

Units

The term “unit” in Emlia represents any coherent group of entities (including single characters) in the game. Everything from a group of skirmishing natives, to a massive battle tank, to the general of the army is a unit. Units are described in the form of a series of Attributes, Skills, and Abilities, which together make up their capabilities as a whole.

Attributes are static properties of a unit; they generally do not change or get used for rolls, but they are important things to note about a unit. Damage, for example, is an attribute, as is a unit's morale. Fatigue, if such rules are used, is another attribute to be considered. Additional rules may specify new attributes, such as fatigue mentioned above.

Skills represent the training a unit has received, and are used for various Skill Checks throughout the game. Skill checks are the meat and potatoes of action in Emlia – everything from leading fleeing troops back into the fight to laying down archery volleys requires a skill check of some sort. A skill is always associated with a number, called the Skill Level of the unit. This Skill Level is how many dice are rolled when making a skill check using that skill. Some skills have a second number, separated from the skill level by a slash (such as 3/1). This is called the *diminish value*, and is used when the unit suffers damage. For every amount of damage the unit suffers equal to the *diminish value*, reduce the skill level of the unit in that skill by 1. See Skills and Skill Checks, page (). Sample skills include Leadership, Volley Fire, Alertness, and Close Combat.

If a unit does not possess a skill, certain actions may be *defaulted*, and used as if the unit's skill were 1. Not all actions may be defaulted: every action will have a “default: yes” or “default: no” line if it may or may not be defaulted.

Abilities are miscellaneous special rules and abilities that units possess. Examples include special attacks they can perform, or special qualities such as being ghosts, or experience in fighting in specific locales (such as urban environments). Abilities are described in more detail in a unit's entry, where the full description of each ability it has can be found.

Attributes

Movement: This attribute lists the movement methods of a unit, and how quickly it can move using each method. Most units only have one type (ground movement), designated by G. Others may have different movement modes, designated by different letters. For example, flying movement is denoted F, swimming movement is denoted S, and boat movement is denoted B. See Movement Modes, under Position and Movement, for more information on movement modes.

Hits: Hits determine how well a unit can sustain damage. See Attacks and Damage, page (), for more information on Hits.

Damage Limit: A unit with a Damage Limit is destroyed when it receives an amount of damage points equal to the Damage Limit. If a unit does not have a Damage Limit, treat it as though it had a Damage Limit of 1.

Threshold: Some units with Damage Limits also have Thresholds; a Threshold refers to how much damage the unit can take before a major consequence occurs. When a unit with a Threshold takes a number of damage points equal to its threshold, a roll is made on its *Threshold Table* to determine what damage it suffers.

Formations

A unit may be in a Formation – by default, it is in Open Formation, which has no special properties. A unit is in Open Formation if its members are all within ten (10) ground scale units (GSU) of one another. Other formations may be defined, based on the positions of troops in the unit. These formations may be global rules, or their benefits may only be accessible to certain units, by way of Abilities.

Boundary

The Boundary of a unit is an imaginary line drawn around the edges of the outer members of the unit; all models in a unit are always within the unit's Boundary, unless they are Out of Formation (see below). This is used in determining range from a unit – when measuring ranges, always measure range from the closest point of the unit's boundary. A unit with only a single entity in it has a Boundary of its own physical area.

Mixed Units

Many combined-arms tactics are used in all theatres of war, which calls for units that are not entirely uniform in skills and equipment sets. From the simple case of an additional trooper with a heavy weapon in a squad, to a more complex case of several units' formations overlapping to form a larger group, mixed units follow a simple formula in Emlia.

Any time a unit's boundary overlaps another friendly unit's, the two units are treated as a single, mixed unit for the purposes of being engaged and attacked by enemies with all types of attacks. All of the components of a mixed unit must, at the very least, be in formation with the rest of the mixed unit. Any time a friendly unit is within 10 gsu of another friendly unit, it may form a mixed unit with that other unit, using the Join Unit action (Leadership). These units will then activate together on the lower Timing of the two units. The remainder of the joining unit's action is delayed until the slower unit's action. If one of the units being joined has already activated, the joining unit's activation immediately ends.

Example: Riley wishes to move his Skarran Cityguard Remnants up in front of his previously skirmishing javeliners, in order to protect them from frontal assault and use their Reach 1 to form a fighting block. The cityguard move into Ranked Formation in front of the line of javeliners, and the Sergeant of the unit makes a Join Unit check on his Leadership of 2. The check succeeds, so the javeliners and the Cityguard are now a mixed unit. The activation of the Cityguard is now suspended, resuming when the javliners activate. This has an advantage, because the enemy was planning to charge the javeliners before they activated – now, the cityguard will also get to make attacks against the charging enemy! Note that this could be accomplished without joining the javliners by not moving the cityguard, and instead Delaying their action.

For details on the other actions taken and the timing mechanics used in this example, see Timing and Turns.

Join Units

Skill Used: Leadership

Default: Yes

Subject: Target Unit

Check Modifiers: Morale of Source if negative, Morale of Subject if negative

Success: Source and Subject become a single mixed unit. Remainder of Source's activation is delayed until Subject's Timing if lower. If Subject has already activated, Source's activation immediately ends.

Basic Formations

A unit can be in one of three normal formations: ranked formation, close formation and open formation. A unit may change formation any time it moves, simply by moving the elements of the unit into a position that matches the new formation. Some units will have abilities that grant them additional formation options.

Ranked Formation:

A unit in ranked formation must have all of its members within 1 ground scale unit of one another, arranged in a rectangular block of ranks and files, and move as a tight group. This group is difficult to manoeuvre around compared to open formation groups. A unit in ranked formation has a single facing, represented by the facing of the front line of its boundary (determined by the unit's controller at the start of the game). In order to change facing, the unit must either wheel about, or turn in place. Turning in place consumes one-quarter the unit's speed for every 90-degree turn. Wheeling about is done by “anchoring” one end of the front line, then moving the other end by pivoting it around the front member. To wheel, the unit must move forward along its new heading at least an amount of distance equal to the “depth” of the unit (the distance between the front line and the furthest rearward member).

Units in ranked formation may only move forward, never to the sides. They may move straight backward, but must still move forward in order to wheel about, and while moving backward, they move at one-half normal speed.

A unit that is Disordered may never hold ranked formation.

Units in ranked formation always participate in *ranked combat*.

Dev note: Sidebar coming later. This works mostly like Warhammer except for the extra movement at the end.

Close Formation:

A unit in close formation works like a unit in ranked formation, but is less disciplined. Its members are within 1 ground scale unit of one another, but do not have to be arrayed in even ranks. Units in close formation have difficulty manoeuvring, and whenever the unit does not have a single common facing and is moving forward, reduce the unit's speed by half to represent stragglers trying to keep up with the unit. When fighting ranked units, units in close formation participate in *ranked combat*. When fighting units in open or close formation, they participate in *skirmish combat*.

Open Formation:

A unit in open formation is much more easily manoeuvred, and its members are only restricted to 5 ground scale units separation. There are no special movement rules for moving a unit in open formation. Unless fighting units in ranked formation, units in open formation always participate in *skirmish combat*.