concealment:

Half covers or obstacles that obstruct line of sight but cannot stop incoming attacks are considered concealment. A concealment makes it more difficult to hit a target. It gives **+1 "to hit" penalty** to the target behind it. The penalty may stack depending on the amount of concealment between the attacker and the target

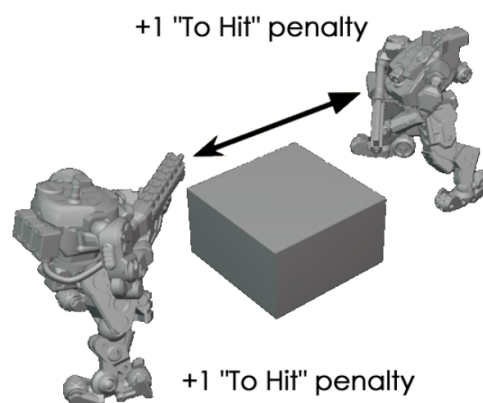


A unit shooting from behind the concealment **does not** suffer any penalty

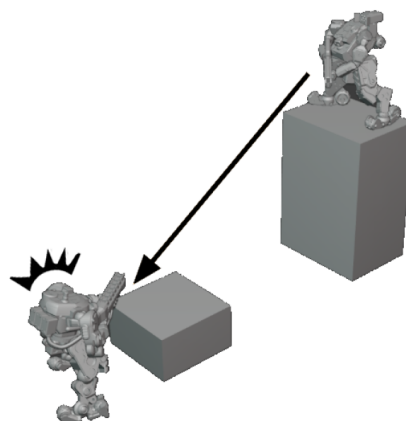


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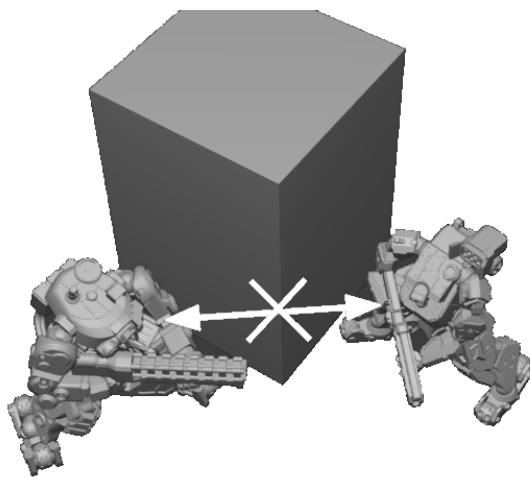
If both sides are sharing the same concealment, **both units suffer +1 "to hit" penalty**



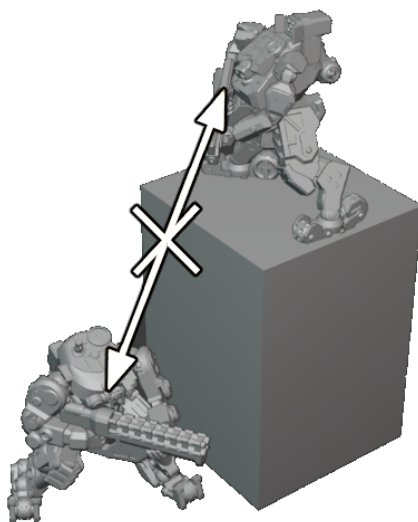
A unit shooting from higher ground **ignores any concealment advantage**



Units sharing a horizontal corner do not have line of sight to each other and cannot attack



Units that are sharing a vertical corner do not have line of sight to each other and cannot attack



A concealment like trees or huts can be smashed through by walking over them, destroying the said concealment in the process.

A permanent cover like a concrete building or a tall wall cannot be walked through.

Players can agree on what can be walked through or not. Just remember to have fun.

