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INTRODUCTION

Greetings! First let us go over some basic terminology.....

Model – an actual miniature. In this game one model represents one human, elf, dwarf, etc. Each model has its own characteristics, though some may be identical to others.

Unit – a group of three or more models. Usually wearing the same type of armor and using the same type of weapons. Also, usually of the same race.

Army – ten or more units, or at least thirty models. Will have a commander in charge.

D8 – an eight-sided die. Used to roll for initiative, to hit, to save, etc.

Turn – consists of a movement phase, range fire phase, and a melee combat phase.

Now that we have that down, let me tell you more about these rules. These rules are intended as a quick-to-learn and quick-to-play set of miniature war game rules. Any type of 25mm or 28mm fantasy miniatures can be used with these rules. Instructions are given later on how to assess a value to each of your miniatures. Also, science fiction rules are provided if you desire a sci-fi battle. Please note these rules are not as complex as some out on the market, but that’s my point. Feel free to add to these rules and change them however you wish for your gaming group.

Combat is simultaneous in each phase with these rules, so you can “take some of them with me” when your character gets hit in combat. Terrain plays a part by slowing movement and offering cover. Range weapons are deadly, and armor very helpful. Turns are divided into three phases. I hope you enjoy these rules and have a fun time playing! Please remember you cannot sell these rules to anyone. E-mail me at clashofsteel@yahoo.com with rules questions or corrections I could make to these rules. Have fun!



MODEL CHARACTERISTICS

Each model has eight characteristics: MV (Movement Value), RF (Range Fire), MC (Melee Combat), MA (Melee Attack), PV (Protection Value), LP (Life Points), and I (Initiative). They will now be explained in detail.....

MV – Movement Value. This is the value in inches of how far your model can move each turn. A model can move this full value and attack in melee combat phase only. A model can move half this value and attack in range fire phase. Also a model can make as many facing changes during movement as desired.

RF – Range fire. A model's ability to use a bow, crossbow, artillery, javelin, sling, etc. A model must roll this score or higher on an eight-sided die to hit in range fire phase.

MC – Melee Combat. A model's skill with the sword, axe, halberd, spear, club, dagger, mace, etc. A model must roll this score or higher on an eight-sided die to hit in melee combat phase. A model can attack any model that it is physically touching in melee combat phase.

MA – Melee Attack. This number reflects how many attacks a model gets in melee combat. They may directed all on one target, or split amongst as many targets that are physically touching the attacker.

PV – Protection Value. This number reflects a model's armor. When your model is hit in either range fire and/or melee combat, roll an eight-sided die. If you roll equal to or higher than the model's PV, the armor deflected the blow. If you roll less, the hit went through. For monsters and animals, the PV reflects the creature's hide, scales, and other natural defenses.

LP – Life Points. This number reflects how many hits a model can take before it dies. Most models have only one life point. Life points cannot be regained during play unless the model has some magical item that has the ability or is a troll. Trolls regain one life point per turn.

I – Initiative. Pick one of your models in your army to be your army commander. Add that model's initiative score to your initiative roll you perform in the movement phase.

IN ADDITION TO CHARACTERISTICS, EACH MODEL HAS A WAR VALUE (WV). THIS NUMBER IS USED TO COMPARE MODELS AND GIVE A VALUE TO AN ARMY FOR PLAY BALANCE. WAR VALUE IS EXPLAINED LATER ON IN THESE RULES. STAT CARDS CONTAINING THE CHARACTERISTICS OF THE MORE COMMON HUMANOID RACES ARE ALSO COVERED LATER ON.

GAME TURNS

Each turn has three phases: movement, range fire, and melee combat. The player that won initiative moves all of their units first or can elect to make their opponent move all of their units first. A model may move up to half its movement value (MV) and still fire range weapons that turn. That model cannot fire range weapons if in contact with an enemy unit though. A model that moves its entire movement rate may only attack in the melee combat phase, if applicable. A model that does not move may attack in the range fire or melee combat phase, depending on the model's weapon and contact with the enemy.

After all models have moved (and those electing not to move have declared that) the movement phase ends and **Range Fire Phase** begins. Only models that have range weapons and not in physical contact with enemy models may attack in the range fire phase. Models that have range weapons (longbows, war bows, crossbows, javelins, etc.) attack now and roll to hit. Range fire is simultaneous so casualties are not removed until the end of range fire phase. So each model with a range weapon gets to use it in this phase.

Models hit get to see if their armor protects them from the blow. Roll the model's PV (Protection Value) or higher on an eight-sided die to save the model from taking a hit. Models reduced to zero life points (LP) are dead and removed at the end of this phase. Every hit on a model reduces their life points by one. A model killed in the range fire phase still gets their range fire attack in this phase, if they have a range weapon.

Now the **Melee Combat Phase** begins. Each model physically touching another model is in melee contact with that model. Each model gets a number of attacks equal to their MA (Melee