

Fantasy Warriors House Rules

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Flank and Rear attacks

Units attacking enemy unit's flank/rear recv bonus.

Attacking	Round	Bonus
Flank	1 st	HIT+1, WND+1
Flank	2 nd +	WND+1
Rear	1 st	HIT+1, WND+1
Rear	2 nd +	HIT+1, WND+1

If attacking unit no longer a threat, the unit recving flank/rear attack may turn to face, negating bonuses flanking unit may have. Unengaged enemy will always be assumed to have turned to face attacker unless stated not to have.

Units receiving a flank/rear attack become disorganised in following round. Units receiving a flank/rear attack must take a casualty test every round, even if no casualties are taken.

Infantry Rank Bonuses

For each 2 full ranks of unflanked infantry after the first;

Order	Bonus
Attack	STR+1
Hold, Retreat	WORTH+1

Infantry vs Cavalry Bonuses

Unflanked Spear/Pike/Halberd units attacked on front gain a STR+1 for each full 6" of charge by cavalry if stationary and on Hold or Oppose orders.







Hills

Hills give archer units a bonus 6" range when shooting at units below them. Units on hills gain a STR+1 bonus when fighting units below them.

Organised Armies

An organised army is one which is capable of having any "disciplined" units. They don't need to field them, just have them on the army list. Allies and mercenaries don't count.

Weather

D6	Wea	Effects
Die		
1		Sunny. No effects during the daytime. At night this represents a clear, moonlit night. Units whose "bad light" is "night" will not suffer from bad light.
2		Overcast. No effects at night. During the day this represents a dull, gloomy day. Units whose "bad light" is "day" will not suffer from bad light.
3		Fog. LOS limited to 24". All units suffer BAD LIGHT.
4		Rain. LOS limited to 24". Bows/XBows lose 3" range. Take a -2 on any Ignition Tests.
5		Snow. LOS limited to 24". Moves -4".
6		Storm. LOS limited to 18". Bows/XBows lose 6" range. Guns suffer STR-1 attacks. Swamps become impassible. Woodland & difficult ground always disorganises.

Units cannot shoot at units outside of LOS. If attacking units have no enemies in LOS, they will not move.

Replacing Battleleaders

Battleleaders can die in battle – or become unreliable. They can be replaced by other figures who may move as individuals until they wish to take command of a set of units. They must satisfy all the normal rules to be

the commander of the units. They may have been issued orders by the Warchief when in base contact with him and then proceed to take command of a unit, or can take command without changing the current orders, or can switch the order to Hold.

In order to assume control of a command with no current leader they must be in a position where they would be able to issue the command new orders (all the units within range) and declare themselves to be in charge.

If the command has a current leader then there will be a new orders test. The potential new leader cannot be dismissed and follows the same rules as a WC trying to give orders. If they succeed, they take command. The original battleleader either becomes their successor (in organised armies) or is killed (unorganised armies).

Successors

Battleleaders and Warchiefs can have nominated successors. They must be purchased for a normal cost, but have a leadership lower than that of their primary commander. If the primary commander is killed or routs then the successor automatically assumes command, with no confusion (because the succession is decided before the battle).

Resupply

Resupply wagons can be purchased for 100 points each by organised armies. They are treated as individuals for the purposes of movement and orders and also end-of-game scoring. Wagons move at 6"/15cm. Wagons may not cross difficult ground (except for bridges and hills), wade across rivers or enter swamps and marshes.

Wagons may be either open carts, which can be loaded with arrows/bolts or powder carts carrying gunpowder barrels.

If a shooting unit is out of ammunition and

in contact with a resupply wagon, it may spend a shooting phase regaining 4 volley tokens. Resupply wagons may only resupply shooting units armed with bows, longbows or crossbows (if they are open carts) or handguns (a powder wagon).

Artillery units, allied units and mercenary units may not be resupplied. Forces which were *outmaneuvered* may not bring their supply wagons onto the table.

If a force of worth at least 3 moves into contact with a wagon they may chose to destroy it or provided it is not also in contact with a friendly force they may alternatively capture it.

If they decide to destroy it, they may may first pillage it for 2 volley tokens (up to their maximum of 6) if they are a shooting unit of the right kind to make use of the ammunition.

If they decide to capture it, they should supply it with a driver by sacrificing one figure from the contacting force. The wagon is then theirs and may resupply their units.

Shooting at wagons with bows/handguns &c will not affect them. Larger guns/war machines destroy them automatically with one hit. If attached to a unit they should be diced for as if a special. Loss of the last remaining supply wagon triggers a command test.

Priests Praying

The original Priest rules cause too much re-rolling. Replace as follows;

Priests may pray during a turn in which they are not fighting. This gains them a prayer token. To ask for divine/cursed intervention, they must spend one of their prayer tokens, similarly to join with the asking group. More tokens may be spent before the prayer roll, each gaining a +1 for the roll.