

IRON WINDS OF WAR

Rules for Fantasy Combat

Enough of Lord Crane's impudence!

Even as you stare through visor slits, he mocks your house and lineage.

Sword drawn and waved on high, a throaty cry parts your lips as your mounted knights surge after you across the field of battle.

A shower of arrows, fired by your levy, rains death amongst Lord Crane's warriors....

INTRODUCTION

The fantasy battles described in these rules are fought between armed groups of men led by valiant leaders represented by miniature figures. These groups challenge, fire their bows, maneuver, and melee (fight hand-to-hand). The best will endure and claim the victory.

To play this game you will need: at least 2 six-sided dice (2d6); a ruler; casualty markers (paper clips or rings); some miniature figures (the number will depend on the size of the battle).

THE GAME

This fantasy game is fought (played) between two or more armies. Each army is composed of two or more units. A unit of infantry (foot figures) contains 12 soldiers. A unit of cavalry (figures on horses) contains six soldiers on six horses. Each army also contains one or more leaders, with an equal number of leaders going to each side. Each unit moves and fights separately.

THE MINIATURES

For convenience in moving them, as well as for protection, you may wish to mount your figures on stands, also called bases.

Frontages (space in between each figure) and formations are not that important within these rules.

Each individual (leaders, heroes, etc.) goes on a base of his own. Units can be composed of figures mounted in multiples on stands. Chipboard, balsa wood, circuit board, fiberglass, and thin strips of basswood all make excellent stands.

UNITS

If your soldiers are mounted on multiple figure bases, make sure all of each unit's bases are touching. If your soldiers are unmounted, group each unit together leaving enough space between units to distinguish the separate units. In short, there must be unit integrity; each unit being identified as a particular unit, remaining together throughout the battle.

The various units in this game are divided into three broad types: *levy*; *warrior*; and *knight*. *Levy* or *warrior* units may carry bows, *knight* units may not. *Warrior* or *knight* units may be cavalry, *levy* units may not.

LEADERS

Leaders are the dukes, barons, etc., who lead groups of men. Attaching a leader to a unit will help its fighting abilities and raise its morale.

THE GAME TURN

This fantasy game is played in turns. Each turn is composed of a series of events, which must be performed in the proper sequence. Each turn is the same, repeating the events. Each event must be completed before moving on to the next event. The events, in order, which make up a turn are as follows:

Event I Personal Challenges (if any)

Event II Archery (if in range)

Event III Movement (each side in turn)

Event IV Melee

Event V Morale

When all of the events in a turn are completed that turn is over. Let's look at each of the events in detail.

Event I. Personal Challenges

In Event I of each turn, any player's leader piece may challenge any opposing leader piece within 12 inches to personal combat. If the opposing leader accepts, each player rolls one die (1d6). If either player rolls 5 or 6, the opposing leader is killed, and is removed from play immediately. Any other die roll has no effect. The die roll is simultaneous; therefore, each player has the chance to kill the opposing leader.

The first time a leader declines a challenge, he loses all leadership value for that turn only. He may not participate in an attack that turn. The declining leader may neither voluntarily move to a new unit, nor may he rally a unit during that turn. Thereafter, during the game, the declining leader may refuse personal challenges without penalty. His men have seen his mettle.

Event II. Archery

Levy or *warrior* units may carry bows, *knight* units may not. A bow armed unit (not in melee) may fire its bows during Event II. A bow unit must fire its bows at only one target, and this target must be the closest opposing unit, which has a direct path to the archer unit. The target unit must be within 12 inches of at least one soldier in the firing unit. Archers may not fire bows over a friendly unit. At least half of the soldiers in the firing unit must have a clear shot at the target unit.

To determine hits on the target unit, the owner of the archer unit rolls 1d6. If the archers are infantry, the die roll number is reduced by 1 for each two figure casualties the archer unit has suffered. If the archers are cavalry, the die roll number is reduced by 1 for each figure casualty the archer unit has suffered.

After the die roll has been adjusted, divide by 1 if the target is a *levy* unit, by 2 (round all fractions up) if the target is a *warrior* unit or by 3 (round all fractions down) if the target is a *knight* unit. This result is the number of casualties, which the target unit suffers.

Example: *A unit of warrior infantry archers are firing at a unit of mounted knights. The warrior archers have lost five figures earlier in the game (there are seven left). The warrior archers roll a 6. This 6 is reduced by 2 since the archers have lost four, but not six casualties. The modified die roll is now 4 (6 - 2 = 4). Divide this 4 by 3 since the target unit is a knight unit. One knight is killed since 4 ÷ 3 = 1.3, and the fraction rounded down results in 1.*

There is no bow fire into, or out of, a melee.

An archer unit that fires during Event II cannot move voluntarily that turn.

A *levy* or *warrior* unit, which is a target unit, and loses one or more figures from bow fire, must check morale. When this happens, the owner rolls 1d6 and consults the morale chart listed in Event V under this unit type column.

Any unit that does not pass the morale check must be turned 180 degrees (faced in the opposite direction), and moved one full move away. This move is immediate and mandatory.

No leader can be killed by bow fire.

Event III. Movement

First, the two opposing sides must determine who moves first. Each side rolls 2d6. The highest roll may choose to move either first or second. The first player then moves his units as he wishes (except those routed, locked in melee, or which have fired their bows that turn). Each unit may move up to the maximum distance permitted for that type of unit. Types and their respective maximum movement are as follows:

Leaders and Cavalry	12"
Warrior and Levy Infantry	8"
Knight Infantry	6"

A unit may change its direction without penalty.

A unit cannot move through another unit unless routing. A unit needs at least two inches clear space to move between two other units, unless routing.

If a unit is touching an opposing unit it is in melee. It may not move until the opposing unit is eliminated, or forced to run away from the melee.

An unrallied, routed unit cannot be voluntarily moved.

When the first player is done moving, the second player moves. Movement rates and rules are the same as for the first player. Remember, the second player may not move units which are in melee, including units which were just put in melee during the first player's move.

A leader may either move with the unit he is commanding, or move to command a new unit, unless he refused a personal challenge for the first time during Event I of that turn. If he refused the personal challenge, he must remain with the unit he started the turn with.

TERRAIN

Terrain features add interest to any flat surface. In this game, terrain obstructs or channels movement. Terrain pieces should be placed by agreement of both sides.

Hills can be made by cutting florist sheet styrofoam into irregular shapes, by draping cloth over books, or by defining elevation levels with strings. Woods can be made by using tree models or pieces of green construction paper. A line of stones makes a good wall. Lichen or strips of green construction paper make a fine hedge. A river can be represented by blue construction paper, tape, or string.

TERRAIN EFFECTS

Hills – A unit moving up a hill level loses 2" of movement.

Woods – Only *levy* units may move in or through woods; they move at full speed.

Walls or Hedges – A unit crossing loses 2" of movement.

River – A unit coming to a river must stop. On its next turn, the unit may move across the river, but must stop on the opposite bank. Thereafter it moves normally unless recrossing the river.

Event IV. Melee

Melee is hand-to-hand combat between opposing units. It occurs when a player moves a unit so that it touches an opposite unit. The first two units in melee are always face to face.

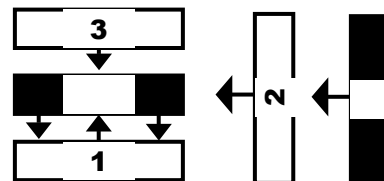
Once two opposing units are face to face, they stay that way until one or both are eliminated or forced to run away.

Additional units may move to touch the flank (side) of a unit in melee, or they may move to touch it in the rear. These flank and rear attacks are especially beneficial (more on this later).

Remember, a unit needs at least two inches of space to move between two other units. This two inch space also applies to the ability to move your unit onto an opposing unit's flank or rear. You *must* have the space to attack there.

The first two opposing units in contact are always face to face. In the diagram below, the numbers show the order in which the units move. Assume White moves first this turn:

First White unit 1 moves face to face with the stationary S Black unit, then White unit 2 attacks the Black unit S in the flank. Now White unit 3 attacks the Black unit S in the rear. Finally, the second player (Black) moves his unit 4 to attack White unit 2 in the rear. White unit 2 turns to face Black unit 4.



Each unit gets to fight the enemy unit it is facing. Thus, units attacking on an enemy flank or rear are never attacked back by that enemy unit. All combat occurs simultaneously; casualties are not removed until all fighting is done.

Each unit rolls 1d6. The die roll is modified (see below). Then the die roll is divided by 1 if the target is a *levy* unit, 2 (fractions rounded up) if the target is a *warrior* unit, 3 (fractions rounded down) if the target is a *knight* unit. This final number is the number of casualties suffered by the target unit.

MELEE MODIFIERS

Levy	-1	Cavalry first round	+1
Warrior	0	Attacking from flank	+1
Knight	+1	Attacking from rear	+2
Cavalry*	+1	Attached Leader	+1
Attacking uphill	-1	Each 3 casualties on a unit	-1

*Thus, mounted warrior +1; mounted knights +2.

A leader commanding a unit engaged in melee can be killed when that unit suffers three or more casualties from a single opposing unit during a single melee event. The player inflicting three or more casualties upon an opposing unit with one of his units during a single melee event has a choice. He may apply the number of casualties directly upon the opposing unit, or he may apply that number of minus 1 upon the opposing unit, and then try to kill the commanding leader. If he chooses the latter option, he rolls 1d6. A 5 or 6 kills the opposing unit's commanding leader.

Melee will continue from turn to turn until one, or both opposing units are eliminated, or forced to run away. A cavalry unit which is attacking from the flank or rear may disengage from the melee in its next movement event and move away.

Event V. Morale

Few soldiers fought to the death. Most ran away when things went bad.

In each turn, during the Morale Event, each unit that lost at least one figure in the Melee Event must check Morale. On the top row of the morale chart below, find the type of unit checking its morale. In the left column, find the enemy unit it is fighting. Apply all relevant modifiers.

Your Unit \ Attacker	Mounted Knight	Mounted Warrior	Foot Knights	Foot Warrior	Levy
Mounted Knight	2	3	2	4	6
Mounted Warrior	1	2	1	3	5
Foot Knight	1	2	2	3	5
Foot Warrior	X	1	1	2	4
Levy	X	X	X	1	3
Bow Fire	X	1	X	2	3

X – Need not check morale against this type of attacker.

Morale Modifiers

Attacked in flank	-1	Lost 1/2 or more of soldiers in unit	-2
Attacked in rear	-2	Lost commanding leader that turn	-1
Commanded by leader*	+1		

*Leader cannot command that turn if he has declined a personal challenge for the first time in Event 1.

If the checking unit is fighting more than one unit, pick the highest rated enemy (closest to the top of the chart).

Cross reference the column below the checking unit with the row across from the highest rated enemy unit. You will locate the number you must equal, or beat with one die roll in order to remain in melee.

Roll 1d6. Modify it by the Morale Modifiers listed below the Morale chart. If you make your roll, your unit will continue to fight. If the unit fails to equal or beat the Morale check number, it immediately turns 180 degrees (faced in the opposite direction) and moves one full move to the rear.

This routed unit may not turn around or voluntarily move unless it is rallied.

A routed unit may be attacked in a later turn in the rear or flank by an enemy unit. If this happens, the unit attacked automatically routs again in the following Morale Event.

A unit which was routed due to bow fire is treated the same as a unit routed in melee.

A routing unit will always be moved one full move away from opposing units, even if surrounded.

A unit remains routed until it is rallied.

UNIT RALLY

A leader can rally a unit. To do so, he moves to touch the unit in a Movement Event. In the following Morale Event the unit rallies and turns around to face the enemy. It is now considered a normal unit. If a leader moves to a unit in the Movement Event, but it is attacked in the Melee Event, it does not rally in the following Morale Event, instead it automatically runs away and the leader must start the rallying process again.

Each routed *warrior* or *knight* unit may attempt one rally without a leader. To rally without a leader roll 1d6: 5 or 6 rallies a *warrior* unit; 4, 5 or 6 a *knight* unit. If the player fails his die roll, remove the routed unit from the game at once. If he succeeds, turn the unit to face the enemy. It is now considered a normal unit and may move next turn. A *levy* unit cannot be rallied without a leader.

This concludes the turn. The next turn begins with Event 1. Continue until one player begs for mercy.

BUILDING ARMIES

You may wish to fight battles between armies of different composition. The following is a point system for creating different armies.

For small, beginning engagements, 150 point armies, with one leader per side, should suffice. If there are more players, or you are more experienced, you can use more points (300-500) and more leaders per side.

Costs

Levy	1 point per figure
Warrior	2 points per figure
Knight	4 points per figure
Horses*	2 points per horse
Bow†	1 point per bow

†Knight may not carry bows.

*Levy may not be cavalry.

Example: A unit of six mounted knights costs 36 points. A unit of 12 bow armed infantry warriors costs 36 points.

It is not advisable to allow an army to be composed of more than 80% knights or 50% archers.

Infantry units contain 12 figures, cavalry six, except as noted below.

A player may build one partial unit per army with odd points. Its shortage will be treated as casualties from a whole unit in die rolls.

Example: With 24 points you buy eight warrior infantry (16 pts.) armed with eight bows (8 pts.). Since the unit is four men short, its die roll receives a -2 modifier when firing its bows or attacking, as though the unit had suffered four casualties.

A Typical 150 Point Army

One leader	free
Two units of knight cavalry (2 x 36)	72 pts.
One unit of warrior infantry (1 x 24)	24 pts.
Two units of levy infantry archers (2 x 24)	48 pts.
The mounted black knight, partial unit (4 + 2)	<u>6 pts.</u>
	150 pts.

SPECIAL FANTASY RULES

Dwarves:

All foot move 6"; all cavalry move 10". No movement loss when going uphill.

Add +1 to all morale rolls.

Knights may purchase Dwarven Armor for +1 point per figure. Dwarven Armor provides a -1. modifier to all archery rolls and melee attacks against the unit wearing it.

Elves:

All Elf units move in woods without penalty.

Levy units may not be purchased.

Elf *Knights* may be bow armed at normal cost.

Add +1 to all archery rolls.

Elves can fire up to 3" through woods.

Goblins & Orcs:

All Goblin and Orc units add +4" to movement; They have no terrain movement penalties.

Knight units may not be purchased.

Trolls & Ogres:

Knight units only.

Add +1 to all melee attacks.

All move 8".

Skeletons:

In melee, a unit attacking a skeleton unit adds +1 to its die roll.

When a melee ends, a skeleton unit which has not routed and which has suffered at least one casualty gets one casualty back. For each movement event that it does not move, it recovers one more casualty.

ADVANCED RULES

Longbows. *Warrior* units and *Elven Knights* may purchase longbows at a cost of +1 per figure. Longbows have a range of 18", They may be fired over a friendly unit at a -1 to the die roll, if the target is more than 6" from the friendly unit. Longbows may not fire over a melee. Longbows add +1 to all archery rolls if the range is 12" or less.

Crossbows. Dwarven infantry units may substitute crossbows for regular bows at no additional cost. Crossbow range is 8". The die roll is divided by 2 (round all fractions up) if the target is a *warrior* unit or a *knight* unit.

Elite Units. *Warrior* and *knight* units may purchase elite status at a cost of +1 per figure. An elite unit adds +1 to its morale rolls and +1 to its rally rolls.

Pikes. *Warrior* and *knight* infantry units may purchase pikes at a cost of +1 per figure. A pike armed unit moves at the speed of a *knight* unit. In the first round of a melee, the pike unit inflicts casualties on its opponent first and those casualties are removed before the opposing unit attacks back. A cavalry unit must make a successful morale roll before it can move into melee with a pike armed unit, unless it is making a flank or rear attack.

Heroic Leaders. A Hero may be purchased at a cost of 10 points, and a Demi-God at a cost of 20 points. A Hero adds +2 to all rolls for the unit he leads. A Demi-God adds +3 to all rolls for the unit he leads. A Hero may make a melee attack on an enemy unit, rolling 1d6 with normal melee modifiers. A Demi-God rolls 2d6 for each melee attack. If the opposing unit is *levy*, it must roll 6 on a d6 to wound the Hero or Demi-God, if *warrior*, 5 or 6, and if *knight*, 4, 5 or 6. A hero must suffer two wounds, or a Demi-God 3 wounds before he is killed. In a personal challenge, a Hero rolls 2d6 and a Demi-god rolls 4d6. A Demi-God cannot decline a challenge from a Leader or Hero and a Hero cannot decline a challenge from a Leader. A Leader who kills a Hero or Demi-God is immediately promoted to Hero. A Hero who kills a Demi-God is immediately promoted to Demi-God.

Cavalry Charges. If a unit of *warrior* or *levy* infantry is attacked by a unit of *knight* or *warrior* cavalry, the *warrior* or *levy* infantry unit must make a morale roll before the melee. If the unit fails the roll, it routs. The cavalry may continue its move.

Knight Cavalry. *Knight* cavalry units move 8"

Horse Archers. A bow armed cavalry unit which fires in Event II may move 1/2 its normal movement in Event III.

Item	Description
	Dwarves
02-700	Dwarf King
02-701	Dwarf Knights / Great Hammer (12)
02-702	Dwarf Warriors / Axe (12)
02-703	Dwarf Crossbowmen (12)
	Orcs
02-710	Orc War Chief
02-711	Orc Heavy Infantry (12)
02-712	Orc Light Infantry (12)
02-713	Orc Light Archers (12)
	Elves
02-720	Elf General
02-721	Elf Knight Cavalry (6)
02-722	Elf Foot Knights (12)
02-723	Elf Heavy Archers (12)
02-724	Elf Horse Archers (6)

Item	Description
	Humans
02-730	Human General
02-731	Human Knight Cavalry (6)
02-732	Human Foot Knights (12)
02-733	Human Archers (12)
02-734	Human Warriors w/Spear (12)
	Skeletons
02-740	Skeleton General
02-741	Skeleton Heavy Cavalry (6)
02-742	Skeleton Levy w/Sword & Shield (12)
02-743	Skeleton Archers (12)
	Goblins
02-750	Goblin Commander
02-751	Warriors w/Sword (12)
02-752	Levy Archers (12)
02-753	Wolf Riders (6)

We hope you enjoy playing these introductory Fantasy Rules. They were designed as a simple straight-forward gaming system. Advanced players will find these rules ideal for a quick evening game. The newcomer will find our rules easy to understand and challenging to play. We encourage you to invent your own additional rule variations.

Please check our web site (www.ironwindmetals.com) for scenarios, more advanced rules, painting guides, special units and figures. Please send suggested advanced rules, scenarios, battle reports and painting guides to fantasyrules@ironwindmetals.com.

Good gaming!

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