



Order 66[®]



A miniature wargame.



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Order 66

A Miniatures Wargame

Order 66 is a game designed to allow gamers to play Mystics, warrior-monks gifted with extraordinary powers and abilities.

In the far far future, these Mystics do battle during a civil uprising, each commanding their loyal cloned troopers in in-depth plots and combat duels.

Players will take command of a Mystic Warrior, either on the side of Order, charged with keeping Justice and Peace, or the side of Chaos, obsessed with personal power and control.





Forces

Each player controls



Each mystic has an active ability they can use as an action. This ability differs per Mystic.

http://www.hasslefreeminiatures.co.uk/range.php?range_id=40&subcat_id=64

Meg: Mystic Deflection: if dodges a ranged attack, may take an immediate return fire shot

Libby: Sword Master: May attack all models upto 2 squares away in one combat action

Luke: Mystic Jump: May +1 to dodge rolls and move across interveining minis / terrain without penalty

Kieran: Mystic Lightning: May make ranged attacks as per shooting rules

Va'Durr: Mystic Choke: may make a ranged attack against any mini in line of sight. If ranged attack is successful, target may not perform any actions during its next. if the casting Mystic successfully casts twice on the same mini, that mini is removed as a casualty

Jen: Mystic Manipulation: may be used against any miniature within 12 squares. Make a ranged attack against the target with a difficulty of 7. If not resisted, the Mystic may control the target for its next activation.

Each player rolls D3 four times for the statistics of their Mystic

The player assigns one roll to one of the following:

Combat

Range

Dodge

Each Mystic moves 4 squares and has 3 wounds.

Every player has 1 Grymn Trooper per Mystic on the board at the start of the game.

Grymn Troopers move 3 squares and have 1 wound each.

Turn sequence: each player rolls D6. Highest roller picks one of their unactivated units and activates that unit, completing all its actions



After the model(s) have taken their actions, all players roll again, the highest picking one of their unactivated units. Should a player have no more units to activate, the next highest rolling player activates one of their units until all players have activated all of their units. Once all units have activated, the turn ends and all players roll D6 to determine who goes first in the next turn.

Each model may take up to 2 actions per turn;

Move: up to maximum move in any direction so long as do not pass through any other mini/ terrain feature. They do not have to take their full movement, but any squares unused are lost.

Ranged Action:

Grymn Troopers are armed with Pulse Rifles. To fire, a grymn needs to be able to draw a straight, uninterrupted line from their base to their target (this means they are unable to fire at diagonal angles!).

If able to do so, they roll 2D6 and require 7 or more to hit their target.

The Grymn get +1 for every friendly trooper within 4 squares.

If their target is a Mystic, the Mystic can roll 2D6 + add their Dodge stat. If they beat the Grymn's to hit roll, they dodge the damage.

If the target fails (or is unable) to dodge, they take 1 point of damage.

Mystic are able to manipulate the psychic energy coursing throughout the galaxy, and as such target any miniature or terrain piece within 10 squares.

The Mystic rolls 2D6 and adds their Range stat.

If it equals or beats a difficulty of 6+ the number of squares the target fills then the attack is successful.

If their target is a Mystic, the Mystic can roll 2D6 + add their Dodge stat. If they beat the attackers to hit roll, they resist the attack.

If the attack is not resisted, the target can be moved a number of squares equal to Ten minus the distance from the attacker to the target.

If the target encounters another miniature or terrain piece, both take 1 point of damage.

EXAMPLE:

Mystic Megan attempts to move Mystic Luke using a ranged attack.

Megan requires difficulty 7 as Luke's base fills one square.

Megan rolls two dice and scores 7, and adds her Range stat of 1 for a total of 8.

Luke rolls two dice and scores 4. Luke has a Dodge stat of 2 and so adds that for a total of 6.

As he failed to beat Megan's roll, Megan checks the distance between the figures and finds them to be 5 squares apart. This means she is able to move Luke up to 5 squares in any direction.



Melee Action:

For each combat action, the attacking model may target a model in an adjacent square.

The attacker rolls 2D6 and adds their Combat statistic. Their target rolls 2d6 to attempt to avoid the damage. Mystics may add their dodge score to this roll

If the attack hits, the target suffers 1 point of damage.