P R O D D I G Y: All out War
A miniature gaming rulebook for use with Oddworld franchise
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Introduction

Proddigy All out War (for sake of time PAW) is an experimental guidebook for how to play a miniature battle using the Oddworld franchise as a base. These rules are to be used for small to medium battles and focus on a strategy viewpoint. This rule book attempts to add a combat system, basic troop points, armories and campaign systems allowing for in depth roleplay and warfare.

PAW is supposed to be an efficient and modern game with simple rules that do not run into the complexity of most miniature war games and one should be able to memorize the complete contents of this guide within a few uses.

The game requires models of a size roughly 28mm (the average Warhammer unit size) because otherwise measurements and movements will have to recalculated and re-scaled.

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About: The Basics

Mudos, a turbulent and mystical continent on the planet Oddworld. A number of warring factions all fight a brutal power struggle for control of land, slavery and resources. The sort of battles that take place are not vast wars or citadel sieges, they are on a smaller scale, factory uprisings, bandit hit and run attacks on traders, perhaps the odd village clearance. Because of this, a gamer will rarely control more than 50 units and therefore, there is an emphasis on micro-control and squad based tactics.

The game interface has been scaled appropriately and the following should be observed:
30mm on tabletop = 2m real lengths
all distances are expressed in metric units so a target that is 120mm away is actually 8m away, of course you can modify this scale for your own personal agreements but it is the best suit for 28mm miniatures and you will find it the easiest scale to employ when determining moves, fire distance and other necessities.

Apart from the scales, the players will need a set of dice D6 and D10 sizes, a tabletop or some flat surface, perhaps some terrain details and of course units. As of late 2010/early 2011, there are no miniatures up for sale but you can easily make your own or use markers to determine units. You may also want to record attacks and unit health on scrap paper. Some games might require a games master to place 'hidden mines' down before the

game starts that explode if trod on by a passing unit.

Each model should represent a single unit/ vehicle/ machine/ objective etc and when a unit attacks, it is assumed that unit has attacked an amount of times realistic to a battle situation however, the attacks will be rolled into one phase.

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Terrain

Light Cover - Cover such as moving a unit into a blast hole or long grass counts as light cover, all units in cover gain a bonus to firing while enemies firing into cover take an accuracy penalty. Firing from an elevated position such as a hill or a platform also counts as light cover except the range of a units weapon is increased by 120mm (8m)

Heavy Cover - Units firing from behind a barricade, a wall or within 60mm (4m) of a vehicle will receive a heavy cover bonus, all units firing from within cover will take dramatically less damage from an enemy when compared from fighting in the open and all damage from explosives will do half their normal damage however, explosives destroy all heavy cover. Shields also count as heavy cover.

Negative Terrain - If a unit is fighting from a river, behind barbed wire or was 30mm (2m) outside of an explosion

radius, they are in negative cover, they will take an accuracy penalty when firing and their maximum movement will be altered by a quarter so a unit that can usually walk 12m will only be able to walk 9m (3/4 normal distance). A unit within radius of a flash bang will assume negative terrain for two turns with the addition that they may not move either.

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Troop Stats

Movement (M) - This is the movement distance a character may take each movement phase, the distance is measured in metres and must be converted into mm.

Attack Skill (AS) - This is the deciding factor on whether a unit or vehicle will land a successful blow or fire an accurate shot. The higher your AS the better your unit is at attack, the lower the worse, to decide whether an attack is successful, you must roll a 10D and if your unit's AS is higher than the number rolled, your attack is successful. So for example if a unit has an AS of 6 and you roll an 8, your unit cannot attack but if it rolls a 5, it may attack.

Toughness (T) - This shows how well your unit resists damage, the higher the better as with AS, if your unit has a T higher than the dice roll, the damage will only do half as much as it normally would, if the attacker can do just 1

damage, the damage is not halved but simply, the attacker has dealt no damage at all. So for example is a unit with a toughness of 3 is attacked by a character that rolls a 2 for toughness, then it will only do half the damage, so for example 3 instead of 6. Certain weapons such as a missile launcher may specify that it ignores toughness and therefore does not have to roll and always does full damage.

Strength (S) - Strength determines a units health points, generally a standard unit will be killed off by another standard unit in a few attacks. So if a units strength reaches 0 it dies, if it falls below 2, it may keep fighting but it will become immobile. A vehicle generally is divided into four sections, hull, weaponry, mobility and engine, if a hull reaches 0, the vehicle cannot move, if it's weaponry reaches 0, it cannot fire, if it's mobility reaches 0, it cannot move and it cannot be repaired, if it's engine falls to 0, it blows up the whole vehicle and although an enemy may chose what part of the vehicle it hits, an engine attack is the only one that requires a toughness test.

Attack Count (A) - This negates the number of attacks a unit may make, most units will have this as a 1 but some heroes or tanks may have 2 or even 3 attacks per turn per unit.

Intelligence (I) - Intelligence is required for a unit to use

missile weapons or grenade weapons, the maximum is 10 the higher the better, if a unit has a higher intelligence than the die roll it can attack with the missile or grenade but if it is bellow the weapon fails. Despite intelligence if the unit rolls a 1, the device fails and explodes doing the damage of the weapon to the user and anyone in radius.

If a unit has a trait of 0, it means is may not use that statistic, so if for example you use a slog, it has an I of 0 and may not use explosives.

M	AS	T	S	A	I
8	6	3	12	1	4

Example Profile:

A hero unit or special unit may have unique characteristics or rules which affect their statistics.

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Composing a Unit

Your units are all composed into one battle unit or company or tribe, whatever you decide to call it. Due to the squad based tactics of the game though, you must create individual squads, to do this you must have 2 or more units within 60mm (4m) of each other at all times, if one or

more of the units die in a squad, the remaining units may continue to fight alone or they may join a squad with a hero attached. If a squad falls to a single unit, it flees the battlefield and effectively dies in playing terms.

A standard battle unit will probably be sectioned into the following:

Commander Unit (e.g - big bro slig w/ command icon)
Elite Units (e.g - armoured big bro slig)
Troops (e.g. - standard slig)
Heavy Troops (e.g. standard slig with heavy duty snuzi)
Vehicles - (e.g. slig tank)
Extras - (e.g. slog team or slig fly corps unit)

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Turn Based Sequencing

PAW works on a continuous sequencing that is divided into phases, each player will continue the following sequence until the game ends:

(1.) Movement - In this phase you may move all your units into new positions.

(2.) Attacking - This phase allows units to attack other units, (note all close combat or HtH attacks must be taken within 15mm (1m) of the enemy unit)

(3.) Support - If a unit is in a transport and wishes to unload or is converting into another unit (e.g mudokon leader into shrykul) it must be done in this phase.

(4.) Amalgamation - The final phase allows destroyed squads to merge with other squads that are attached to a commander or elite unit.

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In Battle

When a unit is attacking, it should face the unit it wishes to attack, this is important for units with set up weapons that have a limited firing cone (a maximum fire area).

When a unit wishes to turn, they may make a maximum turn of 90 degrees, if they wish to turn further they may but they may not move for the rest of their movement phase, therefore, turning a unit must be done before they move any distance.

If a unit wishes to move over cover, they may however, their maximum distance for that phase is cut by 1/4, this simulates difficult terrain and makes for more strategic gameplay, remember you can clear cover by blowing it up!

Units must have a line of sight of the enemy they wish to

attack , you may not shoot through high walls or buildings, units may shoot up platforms and hills however they take an accuracy penalty and their AS is lowered by 2 for that phase to simulate poor LoS.

Darkness plays a key part in small battles and a unit in a dark spot (simulated by a dark piece of card set down before the game begins) may not be seen until they fire from it, they may make melee attacks without being detected so long as they kill their target in one phase, it is best for hero units to try this as they can generally make multiple attacks.

When a character is in light cover, it gains a bonus to it's AS by 1 while a character firing into cover takes a penalty to it's AS by 2. Heavy cover gives an AS bonus to a character in cover of 2 while a unit firing into heavy cover takes a penalty of 3. Remember elevated terrain counts as light cover except the range of a units weapon is increased by 120mm (8m).

For any cover to successfully work, a unit must be within 15mm (1m) of it or it must be on an elevated position.

Explosions are lethal and have an area of effect, in the armoury pages, you will be detailed of their blast radius and their shock range which counts as negative cover. A unit within radius of a flash bang or the shock range of an

explosion will assume negative terrain for two turns with the addition that they may not move either.

Special rules sometimes apply to certain units an certain weaponry, these will generally affect gameplay, for example 'Panic of the Chant' causes all units within a certain range to flee in horror, for a complete list view the individual race codex.

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T E S T B A T T L E : WAR FOR BREWERY 0047

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This test battle will show you how a normal battle unfolds, the most common type of battle is 'Annihilation' the total destruction of your enemies team but for this game there will be a special objective - "Reach the Boiler" a unit must get within 15mm (1m) of the boiler, he will activate it by getting in range and the game will end, the boiler will be destroyed and the brewery will erupt into a fiery explosion.

You may want to write up a battle brief I will write one up here but it is not necessary.

Brewery 0047, for years an epicentre of glukkon brutality, hundreds of workers have forfeited their lives in the name of grotesque profit margins. The ruthless slig guards however,

were unprepared for what would soon unfold, forty mudokons would undergo a brutal uprising against their sadistic taskmasters and would attempt to destroy the boiler that kept the brewery functional.

The situation is this: the mudokons have come within 1500mm (100m) of their target, the central boiler wheel, the fighting is intense and a team of forty sligs are ferociously guarding the boiler from almost inevitable destruction.
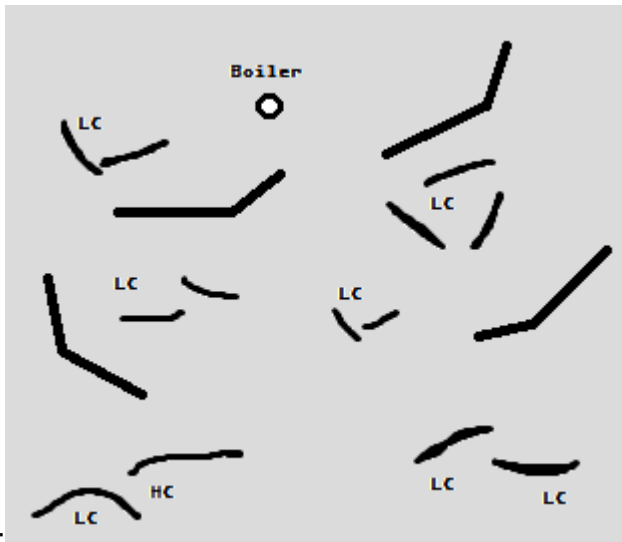
Map:

LC: Light Cover
HC: Heavy cover

Thick black lines: high walls (destroyable but no LoS)

The slig team starts in the north (40 units)
The mudokon insurgents start in the south (40 units)

The victory condition is as follows: Have a single unit reach 15mm (1m) of the boiler wheel, there are unmarked mines placed in the map that only the GM knows of. You will be signalled when one is triggered.

Team lists: For this scenario, it is stated that there is a unit limit, this is sometimes the case however, in the annihilation scenarios, the troop count is point based so for example, you may be allowed 2000 points, each unit has a point cost assigned to it and so do weapons, this will be further explained in the armoury.

Slig Defenders
1 big bro commander w/ snuzi
30 sligs w/ blunderbuss
5 slogs w/ 1 slog handler w/ whip
3 slig flying corps w/ grenade chutes

Mudokon Insurgency
1 commander mudokon with chanting awakening
25 mudokons with blunderbuss & basic knives
5 mudokons with stolen bomb chutes*
9 tamed slogs

*Any stolen weaponry gives the user an AS penalty of 1
this penalty is never
changed until the game ends

Armoury* Note this is not the full armoury but an abridged version for use in
demonstrational purposes, the full list is in the armoury section and does not
have to be copied out but should be referred to.

Snuzi:
Weapon type: Rapid Fire
Range: 30m
Str: 6
Notes: Ignores tougness always

Blunderbuss:
Range: 25m
Str: 5
Notes: Butt may be used as melee weapon dealing blunt
damage of 4

Slogjaws:
Range: 1m
Str: 3 (+1*)
Notes: after bite, damage of 1 is incurred every attack
phase due to infection. If stimulant pack is employed, +1 is
removed.

Whip:
Range: 2m
Str: 3
Notes: None

Grenade Chutes:
Range: 10m
Str: 10
Radius: 4m2   Shock Range: +1m2
Notes: Fires standard grenades

Chanting Awakening (special)
Range: 20m
Str:0
Notes: Chanting power ignores LoS and at cost of 1 strength point character, may control enemy standard troops. You gain control of unit until it dies. Chanting Awakening may control multiple units but each control costs 1 strength point.

Basic Knife
Range: 1m
Str: 4
Notes: None

Barracks*Note this is not the full barracks but an abridged version for use in demonstrational purposes, the full list is in the barracks section and does not have to be copied out but should be referred to.

Big Bro Commander

M	AS	T	S	A	I
8	8	3	13	2	5

Pts: 80
Team: The team consists of 1 Big Bro Commander and up to 2 standard sligs.
Unit Type: Commander Unit
Equipment: Snuzi

Notes: Cannot go inside transports.

Slig

M	AS	T	S	A	I
5	6	3	10	1	4

Pts: 50
Team: The team consists of 2-6 sligs
Unit Type: Troop
Equipment: Blunderbuss

Notes: Standard infantry for Magog Cartel, one unit may upgrade weapon to a snuzi for an additional 20 pts.

Slogs

M	AS	T	S	A	I
6	6	3	8	2	0

Pts: 40

Team: The team consists of 2-4 slogs
Unit Type: Extras
Equipment: Slogjaws

Notes: May add one slig as slog handler, adds 50 pts and slig has same stats as normal slig but has a whip instead of blunderbuss.

Slig Flying Corps

M	AS	T	S	A	I
7	7	2	8	1	9

Pts: 60
Team: Team has a fixed number of 3 slig flying corps
Unit type: Troop
Equipment: Grenade Chute

Notes: Each member may grenade chute for a cost of 20 pts each.

Commander Mudokon (tribal leader)

M	AS	T	S	A	I
9	7	4	12	2	5

Pts: 70
Team: The team consists of 1 Commander Mudokon and up to 2 standard mudokons.
Unit Type: Commander Unit
Equipment: Chanting Awakening

Notes: Commander Mudokon may sacrifice chanting awakening for a cost of 5 points for any other native weaponry.

Mudokon (labour)

M	AS	T	S	A	I
6	5	3	11	1	3

Team: The team consists of 2-6 mudokons
Unit Type: Troop
Equipment: Blunderbuss

Notes: Standard infantry in the insurgency, may be an extra force in native battleforces.

Tamed Slogs

M	AS	T	S	A	I
6	5	3	8	2	0

Pts: 40
Team: The team consists of 2-4 slogs
Unit Type: Extras
Equipment: Slogjaws

Notes: Tamed slogs reared from abandoned slog huts as sloggies, as soon as they reach maturity they are given a taste for slig flesh. Slightly weaker than magog variant.

After Battle Report: After the battle, the sligs were beaten and the wheel was turned, the casualties were few for each side with a brave mudokon charging through a hail of gunfire to reach the boiler wheel, upon turning the rusted thing, he was slain but both teams fled before the explosion destroyed the whole factory.

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The Factions

The Magog Cartel

The Magog Cartel, a coalition of the species of Mudos, ruled by the power hungry glukkons, the cartel is slowly wiping out the native land and eradicating any species that should get in their way. So far the glukkons have gained control of the sligs and the mudokons but they also have machinery designed by the Vykers Conglomerates and vast armouries of expendable gear.

When a player uses the Magog Cartel, they want to blaze their way through all enemies with massive fire power and overwhelming numbers. A player will also find themselves with an array of weaponry that can overpower most other factions.

The Vykers Conglomerates

A race of ageing pharmacists, the vykers are experts in modern medical science and weapon technology, it was them that created the hulking Feeco trains and the Blitzpacker heavy weaponry. They have gained control of the interns the fuzzles and the sligs but their armies are complimented with technological suits of armour and a variety of vehicles and walkers.

A player that engages a Vykers army should expect a small number of hardened veteran units and overpowered weaponry. Although they field an expensive battleforce, every unit can withstand open fire from a number of enemy units when one opposing unit will be blown to smithereens in single combat.

The Industrialist Uprising

The Industrialist uprisings are a small but growing faction of scrubs and their counterparts who are waking up to the fact that they are being ultimately exploited by their taskmasters. These forces are cheap and expendable with a lot of stolen technology, an industrialist uprising army should be fielded for special objectives such as capturing the flag rather than all out annihilation however, pro gamers will enjoy the simple structure of the IU armies and their unique tactics.

The Outlaws

The outlaws serve no one but themselves and now that the Magog Cartel is expanding west, they are encountering bands of outlaws who aren't happy to see age old supply lines change course to veer away from the new factories popping up.

An outlaw based army will have control of a number of different units and quite a wide variety of weapons to deal damage to all types of enemy, infantry to vehicle however, their one drawback is that they have very few vehicles and must rely on handheld heavy weapons to make up for their lack of weapons on wheels.

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