

Battle Unit Basics

Battle Unit Basics (BUB) is the very core of Moira. This explains how Units in play work and do Battle in a very Basic set of rules.

Overview

In simplest terms, a unit is rated with a die code called **Strength**. This is the ability of the unit to attack or defend itself unless some other rule says otherwise. This strength die code is listed as two parts: a die to roll, and a bonus to add to that roll, like so: 1d8+2. When the unit makes a strength roll to attack or a strength roll to defend, you roll that die and add the amount listed.

We determine the die code of a unit by it's **Class**. There are six classes of units, rated from smallest die (weakest) to largest die (strongest). Here is the breakdown:

- **1d4** - Light Fodder: These units are the weakest of all, but very cost effective. You need fodder units to distract and control the movements of the Demon.
- **1d6** - Heavy Fodder: These units are stronger than the light fodder, but not yet considered more than Demon food. They play the same roll as light fodder, but are tougher.
- **1d8** - Light Mainstay: These units are the mainline, central core units of an army. The light ones are weaker than heavy but more cost effective.
- **1d10** - Heavy Mainstay: These units are the mainline, central core units of an army. They are tough, but not as tough as the specials.
- **1d12** - Special Core: These units are heroes, champions, and those that rise above. Tough units that aren't cheap but effective.
- **1d20** - Features: These units are both truly amazing and costly, each army can have only one in their collective militia. The Demon is also considered a Feature, and is considered a special 1d20 unit.

The bonus for the die code Strength of a unit comes primarily from two concepts: **Stacking** and **Arming**. Stacking a unit means adding more fighters to it (when possible). You can have a Stacking bonus of +1 to +3 for a unit. Stacking both allows a unit to be stronger, and take more damage. Arming a unit means giving it more/better weapons and munitions, resources. You can arm a unit for +1 to +3. Arming both allows a unit to be stronger, and generate more damage. This means when a unit is given a strength code, its arm and stack bonuses are listed in parenthesis as well: 1d8+2 (+1/+1).

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Last update: **2014/11/04 15:01**

