Te Wapen!

Version: 30 December 2004

Philip Dutré

"Te Wapen!" is a set of rules for fantasy wargaming with miniatures, along with a simple campaign system. Ideas have evolved over the years, and are influenced by other existing rulesets. Since the topic of the game is fantasy, no pretense has been made to keep things on a 'historical' basis. The emphasis is on a simple and playable system, that is hopefully fun to use.

The battle system is inspired by systems such as Battlecry and Memoir 44. These systems provide a simple and elegant interface for conducting battles.

0.1. Organization of these Rules

The rules are divided into several modules.

Module 1 "Battles" describes the basic rules needed for play.

Module 2 "Armies" lists troop types and armies.

Module 3 "Maic and Individuals" contains additonal ideas, such as Magic items.

Module 4 "Siege Warfare"outlines the rules for sieges.

Module 5 "Campaigns" describes a simple campaign system.

Module 6 "Science Fiction" contains some rules for wargaming in a Science Fiction Universe

The main idea is that Module 1 describes the basic rules needed for playing a single battle, and players can add elements from the other modules as they need them.

0.2. Further development of the rules

These rules will be further developed and written out depending on input from players and frequency of playing. The "Open Source Software' paradigm is useful here: input from all is appreciated and encouraged, and I will post updates as I see fit.

0.3. Contributions

The following people have contributed to these rules, whether by proofreading, playtesting, or other means:
Philip Dutré, Vincent Mattelaer, Bart Vetters

Module 1. Battles

1.1. Playing Surface

The table is divided into a hexgrid. My current gaming mat uses a grid of half-displaced squares, which has the same topology as a hexgrid.

Each hex contains one type of terrain, and should be represented by suitable models. The different types of terrain, for rules purposes are:

Woods: This includes all types of dense woods that affect movement and combat abilities. Single trees merely placed for visual enhancement do not constitute a wood.

Difficult terrain: rocks, sand, marshes, swamp.

Hills: There is only 1 level of hills.

Walls: This includes all kinds of linear obstacles such as fences, hedges, etc. Walls are placed at hexsides, and therefore delineate the boundary between 2 hexes or squares.

Rivers: A river occupies the entire hex. Troops in a river hex are assumed to be with their feet 'in the water'.

Villages & small buildings: a cluster of small buildings in a hex is a village. Troops in a village hex are assumed to occupy the buildings and surrounding features. No distinction is made whether troops are outside or inside the building.

Impassable: This is terrain that cannot be entered by ground troops. Some troops such as flyers or ethereals may pass through impassable terrain.

Impassable hexsides: Some hexsides might be marked as impassable (e.g. cliffs).

1.2. Organization of Units

Every unit is an individual playing piece. A unit can be a number of troops, a single monster, a war machine, based on a number of bases. Exact basing measurements are not important, since each unit occupies exactly one hex, and one hex can only contain one unit. The number of bases in a unit indicates its number of wounds (the amount of hits it can take before the unit is eliminated). Some monsters which are represented by a single figure can receive more than one hit. In this case, you must use counters or markers to indicate its current status.

Individuals (such as generals or magic-users) are single figures which can act independently, or which can attach themselves to units. Individuals might be mounted on horses or other steeds. Individuals

mounted on large monsters that have combat abilities of their own (e.g. a general mounted on a dragon) should rather be treated as a seperate unit instead as an individual.

1.2.1. Troop definitions

A typical troop roster looks as follows:

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Standard Infantry	1 - or - 2	4 no	4+	4	
Standard Archers	1 - or - 2	1-3-2-1 no	4+	4	
Standard Cavalry	3	3	5+	3	
War Machine	0 - or - 1	0-3-3-3 no	5+	2	

Move: The maximum number of hexes the unit can move when it is activated. When two different movement distances are given, the unit may choose what movement to use, but it is possible it has to forfeit its combat abilities during that activation.

Combat: The number of D6 the unit has in combat. When a sequence of numbers is given, this indicates combat ability in function of distance. E.g. 1-3-2-1 means the unit has 1D6 when attacking an adjacent unit, but 2 combat dice when attacking a unit that is 3 hexes away.

Hit at: The number an opposing unit has to roll on a D6 in order to hit this unit.

Wounds: The number of succesful hits a unit can endure before it is destroyed.

1.3. Gameplay

1.3.1. Turn sequence

The game is divided in turns. In each turn, each army alternatingly activates units. Once all units are activated (or when a Joker is drawn, see below), the turn ends. To determine the order in which units are activated, an ordinary card deck (52 suit cards and 2 Jokers) is used. The card suit determines which side can move units. Agree beforehand which army is the 'red' one, and which army is 'black'.

The turn sequence looks as follows:
• Draw the top card from the deck. The color of the card (red or black) indicates which army can move units.
• If the card is a number card (2-10), the corresponding army can activate 1 unit or individual.
• If the card is a picture card (Jack, Queen, King), the corresponding army can activate 2 units or individuals.
• If the card is an Ace, that army can activate 3 units or individuals.
• If a Joker is drawn, the turn ends, 1 activation counter of every unit and individual is removed, and the deck is reshuffled. This also happens when there are no more units to activate.

When a unit is activated, the unit may move and if permitted, fight an enemy unit. When more than one unit is activated, all units move first, and then combat is handled. An activated unit is then marked with

an activation counter, and cannot be activated again as long as an activation counter is present. Some units may perform other actions instead of fighting (e.g. magic-users can cast spells).

It is not allowed to pass. If a player wishes not to move nor fight with any units, he should still mark units as being activated.

When an army has no more units to activate, drawn cards from the corresponding colour are ignored.

The Joker card ends a turn, such that it is always uncertain whether all units can be activated in the current turn. Therefore, players have to think what are the most important actions they wish to perform first before all activation counters are removed and a new turn starts.

It is possible that units might have received more than one activation counter due to spells or other effects. Such units might be inactive for more than 1 turn, since only one activation counter is removed at the end of every turn.

1.4. Movement

1.4. 1. Moving units

A unit can move the distance in hexes indicated in its profile. Some terrain restrictions apply:

Woods: a unit entering a woods hex must stop immediately and may not conduct combat this turn.

Difficult terrain: A unit entering must stop immediatly, but may fight this turn. Units leaving a difficult terrain hex can only move 1 hex, i.e. they stop immediately after leaving the difficult terrain hex.

Hills: a unit can move freely over hills.

Walls: a unit can only climb over a wall if it is adjacent to the wall at the start of its turn. When climbing over the wall, the unit must stop immediatly.

Villages: a unit entering a village hex must stop immediately and may not combat this turn.

Rivers: a unit entering a river hex must stop immediately.

Impassable: hexes or hexsides which are designated as impassable cannot be entered or crossed by units.

Some of these restrictions might be lifted by some special abilities. E.g. flyers can move over impassable terrain.

Units cannot pass through each other.

1.4. 2. Facing

Facing (or orientation) of a unit is not important. All units are assumed to have all-around vision. Units with a ranged attack have an all-around fire-arc.

1.5. Combat

1.5. 1. Close Combat

Close combat happens when two units are adjacent to each other.

1.5. 2. Ranged combat

Ranged combat happens when a unit attacks an enemy unit more than 1 hex away.

1.5. 3. Terrain Modifiers

The following terrain modifiers apply:

Woods: Attacker rolls 1 less combat dice when defender occupies a wood.

Hills: Attacker rolls 1 less combat dice when defender occupies a hill. This only applies when the attacker is at a lower level than the defender.

Walls: Attacker rolls 1 less combat dice when defender is immediatly behind a wall or fence.

River: Attacker rolls 1 less dice when attacking from a river hex.

Villages: Attacker rolls 2 less combat dice when defender occupies a village.

Terrain modifiers are not cumulative.

1.5. 4. Line of Sight

When a unit attacks another unit in ranged comat, a clear line of sight (LOS) between attacker and defender must be present. A line of sight is always drawn between the centre-points of both hexes.

Woods, Villages and other units (friendly or enemy) block LOS. A single individual blocks line of sight as well.

Hills block LOS, except when attacker and defender are on the same height level. In that case, 'intermediate' hill hexes do not block LOS.

Walls block LOS except for troops (attacker or defender) that immediatly behind the wall.

If the line of sight runs exactly along a hexside, the LOS is only blocked if there is a blocking feature on both sides of the LOS.

1.5. 5. Results of Combat

Look at the "to-hit" number of the target. Any die roll equal to or exceeding this number is a hit on the target.

In close combat, if one or more of the die rolls is a '1', the defending unit has to retreat in addition to any damage. The defender retreats one hex, exactly in the opposite direction of the attacker. If a unit cannot retreat, it takes a hit instead. Attached individuals retreat with the unit they are attached to. Units may have to retreat more than 1 hex.

After close combat, if the defending unit is eliminated or has to retreat, the attacking unit may occupy the hex of the defeated unit.

1.6. Individuals

1.6.1. Moving individuals

Individuals can move independently (as a separate action), or they can move as part of a unit when they are attached to this unit. It is not allowed to move an individual and attach it to a unit, and then move the unit, thereby exceeding the normal movement allowance of the individual.

It is possible for an individual to detach itself from a unit by moving away, or by leaving the individual behind when the unit moves away.

1.6.2. Individuals and Combat

An attached individual might provide some advantages to the unit, and the individual is protected from being targeted by enemy fire. When the last casualty of a unit is taken away, the individual needs to be targeted by a seperate attack.

Single individuals block line of sight.

Some individuals can perform actions of their own (e.g. magic-users can cast spells). When an individual is attached to a unit, and that unit is activated, the individual may also perform his own actions. Thus, if a wizard is attached to a unit, the unit may fight and the wizard may cast a spell, all within the same activation.

1.7. Magic

Some individuals have the ability to use magic. When a magic-user is activated, after moving, he can cast a spell. This spell counts as a combat action for the magic-user.

Each spell costs a number of magic points. This amount is deducted from the initial amount of magic points the magic-user starts the battle with. When the magic-user does not have sufficient magic-points left, he cannot cast any more spells. The initial number of magic-points (MP) is determined by the scenario. 10MP is the default starting value.

Standard Wizard spells:

Spell	MP	Effect
Fireball	1	The wizard executes a 4-3-2-1 ranged attack vs. an enemy target.
Freeze	2	The wizard targets an enemy unit up to 4 hexes away and within line of sight. That unit immediately receives an extra activation counter.
Teleport	2	The wizard can teleport himself, possibly including the unit he is attached to, up to 5 hexes away. A unit teleported in this way may not attack.
Healing	2	The wizard restores one wound to a unit within 2 hexes. Line of sight to the healed unit is required.
Summon Elemental	3	The magic-user summons an elemental being. This elemental is placed in an hex adjacent to the magic-user. The elemental receives an activation counter immediatly.

Spell	MP	Effect
Fog	3	The magic-user creates a cloud of fog, a circular area of 7 hexes big, its centre-hex up to 4 hexes away and within line of sight of the wizard. Units may not enter the cloud, nor may any units trapped inside move as long as the cloud is in effect. The cloud lasts for 3 turns (including the turn in which it was cast). Line of sight cannot be traced into or out of any cloud hexes. Units at the edge of the cloud (not its centre-hex), may still engage or be engaged in close combat.

Module 2. Armies

These armies are based on my own personal collection of miniatures. They are not meant to be army lists in the traditional sense, listing 'available' troop types, but just sum up all different capabilities of the different troops that can be put on the battlefield.

Points for the various troop types are also not given, since players should try to set up good scenarios instead of equal point battles.

When setting up a campaign, countries or factions might have troops available which do not necesarilly map one-to-one to the troops listed here.

2.1. Standard profiles

In order to make troops somewhat comparable in strength with each other, a standard profile with some standard modifiers is provided here. Most troops listed in these lists follow this standard pattern.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Standard Infantry	1 - or - 2	4 no	4+	4	
	+1 combat for heavy weapons such as polearms, scythes. -1 wounds for smaller humanoids such as goblins. 5+ to hit at for tough troops, such as mummies.				
Standard Archers	1 - or - 2	1-3-2-1 no	4+	4	
Standard Cavalry	3	3	5+	3	
Standard Large Humanoids	2	5	5	2	
War Machine	0 - or - 1	0-3-3-3 no	5+	2	
	0-3-3-3 is the attack pattern for indirect firing war machines such as catapults or rockets. 3-3-3 is the pattern for direct fire machines, such as cannons or jezzails.				

2.2. Special abilities

Some units have special abilities, or special powers, that set them apart from other units on the battlefield. These abilities are listed here.

Burrowing: A burrowing unit can move through friendly or enemy units, but cannot stop in a hex that contains other troops. A burrowing unit is still subject to all terrain movement restrictions.

Cause Fear: If a unit that causes fear to an enemy unit inflicts at least one hit, it also causes a Retreat (if it didn't already receive one).

Ethereal: Ethereal units ignore any terrain modifiers when moving (they can even move over impassable terrain, but cannot stop there). They are still subject to the normal terrain modifiers for combat. Ethereals can move over, but cannot stop in, a hex that contains other troops. Ethereal troops cannot move through other ethereal troops.

Flying: Flying troops ignore any terrain modifiers when moving (they can even move over impassable terrain, but cannot stop there). They still are subject to the normal terrain modifiers for combat. Flyers can move over other troops, but cannot stop in a hex that contains these troops. Flying troops cannot move over other flying or ethereal troops.

Forestwalkers: Forestwalking troops do not have to stop when entering a forest hex, and can still fight when they stop in a forest hex.

Frenzy: If an attack roll results in one or more hits, one additional wound is inflicted. Frenzied troops also HAVE to follow-up, if possible to do so.

General: When attached to a unit, the unit rolls 1 extra die in combat.

Magic-user: A magic-user can cast spells.

Regenerate: When it is activated, a regenerating monster or unit heals 1 wound before taking any actions. A unit can never regenerate above its initial strength.

Swimming: Swimmers ignore movement and combat penalties for water and rivers.

2.3. Ratmen (aka Skaven, Ratatoles, Vermin, Rattemannen)

Ratmen are a humanoid race, a cross-breed of men and rats. They mostly live in underground caverns, and are masters at tunneling. The prefer to travel by night, but can easily operate in daylight as well.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Rank-and File					
Ratmen - swords	1 - or - 2	4 no	4+	4	
Ratmen - polearms	1 - or - 2	5 no	4+	4	
Ratmen - bows	1	1-3-2-1	4+	4	
Ratmen - beastmasters	1 - or - 2	5 no	5+	4	
Mutant Ratmen	1 - or - 2	4 no	4+	4	Cause Fear
Plague Monks	1 - or - 2	4 no	4+	4	Frenzy
Rat Ogres	2	5	5+	2	
War Machines and Special Troops					
Ratmen - Jezzails	0 - or - 1	3-3-3 no	5+	2	
Ratmen - Rocket	0 - or - 1	0-3-3-3 no	5+	2	Does not need line of sight to target.
Screaming Bell	0 - or - 1	5-4-3 no	5+	4	All ratmen units within 2 hexes of the Bell add an extra die to their combat roll.
Individuals					
Skaven Warlord	2	0	6+	1	General
Grey Seer	2	0	6+	1	Magic-user

2.4. Undead

Undead are forces raised by necromancers from fallen corpses. Most of these troops are skeletons, but other grisly troop types such as ghouls or zombies can be present as well.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Rank and File					
Skeletons - swords	1 - or - 2	4 no	4+	4	
Skeletons - polearms	1 - or - 2	5 no	4+	4	
Skeletons - archers	1	1-3-2-1	4+	4	
Zombies	1	4	4+	2	
Mummies	1 - or - 2	4 no	5+	4	
Undead Cavalry	3	3	5+	3	Cause Fear
Undead Chariots	3	4	5+	2	
Carrion	3	4	5+	2	Flying
War Machines and Special Troops					
Undead - catapult	0 - or - 1	0-3-3-3 no	5+	2	Does not need line of sight to target.
Plague Cart	1	0	5+	2	All undead units within 2 hexes of the Plague Cart ignore the first flag rolled against them and have the ability to regenerate.
Death Elemental	3	6	6+	4	Cause Fear; Ethereal
Individuals					
Undead Champion	2 3 if mounted	0	6+	1	General (Flying)
Necromancer	2 3 if mounted	0	6+	1	Magic-user (Necromantic)
Vampire	2	0	6+	1	Assassin

2.5. Orcs and Goblins

Orcs and goblins are probably the most typical of fantasy opponents for the human race.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Rank and File					
Orc - archers	1	1-3-2-1	4+	4	
Orc - swords	1 - or - 2	4 no	4+	4	
Goblin - archers	1	1-3-2-1	4+	3	
Goblin - swords	1 - or - 2	4 no	4+	3	
Goblin - wolfriders	3	3	5+	3	
War machines and special troops					
Goblin - Catapult	0 - or - 1	0-3-3-3 no	5+	2	Does not need line of sight to target.
Goblin - Ballista	0 - or - 1	3-3-3 no	5+	2	
Goblin - Fanatics	2	6	4+	4	Goblin fanatics are eliminated after their first close combat.
Ogres	2	5	5+	2	
Individuals					
Orc General	2 3 if mounted	0	6+	1	General
Goblin Wizard	2	0	6+	1	Magic-user

2.6. Chaos Troops

These chaos troops are more or less based on Chaos as a force present in the GW universe.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Rank-and-File					
Chaos Warriors	1 - or - 2	4 no	4+	4	
Chaos Dwarfs	1 - or - 2	4 no	4+	5	
War Machines and Special Troops					
Chaos Dwarfs - Swivel guns	0 - or - 1	3-3-3 no	5+	2	
Chaos Dwarfs - Tenderiser	1	6	5+	2	
Individuals					
Champion of Chaos	2 3 if mounted	0	6+	1	General
Chaos Sorcerer	2	0	6+	1	Magic-user

2.7. Lizardmen

Lizardmen are a crossbreed between humaoinds and reptiles.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Rank-and File					
Lizardmen warriors					
Beasthandlers					
Snakemen					
Individuals					
Champion mounted on dinosaur					
Lizard Shaman					
Slann mage					

2.8. Humans

Human troops come in many different types and compositions. Currently, the human army listed here is more or less based on a Western Medieval army.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Rank-and File					
Cavalry	3	3	5+	3	
Mounted Knights	3	4	5+	3	
Infantry - polearms	1 - or - 2	5 no	4+	4	
Barbarians	1 - or - 2	4 no	5+	4	
Archers	1	1-3-2-1	4+	4	
Fanatic Monks	1 - or - 2	4 no	4+	6	Frenzy
Pygmies	1 - or - 2	2 no	4+	2	
War Machines and Special Troops					
Blunderbusses	0 - or - 1	3-3-3 no	5+	2	
Individuals					
King	2 3 if mounted	0	6+	1	General
Cleric	2 3 if mounted	0	6+	1	Magic-user
Wizard	2	0	6+	1	Magic-user

2.9. Monsters and Beasts

Smaller monsters are best represented by a number of bases equal their Wounds value. E.g. Chaos Hounds, Giant Bees, Trolls. Larger monsters such as Dragons or Hydras are represented by a single model. Their wounds should be represented by tokens. As long as both players agree on how wounds are represented (bases or counters), there shouldn't be too many problems.

Monsters which have random scores or abilities should be generated before the battle starts.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Ambull					Burrowing
Bats	3	3	5+	3	Flying
Bears					Forestwalker
Beast of Nurgle					
	A Beast of Nurgle looks like a giant snail, but has many tentacles instead of a single head.				
Bee - giant					
Beholder					Instead of fighting, beholders can cast 1 Freeze spell. However, the spell has only a 4+ chance of succeeding.
Blobs					
Chaos Hounds					
Chimera					Flying
Coatl (flying serpent)					Flying
Crocodiles					Swimming
Culchan (wingless bird)					
Demon - greater	3	5	5+	5	
	Greater demons come in many forms: Balrogs, Demons of Tzeentch, Ice demons, ... When a Greater Demon is summoned, or at the start of the battle, roll for 2 special powers: *1: Flying* *2: +1 combat die* *3: Firebreather: ranged attack 0-3-2-1 in addition to close combat* *4: +1 Wound* *5: Cause Fear* *6: +1 movement*				
Demon - lesser	2	4	4+	4	
	A lesser demon also rolls for special powers as Greater Demons, but only once.				
Displacer beast					Ethereal
Djinn					Flying

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Dragon	4	6	5+	6	Flying
	Dragons come in many varieties and sizes. Some dragons have special abilities: Red Dragon: firebreathing ranged attack 0-3-2-1.				
Eagle - giant					Flying
Elemental - air	3	4	4+	3	Flying

(Battle Air Elemental by Leviathan)

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Elemental - earth	3	4	4+	3	Burrowing
Elemental - fire	3	4	4+	3	
Elemental - water	3	4	4+	3	Swimming
Elephant					
	Elephants can be used as mounts by using howdahs.				
Ent					Forestwalker
Ettin	1	4	4+	3	
	Ettin are two-headed giants. The two heads are often in disagreement with each other.				
Escargotaurus					
	The Esgarotaurus is a mutant hybrid between a Minotaurus and a giant snail. It also has a pair of wings to keep its balance.				

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Formless Spawn of Tsuthoggua					

(Model by RAFM 2929)

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Gallimimus					
	An ostrich-like dinosaur, which grew to a length of 4 metres. Can be used for Struthimimus and Orthimimus.				
Giant					
Hellhounds					

(Hellhounds by Leviathan)

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Hippo					
Hippogriff					
Hydra	2	#heads	4+	#heads	
	Hydras have multiple heads. Each time they receive a wound, the number of heads decreases by 1. To determine the number of initial heads, roll a D6+3, giving 4 to 9 heads.				
Jabberwock					
Lizard - giant, green					
Mammoth					
Manticore					Flying
Medusa					Individual, can attach to units. Can cast one Freeze spell per turn instead of fighting. The spell only succeeds on a roll of 4+.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Minotaur					
Nannotyrannus					
	An apparent dwarf Tyrannosaur about a third of the size of its larger cousin.				
Phase Spider					
Scorpion - giant					
Snake - giant					
Spider - giant					
Sphinx					
Trap					
	Traps can take many forms (snakepits, nets, lurking monsters, evil mushrooms, ...), and are usually deployed secretly at the start of the game. Whenever a unit enters a hex containing a trap, the trap is activated. The unit has to battle the trap until either the trap is destroyed, or the unit is destroyed. Neither the trapped unit nor the trap is affected by a retreat result.				
Troll					Regenerate
Turtle - giant	0 - or - 1	no			
Wolves					
Wolves - shadow					
	Shadowwolves are creatures of the night. They run very fast using their 6 legs.				
Werewolf					Shapechanger
Great Race of Yith					

(Model by RAFM 2924)

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Zoat					Forestwalker

Module 3. Magic and Individuals

3.1. Magic Items

No fantasy game is complete without the addition of magic items. Magic items come in many different flavours and sizes. Some magic items can only be used by an individual, other items are to be used by a unit. Items that are attributed to units stay with that unit for the entire battle, whereas items carried by individuals can be beneficial to different units, depending on what unit the individual is attached to.

3.1.1. Magic items for individuals: Weapons

To generate a magic weapon for an individual, roll a D10:
1. **Holy Blade:** When wielded by an individual attached to a unit, the unit rolls an extra combat die when in close combat vs. undead troops.
2. **Blade of Courage:** When wielded by an individual attached to a unit, the unit ignores one Retreat die.
3. **Blade of Protection:** When the unit is attacked to which the individual is attached, the attacker rolls 1 less die.
4. **Blade of Spells:** The wielder can cast spells similar to a wizard. The blade stores 10MP.
5. **Blade of Speed:** The wielder can move 2 extra hexes (not the unit).
6. **Blade of Flying:** The wielder can fly (not the unit).
7. **Blade of the Forest:** The wielder gains the ability of forestwalk (not the unit).
8. **Blade of Accuracy:** When attached to a unit, one failed combat die can be rerolled.
9. **Blade of Fear:** When attached to a unit, the unit causes fear.
10. Extra ability: Roll 2 times on this table, thereby generating an extra ability. Subsequent rolls of '10' could result in even more abilities.

3.1.2. Magic items for individuals: Non-weapons

1. **Mithril Armour:** any hits are saved on 6+
2. **Magic Wand:** stores 10 extra MP
3. **Ring of Fire:** contains 5 fireball spells.
4.
5.
6.
7.
8.
9.
10.

3.1.3. Magic items for units: Banners

1. Regenerate
2. One extra combat die
3. **Banner of Steadfastness:** ignore 1st Retreat
4. **Banner of Fear:** The unit has the Cause Fear ability.
5. Magic spells: 10MP
6.
7.
8.
9.
10. Extra ability: Roll 2 times on this table, thereby generating an extra ability. Subsequent rolls of '10' could result in even more abilities.

3.1.4. Unique Magic Items

It is of course perfectly acceptable to use unique magic items in your games.

3.2. Individuals

The basic rules only specifies generals and magic-users as the type of individual available. However, other types can be included in scenarios. This section gives a few ideas.

3.2.1. Assassin

Assassins usually hide in friendly troops, to seek out an enemy individual and kill him by a surprise attack.

If an assassin (whether attached to a unit or not) moves adjacent to an enemy individual (whether attached to a unit or not), the assassin may try an assassination attempt. Both individuals roll a D6, and the victim's score is subtracted from the assassin's score:
- -3, -4, -5: Attempt not succesful. The assassin is caught and slain by the victim.
- 0, -1, -2: No success, but the assassin manages to sneak away unnoticed and can try again next turn.
- +1, +2: Attempt succesful, but the assassin is caught in the act is other troops are present in the hex. The assassin is killed immediatly.
- +3, +4, +5: Attempt succesful! The target individual is killed!

3.2.2. Shapechanger

A shapechanger or werecreature can change between its humanoid form and an animal form. Common types are the werewolf, weretiger, werebear (dwarfs), wereboar (orcs), were-eagle (elves), and sometimes even were-dragons.

Instead of taking a combat action, the shapechanger can change into its animal form. Then roll a D4+2. This is the number of turns the shapechanger will stay in its animal form.

A shapechanger can change into its animal form once per battle.

3.2.3. Wizard

A wizard is the most common type of magic-user. He has the availability of the standard spells as listed in the basic rules (page 6).

3.2.4. Necromancer

Necromancer are magic-users that dabble in the art of summoning undead creatures, or to cause fear in their opponents. They have the following spells instead of the normal wizard spells:

Spell	MP	Effect
Summon Skeletons		
Summon Skeleton Horde		
Drums of Death		damage

Spell	MP	Effect
Resurrect		bring back to live a just slain unit
Standard Spell	+1	A Necromancer can cast any standard wizard spell, but at the extra cost of 1MP.

3.2.5. Cleric

A cleric is a wizard that is specialized in banishing or weakening undead and demonic creatures. They have the following spells instead of the normal wizard spells:

Spell	MP	Effect
Banish Undead	1	The Cleric unleashes a 5-4-3-2-1 ranged attack, but this attack can only be targeted at undead units.
Banish Undead Horde	2	The Cleric unleashes a 5-4-3-2-1 ranged attack, but this attack can only be targeted at undead units. If the target hex takes at least 1 hit, all adjacent hexes with undead units also receive one hit.
Blessing	2	Remove one activation counter of a target unit within 4 hexes.
Standard spell	+1	A Cleric can cast any standard wizard spell, but at the extra cost of 1MP.

3.2.6. Demonologist

Demonologists are wizards which specialize in mastering the demon-world. They have the following spells instead of the normal wizard spells:

Spell	MP	Effect
Summon Greater Demon	3	The Demonologist summons a greater demon. This demon is placed in an hex adjacent to the magic-user. The Greater Demon receives an activation counter immediatly.
Summon Lesser Demon	2	The Demonologist summons a greater demon. This demon is placed in an hex adjacent to the magic-user. The Lesser Demon receives an activation counter immediatly.
Demonic Wind		damage
Demonic Laughter		cause fear
Standard Spell	+1	A Demonologist can cast any standard wizard spell, but at the extra cost of 1MP.

3.2.7. Druid

Druid are wizards which are in tune with the natural world. They have the following spells instead of the normal wizard spells:

Spell	MP	Effect
Animate Forest	1	The Druid can animate a forest hex that is within 3 hexes of the druid. The forest attacks any unit that is inside this forest hex with 4 combat dice.
Animate River	2	The Druid animates a river or water hex that is within 3 hexes of the druid, and all water hexes adjacent to this hex. The water attacks any unit that is on hexes with 4 combat dice.
Summon Insect Swarm		
Thorns (trap)		
Standard spell	+1	A Druid can cast any standard wizard spell, but at the extra cost of 1MP.

3.3. Special Terrain types

Besides standard terrain types, the battlefield can also contain special features, that offer special abilities or penalties to the troops occupying them.

Stone Circle: Magic-users regenerate 1 MP when they are activated and present in a stone circle.

Burial Mound: Spells that raise undead cost 1 MP less (with a minimum of 1) when the magic-user is present in a burial mound or graveyard.

Temple or Temple ruins: Undead troops cannot enter this holy place. They can attack troops in the temple.

Module 4. Siege Warfare

This module outlines some rules for dealing with buildings and sieges in the context of the game.

The basic idea is that buildings and structures occupy an hex on the battlefield, and have a profile just as other troops. However, in order to destroy buildings, usually special equipment is needed. I.e. ordinary rank-and-file troops are not capable of destroying buildings.

4.1. Types of Buildings

There are 4 types of buildings:

Weak Wood (A): Simple constructions made of wood, such as huts, shacks, smaller village buildings, stables, etc.

Weak Stone (B): Simple constructions made of stone, such as more sturdy village houses, richer farms, townhouses.

Strong Wood (C): Constructions which are built specifically with the purpose of repelling attackers: forts, pallisades, watchtowers, ...

Strong Stone (D): Constructions which are built specifically with the purpose of repelling attackers: Keeps, towers, castles, walls, ...

Each hex that contains constructions is designated as being a specific type. E.g. a castle wall may span several hexes, which are all of type D, but the castle gate itself (a wooden gate), might be type C.

Troops which are behind walls have the normal combat modifiers. They also ignore the first retreat result of each combat roll.

4.2. Siege Machinery

The following troop types are relevant in sieges:

Siege Towers, ladders, grappling hooks, ... : These do not inflict damage to the building itself, but are merely a means of trying to put troops on top of the ramparts.

Rams, drills, explosives, ... : This equipment is brought in contact with the construction, such that the buildings can be damaged and possible destroyed.

Catapults, ballistas, ... : This equipment also is capable of damaging constructions, but can do so from a distance. These catapults and ballistas are usually more heavy than the 'battlefield' versions.

Boiling oil, rocks, boulders, hot sand, ...: This is equipment used to defend the walls and to make life miserable for the attackers.

4.3. Damage to buildings

Generally, ordinary rank and file troops cannot do direct damage buildings. Damage to buildings can only be inflicted by siege equipment, or by specific magic spells.

The combat system is exactly the same as for normal combat.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Building A	NA	NA	5+	5	

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Building B	NA	NA	5+	10	
Building C	NA	NA	5+	15	
Building D	NA	NA	5+	20	
Rams, Drills	0 - or 1	5	4+	4	
Siege Ballistas	0 - or - 1	5-4-3-2-1	4+	4	
Catapults	0 - or - 1	0-5-4-3-2-1	4+	4	

Module 5. Campaigns

Campaigns combine the individual battles with the fate of entire kingdoms or empires.

Many of the ideas in this section are based on the "General's Compendium", a publication by Games Workshop.

5.1. Names

5.1.1. Generals (based on the War in the Age of Magic system):

Title	Name (roll 2 or more times)	Where From?	Reputation
1. Prince	1. Ok	1. The Valley	1. The Besieger
2. King	2. Nor	2. The Mountains	2. The Lion
3. Lord	3. Ash	3. The Hills	3. The Jackal
4. Chancellor	4. Bar	4. The Coast	4. The Merciful
5. Commander	5. Isk	5. The Far Lands	5. Iron Hand
6. Chieftain	6. An	6. The Desert	6. Sword of the Gods
	7. Goz	7. The North	7. The Slayer
	8. Ono	8. The South	8. The Swift
	9. Schlem	9. The West	9. The Bold
	10. Ak	10. The East	10. The Cunning

Examples:
Lord Norgoz The Slayer from the Desert
Chieftain IskOno Norash, The Bold One from the South

5.2. Map

A campaign is played on a map, divided in regions. The map from Wizard's Quest is a good example, and has a good number of regions.

This map has 36 regions and 8 castles, making a total of 44 regions.

Another good example of a map is the map of Dor for the roleplaying game Schimmen & Schaduwen (this version drawn by Johan Beyens).
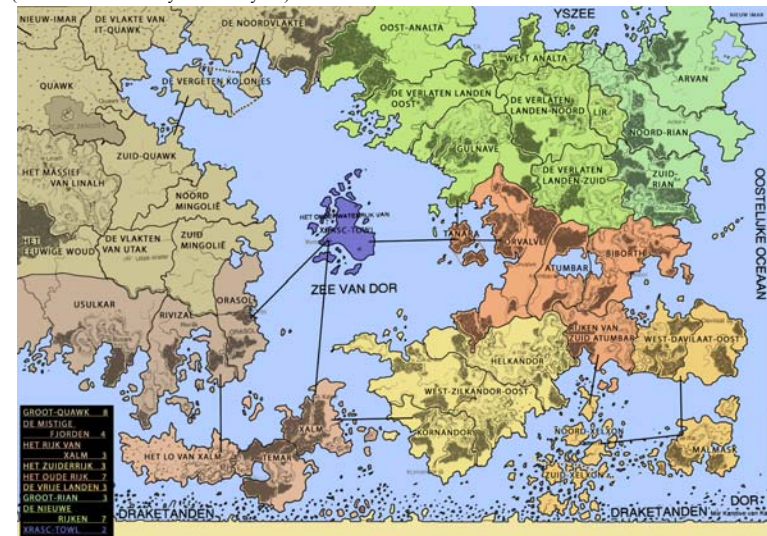
5.3. Set-up

Module 6. Science Fiction

6.1. Introduction

These rules can also be used to play Science Fiction games. The only real difference is that more troops will have ranged attacks, and thus units do not need to move adjacent to each other to fight each other.

A subdivision is made between 25mm games, and 1/300 games. The former are usually better for skirmishes, and might include individuals on the battlefield. The latter is more for larger battles (in terms of troops and equipment, not in terms of units).

The troop lists are based on my collection of available miniatures.

6.2. 25mm scale

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Space Marine Squad					
Space Marine Heavy Weapon Squad					
Space Marine Commander					
Space Marine Chaplain					
Eldar					
Tyranids					
Genestealers					
Kryomek Helions					
Kryomek Warriors					
Kryomek Warmaster					

6.3. 1/300 scale

List of troops to be inserted

Te Wapen – Summary Sheet

0.1. Turn Sequence

- Draw the top card from the deck. The color of the card indicates what army can move units.
- 2-10: activate 1 unit.
- Jack, Queen, King: activate 2 units.
- Ace: activate 3 units.

If a Joker is drawn or when all units on both sides are activated, the turn ends, 1 activation counter of every unit and individual is removed.

0.2. Terrain

Terrain	Movement	Combat	Special
Woods	STOP when entering and no combat	-1 die when attacking into wood	Block LOS
Hills		-1 die when attacker at lower level	Block LOS, except when both attacker and defender are at the same height.
Difficult	STOP when entering and leaving		
Villages	STOP when entering and no combat	-2 dice when attacking into village	Block LOS
River	STOP	-1 when attacking out of river hex	
Walls	STOP before and after	-1 die when defender is immediatly behind wall	Block LOS, except when immediatly behind wall (attacker or defender)
Impassable	Prohibited	Not allowed across impassable hexsides.	

0.3. Magic (more explanation in the rules)

Spell	MP	Effect
Fireball	1	4-3-2-1 ranged attack
Freeze	2	Enemy unit up to 4 hexes away receives an extra activation counter.
Teleport	2	Teleport self and attached unit up to 5 hexes. No combat allowed afterwards.
Healing	2	The wizard restores one wound of a unit 2 hexes away.
Summon Elemental	3	Elemental is summoned, adjacent to magic user. Activation counter immediatly.
Fog	3	7-hex fog cloud is created. No moving in or out the cloud; no line of sight. Lasts for 3 turns.