INTRODUCTION

Thank you for downloading this short-form introduction to the most basic mechanics of *Polyversal*. In order to try the game's combat and orders mechanics out, you will need two players, a tape measure marked in inches, at least 3 of each 4, 6, 8, 10, and 12-sided dice, the tiles and orders counters at the back of this document, and any miniatures to represent those on the tiles. This demonstration is intended to be played on a 4' x 4' tabletop, and includes no rules for terrain. It scratches the surface of Polyversal and while not a complete ruleset, it should give you an idea of how the game's Orders and Combat portions work. There are many more facets to the full rules. -- Ken Whitehurst, Designer **Ken@polyversal-game.com**

COMBATANT TILES

Combatant Tiles represent Units in the game, which are composed of one or more identical models called "Combatants". When arranged around a Command Unit, that group of Tiles is called a Battlegroup. Players form Battlegroups however they deem suitable and they help provide a visual command structure during games. In this demonstration, each player will have one Battlegroup, formed by three Combatant Tiles representing an Encegon main battle tank unit, Dragonfly VTOL unit, and a Wolfbite recon vehicle unit. The graphic below details each icon and area of a basic Combatant Tile:

SETUP

The forces for this demonstration have been pre-selected so you can jump in and play. In an actual game of Polyversal, you would begin by building battlegroups of any units you deem suitable, up to an agreed-upon points total. Each player commands a small force of three units, one of which is designated as a "Command Unit":
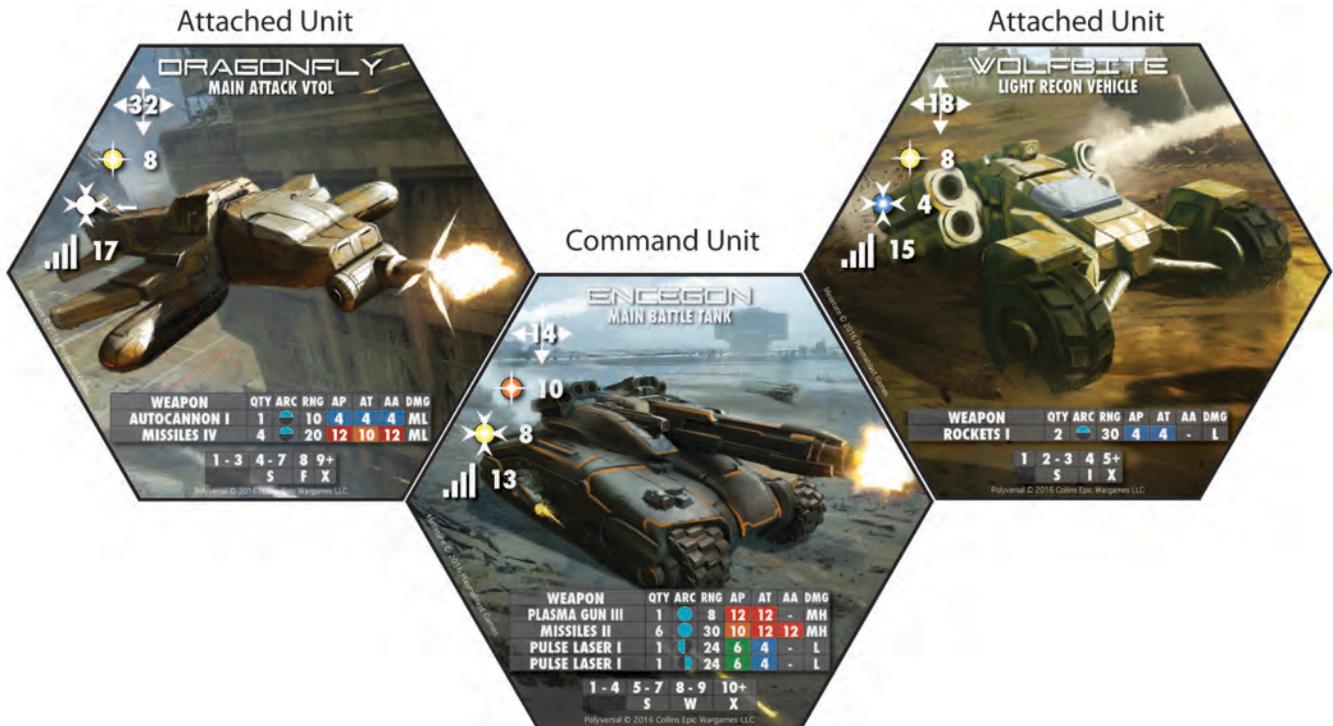
- 5 Wolfbite Light Recon Vehicles
- 2 Encegon Main Battle Tanks (designated Command Unit)
- 1 Dragonfly Main Attack VTOL

The Command unit begins with a d8 (yellow) Effectiveness rating. Mark this with a yellow square counter on the tile.
The Recon unit begins with a d6 (green) Effectiveness rating. Mark this with a green square counter on the tile.
The VTOL unit begins with a d10 (orange) Effectiveness rating. Mark this with an orange square counter on the tile.

To start, players alternate placing each unit on the battlefield within 6 inches of the table's edge. Place the Combatant Tiles near the table and arrange them so that the Command Unit tile (Encegon) is in the center and the Recon and VTOL units are "attached" next to the Command Unit along any edge as shown.

Attached Unit — DRAGONFLY MAIN ATTACK VTOL

WEAPON	QTY	ARC	RNG	AP	AT	AA	DMG
AUTOCANNON I	1		10	4	4	4	ML
MISSILES IV	4		20	12	10	12	ML

1-3	4-7	8	9+
	S	F	X

Command Unit — ENCEGON MAIN BATTLE TANK

WEAPON	QTY	ARC	RNG	AP	AT	AA	DMG
PLASMA GUN III	1		8	12	12	-	MH
MISSILES II	6		30	10	12	12	MH
PULSE LASER I	1		24	6	4	-	L
PULSE LASER I	1		24	6	4	-	L

1-4	5-7	8-9	10+
	S	W	X

Attached Unit — WOLFBITE LIGHT RECON VEHICLE

WEAPON	QTY	ARC	RNG	AP	AT	AA	DMG
ROCKETS I	2		30	4	4	-	L

1	2-3	4	5+
		S	X

THE GAME TURN

Overview
Each game turn consists of four phases:

Phase 1: Issue Orders
Issue orders to all Units. To do so, place a chosen order token face down on the Combatant Tile representing each Unit, including the Command Unit. Once placed, the order cannot be changed and applies to all combatants within the unit.

Phase 2: Determine Initiative
Each player rolls the current Effectiveness die type of their Command Unit. The higher roll wins. That player activates Units equal to the difference in the rolls. Re-roll ties.

Phase 3: Activate Units
Activate Units and execute their orders. To execute an order, choose a Unit, flip over the Order Token, and accomplish that order for all combatants in that Unit.

(Repeat Phases 2 and 3 until all units are activated, i.e. all orders tokens have been revealed and completed)

Phase 4: End Phase
Check Victory Conditions, determine Effectiveness changes, if any, and prepare for the next game turn.

PHASE 1: ISSUE ORDERS
At the beginning of each game turn, players place a single orders token face down on the Combatant Tile of each Unit, including the Command Unit. All Units must receive an order each turn if able. Note: The full rules include provisions for units in and out of a Commander's Command Range which may change if the Command Unit degrades in Effectiveness. For this demonstration, do not worry about Battlegroup cohesion, or what happens without it.

For this demonstration, each Unit may receive one of two possible orders (Note: The full rules include additional possible orders):

Advance
Move up to the Movement Allowance of the Unit and fire once, in either order. Combatants within a single unit must end movement within 2" of each other.

Fire for Effect
The Unit may fire all available weapons with a +1 Targeting Die Type increase, but may not move.

PHASE 2: DETERMINE INITIATIVE

Each player rolls the current Effectiveness die type of their Command Unit. The player with the highest roll gains the Initiative and may activate a number of Units in their Battlegroup equal to the difference between the two Initiative rolls. For example, Charles rolls a d8 Effectiveness die for his Command Unit and Erik rolls a d6. Charles' result is a 4 and Erik's is a 5. Erik may activate 1 unit within that Command Unit's Battlegroup.

PHASE 3: ACTIVATE UNITS

To activate a Unit, reveal the order token previously issued to that Unit by flipping it over. That Unit must then execute the revealed order. This means that each model within the Unit (for example, all 3 Encegon tanks) must execute the revealed order, such as Advance.

(Repeat Phases 2 and 3 until all Units have executed the orders they received in Phase 1)

PHASE 4: End Phase

The turn ends when all orders have been executed. If any units have taken at least 2 stress tokens as a damage effect, drop the Effectiveness of that unit by one die type. Then remove all stress tokens. The demonstration game ends when one side has lost its Command Unit, or when either player surrenders.

MOVEMENT

Units may move in any direction up to their movement allowance. Note: The full rules cover many aspects of movement such as modifications based on terrain, damage such as immobilization, and orders that may modify movement rates.

All Combatants within a Unit must end each movement within 2" of each other. Combatants within a Unit that fall out of coherency for any reason must move into coherency at their next movement.

FIRING

Each Combatant in a unit ordered to fire may individually fire each of its weapons once per turn. Part of Polyversal's simplicity is that each attack is completely resolved by a single roll of 3 dice representing the Unit's current Effectiveness, Targeting ability, and a target die type unique to each weapon. There are no additional rolls for saves, damage, or damage effects, which streamlines combat.

Select Target

All Combatants in the firing Unit must select and announce their targets for each firing weapon before rolling any dice.

In order to perform a direct fire attack, a firing combatant must have a target within its weapon range, firing arc, and Line of Sight:

- Weapon range is provided in inches on each Combatant Tile.
- Firing arc is graphically provided and is based on the current facing of the combatant at the time of the attack.
- Line of sight is based on drawing a straight line from the firing combatant to the target using a tape measure or string. In a game with terrain, some terrain blocks this line, preventing a direct attack.

Roll to Hit

For each attack, the attacker rolls three dice and adds their values:

Targeting Die;
Effectiveness Die;
Weapon's AP Die (versus infantry); AT Die (versus vehicle); or AA Die (versus aircraft in flight)

If the total exceeds the target's Evasion statistic, the target is hit. For example, to "hit" an Encegon tank, the total of the three dice must be at least 14 because the Evasion of the Unit is 13 as shown on the Combatant Tile.

Determine Damage

If the target is hit, consult the firing weapon's Damage Rating, and determine the Damage Value. Locate the corresponding Damage Result on the target Unit's Combatant Tile Damage Track and apply it immediately. Some damage effects are applied to the unit as a whole like Stress (S) and others apply to individual combatants such as Immobilized or Weapon Out.

Damage Rating

In this demonstration, weapons have one of three damage ratings: Low, Medium-Low, or Medium-High. These ratings describe the method used to determine damage from the attack roll of three dice. Note: The full rules have additional damage ratings.

Low (L)

Use the lowest individual die roll. If there is a tie, add the lowest individual die rolls together.

Examples: 3, 5, 6: Damage = 3
                1, 5, 5: Damage = 1
                7, 7, 9: Damage = 14
                8, 8, 8: Damage = 24

Medium-Low (ML)

If the three dice show different results, use the middle die roll. If all three results are the same, add them together. If there are two results that are the same, and a third that is different, add all instances of the lower result together.

Examples: 3, 5, 6: Damage = 5
              1, 5, 5: Damage = 1
              7, 7, 9: Damage = 14 (7+7)
              8, 8, 8: Damage = 24 (8+8+8)

Medium-High (MH)

If the three dice show different results, use the middle die roll. If all three results are the same, add them together. If there are two results that are the same, and a third that is different, add all instances of the higher result together.

Examples: 3, 5, 6: Damage = 5
              1, 5, 5: Damage = 10 (5+5)
              7, 7, 9: Damage = 9
              8, 8, 8: Damage = 24 (8+8+8)

Damage Results

No Effect (Armor)– ▉

Stress – S (mark the Combatant Tile with a Stress Counter). The entire unit takes stress.

Destroyed – X (Remove the combatant from play). If all combatants of a unit are destroyed, remove the Combatant Tile as well.

Immobilized – I (mark the combatant with an I counter). The combatant may no longer move.

Fuel Leak – F (mark the combatant with an F counter). If the combatant already has an F counter, destroy it instead.

Weapon Destroyed – W (mark the weapon with a numbered W counter corresponding with the listed weapon, in order)

Roll a die to randomly select a weapon line on the Unit's Combatant Tile. That weapon may not be used for the remainder of the game. Mark it as such with a numbered W counter. If the selected weapon has already been destroyed, treat the result as Stress instead.

Example Direct Fire Resolution

Charles' Dragonfly VTOL fires on Erik's Wolfbite recon vehicle ahead of it. Charles' Dragonfly unit's Combat Effectiveness is average (yellow-d8). It first fires its Autocannon, with a yellow-d8 targeting system. Charles rolls three dice: a d8 [Effectiveness], d8 [Targeting], and a d4 [AT]. He rolls a 7,6, and 3.

First, Charles compares the total of his roll to the Wolfbite's Evasion. 7+6+3=16 Evasion=15. Because the attack total is greater than the target's Evasion, the Dragonfly has scored a hit.

Next, Charles determines the damage caused by his attack. His Autocannon has a damage rating of Medium-Low. He again reads the dice he rolled to attack: 7, 6, and 3. The medium result is 6, which is the damage caused by his attack. Comparing the number with the damage track of the Wolfbite reveals that his target is destroyed! Erik removes the target vehicle from the table.

Firing Linked Direct-Fire Weapons
Weapons with a quantity of 2 or more are considered linked. Linked weapons may be fired in a series of individual attacks, or as a single, concentrated attack.

When firing a series of individual attacks, each target must be declared before rolling any dice. All targets must be in the same opposing unit.

When firing linked weapons as a combined attack, only one attack roll is made. However, the weapon's AT, AP, or AA die type (depending on the target of the attack) is increased +1 Die Type to a maximum of D12 for each linked weapon in addition to the first.

Example: If firing a weapon with a quantity of 4, and an AP die of d4, its AP die in a concentrated attack would be d10 because it would be increased three die types up from d4, one for each linked weapon above the first.

POLYVERSAL DEMO QUICK REFERENCE SHEET

TURN SEQUENCE
1. Place Orders for each Unit face down on each Combatant Tile.

2. Roll for Initiative (Command Unit current Effectiveness Die Type).

3. Winner of Initiative activates Units equal to the difference of the Initiative Roll.

(Repeat Phases 2 & 3 until all units have been activated)

4. End Phase (Check for victory, drop Unit Effectiveness a die type for any Unit with 2 or more Stress tokens. Then remove the Stress tokens. Disband any units that would drop below a d4 Effectiveness.

ORDERS
Advance - Move and fire, or fire and move.

Fire for Effect - No move. Direct Fire +1DT Targeting

TO FIRE
Target must be within a weapon's range and firing arc as well as within the line of sight of the firing combatant.

DIRECT FIRE
Roll three dice and sum: Targeting + Effectiveness + Weapon's AP, AT, or AA die type

Total exceeds target's Evasion = HIT, Otherwise = MISS

DAMAGE
Low: Lowest die roll. If two tied, add the lowest rolls. If three tied, add all dice.

Medium-Low: Middle die roll. If two tied, add the lower results. If three tied, add all dice.

Medium-High: Middle die roll. If two tied, add the higher results. If three tied, add all dice.

STRESS
2 or more stress tokens taken by a unit in a single turn will drop the unit's Effectiveness die type by 1 DT in the End Phase. For this demo, remove stress tokens at the end of each turn.

DAMAGE EFFECTS TOKENS
W: Combatant Weapon Destroyed/Depleted, numbered based on listed order
I: Combatant Immobilized
F: Fuel Leak – Combatant is leaking fuel. If you would place a second F counter, destroy.
S: Stress - taken as an entire unit

Player 1 Combatant Tiles

WOLFBITE — LIGHT RECON VEHICLE
◄18►
● 8
◄ 4
▮▮▮▮ 15

WEAPON	QTY	ARC	RNG	AP	AT	AA	DMG
ROCKETS I	2	●	30	4	4	-	L

1	2 - 3	4	5+
S	I	X	

DRAGONFLY — MAIN ATTACK VTOL
◄32►
● 8
◄ —
▮▮▮▮ 17

WEAPON	QTY	ARC	RNG	AP	AT	AA	DMG
AUTOCANNON I	1	●	10	4	4	4	ML
MISSILES IV	4	●	20	12	10	12	ML

1 - 3	4 - 7	8	9+
S	F	X	

ENCEGON — MAIN BATTLE TANK
◄14►
● 10
◄ 8
▮▮▮▮ 13

WEAPON	QTY	ARC	RNG	AP	AT	AA	DMG
PLASMA GUN III	1	●	8	12	12	-	MH
MISSILES II	6	●	30	10	12	12	MH
PULSE LASER I	1	●	24	6	4	-	L
PULSE LASER I	1	●	24	6	4	-	L

1 - 4	5 - 7	8 - 9	10+
S	W	X	

Effectiveness Tokens (d4-d8)

4	4	4	4	4	4
6	6	6	6	6	6
8	8	8	8	8	8

Orders Tokens

ADVANCE	FIRE FOR EFFECT

Damage Effects Tokens

STRESS		IMMOBILIZED	
S	S	I	W₁
S	S	I	W₂
S	S	I	W₃
S	S	I	W₄
S	F	I	W₁
S	F	I	W₂
S	F	I	W₃
S	F	I	W₄
	FUEL LEAK		

Player 2 Combatant Tiles

WOLFBITE — LIGHT RECON VEHICLE
◄18►
● 8
◄ 4
▮▮▮▮ 15

WEAPON	QTY	ARC	RNG	AP	AT	AA	DMG
ROCKETS I	2	●	30	4	4	-	L

1	2 - 3	4	5+
S	I	X	

DRAGONFLY — MAIN ATTACK VTOL
◄32►
● 8
◄ —
▮▮▮▮ 17

WEAPON	QTY	ARC	RNG	AP	AT	AA	DMG
AUTOCANNON I	1	●	10	4	4	4	ML
MISSILES IV	4	●	20	12	10	12	ML

1 - 3	4 - 7	8	9+
S	F	X	

ENCEGON — MAIN BATTLE TANK
◄14►
● 10
◄ 8
▮▮▮▮ 13

WEAPON	QTY	ARC	RNG	AP	AT	AA	DMG
PLASMA GUN III	1	●	8	12	12	-	MH
MISSILES II	6	●	30	10	12	12	MH
PULSE LASER I	1	●	24	6	4	-	L
PULSE LASER I	1	●	24	6	4	-	L

1 - 4	5 - 7	8 - 9	10+
S	W	X	

Effectiveness Tokens (d10-d12)

10	10	10	10	10	10
12	12	12	12	12	12

—— WEAPON OUT/DISABLED (NUMBER INDICATES LISTED WEAPON)