

A Fistful of Sardaukar

The Dune Miniatures Combat Game

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v3.0

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1) Introduction

This is a fast-playing simulation of tactical combat in the universe of Frank Herbert's *Dune*.

2) Scale

Most players will probably use 25mm figures, so the rules are designed with these in mind. Mount them individually. Geo-hex especially makes a good range of 25mm vehicles.

3) Required Materials

Each player needs figures, a couple of d10s, three d6's, rulers, tape measures and five or ten pennies for markers. D10s are used for combat; d6's are used for movement and morale.

4) Types of Troops

Basic troops are rank and file troopers. They must remain within 3" of another basic trooper (see cohesion below) who is in their squad.

NCOs are squad leaders. They can move 6" more than the squad movement roll when part of the squad. If the squad has an NCO it gets a melee and morale bonus.

Leaders are officers and other inspiring leaders. They move independently of squads and will give a bonus to a squad's morale and melee skill if it's within their command radius.

Vehicles are, well, vehicles. Use small vehicles if possible.

Sandworms are treated like vehicles when a rider is on them. Otherwise they have special rules. Because they're so big in real life, we have to scale them down. I'd take a mailing tube and cut it down to about 18" in length.

5) The Turn Sequence

a) First Player Segment

- Rally Phase. First player tries to rally shaken or routing squads.
- Move Phase. First player activates his squads, one at a time. Second player may fire any missile weapons in overwatch.
- Missile Phase. First player executes missile fire.
- Melee Phase. Resolve melee combat.
- Morale Phase. Resolve morale checks.

b) Second Player Segment

- Same as above, reversing the roles.

6) Movement

a) Executive Summary

- i) Two types of movement, move and charge. Charging requires a morale check and is the only way to move into contact with an opponent.
- ii) Activate squads, leaders and vehicles one at a time.
- iii) Squads roll movement dice of slowest figure. NCO's get 6" bonus.
- iv) Declare move, then roll the dice.
- v) Cohesion distance of 3" (6" for skirmishers).
- vi) Figures can turn before melee.

b) Types of Movement

There are two types of movement – **move** or **charge**. You can **move** a figure any way you want, except that he can't move within 6" of an enemy figure. A figure that **charges** must move in a straight line toward an enemy figure, and must move into contact with that

figure if possible. However, he may move around an enemy figure already in contact with a friendly figure. See below for details on charges.

c) Overwatch

A figure that **moves** may stand still or turn around, and enter an overwatch position. This lets him hold his fire during his missile phase and fire before, during or after the enemy's next movement phase.

d) Activation

Activate your squads, vehicles or leaders, one at a time. Declare the type of move (move or charge), the general direction, and then roll the dice. A squad only moves as fast as its slowest member, so roll the movement dice of the slowest figure in the squad. Note that NCOs that are part of a squad get a 6" movement bonus.

e) Figures in Contact With the Enemy

A figure that begins the movement phase in contact with an enemy figure can't move or charge. They may shift as long as they stay in contact with at least one enemy stand. If this shift causes the figure to break contact with an enemy figure, the enemy figure may re-establish contact by moving **straight** into contact with the friendly figure. Note that figures will have a chance to turn before melee starts (see below).

During the melee combat phase, a figure may **disengage**. He rolls his attack normally. If he survives, the enemy figure is not killed, and the disengaging figure may retreat its normal move away from the enemy figure. The disengaging figure loses its next move as well.

f) Charging

If a squad charges, it must make a morale check. If it passes the check, it may charge normally. In that case, it gets an extra movement die.

If a squad fails the charge morale check, it stays right where it is, unless its NCO (or a leader within 4" of the squad) charges alone. In that case the squad makes a second morale check. If it passes, it will follow its leader and charge normally. If it fails the check, the squad stays where it is. As long as its NCO is out of cohesion distance, the squad suffers a -1 to its morale.

All figures in a charging squad must charge, except for figures in contact with enemy figures at the start of the movement phase. If half or more of a squad fail to make contact with the enemy, then the entire squad suffers a -1 to its morale. If the squad leader fails to make contact with an enemy figure then the entire squad suffers another -1 to its morale.

When a charging figure moves within 1" of an enemy figure, it has to stop and move into contact with that figure, unless that enemy figure is already in contact with a friendly figure.

g) Turning

Before resolving melee, a figure may turn toward any enemy figures that it's in contact with.

h) Cohesion

All figures in a squad must begin the turn within 3" of another member of the squad. If not, the figure must move to reestablish cohesion if it chooses to move. A figure **may** voluntarily move out of cohesion, but if it moves again, it must move to rejoin the squad. Some squads may be able to skirmish (see the army lists). In this case, double the cohesion distance to 6".

i) Terrain

Clear terrain (anything up to heavy woods) has no effect on movement. Broken terrain (heavy woods, rocky ground, swamp, etc.) costs double to move through. Cliffs are impassable to troops unless they have suspensors. Then they expend half their total movement to cross these obstacles.

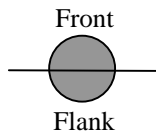
7) Melee

a) Executive Summary

- i) Roll 1d10 per figure in melee. Add that figure's weapon skill.
- ii) The figure that has the highest combined total kills his opponent(s). A natural "1" is an automatic miss.
- iii) You automatically miss on a melee roll against opponents **completely** in your flank.
- iv) Morale checks required for squads that lose more than 1 figure, reach 50% losses; or lose an NCO.

b) Eligibility

Each figure can make one melee attack against any enemy figure partially in its front arc (a 180 degree arc; see diagram below). Divide melees up so that there's one figure fighting one or more enemy figures.



c) Procedure

First, look at your army roster to determine what your figure's weapon skill is. Add any modifiers to the skill. Then roll 1d10 and add that. If the roll is a natural "1", you miss. If your total exceeds your opponent's total, you hit and kill your opponent.

If you tie, then you both die.

b) Example of Melee – A Sardaukar (MWS 7) and a Fremen (MWS 9) are fighting:

- The Sardaukar rolls a 6 and the Fremen rolls a 4. Both die.
- The Sardaukar rolls a 2 and the Fremen rolls a 10. The Fremen kills the Sardaukar.
- The Sardaukar rolls a 3 and the Fremen rolls a 9. The Fremen kills the Sardaukar.

c) Combats With Multiple Figures

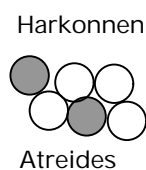
If several enemy figures are attacking a single friendly figure, the single figure gets one roll. The enemy figures each get one roll and their MWS is increased by one. Compare the single figure's roll to each enemy figure and determine the outcome.

Example – Three Harkonnens (MWS 3, plus 1 = 4) attack a Fremen (MWS 7):

- The Fremen rolls a 5. The Harkonnens roll a 2, 4, and 7. The Fremen kills all three Harkonnen.
- The Fremen rolls a 2. The Harkonnens roll a 1, 2 and 6. The first two Harkonnen are killed and the third Harkonnen kills the Fremen.

Important: If you're attacked by an opponent who's completely in your rear, you automatically miss him. So unless he rolls an automatic miss, he kills you (ouch!).

Sometimes, it will be hard to break up a mass of figures. The side with the most figures in a particular cluster has the choice of how the cluster will be broken up. If there's the same number of figures, the player whose turn it is gets the choice. The only limitation is that every figure must fight at least one enemy figure. See the diagram below:



In this example, the Harkonnen player has the choice of how to divide this melee up. He can put two figures on each Atreides figure or one on the left Atreides figure and three on the right. He may not concentrate all four Harkonnens on the right Atreides and ignore the Atreides on his left.

d) Modifiers to Weapons Skill

- +1 if a squad has an NCO present
- + the leadership rating of any leader if the squad is within the command radius
- +1 if your opponent is being attacked by more than 1 figure
- +1 if you charged your foe from higher ground

e) Melee Morale Checks

At the end of a melee round, a squad must make a morale check if:

1. It suffered more than 1 casualty during the player segment; or
2. It reached 50% or fewer effectives during the player segment; or
3. Its NCO was killed during the player segment.

8) Morale

a) Executive Summary

- i) To pass a morale check a squad must roll its current morale or less on 2d6.
- ii) In melee, a failed check means a second morale check. If you pass, you're shaken. If you fail, you rout. A failed charge roll means the squad stands still.
- iii) Leaders and NCO's may rally routed or shaken squads.

b) The Morale Roll and Modifiers

A morale check is a 2d6 roll, and is usually a single roll taken by the whole squad. A squad makes the check if the roll is equal to or less than its Adjusted Morale. To determine a squad's adjusted morale, take its base morale (listed on the army roster) and apply modifiers for all conditions:

Casualties (use the highest that applies)

- 1 if the squad has taken 25% losses
- 2 if the squad has taken 50% losses
- 4 if the squad has taken 75% losses

NCO/Leaders

- 1 if the squad has lost its NCO
- +1 if the squad has an NCO present
- + the leadership rating of any leader if the squad is within his command radius

c) If You Fail the Check

The effect of a failed morale check depends on why the check was taken. If the squad is trying to charge and fails the morale check, it just stands there (see above). If the squad fails a melee morale check, roll a second morale check.

If that roll is equal to or less than the squad's adjusted morale, then the squad is shaken. Otherwise the squad routs.

d) Shaken Squads

Members of a shaken squad will move 2d6" away from their opponents. Their opponents have the option of following and staying in contact. If they do so, the shaken troops will face their opponents. These moves are special moves and occur in the morale phase. A shaken squad can't charge until it is rallied. Mark it with a heads up penny.

e) *Routed Squads*

A routing squad flees in terror from its opponents. It runs 3d6" away from its opponents. The opposing squad can try to pursue. It makes a movement roll each of its figures chases the routing enemy. If a routing figure is caught, it's killed. Until it is rallied, a routing squad will continue to flee 3d6" towards the owning player's board edge. When it leaves the board, it's destroyed. Mark it with a tails up penny.

f) *Rallying*

Shaken and routing squads rally during the rally phase. A leader or NCO must be within 3" of any member of the squad. If the squad makes a morale check, it rallies and is no longer shaken or routed. If it fails the check it stays shaken or routed. At this point, the squad NCO or leader may make a **heroic stand**. He stays where he is and the squad gets a second morale check. If the squad makes this check, it's rallied and may move normally (along with the NCO).

If the squad fails the second check, it is routed, even if it was only shaken. The NCO cannot move and is now permanently detached from his squad. He moves like a leader for the rest of the game, but he can't rally squads.

9) *Missile Combat*

a) *Executive Summary*

- i) Fire at any target within range that you can see.
- ii) To hit (and kill) the target, you must roll 1d10 and roll your ballistic skill or less.
- iii) You must also roll higher than the value of any cover (2 for light cover, 3 for hard cover).
- iv) If the roll is exactly the same as your ballistic skill, it's an automatic hit.
- v) If a lasgun hits a shield there's a nuclear explosion. A maula pistol penetrates a shield only if the roll hit and it's an even number, or if the hit is an automatic hit. Projectile weapons have no effect against shields.

b) *Roll To Hit*

Troops may fire missile weapons at any target that they can see and that's within the weapon's effective range. Roll 1d10. You hit (and kill) the target if your roll is less than your ballistic skill (BS) and more than the value of any cover the target is in.

Light cover has a value of 2; heavy cover (or hard cover) has a value of 3. But...if your roll is exactly equal to your BS, you hit the target no matter what.

c) *Shields*

Shielded troops are immune to all projectile weapons except lasguns or maula pistols. A maula pistol will penetrate a shield if the roll hits and if the roll is an even number.

If a lasgun hits a shielded figure, roll 1d10. On a 1-3, nothing happens. On a 4-5, there is an explosion that kills everyone within 2d10" of the target. On a 6 or better, a nuclear explosion kills everyone. A figure with a shield may not fire a lasgun.

If you fire a lasgun and miss, trace the line of fire out to the weapon's effective range. Trace the line from the center of the firing figure through the center of the target. If this line intersects another shielded figure, treat it as a hit on that shielded figure.

d) *Types of Missile Weapons*

Maula pistols have a range of 10".

Lasguns have a range of 36".

Projectile weapons have a range of 24".

Thrown Weapons have a 7" range and are treated like projectile weapons.

10) The Army Lists

a) The Ability Code

It's desirable to be able to list the abilities of a troop type with a minimum of fuss, hence the ability code. Here's how the code works. Each ability has a single digit letter. Troop abilities are listed as a string of letters (ability string or AS), in this order:

Training, Morale, Traits – Leadership, Fighting Ability

So an Atreides trooper that's a Veteran, High Morale with shield is listed as "VHs". An Atreides Lieutenant that's an Elite, Very High Morale, with Shield, Fair Leader, Superb Warrior is listed as "Evs-E4." Note that the code won't usually be used in games; its just a quick shorthand to show how I built the armies.

Abbreviations on the Army Lists are: *Move*=Movement *WS*=Weapon Skill *BS*=Ballistic Skill *Morale*: Obvious *Points*=Point Cost.

b) The Atreides

i) Leaders

Name	Move	WS	BS	Leadership	Radius	Points	AS
Duke Leto	4d	14	6	4	24"	106	EFSS-A4
Lady Jessica	4d	18	4	0	0"	51	EFSS-W7
Thufir Hawat	4d	12	6	1	18"	54	EFSS-D3
Young Paul	4d	13	6	2	12"	52	EFSS-E4
Paul-Mua'Dib	4d	18	6	3 messiah	24"	118	EFSS-M7
Gurney Halleck	4d	17	6	1	18"	77	EFSS-D5
Duncan Idaho	4d	18	6	1	12"	69	EFSS-E6
Lieutenant	4d	12	4	1	12"	44	EXs-E3
NCO	4d	12	4	1	0"	38	EXs-N3

ii) Troops

Name	Move	WS	BS	Morale	Points	AS	Notes
House Guards	4d	8	4	9	18	EHS	Shields
Troopers	3d	6	4	8	13	VHS	Shields
Skirmishers	3d	6	6	8	26	VHSsm	Shields

iii) Notes

Squads are from 4-6 men plus an NCO. A lieutenant commands a platoon of 2-5 squads. A leader will command a company of 3-5 platoons. Skirmishers are skirmisher trained and have shields and maula pistols.

c) The Harkonnen

i) Leaders

Name	Move	WS	BS	Leadership	Radius	AS	Points
Baron Vladimir H.	2d	6	6	2	24"	Gasp-C1	21
Feyd Rautha	4d	15	6	1	18"	EHSs-D6	61
Beast Rabban	4d	10	6	1	12"	VHSs-E3	38
Piter DeVries	4d	11	6	1	12"	EHSs-E2	40
Lieutenant	4d	9	6	1	12"	VHSs-E2	35
NCO	4d	8	6	1	0"	VHSs-N1	26

ii) Troops

Name	Move	WS	BS	Morale	Points	AS	Notes
Baron's House Gds	3d	5	4	6	19	VHSsm	Shields
Regulars	3d	4	4	5	6	RAs	Shields
Garrison	3d	4	4	5	4	RLs	Shields

iii) Notes

Squads are from 8-10 men plus an NCO. A lieutenant accompanies platoons of 3-6 squads. A leader commands companies of 3-6 platoons. Squads on Arrakis may have Lasguns (and lose their shields) for 5 points each. All troops are shielded. They can go without shields for 2 points less. A squad may be skirmisher-trained at 50% extra points.

d) *House Corrino (The Emperor)*

i) Leaders

Name	Move	WS	BS	Leadership	Radius	AS	Points
Count Fenring	4d	15	6	1	18"	EFSs-D5	77
NCO	4d	10	6	1	0"	EHSs-N1	29
Lieutenant	4d	10	6	1	12"	EHSs-E1	35
Captain/Bator	4d	10	6	1	18"	EHSs-D1	41
Bashar/Colonel	4d	10	6	2	24"	EHSs-C1	53

ii) Troops

Name	Move	WS	BS	Morale	Points	AS	Notes
Sardaukar	4d	7	6	8	25	EASs	Shields

iii) Notes

Squads have 5-8 men plus an NCO. A lieutenant accompanies platoons of two to five squads. A captain commands companies of five platoons. A Bator commands battalions of five companies.

For extra points, Sardaukar can take any other weapons. A squad may be skirmisher-trained at 50% extra point cost. Sardaukar have a special ability – they always make their charge morale check (a 5 pt advantage, factored into the points cost).

e) *The Fremmen*

i) Leaders

Name	Move	WS	BS	Leadership	Radius	AS	Points
Stilgar	4d	15	6	2	24"	EFSm-C3	67
Typical Naib	4d	12	6	1	24"	EFSm-D1	52
NCO	4d	12	4	1	0"	EFSm-N1	40
Fedaykin NCO	4d	15	4	1	0"	EFSm-N4	50

ii) Troops

Name	Move	WS	BS	Morale	Points	AS	Notes
Fremmen	3d	8	6	10	23	VFS	No shields
Fedayken	4d	10	6	11	35	EFSm	No shields

iii) Notes

Squads are from 5-8 men plus an NCO. A leader accompanies two or more squads. Fedayken never take a morale check in combat or to charge (a 10 point advantage, factored into the costs).

11) *Building an Army From Scratch*a) *Creating An Army From Scratch*

i) Determine the name of the House or organization.

(1) Determine the size of squads. Better quality armies tend to have smaller squads (4-7), while poorer quality armies have bigger squads (8-12).

ii) Design the troops:

- (1) Choose training level
 - (2) Choose morale level
 - (3) Choose special traits
 - (4) Choose equipment
 - (5) Tally up the points cost for your squads
- iii) Design the leaders and heroes
- (1) Start with a basic troop type and choose extra abilities
 - (a) Leadership Level
 - (b) Fighting Level
 - (2) Total the points
- iv) Designing the Troops

b) The Base Profile

Here's the profile of a basic trooper:

Name	Move	WS	BS	Morale	Points
Base Trooper	3d	3	4	5	4

Move=Movement WS=Weapon Skill BS=Ballistic Skill Morale: Obvious Points=Point Cost

The profile will be modified by choices made below:

c) Training

Level	Move	WS	BS	Morale	Points
Green (G)	3d	-	-	-	-
Regular (R)	3d	+1	-	+1	+2
Veteran (V)	3d	+2	-	+2	+5
Elite (E)	4d	+4	-	+3	+10

d) Morale

Level	Move	WS	BS	Morale	Points
Low (L)	-	-	-	-1	-2
Average (A)	-	-	-	0	0
High (H)	-	+1	-	+1	+4
Very High (X)	-	+2	-	+2	+8
Fanatic (F)	-	+3	-	+3	+14

e) Special Abilities and Equipment

Traits/Equip	Move	WS	BS	Morale	Points	Notes
S-Marksman	-	-	+2	-	+4	
s-Shields	-	-	-	-	+2	
p-Projectile Weapon	-	-	-	-	+2	24" range
g-Lasgun	-	-	-	-	+5	36" range
m-Maula Pistol	-	-	-	-	+3	10" range
t-Thrown Weapon	-	-	-	-	+1	7" range

f) Leadership (Leaders and NCOs Only)

Leadership	Move	WS	BS	Leadership	Radius	Points
Bene Gesserit (W)	+1d6	-	-	-	-	-
NCO (N)	+1d6	+1	-	1	0	+3
Fair Leader (E)	+1d6	+1	-	1	12"	+9
Good Leader (D)	+1d6	+1	-	1	18"	+15
Excellent Ldr. (C)	+1d6	+1	-	2	24"	+27
Great Leader (B)	+1d6	+1	-	3	24"	+39

Legend (A)	+1d6	+1	-	4	24"	+51
Messiah (M)	+1d6	+1	-	3	24"	+63

(a messiah's leadership is doubled in the presence of his followers)

g) Fighting Ability (Leaders and NCOs Only)

Fighting Ability	Move	WS	BS	Leadership	Radius	Points
1 Average	-	+1	-	-	-	+2
2 Good	-	+2	-	-	-	+5
3 Excellent	-	+3	-	-	-	+8
4 Superb	-	+4	-	-	-	+12
5 Warmaster	-	+5	-	-	-	+24
6 Swordmaster	-	+6	-	-	-	+20
7 Bene Gesserit	-	+8	-	-	-	+24

12) Army Reference Sheet

Leaders

Name	Move	WS	BS	Leadership	Radius	AS	Points
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.....
.....
.....
.....

Squad:

	Move	WS	BS	Morale	Points	AS	Notes
Troopers
NCO	Ld: Rad:
Notes:						
.....							
.....							

Squad:

	Move	WS	BS	Morale	Points	AS	Notes
Troopers
NCO	Ld: Rad:
Notes:						
.....							
.....							

Squad:

	Move	WS	BS	Morale	Points	AS	Notes
Troopers
NCO	Ld: Rad:
Notes:						
.....							
.....							

Squad:

	Move	WS	BS	Morale	Points	AS	Notes
Troopers
NCO	Ld: Rad:
Notes:						
.....							
.....							