



ACTION Hammer

Core Rules v 1.0.0

ARMIES

Each player in a game of ActionHammer commands an army of 1/18 scale action figures, hereafter referred to as models.

The players put together armies of equal points before the game begins. We recommend starting from 2000pts. Models move and fight in units. A unit can have one or more models from a single datasheet. You can find different factions' datasheets on www.action-hammer.com. An army can consist of several factions.

When a rule or ability applies to a unit, it applies to all models in that unit. When a rule or ability is model-specific, it applies to one model.

UNIT CHARACTERISTICS

Move - This is how far the models in the unit can move in inches when performing a normal move.

Save - Armor Save. This is what each successful hit needs to score a wound for this unit on a single D6 roll. If the result is lower than the Save characteristic of the model, that saving throw fails and that model suffers damage.

Wounds - This is how many wounds each model in the unit has.

Morale - Determines how well the model passes morale tests.

Control - How effectively a model takes control over an objective on the battlefield. The objective marker is controlled by the player with the highest total Control of all his models within 6" horizontally and 10" vertically of it (in a tie, it is not controlled by anyone). In order to take control over an objective marker, a model must finish its activation with at least one of its parts within this area.

WEAPON CHARACTERISTICS

Range - This is the distance the attack can reach measured in inches. The value "Melee" means it is a melee weapon and can only be used in close combat.

Att - Attacks. This is how many attacks the weapon will perform when using it for an attack.

Sk - Skill. This is what the ranged or melee attack needs to score a hit on a single D6 roll. Each successful hit not blocked by an Armor Save inflicts a wound.

AP - Armor Penetration. This is a modifier applied to the target's Armor Save value from above when attacking with this weapon.

ABILITIES / FEATURES

Many units, models and weapons in ActionHammer have additional abilities or features. All of them are described in datasheets of those units, models or weapons to which they apply. If any of these abilities or features conflict with the basic rules, it takes precedence over it.

LEADERS

Any Leader unit may be deployed as part of one other friendly multi-model unit (the Bodyguard unit) with the same Move characteristic and without another Leader at the beginning of the game. Bodyguard unit models should take hits first. Leader unit and its Bodyguard unit must belong to the same faction, their abilities do not apply to each other, except for abilities that specify the entire unit of the model as the target in their description (the words "this/that model's unit" in the description).

ARMY ORGANIZATION

Each model has its own cost in points. When calculating the cost of a unit, add up the costs of all its upgrades, all the models included in it and their upgrades. The cost of an army is the total cost of all units included in it.

Players may only bring up to 1 Leader per every 1000 points in their army and up to 1 unit with the same datasheet name per every 1000 points in their army. Armies may only have max. 1 unit per 500 points (units with a Leader and a Bodyguard count as one). Players can only have 1 copy of the same Character units.

BATTLEFIELD

The game is played on any surface upon which the models can stand, for example, on the floor. Battlefield size at players choice, but armies deployment zones are minimum 50" apart.

1/18 scale terrain is about 3-3.5 times larger than regular 28mm scale wargame terrain. You can upscale 3d printable terrain or use ready-made 1/18 scale buildings for dioramas and toys from the market. Also feel free to use furniture and other house stuff.

Fairly distribute different terrain features across the battlefield. Their placement will create a dynamic gaming experience that does not favor one player over another. Place some terrain features that block visibility near the middle of the battlefield, ensuring that it is not easy to see from one side of the battlefield to the other.

DICE

Roll six-sided die (D6), and if you score the required value or higher, then it's a success.

If a rule requires you to roll a D3, roll a D6 and halve the result (rounding up to a whole number).

Rolls can be modified due to certain rules, for example the rule "Unit gets -1 to hit rolls" means that Skill test rolls for that unit are counted with a -1 modifier.

An unmodified roll of 6 always counts as a success and an unmodified roll of 1 always counts as a fail, only the Attacking Stance overrides this rule (see below).

ROLL-OFFS AND RE-ROLLS

Some rules instruct players to roll off. To do so, both players roll one D6, and whoever scores highest wins the roll-off. If there is a tie for the highest roll, roll off again.

For example, if one of the rules does not seem completely clear and you and your opponent disagree on how to act in the current situation, roll-off and whoever rolls highest will determine what happens.

If the rule tells you to re-roll, simply take the number of dice that should be rerolled and roll them again. A die roll can be re-rolled once and the result of the second roll is the final result.

MEASURING DISTANCES

Typically in wargames, distances are measured from model bases. In this game, models usually do not have bases, so all measurements are taken from/between any parts of the models, including weapons.

When measuring the distance between two units you always measure from/to the closest point of the closest model in each unit.

If you measure the distance a model has moved, measure the distance the same part of it has moved. No single part of the model can move further than the total distance.

Vertical distances are also counted as part of the movement. Measure these movements diagonally in the air for Flying units and summing the horizontal and vertical distances along the battlefield and terrain for others.

It's usually easiest to measure movement distances using model legs, wheels, or bases of stands when these are flying units.

In melee, models come into contact not with their bases, but with any of their parts, including weapons.

UNIT COHERENCY

All models in a multi-model unit must always stay within 4" horizontally and 10" vertically of at least one other model, and must stay within 18" of all other models.

If a model cannot be set up in unit coherency, that model is destroyed.

LINE OF SIGHT

To determine line of sight, get a 'model's perspective' view by looking from behind the observing model. An observing model can see through other models in its unit.

If any part of another model can be seen from any part of the observing model, that other model's unit is visible to the observing model.

Models should see at least 10% of the target in order to have line of sight.

STANCES

The player can change the unit's stance at the beginning of its activation. During that process you can change the poses of the unit models. This stance remains the same until the unit's next activation. As a result of a stance change, unit models cannot be moved across the battlefield and must stay as close to their starting point for that activation as possible.

If it is a multi-model unit, the player can declare the unit's superior model and display the entire unit's stance on that model only. After a unit's stance is displayed and until its next activation, unit models cannot change their poses.

- Morale tests and Stunned Stance

At the beginning of their activation, all units with half or less of its starting size (number of models for a multi-model unit) or starting Wounds value (for a single-model unit) must take a morale test.

If a unit consists of a Leader and a Bodyguard and that Bodyguard unit is destroyed, the Leader becomes a separate unit with its own starting Wounds value or number of models (for multi-model Leader units). In the same way, if the Leader unit is destroyed, the Bodyguard becomes a separate unit with its own starting size.

For a morale test roll D6: if the result is greater than or equal to the best Morale characteristic in that unit, that test is passed. Otherwise, it is failed, and the unit is Stunned until the beginning of its next activation. Stunned units have a Control characteristic of 0. They must take a Stunned stance (hunkered down, weapons down). They get -1 to hit rolls in melee and shooting and all other hit rolls modifiers are not taken into account. Enemies attacking Stunned units get +1 to hit rolls in melee and shooting

and all other hit rolls modifiers are not taken into account.

Flying units must land in order to take a Stunned stance and lose their Flying ability in it.

- Regular Stance

Standing or flying (for units that can fly), weapons down.

Unit gets no modifiers.

- Attacking Stance

Standing or flying (for units that can fly), one or more weapons up.

Unit gets +1 to hit rolls in melee and shooting. Unit's unmodified hit rolls of 1 do not automatically fail.

Enemies attacking the unit get +1 to hit rolls in melee and shooting.

- Defensive Stance

Hunkered down, one or more weapons up.

Unit gets -1 to hit rolls in melee and shooting.

Enemies attacking the unit get -1 to hit rolls in melee and shooting.

Flying units must land in order to take a Defensive stance and lose their Flying ability in it.

Mounted units can't take a Defensive stance.

Before the start of their first activation, all units are considered to be in a Defensive stance, with the exception of those who, according to the rules, cannot take a Defensive stance. Such units are considered to be in a Regular Stance.

Any hit roll can receive a maximum total modifier of 1. For example, when a unit in Defensive Stance attacks a unit that is also in Defensive Stance, two modifiers of -1 to hit results -1. Modifiers of +1 and -1 results 0.

GAME STRUCTURE

During each round, each player makes one turn. During his turn, the player activates all units of his army one by one in any order.

During unit activation, the player picks one unit and changes its stance if needed. Models' poses can only be changed at this activation stage.

Then, unless that activated unit is within 2" horizontally and 10" vertically of any enemy models, it must do one of the following:

- Remain Stationary

If a unit Remains Stationary, none of its models can be moved until the end of its activation.

That unit can shoot.

- Normal Move

Each model in that unit can move a distance in inches less than or equal to its Move characteristic.

Units, with the exception of Flying ones, cannot make any move (Normal, Advance or Charge) through any other units, regardless of whether they are friendly or hostile.

Units cannot end any kind of move, except Charge, within 2" horizontally and 10" vertically of models from any enemy units.

A unit can shoot after Normal Movement.

- Advance Move

Make an Advance roll for that unit by rolling 2D6. Add the result in inches to the Move characteristic of that unit. Each model in that unit can then make an Advance move by moving a distance in inches less than or equal to this.

That unit can't shoot.

- Charge

When you declare a charge for a unit, first you must select one enemy unit as the target of that charge.

If the charging unit is in a Regular or Attacking Stance, it can shoot the target of its charge before making a Charge move. In this case, it gets -1 to hit rolls in melee and shooting in addition to its Stance modifier until the end of its activation. After shooting, each model in that unit can make a Charge move by moving a distance in inches less than or equal to its Move characteristic if a Charge move is possible.

If the charging unit did not shoot the target of its charge before moving, make a Charge roll for it by rolling 2D6. Add the result in inches to the Move characteristic of that unit. Each model in that unit can then make a Charge move by moving a distance in inches less than or equal to this if a Charge move is possible.

For a Charge move to be possible, the charging unit must be able to end that move within 2" horizontally and 10" vertically of the unit that you selected as the target of the charge.

If charging movement is not possible, models in the charging unit then remain idle and do not move into melee.

If successful, the charging unit moves into melee.

If at the beginning of its activation a unit is within 2" horizontally and 10" vertically of any enemy models, it must do one of the following:

- Remain Stationary

If the unit is in a Regular or Attacking Stance, it can shoot, but can only target an enemy unit within 2" horizontally and 10" vertically of itself. In this case, it gets -1 to hit rolls when shooting in addition to its Stance modifier until the end of its activation.

- Normal Move

The unit moves out of close contact with enemy models.

The unit can't shoot.

- Charge

This charge can only target an enemy unit within 2" horizontally and 10" vertically of the charging unit.

SHOOTING

Models in range and line of sight may fire all ranged weapons, and may fire at up to two different targets with different weapon types. If one or more models in a shooting unit are not in line of sight with the target, they cannot fire.

If all visible models are destroyed during a single shooting sequence, the shooting unit can still continue until it has used all available ranged weapons.

Shooting models take one Skill test per attack, and each success is a hit.

A Hit roll can never be modified by more than -1 or +1 in shooting and melee.

Unmodified results of 6 to hit in shooting and melee count as **Critical hits** and sometimes have additional rules in weapons features.

For each hit defending units roll one die trying to score their Save value or higher, and each fail causes one wound. If a model's Wounds are reduced to 0 or less, it is destroyed and removed from play.

MELEE

Charging unit must move into model-to-model contact with the target unit, or as close as possible, and then defending models must do the same by moving up to 6". Models within 4" of enemies (including weapons) may strike with all their melee weapons, which works just like shooting.

Then the defending unit may choose to strike back with their melee weapons, but doesn't have to.

After both units have finished making all their melee attacks, move each model in the charging unit that is not already in model-to-model contact with an enemy model up to 6" towards the enemy, as close as possible. If one of the two units was destroyed, then the other may move models that break unit coherence.

After charging or striking back, models can't charge or strike back until the end of that turn.

TERRAIN TYPES

Terrain features follow the normal rules for determining visibility between models, but there are several additional types of terrain in ActionHammer battles.

Any terrain can combine different types and their properties. For example, the first floors of a ruin may be a Cover Terrain, and the second floors may be a Cover Terrain and a Higher Ground.

It is important to agree on these terrain rules before the battle.

- Cover Terrain

If the majority of models in a unit are in a piece of cover terrain, add +1 to armor saving throws against ranged attacks.

Models can shoot through cover terrain if they have line of sight, but in this case the target also gets +1 to armor saving throws against ranged attacks.

- Higher Ground

Any terrain piece that is up to 7" tall can be climbed as part of a unit's regular movement.

Each time a model that is wholly within this terrain feature makes a ranged attack, if that model is 4" or more vertically from ground level, and every model in the target unit is at ground level, improve the Armour Penetration characteristic of that attack by -1.

- Dangerous Terrain

If a model moves in or through dangerous terrain, or is activated in it, then it must take a dangerous terrain test. Roll one die for each model, and if the result is 1 the unit takes one automatic wound.

STANDART MISSION

- Preparation. Prepare your armies and the battlefield using the recommendations on page 2.

- Objectives. Place 3-5 (or D3+2) objective markers each over 12" away from player's deployment zones or any battlefield edge, and over 18" away from other markers.

The players roll-off and the winner picks who places the first objective marker. Then the players alternate in placing one marker each.

Starting from the second battle round, at the end of each player's turn, the player whose turn it is, scores 1 Victory point (VP) for each objective marker they control (maximum 3 per turn). Objective marker remains under your control even after all your models moved out of range of it. But in that case your Control on that objective is 0, until your opponent controls it with any Control 1+ model.

- Deploy armies. The players roll-off and the winner first chooses his deployment zone. Players then alternate deploying their units, one at a time, starting with the winner. Models must be set up wholly within their controlling player's deployment zone.

- Begin the Battle. The player that won the deployment roll-off takes the first turn. Once a player's turn has ended, their opponent then starts their turn. Once both players have completed a turn, the battle round has been completed and the next one begins, and so on, until the battle ends.

- End the Battle and determine the winner. There are two victory conditions for this mission. If all of the models in one player's army have been destroyed, the battle ends and the player commanding the opposing army is the winner.

Otherwise, once the fourth battle round has ended, the player with the most Victory points is the winner (in case of a draw, the fight is declared a draw).

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