HAND OF DESTINY
MINI SYSTEM RULES

1.0 COMPONENTS
This Mini Game is complete if it includes: 40 game pieces (units), 18 Campaign Cards, one 11x17" map, and this rules & scenario sheet. Players must provide one or more six-sided dice (five is ideal).

2.0 INTRODUCTION
Hand of Destiny is a wargame system of campaigns set on the far-flung frontiers of civilization in the 19th century.

There are two players identified by the scenario. Each player is provided with cardboard pieces called units, representing military formations or tribal warbands. Players move their units, and then conduct battles with them. Each player has a set of campaign cards. Players use these cards to recruit new units, move their forces on the map and take specified special actions. If opposing forces are in the same space, a battle will ensue. The game has two levels: the standard rules, that give a quick wargame, and the advanced rules, that give more realism and complexity. Players new to wargaming should read just the standard rules and play a game or two before trying the advanced rules.

Important: Scenario rules always supersede the rules in this rule book.

STANDARD RULES

3.0 THE MAP
The game map shows the region where the original campaign took place. The map has the following features.

Spaces: Locations in which you place units. Different types of spaces are described on the Terrain Effects Chart (TEC).

Routes: These are the lines connecting spaces. Players move their units only via routes. There are both land and river routes that differ in the kind of movement they allow.

Recruit Box: Place units here that are not in play, or that were destroyed due to combat or other game actions that allow them to be replaced. These units may be recruited and placed on the map with campaign cards.

Dead Pile: Place units here that have been eliminated and cannot be replaced.

4.0 PLAYING PIECES
The square cardboard pieces are called units. Scenario rules provide information about their set-up. The following definitions apply to the various playing pieces.

Friendly Units: Units controlled by one player.

Enemy Units: Units controlled by the other player.

Counter information: Each unit is printed with a large number. This is the unit's battle strength that represents its relative effectiveness in combat and is used when resolving battles. Each piece also has an identification. This will be the historical numbers or title, the name of a tribal grouping, the name of a leader, or some other info identifying that unit. Units will sometimes have a contingent. This is the higher command of which it is a component.

Unit Identification → Elite unit
Unit Type →
Contingent → Battle Strength
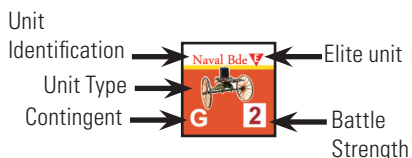
Elite Units: Some units are designated as elite, which represents highly trained units, an extraordinary leader, or assorted fanatics. See Scenario Rules for examples of counters.

5.0 HOW TO WIN THE GAME
Each scenario will detail specific victory conditions for each player.

6.0 HOW TO PLAY
The following parameters define game play.

6.1 Turns
The game is played in turns. The turns are recorded on the Turn Record Track (TRT).

Note: The scenario will designate which player is the first player in each game turn.

6.2 Sequence of Play
During each turn, players must follow a specific sequence of play, in the order of phases listed as follows.

First Player Turn
1) Campaign Card Phase: The first player picks one campaign card from his own deck and implements its printed instructions.

2) Recruiting Phase: If an event calls for the first player to recruit units, those units are placed on the map now.

3) March Phase: The first player may move his forces per the movement rule (11.0).

4) Battle Phase: If any of the first player's units are in the same space as any enemy units, those units must attack per the combat rules (13.0).

Second Player Turn
5) Campaign Card Phase: The second player picks one campaign card from his own deck and implements its printed instructions.

6) Recruiting Phase: If an event calls for the second player to recruit units, those units are placed on the map now.

7) March Phase: The second player may move his forces per the movement rule (11.0).

8) Battle Phase: If any of the second player's units are in the same space as any enemy units, those units must attack per the combat rules (13.0).

9) End Turn Phase: If this is the last turn, the game ends. Otherwise, proceed to the next turn. Move the turn marker one space on the TRT.

7.0 CAMPAIGN CARDS
Players pick and play campaign cards from their respective decks per the sequence of play. A player must pick the top (face down) card from the deck blindly and then place it face up. He uses that card to generate actions for the present game turn. At the end of a player's turn, the drawn card is placed face up in the discard pile. Discarded cards are kept in a separate pile until reshuffling is permitted.

Note: Only one card can ever be in effect at any one time.

7.1 Campaign Card Instructions
Campaign cards have the following information on them.

Recruit: Indicates new or replacement units that arrive on the map.

Important: Newly recruited units may move during the ensuing March Phase if eligible to do so.

Movement: Indicates the type of units that may be moved and how many spaces may be moved.

Event: This may be an instruction that will sometimes give a player a special benefit, or sometimes a penalty. The indicated event occurs in the segment of the turn listed.

Example: An event listed as Recruiting Phase means it is executed during the Recruiting Phase of the player's turn. If a card states remove from play, once played it is placed aside and never reshuffled back into any deck. Do not place it with the discards.

7.2 Reshuffling
If all cards are discarded, those discards are reshuffled to form a new draw deck, and the deck starts anew. Certain events may cause a reshuffle.

8.0 EVENTS
Events are explained in detail on the cards and are summarized for reference below. Players must read the printed event on each card drawn carefully; there are subtle distinctions in how otherwise similar cards are played.

Immediately: The instructions must be implemented the instant the card is picked.

Battle Bonus: Gives the player some special combat ability when attacking during the upcoming Battle Phase of that turn.

Other: These are special instructions, explained on the cards.

Special Cases: Some events will allow players to circumvent game rules in specific ways, as explained on the cards.

9.0 STACKING
Stacking is when more than one friendly unit is present in a single space. A player may have any number of units in the same space; stacking is unlimited. Units may move through other friendly units without hindrance. Units that move into a space containing enemy units must stop. They must engage in combat in the ensuing Battle Phase.

10.0 FOG OF WAR
A player may not examine the opposing player's stacks, except when his own units are in the same space or permitted by a campaign card or special rules.

11.0 MOVEMENT
A player may move his units during his March Phase of his player turn. The types of units and the distance (in spaces) they may move is dictated by the drawn campaign card. If a campaign card says "All," all that player's units may be moved that turn.

If a campaign card designates certain units (may be by command or type) only those specific units may be moved. More than one type of unit may be listed and all types listed may be moved.

Example: If a card says, "Move cavalry=3" and "Move infantry=2," this means the player can, in the ensuing March Phase of that turn, move all his cavalry units up to three spaces, and all infantry up to two spaces.

Units eligible to move may be moved in any direction, a combination of connected, sequential spaces up to the number indicated on the drawn campaign card. Movement

is always voluntary; a unit never has to move. No unit may ever move more than it is permitted to move during the same turn.

Example: The first player could move one infantry unit two spaces, another one space, and a third no spaces.

Units may be moved together as stacks, or individually. After a piece has completed its movement (when the player has removed his hand after moving that unit), that unit may not move again during that same game turn. Different units from different spaces or stacks may be moved into the same space. This is a useful tactic to converge on the same enemy occupied space.

11.1 Movement Restrictions
Terrain: The TEC lists the effects of each type of space on movement. If a space states stop, units entering that space must cease movement in it. They can move out normally on an ensuing turn.

Engagement: A unit may enter a space containing enemy units but must stop. Battle will commence there during the ensuing Battle Phase (13.0).

Important: Due to the combat mechanics, there will never be a situation where a unit starts its movement in the same space as enemy units.

Static Units: Some units have no movement instructions on any cards. Hence, they may never move.

Contingent Units: Some scenarios will divide armies into two or more contingents. The campaign cards will specify which contingents may move during the March Phase of that turn.

12.0 RIVER MOVEMENT
Units must stop when entering a river space (even from another river space). They can leave on a following friendly March Phase.

12.1 Bridging
If a friendly fleet or engineer unit is present in a river space, units do not have to stop when entering.

12.2 Fleets
Fleet units may be placed in river spaces and move along them without stopping. This includes river spaces that have forts, bases, etc. Fleets may move along a contiguous path of river spaces, up to a distance as indicated by the current campaign card. Fleets may never enter non-river spaces. Fleets do not have to stop if there is an enemy force in a river space, unless there is an enemy fleet or enemy occupied fortress, fort or base.

12.3 Fleet Transport
A fleet that starts in a space with friendly land units may embark and transport those land units. Place the land units underneath the fleet counter. The land units move along with the fleet. At the end of that fleet's movement, the transported land units must be debarked. Land units being transported by fleets may not otherwise move in that March Phase. Up to three land units may be transported by each fleet at one time.

12.4 Battle
If any enemy units are present in the last space of a fleet move, a battle occurs there during the ensuing Battle Phase. Land units debark and fight. Fleets fight in the same manner as land units. (13.0.)

13.0 BATTLE
Battle occurs during the Battle Phase when the player has units in a space also occupied by enemy units. It is mandatory when opposing forces are in the same space.

Important: A player must finish all his intended movement during the March Phase before any battles commence.

Each battle must be resolved to completion. The moving player is always considered the attacker, the non-moving player is the defender.

Example: It is the first player's turn, and the first player moves three units into a space where there are two enemy units. The first player's units are therefore the attacker.

13.1 Battle Procedure
The attacker determines the order in which battles will be fought. He resolves each battle individually before proceeding to the next one. Each battle must be resolved according to the following sequence.

1. Determine Tactical Superiority
   a) Each player rolls one die.

   b) If a player has any elite unit with his force, add one to his die roll. A maximum of one elite modifier can apply, no matter how many elite units are present.

   c) If a player's campaign card event specifies, add one to his die roll (in addition to the modifier for elite units).

   d) The player with the highest modified die roll has tactical superiority for that battle. In the event of ties, the defender has the tactical superiority.

2. Conduct Battle
   a) The player not having tactical superiority lines up all his units.

b) The player with tactical superiority now lines up his units, selects any one. He then rolls the number of dice equal to the unit's battle strength.

Note: If a unit (such as supply) is printed with a zero-strength number, it may not have any die rolled for it during battle (but may be targeted normally).

   c) The unit's dice rolls are then compared to the die roll outcome on the Battle Results Table (BRT) to determine results. Results are applied immediately. The player being targeted chooses which unit(s) will be eliminated or panicked.

Note: An opposing unit eliminated before it has rolled its own combat dice is not eligible to execute combat in that battle. This is the value of having the tactical superiority.

   d) The player without tactical superiority selects one surviving unit from his force and rolls the number of dice equal to its battle strength. That unit's dice rolls are then applied per (c) above.

   e) Players continue to alternate fire, rolling for units one at a time. If one side has more units than the other, that player rolls for all excess units after the other's side's last unit has done so.

   f) Determine if one player has won the battle (13.4 & 13.5). If neither player has won, continue with another round of battle, starting with step (1).

13.2 Battle Results Table (BRT)
Each battle die roll is resolved using the BRT. Each scenario may have its own BRT. The type of unit that is rolling determines the column to cross index with the die roll.

13.3 BRT Results
BRT results are to be implemented immediately after rolling the dice for each firing unit. A unit is affected by a result regardless of its type or strength.

Elimination: One enemy unit of the targeted player's choice is removed from the map and placed in the dead pile; that unit has been permanently knocked out of the fight.

Panic: One enemy unit of the targeted player's choice is flipped over to its reverse (back) side. It is temporarily knocked out of the fight, and thus may not roll any dice for the remainder of the battle. If a unit was already panicked when it received a panic result, it is treated as an elimination above.

Exception: Units defending in spaces containing fortresses, forts or bases ignore panic results.

No Effect: The die roll achieved no results against any enemy unit.

Note: A player must apply all eliminations before any panics and must apply the eliminations to face-up/unpanicked units first.

13.4 Winning
The battle ends when one side is eliminated and/or panicked. The side with surviving un-panicked units wins the battle. The other side, whose units were all eliminated or panicked, loses the battle. The side that won the battle remains in the space where the battle occurred.

13.5 Losing
The side that lost the battle must move any panicked units to any adjacent space unoccupied by enemy units. If there is more than one panicked unit, they must all retreat together to the same space. Fleets and up to three units in the same space may retreat along river spaces. The land units must be disembarked at the end of that retreat. Units may otherwise not retreat into a river space. Retreating units cannot retreat into an enemy occupied space. If there is not a legal space available to retreat to, the retreating units must be eliminated and placed in the dead pile.

13.6 Rallying
After a battle, flip all panicked units back to their front, unpanicked, face up sides.

14.0 FORTIFIED DEFENSE
If the defending force is in a fortress, fort or base, the defending units ignore all panic results. Eliminations are applied normally. Scenario Terrain Effects Charts will specify who can use specific fortresses.

15.0 SPECIAL COMBAT
Special types of battles may be generated by campaign cards. They are explained on the cards or scenario rules.

16.0 ELITE UNITS
Some units are considered elite and are printed with an "E" symbol indicating their elite status. When defending, elite units are not subject to panic results. They are eliminated like any other unit, if eliminated during a battle (13.1).

ADVANCED RULES

17.0 ARTILLERY
If one side has more artillery units than the other side, that side adds one to its tactical superiority die roll. Fleets and Gatling guns are counted as artillery for this purpose.

18.0 BREAKOFF
Certain units may execute a break off during a round of battle. This occurs when those units would otherwise fire. In place of those units firing, the player can attempt to withdraw them from the space. The player moves units that break off one space per the rules of retreat. They are out of the battle and may not be fired on. A player may have some, none or all qualified units attempt break off during any round. Other units remain in the space and fight. If all units breakoff, the battle ends. Scenarios will designate which units may breakoff. Panicked units may not breakoff.

19.0 PURSUIT AFTER BATTLE
Normally, after winning a battle, the winning units remain in the space they currently occupy. However, this rule allows the winning player to declare a pursuit and conduct a special move. Pursuit may be declared if the attacker wins a battle; or if all enemy units have conducted a break off (18.0). Leaders and all types of cavalry may perform pursuit; other units may not. Pursuing units may not have been panicked in the battle. The player may move some, none or all pursuing units via one land route to an adjacent space. They all must move together, and this may be in any one direction. If the enemy retreated, they do not have to move into the space where retreat concluded. If pursuing units end up in a space containing enemy units, they must attack and can again pursue. If the player has other units in the same space, the pursuing units join with them.

20.0 WINNING MAJOR BATTLES & MORALE
If a battle involved at least four units from each side (discounting leaders), it is considered a major battle. The player winning a major battle receives one unit of his choice from the Recruit Box, which is then immediately placed in the space with the winning units (but may not then pursue, if a cavalry unit). The player losing the major battle must immediately eliminate any one of his units (of his choice) anywhere on the map. The unit is then placed in the Recruit Box normally.

Note: If units are not available for recruiting or elimination, there is no further effect.

21.0 SUPPLY
Supply affects movement and combat

21.1 Units in Supply
The following units are always in supply: leaders, supply units, fleet units, and units designated as in automatic supply by the scenario.

21.2 Line of Supply
Other units are in supply if they are in, or within two spaces of a friendly supply unit, a friendly occupied fort, fortress, base, or a friendly fleet. There may be enemy units in the intervening spaces.

21.3 Out of Supply
All other units are out of supply. Out of supply units are affected:

1) A unit that begins a March Phase out of supply has its movement reduced by "1" (to a minimum of one).

2) A unit that begins a battle out of supply has its combat factor reduced by "1" (to a minimum of zero).

22.0 FORT MARKERS
Certain scenarios will provide a player with fort markers.

22.1 Construction
A player can build a fort in any friendly Recruiting Phase. Scenarios will designate which units can build them. Additionally, the space must be one that would otherwise be supplied (21.0). Place a fort marker in that space. The unit building the fort may not move in the ensuing March Phase. Forts may not be built in spaces containing other forts, fortresses, bases, or at sea. They may be built on rivers. A player may not build more forts than are in the counter mix.

22.2 Combat
Friendly units defending in forts are not affected by panic. Fort markers themselves are not affected by combat results. If all friendly units in the space are eliminated in a battle, the fort is also removed.

22.3 Pulling Up Stakes
A fort is removed from the map if at any time enemy units are in its space and there are no friendly units in it. Also, the owning player may remove a fort during a friendly Recruiting Phase. Dismantled forts may be rebuilt on any following turn.

22.4 Supply
Forts provide supply (21.2).