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About:

The Onslaught Rule Set is a very simple set of rules to be used within Revolution: Virtual Playpace. Miniature Legions are built and placed on the map for a battle to the death. The Legion that can kill the entire other legion is the winner.

Legions are built to be evenly matched using the information supplied in this document. A legion can consist of multiple miniatures that you choose, but must not go over a set spending limit when compiling those miniatures.

Over the next few pages we will go over how to build a legion and how the game is played. Part of the fun will be making new maps to play on once you understand the basic requirements of the game.

Even though the entire game can be played digitally we have included printable miniature cards for reference and to aid in the construction of Legions.

Each miniature can have special properties that make it unique, and trying different legion combinations will make you a more powerful opponent.

Onslaught can be played by a single player but is more fun in a two or more player setting. You can also play with up to 10 Legions, but that would call for some alliances and maybe even the odd betrayal.

We have designed this Rule Set to accommodate all players. From people who have never played a table top miniatures game, to table top veterans who want a quick and easy rule set to get others playing and having fun.

Onslaught was designed to be a starter rule set. We welcome you to add your own rules and ideas into the mix to make it your own.

Note: Legions are limited to the total cost of all the miniatures within it. You can choose to have a bunch of low cost miniatures and have a larger legion or you can balance your legion with low, mid and high cost miniatures.
The miniatures used in the Onslaught Rule Set have predetermined stats and costs per miniature. You can make up your own, but we suggest using the ones supplied with the rules until you feel comfortable with the games balance.

The informational card above shows you how the miniatures information is formatted. You don’t need these cards to play as you can use these stats on the miniatures in game, but you can print them for reference or to help you compile your own legions. (Available on the Website)

On the bottom left you will see the text “C 005”. The “C” means that the miniature is from the “Core Playset” and then the number of the card for reference.

The name of the Miniature as well as the Unit cost is on the top right. This Kobold costs 20 points when adding it to your legion. If your legion budget is 100 for example, you can add five of these to make and entire legion of Kobolds.

The Yellow Banner shows the cost of the miniature to add it to a legion.
The colored banners all down the right side of the card are the main stats used to play the game.

- **Green**: Is the amount of Hit Points (HP) a miniature can lose before it’s killed on the battlefield.

- **Blue**: Is the amount of defense the miniature has in battle. This is also the amount of “Skulls & Shields” dice that are rolled when defending.

- **Orange**: Is the movement speed, or how far a miniature can move when it is taking its turn.

- **Red**: Is the amount of attack the miniature has in battle. This is also the amount of “Skulls & Shields” dice that are rolled when attacking.

The five colored icons under all the information areas on the right side are the factions of the miniatures. These factions are used in some advanced play rules and don’t really come into play much in the basic rules.

A miniature can belong to multiple factions but usually only belong to one.

- **Yellow Faction**: Sand / Wind
- **Blue Faction**: Water / Ice
- **Green Faction**: Beasts / Plants
- **Red Faction**: Fire / Evil
- **Grey Faction**: Neutral

Miniature factions can open up a wide variety of custom rules, like bonuses for being on a certain kind of terrain. Attack and Defense adjustments based on color or element. We will go into more detail later but right now you don’t need to pay attention to the factions on a miniature.

Again, we highly suggest making your own rule modification after you are comfortable with the base rules.
The Battle Rules listed on a card tell you how that miniature will act in battle. Attacking, Defending, Neutral and Special situations.

- **Battle Rules Attacks**: This is information about the distance the miniature must be within before it will attack, as well as who it will attack first. This area can hold many different sets of instructions but it is all related to attacking.

- **Battle Rules Defense**: This is information about how this miniature will act when acting in a defensive manner. When it retreats, any parting attacks, how it tries to flee. All instructions in the area are all related to defending.

- **Battle Rules Neutral**: This is information about how the miniature acts when not attacking or defending, like whether it wanders, casts buffing spells or other actions that aren’t able to be grouped within the attacking or defending areas.

- **Special**: This is information about special traits this miniature has or special instructions when using this miniature. This information can be about anything, and the entire card should be read before you use the miniature so you are sure you are using it to the best of its abilities.

Information in these areas is to be used when you are in control of the miniature to make sure it acts as it is intended...and is also to be used when playing in single player mode to let you know how the miniature should act during its turn.

You will notice that some of the miniatures seem to have lower stats than other miniatures that are similar to it. The lesser miniature will normally have special battle rules, making it more powerful in other ways. When creating your own miniatures for this rule set please keep this in mind.

If miniatures are supposed to be in the same hardness level you may want to keep special skills within that power level as well.

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**Note**: There is a glossary of special rule terms in this manual that will explain what the information in the Special Rules area means and how it should be used.

**Note**: When given a percentage chance that something will happen just use the 10 sided dice to determine if the rule activates.

Examples:

- 10% = Roll 1d10 (Activate if a 10 was rolled)
- 20% = Roll 1d10 (Activate if a 9 or 10 was rolled)
- 30% = Roll 1d10 (Activate if a 8 or 9 or 10 was rolled)
Play Overview:

Playing using the Onslaught rule set is easy and the focus of the game is very strait forward.

Here is a breakdown of the game into point form..

1. All teams decide on a map and a Legion Point limit. (100 point limit suggested to start)
2. All teams build their Legions within the point limit.
3. Miniatures are spawned at start locations on the map.
4. Teams roll for initiative per team, not per miniature. And, add their team name or player name into the initiative list.
5. Teams take turns moving all of their Legions miniatures on their turns.. Attacking the other teams to try and completely destroy the other legions on the map.
6. The one Legion that wipes out all other legions is the winner of the game.

Each game uses a few miniatures, the 20 sided dice for initiative and the “Skulls & Shields” dice for combat. As you can see it is a small portion of what is available to you in Revolution: Virtual Playspace, but as you become more familiar with the software and these rules you can start making your own rules.

Note: To spice up the game you can always place a few objective based miniatures on the map and battle over ownership of those objectives. This would be a custom game type but it could make a game with many players a much more focused conquest battle.
Create a Legion: Before you can play you must build a legion. For the sake of learning to play we will start with a basic legion with a 100 point limit. We are going to choose a Miniatures of varying difficulty to round out our first legion. For this example we will assume there are two players who will use the exact same Legions.

- 1 x Giant Rat (10 Points)
- 1 x Kobold (20 Points)
- 1 x Cyclops (30 Points)
- 1 x Red Wyrm (40 Points)

Total Legion Cost: 100 Points

Now that the legion has been created we can move on to the next step in play.

Roll Team Initiative: Initiative is the order the players go in battle. To “Roll” initiative you both roll a d20 or 20 sided dice in the Playspace.

Since there are only two players the highest rollers enters their name or team name into the Initiative list in the first slot. The second player would enter their name or team name into the second slot of the initiative list. If there were more than two teams, the names or names of the teams would be listed in the initiative list from the highest to the lower roll.

If there is a tie then both teams locked in the tie roll must roll again. It’s best to have everyone roll first, solve any ties and then enter the team names into the initiative list. Having your name typed into the initiative list already does not exclude you from having to re-roll due to a tie.

This initiative roll takes effect over every miniature that is in the teams legion. In some other games each miniature would have it’s own initiative roll, but team initiative works best for this rule set.

Assign one player to be in control over the initiative list, this will keep the game running smoothly.
Anatomy of a Turn: Each turn a player can use every miniature in their legion. During a turn you may:

- Move up to your full move speed in spaces and then Attack
- Move double your move speed and then not be able to attack
- Attack and then move up to your full move speed.
- Not Move at all and Attack
- Simply do nothing

Moving:

Moving around the map can be in straight lines, diagonals or up terrain. Each space moved including in the vertical directions, counts as one move speed. You must move around solid obstacles.

When moving if you need to go up or down on the terrain it counts as one move speed, as shown above. If a vertical climb or drop is more than 3 spaces then you are not able to move through the location and must find another way up or down that has less than a 3 space difference. Miniatures that can fly do not have this limitation. However you still count each square as a move.

You also can’t use the base map water for moving and must stick to the map squares, even if the miniature can fly or teleport.
Hexes may also be used for the map and would use the same movement rules.

If you choose to “Run” which is spending up to twice your movement speed in one turn, you can’t attack after you stop moving.

Attacking another miniature is fun but you must follow a few simple rules.

1. You can only attack a miniature you can see.
2. You must be adjacent (Beside) another miniature to attack in without a ranged attack.
3. Flying creatures can be attacked just like any other miniature. The benefits of flying are only used when moving.

In this image you can see that the Green area around the Dwarf Warrior would be the valid area for a non ranged attack and the Yellow triangles show you what the miniature can see based on it’s current location. Due to visual obstructions the only ranged attack that could be made here, would be an the Giant Bat on the left.

Use the built in line of sight system to show you what the miniature can see. The rules depend on that system and not just second guessing what can and can not be seen based on a players best guess or opinion.

Many custom rules can be place on this Line of Sight system later on, but for now it controls the targets you are able to attack.
After you are sure you can make a valid attack you must now roll the appropriate amount of “Skulls & Shields” Dice.

The Red banner shows you the amount of dice you would need to roll to attack. Enter the number of dice into the “Amount” Area of the dice roller and then click on the “Skulls & Shields” dice which is the furthest left dice in the dice icons list.

You will now see the results of your roll in the chat box letting everyone know how many skulls and shields you had rolled.

When Attacking you want to use the count of the “Skulls Rolled”, that is the total amount of damage you can do this attack.

The defending Miniature now uses the number on the Blue Banner as the amount of defending dice to roll. They must roll the dice and use the amount of “Shields” rolled as defense.

You now subtract the number of shields the defender rolled, from the amount of skulls the attacker rolled. If there are any skulls remaining, that is the damage the defending miniature will take. It is to be removed from the defending miniatures HP or hit points.

**Example:**
- The Attacker rolls 6 dice and gets 4 Skulls
- The Defender rolls 4 dice and gets 3 Shields
- So (6 - 3 = 3), the defender takes 3 damage

Always check the miniatures Battle Rules as they may have rules that let them do more damage or defend against certain attacks better. If there are any special instruction in the miniatures battle rules, you would follow them now.

**Note:** You can’t attack through another miniature! You must have line of sight past the miniature between your attacking miniature and its target.
Winning the Game:

Winning in the Onslaught rule set is as easy as killing then entire legion of all other teams or players in the game.

If you are playing by advanced rules you may be required to hold all objectives on the map to win. But the advanced rules are optional and just supplied to give players a push in the direction of customizing the rules by which they play.

Winning can just be for bragging rights, to advance in a tournament ladder or even just be to test out a new legion idea you had.

The whole reason Revolution: Virtual Playspace exists, is to let people play table top miniature based games with people who can’t gather in one geographic location.. to add some more fun in the lives of the players.

What’s Next:

Once you and your friends have gotten the hang of playing with the Onslaught rule set you should try implementing the Advanced rules in your games. It adds more strategy and can prepare your playing group for more advanced rule sets, or even other play styles.

Customization is a big part of playing miniature based games, you can customize your own..

- Maps
- Movement Rules
- Miniatures and Stats
- Battle Rules
- Special Abilities
- Advanced Rules
- Faction Rules
Note: Customizing your own Advanced rules should build on the rules that are supplied. These advanced rules are tried and tested to make a game more tactical and are a great base to a strong rule set.

Advanced Rules:

These “Advanced Rules” are completely optional and are not required to enjoy the Onslaught Rule set.

Flanking:
- Attacking from the sides of an enemy will add 1/4 extra attacking dice to your attack roll. If your attack dice are below 4 just add one dice. To gain another your attack dice would need to be 8. (Always Round Down)
- Attacking from behind the enemy adds another half attack dice to what you can normally roll. If you are able to roll 4 attack dice you would roll 6. If you are able to roll 3 attack dice you would roll 4 (Always Round Down).

Spry Attacks:
When a miniature moves past an enemy miniature but becomes adjacent to them while moving, the enemy miniature may make a Spry Attack for half damage. A spry attack may also be done if a miniature tries to move away from an enemy while being adjacent to it, as if to escape or move to a better attacking location. If a miniature is adjacent to three enemy miniatures and tries to run back towards it’s allies all three enemies may make a Spry Attack, and so on.

Terrain Advantage:
When on ground higher than the enemy you gain 2 extra attack or defense dice to roll. When on lower ground than the attacker you lose 2 attack or defense dice, but your attack or defense dice must never be less than 2 when using this rule. If you have 3 attack dice and are attacking up hill, you would only roll 2 of the 3.

Faction Bonuses:
When a miniature is on ground matching it’s faction or element it gets a “Half Dice” bonus to attack and defend. If an Arch Demon (Fire / Demon) is standing on a Lava ground type it would get this bonus. How the bonus works is the Arch Demon would get an extra half it’s attack or defense dice during battle. It normally has 16 of each, but with the bonus it would have 24 dice to roll. What faction the ground represents is up to the game host.
Battle Rules Glossary:

These terms may come up on the miniatures battle cards and this is what they mean in point form.

**Attacks First:** When attacked this miniature gets to attack the attacker first, before the attacker has a chance to attack.

**Negate Faction (Color):** This prevents the advanced rule of Faction Bonus from affecting this miniatures battle with an enemy who should be getting this bonus.

**Fortify:** When adjacent to an allies miniature that is being attacked, this miniature can enter the battles dice rolling event. If the ally is defending it can roll it’s defense dice to help defend it’s ally. If the Ally is attacking it can roll it’s attack dice to help attack.

**Flying:** The miniature can move up and down normally non-passable terrain heights, but must spend the appropriate move speed to do so.

**Guarding:** This miniature can choose not to move on any given turn and gain an extra half its normal defensive dice. If it normally has 4 defense dice it would get 6 (Always Round Down).

**Regen:** At the end of an attack or defend turn the miniature regains a quarter of it’s hit points (Never Goes Over Max HP, Always Round Down).

**Reflect:** When attacked this miniature reflects half the damage done back at the attacking miniature. If the attacker does 6 damage this miniature will take 6 damage but the attacker will take 3 damage as well (Always Round Down).

**Slaughter:** This miniature dies after making an attack.

**Healer:** Can use it’s turn to roll it’s defensive dice and heal an adjacent miniature for the amount of “Shields” rolled. (Can’t Heal Enemies)

**Immolate:** On death this miniature deal an attack roll to each adjacent miniature, ally or enemy.

**Note:** If you are just learning how to play you can just ignore these abilities on the miniatures until you are ready to introduce some more strategic options to your game.
Critical Hit: A percentage chance of doing a set amount of damage on top of it’s normal attack damage. If the miniature does 4 damage and rolls a ten sided dice to successfully get a critical hit, it will do that 4 damage play the amount indicated on the battle rules. So, if it says 2x Damage, this miniature would do 8 damage this attack.

On Hit: This can cause more damage, status effects and other stat altering changes when the miniature successfully hit an enemy.

Champion: This miniature will have a positive affect on ally miniatures adjacent to it. It can be anything from a defensive boost to a healing affect. These bonuses are only gained by the miniatures that are currently adjacent to this one and is removed if they move away from this miniature. Bonuses do not affect enemy miniatures.

Null: This miniature has the opposite affect of the champion, it removes any “Special” battle rules from adjacent enemy miniatures. This effect is removed if the enemy miniature is no longer adjacent to the miniature with this ability. Does not affect allied miniatures.

Teleport: This miniature can teleport half it’s move speed in distance. The advanced rule of “Spry Attack” does not apply when teleporting. Teleporting, like the flying ability lets you move up and down terrain that normally would not be passable. However, this miniature would only pay 1 move speed to go up or down any height when teleporting.

When creating your own miniatures you can use these abilities to make your game more strategic. Be sure to create two miniatures at a time, that way you can build the miniature that is designed to oppose the miniature you are making. This will help balance you game and prevents miniatures that are too powerful from ruining a great battle.

Not every miniature needs a special ability.
Crawler

Battle Rules Attacks
- Aggro within 10 Spaces
- Attacks Nearest

Battle Rules Defense
- Flees at 2 speed when less than 1/4 HP

Battle Rules Neutral
- None

Special
- None

Giant Dragonfly

Battle Rules Attacks
- Aggro within 10 Spaces
- Attacks Nearest

Battle Rules Defense
- None

Battle Rules Neutral
- None

Special
- Flying
Kobold

Battle Rules Attacks
- Aggro within 15 Spaces
- Attacks Nearest

Battle Rules Defense
- None

Battle Rules Neutral
- None

Special
- 10% chance of 1 extra DMG Dice on Attack

Orc

Battle Rules Attacks
- Aggro within 15 Spaces
- Attacks Nearest

Battle Rules Defense
- None

Battle Rules Neutral
- None

Special
- 10% chance of 2 extra DMG Dice on Attack
Cyclops

Battle Rules Attacks
- Aggro within 20 Spaces
- Attacks Nearest

Battle Rules Defense
- None

Battle Rules Neutral
- None

Special
- 20% chance of 2 extra DMG Dice on Attack

Minotaur

Battle Rules Attacks
- Aggro within 20 Spaces
- Attacks Nearest

Battle Rules Defense
- None

Battle Rules Neutral
- None

Special
- 20% chance of Gore attack. 2 DMG (No Defending)
Arch Demon

Battle Rules Attacks
- Aggro within 25 Spaces
- Attacks Nearest

Battle Rules Defense
- None

Battle Rules Neutral
- None

Special
- Flying
- 10% chance Burn 2 DMG

Red Wyrm

Battle Rules Attacks
- Aggro within 25 Spaces
- Attacks Nearest

Battle Rules Defense
- None

Battle Rules Neutral
- None

Special
- Flying
- 10% chance Burn 2 DMG
Player Notes:
This rule set was designed using many different points of reference. Any similarity to any existing rule sets is coincidental and was not intended.

The Onslaught rule set was designed by MWMDragon to help players get into digital table top miniature based games without having to weed through a bunch of advanced rules to teach basic play. This rule set is not to be considered the official rule set of Revolution: Virtual Playspace as it was designed to accommodate any rule set.

The miniature cards included with this rule set are available in print form, from the Gold Store on our official website and can be obtained by trading website gold (gained for free) for the files.

This rule set can be used with multiple Playsets but basic rule sets for the other Revolution: Virtual Playspace Playsets will be released as they are completed.