

Pig Wars

When men were men and
pigs were money

Easy, man to man skirmish rules for the ancient
and middle ages.

By Tod Kershner

4th Edition

TKG
TKG

Affordable miniature rules
for those who like them
quick, fun and bloody.



PIG WARS

When Men were Men and Pigs were Money
A medieval skirmish game with miniature figures by Tod Kershner

Introduction to the Fourth edition: The first edition of *Pig Wars* came out in 1989 in an 11 page, black and white print edition that I sold through snail mail for \$2.00. The only advertising I did was word of mouth and the now sadly defunct Midwest Wargamer's Association Newsletter (MWAN) edited by my buddy Hal Thinglum. Even with this sparse advertising the game became quite popular – so much so that in 1998 I was the guest of honor, for writing *Pig Wars*, at Pacificon with all expenses paid. It still boggles my mind that a \$2.00 item would get me a plane ticket from Michigan to California and a free weekend at a wargame convention.



The second edition was published by Black Falcon Publications (now sadly also defunct) with a great cover painting by the well-known military illustrator Giuseppe Rava. The basic rules didn't change but the illustrations were great plus the addition of 3 scenarios. The third edition was made up by my buddy and frequent collaborator Dale Wood. Who took the second edition, took out all the Rava illustrations, which we couldn't use due to copyright issues, and put in some new graphic files to replace them. This edition was sold as a PDF download direct from me.

This new edition does not change the basic rules with the exception of a new rule that randomizes the reshuffling of player's cards rather than waiting until the deck is completely used up. The big change, of course, is that, with an e-edition, we are not limited, by price issues, to only using black and white illustrations or to a limited page number. Thus we have color on just about every page with lots of pictures of nicely painted miniatures on the table-top. Also a new scenario, *Pigs in Greece*, has been added. Also new are two excellent user-designed optional modules: *A Dash of Saga* by Brian Cantwell which introduces the use of Saga and Norn cards that add a flavor of the Icelandic Sagas to the game. Also the *Pig Wars Late Medieval Variant* by David Sullivan which is a module for using the rules for 14th and 15th century games.

Originally, *PW* was designed for dark-age games but it has proved to be very adaptable to just about anything before gunpowder became the dominant arm in warfare (although I did play in a convention game where the game master used a variant for the Jacobite rebellion in the 18th century). I invite all users to send me their scenarios and I will make them available.



Acknowledgements: Most of all I want to thank my 4-decade buddy, wargame opponent and frequent collaborator Dale Wood who has always been there for me along with my wonderful wife Linda. Also thanks to my Roman buddy Maurizio Bragaglia for his excellent proofreading (and English is not his first language) and his excellent suggestions and support of many of my games over the years. Also to Larry Enoch, AKA Virtualscratchbuilder, "Doc" Gallagher and our outstanding local game club: The Evil Minions of Dr. Woo (Dr. Woo is Dale). And finally to all the gamers who have supported and contributed to *Pig Wars* for the last 25 years.

Have fun, draw aces and keep those brushes moving! Tod Kershner,
Sturgis, Michigan. November 2014

Introduction to the first edition:

“*Pig Wars*” is a game about small unit combat during the “Dark Ages”. When were the Dark Ages, you say? I define it as the period from the fall of the Roman Empire around the fifth century A.D. (earlier in some areas) to the Norman Conquest of England in 1066. Having said this let me quickly add that the rules work perfectly well up to approximately the 14th century or whenever plate armor began to replace chainmail as the “top of the line” armor.



This author has also used the rules to run some ancient scenarios involving 5th century B.C. Greeks and Persians and 1st century Romans and Gauls. Be creative, do some reading and let your imagination spark some intriguing scenarios.

The basic game is designed for relatively small encounters with 6-10 units each commanded by a single player. Multi-faction scenarios can be played using 20 man units and assigning different tasks to each commander (like tax collecting, transporting things of value across the board, raiding for plunder, etc.) to make an interesting mix where every faction has their own agenda and can make and/or break alliances as the game goes on. Military style scenarios, representing two sides in combat to gain geographic objectives or the annihilation of the opponent’s army can also be done (see the section on Designing Scenarios). The combat system, based on some basic ideas about Dark Age combat, is meant to be fun, quick, and bloody. Seven to ten player games, with experienced players, can be finished in 3 to 5 hours without a lot of “brain-straining”.
Enjoy. Tod Kershner, January 1989

“What has become of the steed? What has become of the warrior?

What has become of the seats of banquet? Where are the joys of the hall?

O for the bright cup! O for the mail-clad warrior! O for the glory of the prince!

How that time has passed away and grown dark under the cover of night,

As if it had never been.”



From an Anglo-Saxon poem

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SECTION 1: **THE GAME**

I. Figure mountings, preparation for play, figure types and unit compositions.

The rules are designed with individually mounted 15mm-25mm figures in mind. The base size of the individually mounted figures is not vitally important especially if all figures in a game are mounted the same. If you want to mount your figures specifically for Pig Wars individually mount the figures on rectangular balsa or metal bases 3/4" by 3/4" for infantry and 1" by 2" for cavalry. On the rear vertical side of each base, covering 1/2 of that side of the base, paint a horizontal stripe color coded to the unit in question (in other words every unit will have its own color). Now using a darker color, paint the appropriate number of vertical stripes on each base relating to the figures' morale grade (this will be 0, 1, 2,



or 3 stripes; see below). If you are using metal bases you will have to paint the stripes on the flat, visible surface. If you don't want to paint stripes on the bases you can just designate the morale grade based on the figure itself (e.g. "the guys with spears are class '1' and the guys with swords are class '2', etc.>").



Each figure falls into one of three classes of armor type. Unarmored (UA) is just that. Partially armored (PA) is chainmail (or cuirass if in an earlier period like ancient Greek), hauberk (shirt), OR shield. Fully armored (FA) is chainmail, hauberk AND shield. A shield can only be used to protect a figure from attacks from the front or from the left (shielded) side and cannot be used to protect from the unshielded side or the rear (exception: archers in the act of shooting or figures using two handed weapons will automatically sling their shields over their backs and only receive shielded status if attacked from the rear that turn). If a fully armored figure is attacked from the rear or unshielded side it is considered partially armored (i.e. it only gets to

use its chainmail). A partially armored figure with a shield (and no mail) attacked from the unshielded side or the rear is considered unarmored. Figures in shield wall (SW) formation are the most protected (see below).

Each figure (not each unit) is assigned a morale grade represented by its number of stripes (see above), either 0, 1, 2, or 3 stripes. These numbers correspond to morale grades thusly: 0 = untrained militia, 1 = trained but not necessarily tested troops (i.e., average), 2 = trained and tested veterans, 3 = elite troops: usually, but not always, leaders.

As for unit compositions I am not into rigid point systems or lists but rather encourage historical study/interpolation. A few guidelines: I recommend 20 man foot (or mixed) units because the morale system is based on increments of 1/5 of a unit (which would be 4 in a 20 man unit). This is easy to keep track of. If larger or smaller units are desired remember to keep them evenly divisible by 5 (e.g. 15, 25, 30 etc.). Remember that the bulk of most units should be average (1 stripe) figures with a few militia (no stripes) and a few veterans (2 stripes) thrown in and 1 elite (3 stripes), which would be the leader. When playing a multi-faction scenario with mixed units of both foot and mounted in the same unit limit the number of mounted figures to 3 or 4 in the same unit (a leader plus some veterans to protect him). If using units that are 100% mounted it is recommended to limit their size to 10 castings. Also limit the number of mounted lance figures since these tend to vaporize people. Each unit should have a standard bearer.

Some possible 11th century units (morale grade in parentheses) for multi-faction scenarios are as follows: Figures are on foot unless otherwise stated: Note, these are **not** army lists.

<u>Stripes</u>	<u>Morale Grade</u>
0	Untrained militia
1	Trained but not necessarily tested (i.e. average)
2	Trained and tested veterans
3	Elite (usually including leaders)

NORMAN: 12 fully armored spearmen (1), 3 unarmored crossbowmen (1), 4 fully armored mounted knights with lance (2), 1 fully armored leader with lance, sword, or mace (3).



VIKING: 6 partially armored and 6 fully armored troops with spear, 1 hand edged weapon or 2 handed edged weapon (mostly 1's with some 2's), 1 unarmored figure with any melee weapon (0), 3 unarmored bowmen (1), 3 partially armored (shield) berserkers (3), and 1 fully armored leader (3).



SAXON: 15 spear/swordsmen mostly partially armored with 1 or 2 unarmored and 1 or 2 fully armored figures (mostly 1's with some 0's and 1 or two 2's), 4 unarmored or partially armored bowmen (1), 1 fully armored leader (3).



WELSH: 6 unarmored and 6 partially armored spearmen (1), 3 unarmored bowmen (1), 4 fully armored mounted noblemen with spear or sword (2), 1 fully armored mounted leader with spear or sword (3).



IRISH: 19 two-handed axemen/swordsmen, 15 unarmored, 2 partially armored, and 2 fully armored (half rated 1 and half rated 2), 1 fully armored leader (3) with any weapon.



BYZANTINE: 12 fully armored spearmen and/or Rus mercenaries (1) with sword, 3 unarmored staff slingers (1), 4 fully armored mounted officers with any weapon (2), and 1 fully armored mounted leader with any weapon (3).



ARAB: 12 partially armored spearmen (1), 3 unarmored bowmen (1), 1 unarmored mounted bowmen (1), 3 fully armored mounted warriors with lance (2), and 1 fully armored leader with any weapon (3).



Remember that the above are just some possible unit compositions and are NOT meant to be a rigid organization system. Also remember, in a multi-faction scenario the units usually represent small detachments of mixed typed figures (“Guy, take 12 spearmen, 4 archers and 4 knights and go see what’s happening in the village”). When playing military, or two-faction scenarios like Hastings (see below), it is recommended to use 20-casting foot units and 10-casting mounted units. The units will be composed of more uniform types (i.e. separate archer units etc.) rather than the ad hoc detachments of the multi-faction scenario types.

II. THE SEQUENCE OF PLAY

At the beginning of play each player is issued 1 deck of standard playing cards (without Jokers). Unlike other wargames that use dice to resolve combat and morale, Pig Wars tries to be different and uses a deck of cards. As cards are turned over players make a discard pile until the **Queen of Spades** is drawn. Whenever the queen of spades is played that players’ cards, except his hold card (if he has one), are reshuffled after all player’s cards are played for the current turn. (see also the “Hold Card” section below). Refer to the quick reference chart during play.



1. Draw Movement Cards (note: movement cards are separate from the combat cards).

Each unit, in a multi-faction scenario, has its own movement card drawn up before play (use 5” x 8” index cards, or cardboard counters, etc.). These cards are mixed together and drawn one at a time. When a units’ card comes up its player becomes the “phasing player” and goes

through the following phases. In a military or two-faction scenario, especially a large one, players may opt to dispense with the movement cards and simply have one side move first every turn (see Hastings scenario below).

2. Phasing Player Rallies and Moves

If the phasing player has any figures in rout status he attempts to rally them (see rally procedure below). Figures that do not rally continue to rout. He then moves some, none, or all of his non-routed figures at his discretion and according to the movement rules.

3. Phasing Player Shoots

The phasing player conducts all of his missile fire according to the shooting rules (see optional rules page 57 for a variant to this).

4. Mutual Melee

The phasing player determines the order that melee will take place between his figures and any enemy figures they are in base-to-base contact with. Melee is mutual because both phasing and non-phasing figures can kill their opponents if they win their melees. Figures may melee more than once in a turn but only once in the owning player's phase (e.g. a figure fights a melee in its phase and, due to a tie, is locked in an inconclusive melee). On his opponent's phase, it fights again.



5. Morale Checks If Needed

ANY unit--not just the phasing unit--now checks morale if necessary (see the morale section on when a unit must check morale). During the course of a turn a unit may be called upon to check morale more than once.

6. Turn Over Next Movement Card

When the phasing player is done and all required morale checks are made the next movement card is turned over and it becomes the phasing player. Continue in this fashion until all the movement cards are turned over. At this point the turn is over; all missile weapons are reloaded and the movement cards are reshuffled in preparation for the next turn.

III.MOVEMENT

Movement is in inches according to figure type (i.e. armor class). The maximum movement factors are summarized on the **movement chart** (see QRC). Figures may be moved some, none, or all of the listed movement factors at the owning player's discretion. The number in parentheses is the type of die to roll for each figure that begins the turn on difficult terrain (woods, swamp, rough, etc. – this will vary by scenario). When a figure enters difficult terrain initially it must stop immediately when its base is completely on the terrain in question. The next turn it must roll the indicated die to find out what its maximum movement allowance will be on that turn. As long as the figure is on difficult terrain

at the start of a turn it must follow the above procedure. Once the figure begins a turn “in the clear” (i.e. not on difficult terrain) it may move its normal movement allowance (in larger games, if both/all players agree, roll the difficult terrain die once for the entire unit, instead of per individual figure). Figures that move their full movement allowance on a road add 2 inches to their total movement. There is no penalty for changing facing. Figures may freely change face throughout their movement. Any non-routing figure of a non-phasing unit that is not already in melee (frontal base to base contact with an enemy figure) may turn to face any attacker that contacts it from the sides or the rear. This turn is done after the phasing player has moved all his figures and before any melees are conducted. This rule is designed to prevent unrealistic rear and flank attacks by the phasing player against an opponent who just stands there oblivious to the fact that he is about to become hamburger and doesn't react at all. Usually it takes at least 2 attacking figures to get a “surround” on an enemy figure. If a figure is already contacted by an enemy to his front at the start of a turn (i.e. it is already in melee) it is stuck and cannot turn to face new attackers. If a figure that begins a turn contacted from the flank and/or rear but not from the front, has no frontal melee opponent at the start of melee it may be turned to face any of its attackers at the owning players discretion.

The only actual formation in Pig Wars is **SHIELD WALL** (*testudo* in Roman times). This formation is the ultimate defensive set (at least from the front) and is formed by placing a minimum of 3 figures that possess shields in a straight line, in base-to-base contact and facing the same direction. Any 3 or more shielded figures may form shield wall as a defense against missile attack but only spearmen may gain its benefit during melee. Figures armed with any other weapon may never be considered in shield wall during melee. (Swords, axes, etc. were not conducive to nice orderly ranks). Note that a shield wall is only a shield wall from the front or shielded flank. Figures in shield wall contacted from the unshielded flank or rear do not receive shield wall benefits. See melee section for more. Figures in shield wall may move and even enter melee while maintaining their formation but may not charge and maintain shield wall. Units that begin in shield wall may charge but are not considered in shield wall during the ensuing melee. Figures in shield wall may only move over clear terrain. If they move over non-clear terrain they are no longer considered in shield wall.



Figures may move freely around enemy and friendly figures within their movement allowances as long as they do not make base-to-base contact. If base to base contact is made a melee results. In other words figures can “fit through gaps” if their base can fit through without touching any other bases.

Missile armed troops may fire with no penalty to their movement (see optional rules p17).

Figures may **CHARGE** enemy figures (not geographic objectives) during their movement if they are within their normal movement allowance plus 6. The owning player declares which figures will charge and then rolls 1 six-sided die for each figure. The die score

plus the figures' regular movement factor is the maximum charge distance for the turn. The target must be in sight at the beginning of the phasing player's movement phase to be a legal target. In order to receive the charge bonus during melee mounted figures must move $\frac{1}{2}$ of their regular movement allowance **IN A STRAIGHT LINE** immediately before contacting an enemy figure. Infantry must move 2" as above to receive the charge bonus in melee. When executing movement after declaring a charge a figure may be moved in any direction and may change facing as often as the owning player desires but must move the required distance (as above) in a straight line immediately before contact to receive the charge bonus modifier in melee. A mounted figure may even "back up" and then retrace its steps to build up momentum in order to receive the charge bonus during the melee (hey, they do it in movie jousts all the time!).

Any figure that charges may move normally on subsequent turns but may not charge again until it rests 1 turn. In order to recover, the turn that it rests it may not move, be shot at, or do anything except stand still. This resting turn need not be immediately following the charge turn but may occur on any future turn before the figure may charge again.

IV. SHOOTING

*Norway's king was bending
His bow throughout that night,
Raining a shower of arrows
On the white shields of Denmark.
Bloody spear-points opened
Holes in iron armor;
Shields were pierced by arrows
From Harald's deadly dragon.
.....King Harald's Saga*



Missile armed troops may shoot at figures up to the range of their weapons. On the reference chart under "Range" you will find two numbers separated by a "/". The first number is the weapon's short range (in inches) while the second is its long range. Example: a bow or sling has a short range of 0 to 8 inches while over 8 up to 16 is its long range.

Shooting Procedure:

The phasing player announces his shots. He may not pre-measure the range but must announce the shot and then measure. If the target is out of range the shooter shoots harmlessly. If the target is within range the phasing player draws 1 card from his standard deck of playing cards. If the target is within close range of his weapon he hits on any red card (diamond or heart). If the target is at long range a heart is needed for a hit. Any other result is a miss. If a hit is scored, the target player now draws a card from his deck and attempts to "block" the shot with his armor or shield (or in the case of unarmored figures they attempt to dodge the missiles). As summarized on the quick reference chart unarmored (UA) figures block on a 10 through Ace, partially

armored block on an 8 through Ace, fully armored figures block on a 6 through Ace, and figures in shield wall (the ultimate defensive formation) block on a 3 through Ace. If a shot is blocked it does no damage (clink!). Targets in woods or other cover (set by scenario) are up one level on defense. Example: an unarmored spearman is in woods and is shot at by bow fire. He is considered partially armored when drawing a block card if hit during missile fire. Note that figures that are in shield wall and in cover are considered in shield wall. In other words shield wall is the highest type of defensive set.

Line of Sight

Missile fire line of sight is determined by stretching a piece of twine from the head of the shooter to the head of the target. If the twine bends on intervening terrain the line is blocked. If it does not bend the line is clear. If any situation is totally unclear and can't be resolved with the above method both players draw cards with the highest card declaring if the line is clear or blocked (most situations will be easily determined). Missile troops may fire at targets within 1 inch of the edge of woods if any part of the target figure's base is within 1 inch of the edge (the target receives the defensive adjustment for being in woods, of course).

A shooter's **FIELD OF FIRE** is 180 degrees to his front. Targets outside of this arc may not be hit.

If a missile armed figure of a non-phasing player is charged it may fire at the charger, at close range, if: 1) it has not previously fired this turn (not phase), 2) it is not already in melee, or, 3) it is not in rout.

Figures that are charged from the rear may turn to face the charger and fire as long as the above conditions are satisfied. Once a shooter fires, however, it may not fire or move again for the remainder of the turn (not phase) or, in other words, until movement cards are reshuffled.

Missile armed figures of a single unit may not fire at the same enemy target but must fire at different targets unless they have no other targets. In other words missile troops may not concentrate on one or only a few targets but must spread their fire across the whole visible range of enemy unit(s). (Note: this is to prevent players from concentrating too much on enemy leaders or other valuable troops).

Shooters use of shield:

A missile-armed figure with a shield may use it to protect itself if it has not shot and does not shoot this turn. If a missile armed figure with a shield that has already shot this turn is designated a target it may not use its shield from the front (it is slung over its back and IS considered shielded from the rear). If it has not shot this turn the owning player must decide at that point (and before the shooter draws his card) if it will use the shield or sling it. If the decision is to use the shield the figure is shielded from the front and left but may



not shoot the remainder of the TURN (not phase). If the decision is to not use the shield the figure is considered unshielded but may shoot later during the rest of the turn (provided, that is, it lives through the current shot).

Shooting into a melee:

This is allowed but if a hit is scored the shooter draws the next card in the deck. If it is red, the enemy figure is hit. If it is black, the friendly figure is hit.

V. MELEE

*Norway's king had nothing
To shield his breast in battle;
And yet his war-seasoned
Heart never wavered.
Norway's warriors were watching
The blood-dripping sword
Of their courageous leader
Cutting down his enemies.
King Harald's Saga*



Melee combat results whenever opposing figures are in base-to-base contact.

This can happen from a charge or from the phasing player moving figures normally into contact. When figures are moved into contact they are “squared up” with their opponents and only one figure per side of the target figure is allowed to make base-to-base contact regardless whether the target is infantry or cavalry. Figures armed with any weapon except spears may only fight one rank deep. If two spearmen are attacking one enemy figure from the same side they may “line up” two deep on one side of the enemy base and both fight (see below). This is the only time two ranks of figures may fight.

Melee procedure:

The basic melee procedure is this: both players add the stripes (i.e. morale grade) plus the appropriate weapons factor from the weapons factor column on the **quick reference sheet** plus the appropriate tactical factor from the next column. Both players now draw 1 card and add it to the total above. Cards are face value with Jack=11, Queen 12, King 13 and Ace 14.

Example A: a veteran infantry figure (2 stripes) with a spear that charged this turn (total of 4) draws an “8” card. He adds 4 to 8 and his final is “Queen” (or 12). If both adjusted card scores are equal it will always be a tie and no damage is done to either side. If one side’s adjusted card score is higher than his opponent he checks the “Victory Margins” column. The victory margins are the margins that must be equaled or exceeded by the victor of a melee to score a kill. Unarmored figures must be beaten by only 1 or more, partially armored by 2 or more, fully armored by 4 or more, and figures in shield wall by 6 or more. If one side wins but not by enough then the fight is a draw (clank, clank) and no damage is done to either side. In the event of a “kill” the defeated figure is removed from play (exception: see leader combat below). Note that in a melee the winner can be either the phasing player or the non-phasing

player. In other words defending (i.e. non-phasing) figures may kill their attackers if they win the melee just the same as the attackers may. Once in base-to-base contact figures are “locked in melee” and cannot leave until all melee opponents are killed (exception: mounted figures may always break off a melee against infantry figures but must “fall back” as in a morale failure). Cards may not be adjusted above ace or below two. Scores greater than ace (14) become ace and scores less than ‘2’ become ‘2’.

Note: What **not** to do when figuring modifiers: The correct way is to have both players add their modifier to their card draw. **DO NOT** simply take the difference and add it to the higher figure.

Example B: 1 player has a total of 5 while his opponent has a 3. Do not simply add 2 (the difference) to the first player’s card, but instead add 5 to his card and 3 to his opponents card, because if both get high draws they could both go to ace and the melee would be a draw.

Improvised weapons are anything that is not made to specifically be a melee weapon like peasants’ farm implements or a crossbow used as a melee weapon, etc. Missile armed troops melee with their side weapon (if they have one on the casting) and if not they use the improvised factor.



Spearmen in ranks. If two ranks of spearmen fight, their total modifiers are added together with a single card draw. If the spearmen lose the melee the front figure only is removed.

Example C: Two class-1 spearmen are lined up on one enemy class 1 swordsman. The owning player of the spearmen adds 4 to his card (1 for stripes and 1 for spear X 2 = 4). The swordsman adds 3 to his card (1 for stripes plus 2 for single handed edged).

If several melees occur on a turn the phasing player resolves them in any order he desires. It is recommended, however, to start at one side of the line and resolve them in order all down the line. This is mainly for convenience. A figure that is being attacked from more than one side fights all enemies he is in contact with. He draws a separate card for each melee. He applies any applicable modifiers to the melee opponent directly to his front only. He still melees against the attackers to his flank and/or rear but adds nothing to his cards against these attacks. In other words when fighting opponents on the flank or rear a figure gets his card only. Leaders may use their “hold card” in these circumstances (see section VI).

If a figure is being attacked by more than one enemy figure from different sides, the phasing player determines the sequence of which figures fight and when except that the first attack must be the frontal one. If the frontal attack is a draw the phasing player now moves to any other of his figures attacking from the flank or rear. Once the target figure is killed it is removed immediately.

Figures that begin a melee phase in shield wall receive shield wall benefits as long as the shield wall holds. Shield walls are broken at the instant they no longer meet the requirement for a shield wall (a minimum of 3 shielded figures in a row). In other words shield wall status is adjudged at the moment of combat on a figure-to-figure basis.

Mounted figures with lance only receive the lance bonus if they charged (see above) that turn and only in the first turn of a melee. If they tie on the first turn of melee and fight again in another turn they fight with their secondary weapon (normally sword) until the current melee is resolved. At this point they may use their lance once again (after they rest the required turn before the next charge). Lances may not be used against a melee opponent that is uphill.

If routed troops are contacted they are always considered contacted in the rear (+2 for their opponent) and fight only with their card draw, ignoring any and all modifiers they would ordinarily receive (it should not be absolutely impossible for routed figures to win a melee because panicked people sometimes fight with desperate intensity).

Leader combat:

When leaders are hit during missile combat or melee they are not immediately removed as are all other figures. Instead the player scoring the hit draws a card. If the card is a heart the leader dies immediately. If it is any other suit the leader receives 1 wound (or hit). Three wounds and the leader is dead. Note that the leader is penalized in melee combat for each wound (see quick reference chart). Gamemasters may want to make some exceptionally legendary leader (El Cid, Harald Hardrada etc.) take 4 or 5 hits to expire.

VI. MORALE

*Mighty Harald is fallen
And we are all imperiled
Norway's renowned leader
Has lost his life in England.
It was an evil moment
When Norway's king lay fallen
Gold-inlaid weapons
Brought death to Norway's leader.
All King Harald's warriors
Preferred to die beside him,
Sharing their brave king's fate,
Rather than beg for mercy.
King Harald's Saga*



Units in combat will be called upon to take morale checks when their leader is killed or captured, they lose 1/5 of their original total in 1 turn, or they lose their standard. This check is done during the morale check phase of each player turn for every unit that is required to do so by the above. Units may have to check more than once before movement cards are reshuffled. Units check morale, not individual castings, but the results may vary by individual castings

depending on the morale grades involved of the individual figures. To check morale the player draws a card and adds and subtracts the modifiers listed on the quick reference sheet. If the modified card score is 8 or more there is no effect. If the modified card score is less than 8 the player checks to see which figures will 1) fall back, or 2) rout. Note that some figures in a unit may fail morale while some may not. However, the owning player always has the option to voluntarily fall back any figures that are not compelled to do so.

Figures that are forced to **FALL BACK** turn directly away from the closest enemy and move 1 and ½ of their normal movement ignoring all terrain (except the obvious like cliffs, oceans, and the edge of the world). They may operate normally on the next turn except that they may not charge on the turn following their fall back. Figures that **ROUT** also move 1 and ½ normal move back as above but they must rally (see rally procedure below) to move normally on the next turn (mark routed figures with a piece of red pipe cleaner or something). When a figure routs it drops anything it is carrying except weapons and shields. Figures that do not rally, immediately move another rout move (1 and ½ move) toward the board edge. If they do not rally before they go off the board edge they are out of the game permanently. Once rallied, they may move and fight normally except they may not charge the turn after rally.

Rally procedure:

During the rally and movement phase the phasing player draws 1 card or uses his “hold card” (if he has one; see below) if he has any routed figures. The only thing that matters in rally is the suit of the card. On a club only the phasing player’s elites rally; on a spade all his elites and veterans rally; on a diamond, all his elites, veterans, and average troops rally; and on a heart, all of his troops rally. Once rallied, figures may move and fight normally except they may not charge on the turn of rally. Figures that do not rally continue moving 1 and ½ regular moves toward the board edge. Once off the edge, they are permanently out of the game.

During morale checks and rally any figures that are within 4 inches of the leader or are in shield wall are up one level (cannot go higher than elite). Figures that cannot see their unit standard are down one level (cannot go lower than militia). Seeing the unit standard follows the same line of sight rules as shooting (see the shooting/missile fire section). In addition to the line of sight requirements, the standard must be within 36 inches of the figure(s) involved to be seen.

VII. HE HOLD CARD

Once per deck a player may “pick up” any **RED FACE CARD OR RED ACE** he played during the melee or morale phases but not during missile fire. He must make the decision to “pick up” the card before he sees the next card in the deck. If he picks up the card to use as a hold card he must then play the next card in the deck. This hold card may then be played anytime later for 1) morale checks or 2) melee combat by the leader casting. The hold card may not be used for missile fire or as a block card against missile fire or combat by any other casting except the leader of the unit. Play of the hold card is in lieu of drawing a card from the deck. If the player uses the hold card for combat by his leader casting he has the option to use it to get a “hit” on his opponent or if a hit is already given to an



enemy leader he may use the hold card to cause a kill (if it is a heart; see section V, leader combat). If two leaders are engaged in combat, the phasing player, before any cards are drawn, states whether or not he will draw from the deck or use his hold card (if he has one). Once he states his intentions his opponent declares if he will draw from the deck or use his hold card (if he has one). At this point, both players simultaneously reveal their cards.

Once the hold card is played another hold card may not be drawn until the deck is reshuffled. If the hold card is not played when the deck is reshuffled the original hold card is carried over. Once this is played a new hold card may not be drawn until the deck is again reshuffled. When a leader casting is killed, his unit loses the hold card if it has one (put in discard pile). Units that have lost their leader may not draw another hold card for the remainder of the game.

VIII. OPTIONAL AND EXPERIMENTAL RULES

1. Use of Jokers

To beef up elite units the gamemaster may want to insert 1 or 2 Jokers into a unit's deck. When drawn, a Joker has the value of an Ace of Hearts for all purposes and effects. A Joker may be used as a hold card.



2. Two Shot Shooters

Allow shooters to shoot twice if they do not move at all, shoot once if they move up to $\frac{1}{2}$, and not allow them to shoot at all if they move over $\frac{1}{2}$ move. (note: this rule may make missile troops harder to use but also more effective when used right).

3. Heroic Fighters:

Allow all mounted veterans and elites (not just leaders) to fight heroically (i.e. taking hits as leaders; see leader combat). (Note: this rule may make for a somewhat slower game).

4. Incremental Morale Checks:

Make units check morale every time they lose a cumulative one fifth of their starting number rather than having to lose it all on 1 turn. Make units check morale on every casting loss after they reach $\frac{1}{2}$ of the original number lost. (Note: these rules will make morale more severe which may or may not be desired in a particular scenario).

5. Break Off From Melee:

Allow figures to attempt to break off from melee contact. Players draw cards and apply the melee modifiers. If the side attempting to break off wins by one or more, the casting involved immediately "falls back" as in a morale failure (see morale rules).

6. Unit Cohesion:

Individual figures of a unit must stay within 12 inches of their standard. If a figure or figures starts a player-turn beyond this range they may not voluntarily move unless their movement will place them within 12 inches of the standard at the conclusion of the player's movement phase. Out of command figures may shoot or melee normally. If a unit's standard is lost, figures must be within 12 inches of the leader casting to be in control. If both the standard and the leader are lost, designate a new figure for this purpose.

7. One Player Commanding Two Units:

In the case of a large game where one player commands two units, he has the option to use a double deck of cards (i.e. mix two decks together) and draws for both units from it. Each unit may still only have one hold card as per the hold card rules.

8. Cavalry Kick-Back:

When a cavalry figure is attacked from the rear the cavalry may attack with the figure's morale plus 1 for the kick plus a card draw. Example: a class 2 cavalry figure attacks to the rear with 3 plus his card draw (2 for his morale plus 1 for the kick).

9. Pursuit:

Any time a figure routs in melee, its melee opponent must make a pursuit check. To make a pursuit check, draw a card; if the suit is black, the melee opponent must pursue. When a figure pursues, it must move its full move toward the router.

11. Skirmishers and Evade Moves.

Skirmishers are light troops who fight with missiles and avoid hand to hand combat. These units must evade if charged by non-skirmish enemy units. Follow the following procedure.

- 1) Charging model declares a skirmisher to be the target of a charge (which includes any move to contact)
- 2) Evading model is moved away from the charger up to its full move allowance and faces away.
- 3) Charging model rolls for charge bonus if allowed and moves to attempt to contact the target. The model may break off the pursuit at any time, but cannot contact a different model
- 4) If the charger contacts the evader, the model will be entitled to a rear melee attack this turn.
- 5) If the charger does not contact the evader but is within 6", roll a d6. If the result is greater than the distance between the two models, the evader has been caught. Move the evader back into contact with the charger, who will get a rear attack this turn
- 6) If the evading model survives the turn, it is turned to face the attacker.

An evade move exhausts the model in the same way as a charge. The model may not charge or evade until it has rested for a turn. Skirmishers suffer a -2 morale penalty if forced to take a morale test and in melee combat with an enemy.

Even hardened warriors flee before the dreaded flaming pigs attack!



IX. TACTICAL SUGGESTIONS

1. Unit Cohesion:

Try to keep your unit close together as long as possible. When everyone's cohesion breaks down, try to get as many rear- and side-attacks as possible while watching your own flanks and rear.

2. Protect Your Leader:

Always try to have at least one figure on either side of the leader and one to his rear. This way, he can only be attacked from the front and will receive the morale bonus for "leader in combat or leading".

3. Think Before You Shoot:

Before you shoot your missiles, give a thought as to whether or not they might be charged on an upcoming player phase. You might want to save your shots and shoot at the incoming chargers (at close range).

4. Use Your Hold Card Wisely:

If your leader is in melee, consider whether it is better to use it then or save it for a possible upcoming morale check--sometimes a tough decision.

X. PIG WARS ANCIENT ROMAN ADDENDUM

With only some minor changes, these rules work very well for the classical Roman versus Gaul/Germanic barbarians from roughly 100BC to 300 AD.

Unit sizes: The basic Roman infantry unit will be 20 castings. At a figure/man ratio of $\frac{1}{4}$ this works out nicely as an 80-man century. All figures are fully armored with 1 figure being the centurion and all being armed with single hand edged weapons and pilum (see below). For a bit of spice, in larger games, include the legionary eagle with one century. If the eagle is captured by the barbarians and they get it off the board, they win the scenario. Roman cavalry units will be 10 castings with a mix of fully armored and partially armored figures. The legionnaires will be 2-stripe morale with the centurion being 3 stripes and the unit composed of 20 castings. Auxiliary missile units like slingers or archers can be 15 or 20 castings and usually unarmored (although slinger units may have a small shield, which cannot be used as a shield wall). They are all 1-stripe morale except the leader figure, which is a 3.

The barbarian foot units can be 20, 25, or 30 castings with a mix of partially armored and unarmored figures armed with a mix of spear, ax and sword, and a mix of 1 and 2 stripes, with the warband leader being three stripes. Cavalry units will be 10 castings and have mostly two-stripe morale with a leader being 3 stripes.

Rule Adoptions to the Basic System:

1. The Shield Wall:



Only roman legionnaires get the shield wall defensive effect, and they fight with a single handed edged weapon (the gladius). They may form a rectangular formation and receive the shield wall effect at all points around the rectangle including fighting in two ranks back to back. The barbarians may fight in a shield wall type formation but do not get the defensive effect. Their armor class is only determined by their armor and shield.

2. The Pilum:

All roman legionnaires have 1 pilum each. This is based on the idea that only 1 pilum was carried in battle, with a second pilum left in camp. Thus the standard 20-man unit has 20 pilum. Players may track these by individual figures. At the start of the game put a colored bit of pipe cleaner on each figure. Remove it when the figure(s) throw it. When all 20 are used, the unit is permanently out of pilum. The pilum is only used for throwing at an opponent immediately before melee contact, at close range, and may not be used as a missile weapon in any other circumstance. When the pilum is thrown, it is considered a javelin with all of the usual missile fire rules applying. In addition, if a hit is scored but wiped off by the opponent's defensive card draw, the target figure's shield is eliminated on anything but an Ace (i.e. in the ensuing melee, the figure is unshielded). The pilum may be thrown when the legionnaire is charging or receiving a charge. The pilum may not be used as a spear in melee; it may only be used as outlined above.

3. Ballistae:

The Roman ballistae may fire once per turn and may hit anything on the board that it has line of sight to, and is always considered to be at close range (i.e. needs a red card only to hit). A figure hit by a ballistae bolt does not get to draw for a saving card, but is killed immediately. The ballistae must have a crew figure to fire. He is unarmored, 1 stripe, and fights in melee with improvised weapon.

4. The Barbarian Rush:

The first turn that a barbarian unit has any of its figures in a melee, the charging modifier in melee is +3 instead of the usual +1. On all subsequent turns, the normal rules are followed.

5. Burning Villages:

To light buildings on fire, a figure must be in contact with it, and draws one card per turn to make the attempt. A fire starts on any red card.

6. German Javelins:

Each German infantryman has an unlimited supply of throwing javelins. They melee with the weapon in the right hand of the casting as per the standard rules

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SECTION 2: THE DARK AGE WORLD

The phrase “dark ages” was originally coined during the Renaissance era (i.e. the 15th-16th centuries) in Western Europe, and was meant as a term of derision. The scholars of the Renaissance looked to the ancient world as the high point of civilization. To them, the scientific, philosophical, and political accomplishments of the Greeks, and the civil and engineering genius of the Romans were something to be revered and emulated. They – the leaders and scholars of the Renaissance – were, in their minds, restoring the glory and the power that had been lost for a millennium. The very word ‘Renaissance’ means rebirth, and this was a rebirth of ancient knowledge, art, and wisdom.

Yet the ancient world died with the end of the Roman Empire in the 5th century AD. In the Renaissance mind, the period that followed was one of barbarism, decline, and darkness. It was out of a desire to separate themselves from this “middle” period and show, by comparison, the glorious light that they were restoring to the land of Europe that they referred to the “middle” ages as the “dark” ages. In the twentieth century, this view has been modified somewhat to show that the later medieval era – the 12th through the 14th centuries – was not always as dark as the leading lights of the Renaissance made out. However, there is little doubt that the earlier period – the 6th through the 11th centuries – was characterized by an absence of a strong central government, a decline in architecture and learning, and a distinct lack of documentation. It was a period of continual warfare - although this alone does not qualify it as “dark”, because the “enlightened” centuries that followed (including our own) were also full of death and destruction set to a military air.

In the 4th and 5th centuries, the civilization of Rome was beset by interior and exterior forces that would unravel the political and cultural bonds that held it together for centuries. Its provinces – Hispania, Italia, Gaul, and Britannia – were swallowed up by a wave of “barbarians” (in the Roman view, anyone other than themselves) like the Vandals, the Visigoths, the



Ostrogoths, the Saxons, the Angles, and the Jutes. That these provinces centuries later would form the modern states of Europe is a testament to the power the Empire of Rome still possesses (Footnote: It is interesting that the movement toward unification into the European Union of the nations of Europe in the last decade of the 20th century is nothing less than the reuniting of a large part of the political entity that was Rome).

What followed the fall of the Western Roman Empire was a period of conflict and shifting borders between the “barbarian” successor states against each other and, in some areas, against the heirs of the Roman culture. This is a true dark age era where legends were born, like the story of Arthur, King of the Britains, who many historians believe was a general in the later Roman army of Britannia and who, for a while, managed to hold back the flood of invasion from without. In 486 AD, Clovis, King of the Franks, defeated the last Roman governor of Gaul to firmly establish the Frankish conquest. And in Italy, the heart of the old Empire, successive waves of Gothic invaders sacked Rome itself and then fought over its imperial remains. To the east, the Eastern Roman Empire lived on as Byzantium and, in the 6th century, made a bid to reestablish its rule over parts of the West, including Italy. Their rule in the West was short-lived, as renewed pressure from the Ostrogoths and Lombards in Italy and the new challenge of Persia in the East forced a withdrawal.

In the seventh century AD, the economic and cultural unity of the Roman Mediterranean was shattered forever with the beginning of the era of the Arab Conquest. The powerful armies of Islam swiftly conquered most of North Africa and the Middle East, and became an ever-present threat to the Empire of Byzantium. In Europe, the 7th and 8th centuries saw a slow process of Christianization, as Irish monks began converting the pagan invaders, and a small degree of political stability was attained. In Gaul in the 8th century, the Frankish Kingdom became the Carolinian Empire and produced what some historians call the Carolinian Renaissance. Central authority was maintained and the stability that it brought foreshadowed an end to the “dark ages”. However, the end of the 8th century saw the last of the great “barbarian” invasions of Europe (from Scandinavia) begin to tear apart whatever unity the successor kingdoms of Rome were starting to establish.

The Viking Age began, according to some historians, in the 790’s, when the Holy Island of Lindisfarne, off the northern coast of England, was attacked and sacked by the pagan warriors from the north. Their long ships, with their dragonheads, now began a three-century reign of terror, which was so devastating to the people of Europe that an English prayer from this period includes the line “protect us from the fury of the Norsemen”. Swedish Vikings sailed east into Russia, and enslaved so many Slavic people that the root word ‘Slav’ formed the modern word ‘slave’. One tribe, the Rus, founded the state of Russia. Danish Vikings harried the coasts of England and northern France and, in their ocean-going vessels, even plagued the Mediterranean world. Norwegian warriors attacked Scotland and Ireland, founded the country of Iceland, and sailed west to Greenland and North America. Everywhere the assault of the Vikings destroyed political unity, as local populations had to look to their own defenses against an enemy that could appear so swiftly and cause so much calamity. In England, two thirds of the old Anglo-Saxon successor states were obliterated. In the late 9th century, the Dane-law was established by Alfred, King of Wessex, which firmly delineated the border between the Norse and Anglo-Saxon worlds, slowing the storm of Viking conquest. In all the enormity of English history, with its parade of famous and sometimes infamous monarchs, Alfred is the only one who is called ‘the Great’.

On the northwest coast of France, in the early 10th century, Norse invaders founded the Duchy of Normandy, and eventually became a stronger power than their nominal liege-lord, the King of France. By the 11th century, Norman influence had spread to the Mediterranean Sea, where Italy and Sicily came under their sway, and conflicts with the Islamic world foreshadowed the Age of the Crusades to come. Back in northern Europe, the Norman Duke William looked to England as his brightest prize, but he had a mighty competitor in Harald, King of Norway. Both of these powerful rulers had a claim to the English throne based on some degree of legitimacy and, in 1066, both invaded to wrest the throne from the beleaguered Saxon king, Harold. First, the army of the Norse landed in northern England and, at the Battle of Stamford ridge, was defeated by the Saxon army of Harold. His namesake, Harald, King of Norway, was killed, and, in many respects, the Viking Age passed into history with him. No Norse army would again threaten Europe (although small scale raids would continue, though lessened, for some time yet). Harold would not be so successful two weeks later when his tired army fought the Norman host at the epic Battle of Hastings. The Saxons were beaten and Harold killed by the last successful invaders of England. It would be a few more years before the Norman hold on the island was secured, but the old Saxon army was finished, and Medieval Europe began a new phase of feudalism and crusading expansionism.

SECTION 3: SCENARIO DESIGN

The three scenarios that follow are examples of a couple of approaches the wargamer can take when designing a tabletop encounter. First is the multi-faction approach, where several players (say 7-10) take one unit each and interact with the other players within the parameters established by their leader type against a common background. Economics and diplomacy can enter in during a game along with the military aspects and, in this type of game, the scenario designer can really have some fun by incorporating his knowledge of history with elements from historical novels or even Hollywood films. Secondly is the two-faction, or military style, game, recreating a specific battle from our historical era. This involves researching the battle, recreating the map on the tabletop, and placing the different units in their historical starting places. Both types of scenarios have their place, and the scenarios that follow will, hopefully, give the reader a good guideline to get him started on designing his own. Read history, be creative, and spend some time on planning.

SCENARIO 1: LANDWASTER COMETH

This is an example of a multi-faction scenario in which each player commands one unit, and has his/her own agenda. The game master will provide the players with two kinds of information:

- 1) The general situation, including relevant notes about the historical era. This information is public knowledge and is provided for all players.
- 2) Player-specific information, which is revealed only to the individual players who may or may not wish to share part or all of it with selected other players.

An excellent way to do this is to make up scenario cards (3" x 5" index cards, for example) with the general information on one side and the player-specific information on the other side.

Game Master Preparation:

1) Information Cards:

Make up the information cards as above

2) Game Money

Make up some game money to be used in the scenario. This will be silver coins (value = 1) and gold coins (value = 5). One way to do this is to get some small steel washers and spray paint some of them silver and some gold. This author has also made up some cloth purses with drawstrings for use in the scenario. The player information cards will tell each player how much he/she starts with. Or, if you are rich get some real Saxon coins.

3) Terrain and Buildings

Set up the board with terrain and buildings etc. (see the diagram for a possible set up). For 25mm and a 7-10 player game, a 4' x 8' table is sufficient. To make things interesting, the game master (GM) may want to plant a little money in some buildings etc. Scatter some animals (see the Official Pig Wars Looting chart) around along with some other items of value. Place the peasants of the central village randomly around their huts and fields.

4. Placement

Place the various player units in their starting places (see diagram; units are identified by number). See the section on suggested unit compositions above for some ideas on units. All units are 20 castings unless otherwise noted. Each unit has a standard bearer and a class 3 leader. Note that the following scenario is semi-historical with fictional characters.

General scenario information (available to all players):

The year is 1071, and the place is Northern England, where a ragtag remnant of King Harold's beaten Saxon army has taken up the sword once again, to try to oust the cruel oppression of their Norman masters. And, as always for the last 300 years, the specter of the Norsemen is an omnipresent and dreaded shadow across the land. Add to the mix some wayward bands of Irish, Welsh, and European raiders, as well as mercenaries, and the landscape becomes even more dangerous and complex. As the scenario begins, the rebel Saxons have a Norman tower under siege, and there is a Norman princess being held for hostage somewhere on the board. Her ransom value, if she is taken alive off the board or



into the Norman tower is equal to the roll of 2d6 (2 six-sided dice). Each group has their own objectives. Do not show your mission card to anyone else. Players may freely talk

to each other and make alliances as long as their leader is alive. Once a leader is killed, the owning player may not make alliances or talk to other players. Once a player's unit exits the board, off any edge, the game is over for him. Players MAY win posthumously. The game ends for everybody when all units are either dead, off board, in the tower, or it's time to go home. Personally killing leaders means that your leader casting defeats another leader in hand to hand combat (NOT by missile fire). Donkeys move at 6" a turn off road or 8" on road. If a player captures the tax money and gets it off the board it is worth the roll of 4d6 (do not roll before it is off the board). If a leader with a purse is killed in melee, the victor gets the purse. For the value of animals or other loot, see the Official Pig Wars Looting Table.

Unit compositions: See some possible unit compositions beginning on page 5 or make up your own. Except for #4 all units are 20 castings. Number 4 is 25 castings (he has the hardest job).

Player Specific Information:

1) Brian Boreyu:

Irish mercenary and raider. You are primarily interested in enriching yourself by plundering or by offering your services as a mercenary. You are also into challenging other leaders to a death-duel. You have no money to start with.



Victory Points: Equal to the value of loot and/or coins gotten off the board. 10 points each for PERSONALLY killing any other leader

2) Enid Paunchshaker:

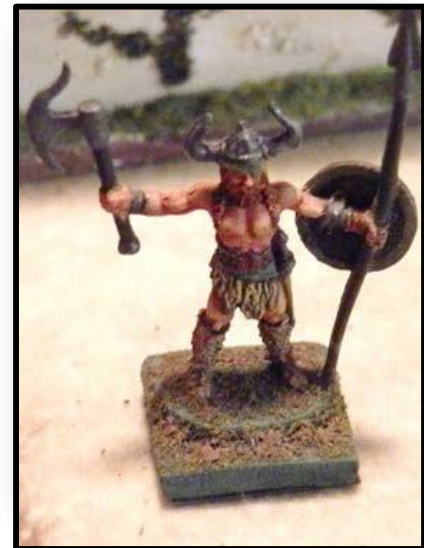
Viking raider. You have learned that you are the rightful kind of Denmark and powerful forces at home are contesting your claim. You need money and food for the trip back (you have no money to start with). You like to prove your manhood by challenging other leaders to a death-duel.



Victory points: Points equal to the value of coinage and loot taken off board. 20 points if your leader casting makes it off board alive. 10 points each for PERSONALLY killing other leaders.

3. Larsonn Landwaster:

Danish mercenary, raider, and assassin. You have been hired by the enemies of Enid Paunchshaker (the other Viking player) to stop him from returning home



and claiming the throne of Denmark. You wouldn't mind picking up some loot along the way and glorifying your name with some personal combat victories (you have no money to start with).

Victory points: 25 points if Enid Paunchshaker doesn't make it off the board alive. Points equal to the value of any coinage or loot exited off board. 10 points each for PERSONALLY killing any other leader.

4. Pierre de Gauleé:

Norman tax collector*. You are returning to the tower with a load of tax money (loaded on a donkey) when you hear about the siege. Your goal is to thwart the siege, deliver the tax money, and kill rebel Saxon swine.

Victory points: 25 points if the siege is unsuccessful. 4d6 points if the tax money is delivered to the tower and it is in Norman control (you may not use the tax money to buy mercenaries, etc.) at the conclusion of the game. 1 point for each Saxon stripe eliminated (by anyone). In addition to the tax money, you have a personal purse of 15 coins. If another player captures the tax money and gets it off board, it is worth 4d6 to him.



5. Ethelmertz the Unsteady:

Saxon rebel leader. As a leader of the rebellion, your job is to take the tower and kill as many of the hated Normans as possible. You begin the game with a purse of 12 coins.

Victory points: 25 points if the tower falls into Saxon hands. 1 point for each Norman stripe that is eliminated (by anyone).



6. Wulfsmut the Addle-Brained:

Saxon rebel leader. As a leader of the rebellion your job is to take the tower and kill as many of the hated Normans as possible. You begin the game with a purse of 12 coins.

Victory points: 25 points if the tower falls into Saxon hands. 1 point for each Norman stripe that is eliminated (by anyone).

**7. Guy de Rochford:**

Tower garrison commander**. Your goal is simple: stop the Saxon rebels from taking the tower and kill as many of them as possible. You start the game with a purse of 15 coins.

Victory points: 25 points if the game ends with the tower in Norman hands. 1 point for each rebel Saxon stripe eliminated (by anybody). Note: your tower garrison unit never has to check morale.

**8. Henri de Cordonblu:**

Norman commander of the relief column***. Your goal is simple: Prevent the tower from falling into rebel hands and kill Saxon rebels.

Victory points: 25 points if the game ends with the tower in Norman hands. 1 point for each Saxon stripe eliminated (by anyone).



9. Roderik Marrhed:

Welsh mercenary and raider. You are primarily interested in enriching yourself by plundering or by offering your services as a mercenary. You are also into challenging other leaders to a death-duel. You have no money to start with.

Victory points: Points equal to the value of loot/coins gotten off the board. 10 points each for PERSONALLY killing any other leaders.

**10. Snautgar Sigurdsonn:**

Norse mercenary and raider. You are primarily interested in enriching yourself by plundering or by offering your services as a mercenary. You are also into challenging other leaders to a death-duel. You have no money to start with.

Victory points: Points equal to the value of loot/coins gotten off the board. 10 points each for PERSONALLY killing any other leaders.

*The Norman tax collector's unit is 25 castings. Only 4 castings, including the leader and standard-bearer, are mounted.

**The tower command should be all infantry (example: 15 spearmen, 1 leader, and 4 crossbowmen).

***The Norman relief column is a 10-casting unit. 9 mounted knights (class 2 with lance) plus one class 3 leader. All fully armored.



11. **Mathilda the Licentious:**

Feminist commander of the peasant village:
She commands 12 castings of peasants and 12 castings of miscellaneous domesticated animals. All peasants are unarmored, militia with improvised weapons.



GAME MASTER NOTES:

In the siege, both Saxon units have 8 ladders each. One man may carry a ladder at the rate of 5" a turn. The ladders may not be used the turn they are set.

Afterward, one man may go up the ladder a turn. If the top of the ladder is occupied by a defender, the melee is fought with the attacker still on the ladder. When attacking from the ladder, all two-handed weapons are used as single handed (i.e. +2 instead of +3). Shields are slung while on the ladder (i.e. the attacker does not get to use it). All attacks from the ladder carry a -1 modifier to the attacker's melee attack. Ladders may not be overturned. If an attacker on a ladder is victorious in melee, the casting is moved straight off the ladder onto the wall. The next turn, the casting will melee normally (i.e. he can use 2-handed weapons, etc.). The castle is taken when all the defenders are dead. The defending tower garrison never has to check morale.



The tower is a single, conical or square structure with a door and three arrow slits on the first floor. One man may issue missile fire from each slit. The tower garrison does not check morale, ever. They fight to the last man and are totally immune from morale effects (hey, they don't have anywhere to run). The tower has two levels: The ground level and the top level. Troops on the ground level can shoot out the slits and defend the door if attacked. To bash in the door, an attacker needs a 2-handed axe. Door-chopping procedure: only one casting may attempt to chop in a door. Draw one card; if it's a red face card or red ace, the door is down (can't use hold cards for this). When the door is down, only one attacking casting may attack through the doorway at a time unless two spearmen line up to do it.





The village consists of a main hut and two or three smaller huts. See #11 on the previous page for the composition of the peasants. Place the peasants and their animals within 6" of the village. If no player is available to command them, use the following rules for a non-player unit. For a silver piece each they will join a player's band. Otherwise, they brainlessly attack anyone who enters their area (controlled by the GM). If peasants join a band, their death does not count for morale. Also scatter about 10-20 farm animals and a few miscellaneous things of value (see Looting Table) and put some coins (not too many – these ARE peasants) in some of the huts.

The Norman princess begins the game in one of the village huts (GM choice). To find her, a player must look in the hut with a casting that is adjacent to the door. She has no weapons, but has a bodyguard of 4 death-dealing Danish Huscarls. These are class 3, fully armored warriors, with 2-handed Danish death-axes controlled by the GM. Any non-Norman band that wants the Princess must go through them first. They fight to the death to protect her, and she can't be kidnapped as long as any of them are alive. If a non-Norman band gets her off the board, the owning player gets a ransom worth the roll of 4d6 (don't roll until the player is off board). If a Norman player gets her into the tower, and it is still controlled by the Normans, he/she gets 25 points.

The end of game procedure begins when all players are off board, in the tower, or it's just time to go home. Each player totals up his victory points and the GM declares the winner as the player with the most points. If there is a tie, the fun is not over yet.

Each of the players involved in the tie puts out its leader casting and the two fight to the death in a man on man melee using the leader melee rules. The winner wins the game. If the leader castings have hits on them from the game they retain those hits in the melee. If a player's leader is dead, he/she can use any of his surviving figures.

The Sagas: This phase is for bragging rights and loser consolation.

During the later Middle Ages, Icelandic bards wrote the Icelandic Sagas, which told of the heroes of the Viking Age. To be mentioned in a saga is a great honor. To have your own saga, like King Harald, means you are in the elite of historic heroes.

Procedure: Each player rolls percentage dice to generate a number between 1 and 100 (00 = 100). If the number rolled by the player is less than his victory point score but no more than twenty less, he is mentioned as a heroic figure in a saga. If a player rolls twenty or more less than his victory score number, he has his own saga written about him. Be forewarned that history does not always remember correctly and that the winner of the game will not always get into a saga, while it is possible that a baseborn miscreant may, through lucky dice rolling, become a Saga-Hero.



SCENARIO 2: HASTINGS, THE LAST BATTLE OF THE DARK AGES

For our battle scenario, we will look at the last, and arguably the most famous battle of our period. 1066 was a crisis year for the English King Harold who, upon the death of King Edward, was thrown into a bitter struggle for the succession to the crown. Several noted leaders had legitimate claims besides Harold, including the legendary king of Norway, Harald Hardrada, Harold's brother Tostig, and the powerful William, Duke of Normandy. The Norsemen invaded first during the last week of September and fought the English at Fulford and Stamford bridges in the north of England. At the later battle, the Norse king was killed and his army repelled. Harold's jubilation was short-lived, however, as the Normans, under William, invaded the south coast, forcing the Saxon army to march the length of the country and engage the enemy at Hastings only a few weeks after Stamford bridge. Here Harold placed his army uphill and across the road to London.

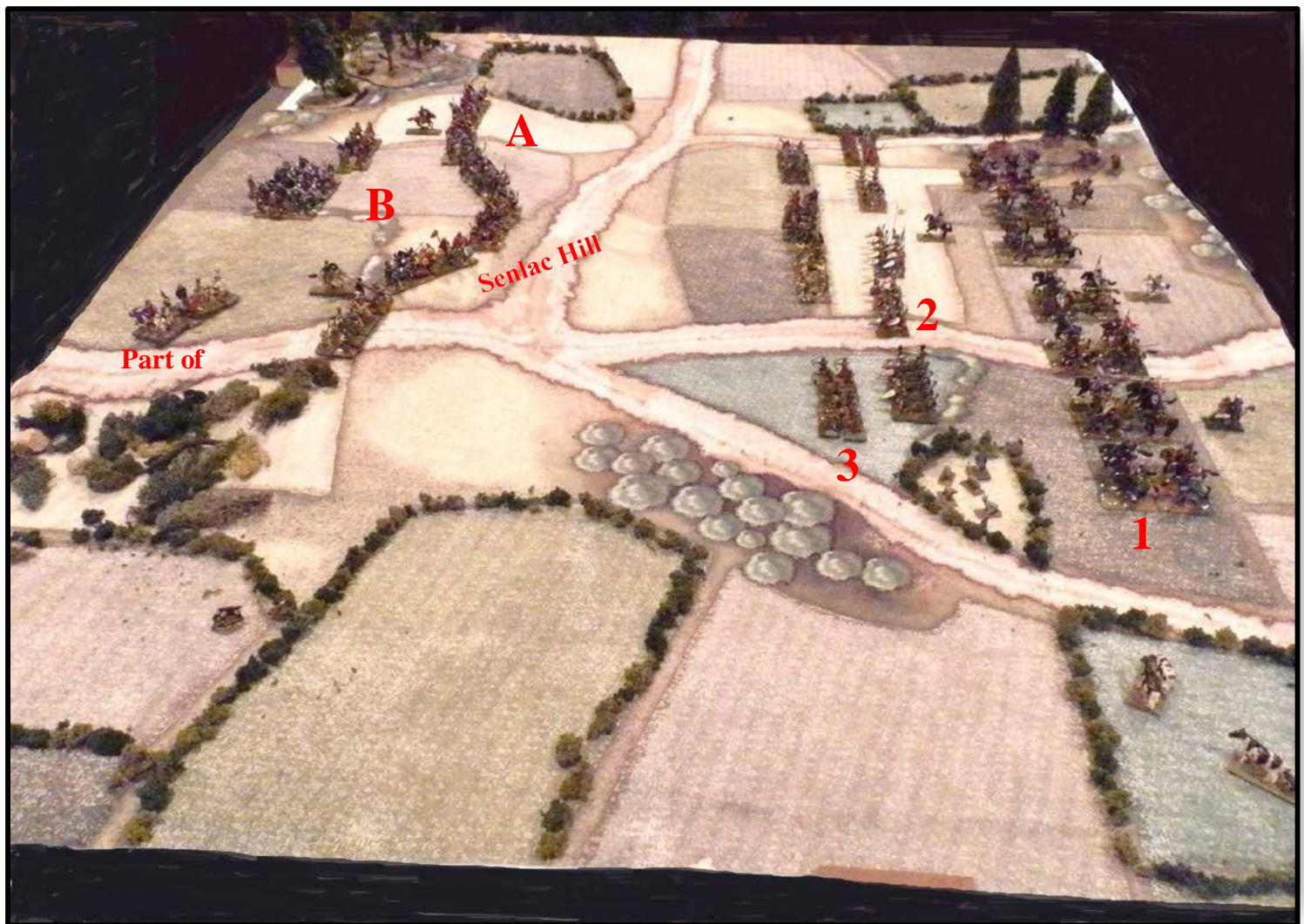
The Saxons' position was powerful. Harold's flanks were protected by rough ground, thus forcing the Normans to attack uphill. His army was deployed along the crest of the hill in a line about 10-12 ranks deep. In the front ranks were placed the heaviest armored men and many huscarls using the devastating Danish two-handed axe. The lighter armored men of the fyrd were in the successive ranks, with the unarmored fyrd militia in the rear. Behind this, in the approximate center of the line, stood Harold and a bodyguard of around 500 men, including some huscarls.

On the Norman side, the Duke arranged his army into 3 divisions (or 'battles' as they were called in Medieval armies). On his left he placed the Breton contingent. In the center were his Normans, and on the right he posted the mercenary French and Flemish soldiers. Each division was divided into three lines or sections. In the front was a long line of missile troops, including bowmen, crossbowmen, and even some slingers. Behind these were the heavy infantry in dense packed groups. In the rear was the hammer of William's army: the mail clad horsemen or knights with their long lances. The Norman plan was to wear down the Saxons with missile fire, then attack with the heavy infantry, and, finally, throw in the heavy cavalry to exploit gaps and finish off the enemy.

From the outset, the plan didn't go as William expected and hoped. The Norman missile fire was almost totally ineffective in the opening phase, as the Saxons were formed into a 'shield wall' of interlocking shields, and the bowmen were forced to shoot uphill. Some scholars believe that some of the missile fire may have caused some damage in the rear ranks, as some shots went high and fell into the rear. However, the Saxon army was virtually unaffected by this barrage, and now William sent in the heavy infantry. When the lines engaged, the English shield wall broke down to accommodate the swords and axes of the troops. However, the Normans got decidedly the worst of it as the Saxons fought bitterly and gave no quarter. William now committed the heavy cavalry, who attacked in support of the foot, but made little headway. At this point, the crisis of the battle for the Normans occurred as the Breton contingent on the left broke off

the fight and were repelled down the hill. Some of their Saxon enemies began to pursue the beaten division of Bretons, and William's army suddenly had an open flank. Reacting quickly to this threat, the Duke led a group of knights to the threatened sector, and caused great havoc on the group of Saxon pursuers.

Some authorities believe that this incident caused Duke William to order a succession of intended 'feigned flights' to draw the Saxons off the hill, where they could be chopped up by the heavy horse. This may or may not be accurate, but as the battle went on, the Normans broke off, regrouped to rest, and came on again up the bloody hill, where so many of their fellows lay dead or gruesomely wounded. Finally, in the late afternoon, with the infantry and cavalry much interpenetrated, the Saxon army began to contract to fill gaps appearing along their line. This allowed the Normans to gain ground on the flanks, and was the beginning of the end for Harold's army and the Saxon age. With their flanks compromised, the Saxon reserve of Harold and his bodyguard was engaged and, as if to put a period at the end of the old Saxon's existence, Harold



Godwinson, the last Saxon king of England, was killed. Most of the defeated army now broke and ran for the rear, except the King's guard who, gathering around their slain leader's body, died fighting with axes falling and swords ripping in a last gasp of defiance. The battle was over; England had a new king, and his name was William 'the Conquerer'.

Scenario Set Up:

The following is a 'Pig Wars' scenario based on the battle of Hastings. Refer to the scenario map on the previous page for the deployment of the troops. The set up is for 25mm figures but using 15mm should not be a problem just narrow the table by about 40%.

1. The Rear Line of the Norman Army

Three 10-casting mounted knight units. Each unit is composed of all class 2, fully armored horsemen, with a class 3 leader and one standard bearer. They are deployed with a 5-casting frontage (i.e. in a double line type formation). They are armed with lance except the Duke, who fights with a club. The Duke begins as the leader of the center group. Note: Remember that mounted lance may not be used (i.e. receive the +5 in melee) uphill. In this case, it becomes spear (+1).



At one point in the battle a rumor went around the Norman army that William had been killed. He lifted up his helmet to show everyone he still lived.

2. The Center Line of the Norman Army:

Four fully armored 20-casting infantry units deployed with a 10-casting frontage (i.e. in a double line type formation). The units can be armed with spear or sword at the game master's whim. Each unit has 19 class 1 soldiers (one of which is the standard bearer) and a class 3 leader.

3. The Front Line of the Norman Army:

One 25-casting infantry unit of archers, crossbowmen, and, possibly, slingers. These troops are unarmored, class 1, and fight in melee with improvised weapon (daggers). They are deployed along the whole front of the army.

A The Main Saxon Line (all infantry):

Seven units of mixed class and weapons all deployed with a 10-casting frontage (double or triple lines). The two center-most units are 30-castings in a 3 deep formation. The front line is all fully armored class 2 troops with either sword or two-handed axe (one casting is a class 3 leader). The second line is all partially armored, class 1 troops, armed mostly with spears and a few swords. The third line is class 0, unarmored troops

with spears. The other five units are 20-castings as above, but do not have the third line of militia.

B. The King and His Guard (all infantry):

A 20-casting unit deployed with a 10-casting frontage. The King is deployed in the center and is a class 3, fully armored figure with a sword. The other figures are fully armored class 2 troops with two-handed axes (remember they have to sling their shields to fight). Special: this unit does not ever have to check morale.



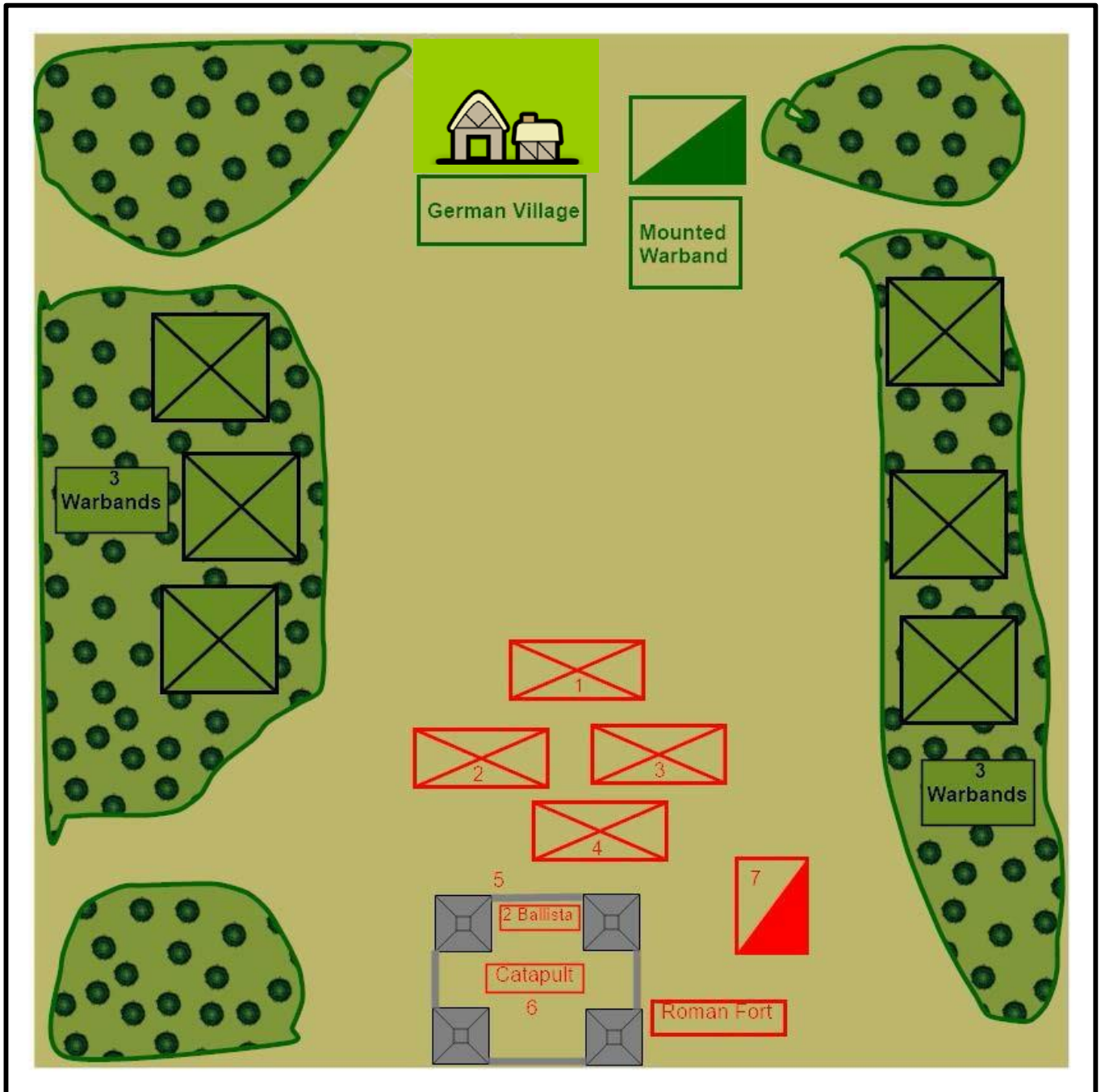
4. Special Rules:

Do not draw movement cards; the Normans always move first. The game lasts a maximum total of 12 turns. The game ends abruptly with the death of either Harold or William. The Normans win if Harold is killed. The Saxons will if William is killed, or if the 12th turn ends with Harold still alive.* Harold and William fight and take hits like other leaders, but will take a total of 5 hits, rather than the usual 3, to become eliminated (unless, of course, their opponent draws the dreaded heart). Bravery clause: William and Harold should always be 'leading' (i.e. in the front line, exposed to the enemy) at all times. Any player who cravenly tries to 'hide' or 'shield' their army commander by placing him in the rear or any other cowardly position may have scorn freely heaped upon him by all other players present. *See page 45 for alternate victory conditions.



Norman foot charges the Saxon hill position.

SCENARIO 3: ROMANS ON THE RHINE



Suggested table sizes: 28mm 8'x5' 15mm 6'x4'

Background:

In the later years of the first century BC a small Roman force sets out to bring civilization to the Germans by burning their homes and killing them. Awaiting them in the vast dark forest are the mysterious, fierce, and hygienically-challenged men of

Germania. This is basically a punitive expedition by the Romans against a rebellious tribe.

All of the rules outlined above in the Ancient Roman Addendum section apply to this scenario, plus other scenario rules as outlined below. Unless otherwise stated, all of the basic Pig Wars rules apply.

Roman Goals:

To kill as many German tribesmen as possible and burn all 4 huts in the village.

German Goals:

To prevent their village from being burned and to kill as many Romans as possible. Win decisively if they also capture the Roman eagle (see the next paragraph).

Special German Victory Condition:

If the Germans capture the legionary eagle and get it off the board, not only do they win the game, but also Richard Wagner will probably write an opera about it in the 19th century. The eagle is captured if the eagle-bearer is killed in melee.



Board Set-Up and Unit Deployment:

5' by 8' will work fine for 25mm and 4' by 6' for 15mm. Referring to the map, there is a Roman frontier fort on one side of the board, and a small German village at the other end. The village consists of 1 large hut and 3 smaller huts. Around the perimeter of the board is woods/rough terrain. The units are deployed as shown on the map, with the German warbands marked as WB.

Unit Compositions (refer to map for placement):

1. Roman Auxiliary Slings or Archers:

15 castings, unarmored; (slingers have small shields but can't form shield wall). All figures are class 1, except the leader, who is class 3.

2. and 3. Roman Legionnaires:

Both are 20 casting units with class two morale, full armor, 1 pilum and single handed edged. Roman players should review rule adaptation 1 above concerning the shield wall. Their key to surviving the scenario lies there.



4. Roman Command Group:

This group is made up identical to 2 and 3, except one figure carries the Eagle of the Legion. Special rule: This unit never has to check morale.

5. Ballistae:

See rule number 3 in the above section on rule adaptations. Note there are two of them.



6. Catapult:

This unit fires from inside the fort at any German unit on the board, and takes 3 turns to reload. It attacks with 3 slingshot rounds at close range onto the target unit. All of the basic rules on missile fire apply.



7. Roman Cavalry:

This is a 10-casting mounted unit. FA, 2 morale with single handed sword.



containing the Roman commander and his guard. The commander is partially armored without a shield, and is class 3 with 4 partially armored guardsmen with class 2 morale. This unit never has to check morale.

The Germans:

All German foot units are 20 castings with shields (PA), spears and morale grade.

Their one cavalry unit is 10 castings. Vary the size of the warbands suggested. The mounted unit contains the German commander who is class 3 and partially armored (shield), plus 9 class 2 partially armored mounted warriors with spear. This unit never has to check morale.



Scenario Rules:

1. Movement Order:

Do not use the card draw system. At the beginning of each turn, the gamemaster will roll 1d6. On a 1-4, the Germans move first (it's their country), and on a 5-6, the Romans move first in the current turn.

2. Woods: The woods surrounding the perimeter of the board are treated as rough terrain for all of the Romans and the mounted Germans, but not for the German warbands. German warbands may move through the woods with no penalty.



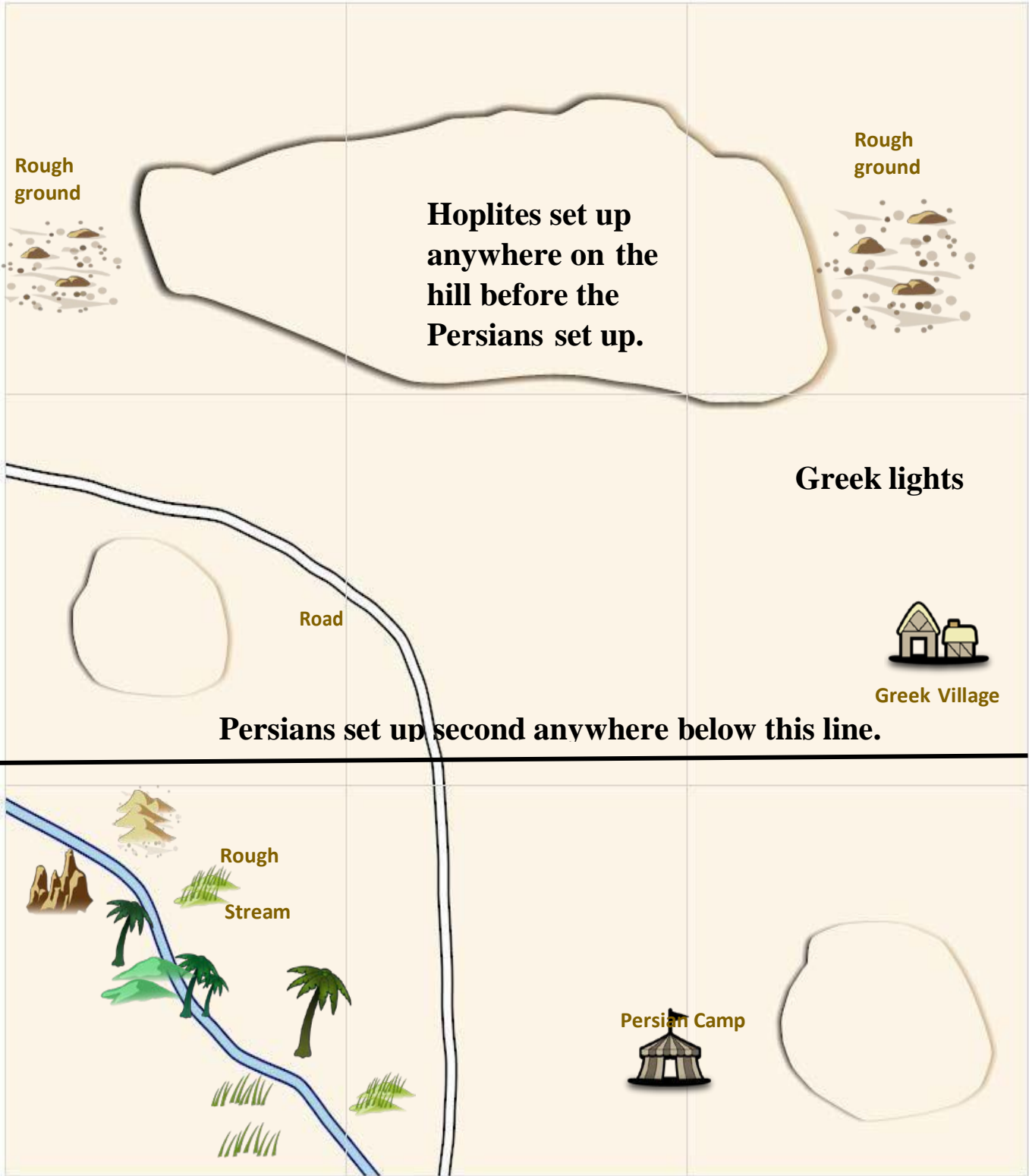
3. The Fort: The Roman fort is basically a missile platform for this scenario. German units may never enter the fort. Roman units may not enter the fort except as a destination for routs. The Roman commander has sworn to destroy the Germans and thus will not allow any Roman troops capable of fighting to enter. This would impact his 'dignitas'.



Scenario 4

Pigs in Greece

Suggested table sized: 15mm 4'x5'. 28mm 5'x8'



Introduction: I have always been fascinated with the Greco-Persian struggle of the 5th century BC. The opposing armies couldn't be more different. The Greeks are mostly melee-oriented heavy infantry while the Persians are major proponents of the bow with a major cavalry faction. Recently I set up a Pig Wars scenario loosely based on the battle of Thermopylae. The Greek heavy infantry (hoplites) start out on the hill and they win if the Persians don't take the hill. I ran it twice and the first time the Greeks were very content to stand in their shield-wall on the hill and endure the Persian arrow-storm and they won. In the second game, run at Historicon, the devil-dogs commanding the Greeks couldn't stand to just sit there on the hill so they went hog-ass and came off the hill and attacked the Persians. They drove the Persians back and took their camp but, lost the hill when the Persian cavalry snuck through a gap and got up on it. At the end of the game I declared it a draw since the Persians held the hill but they lost their camp and took more casualties than they gave out. A rollicking good game.



Terrain note: the rough ground by the stream is 2" thick on either side.

Units (See map on the previous page for deployment)

The Greeks

4 20-casting units of hoplites. All are fully armored (shield and cuirass) and are armed with spears. 3 units are morale class 2 with class 3 leaders. One unit is designated as Spartans and are all class 3.



1 20-casting units of light missile troops. All are unarmored and armed with either javelin, bow, sling or a mixture of all three. Their morale is class 1.



Civilians: 6-8 miscellaneous Greek civilians, unarmored, morale class 0 with improvised weapons. 6-8 domesticated animals including at least 2 pigs. Definitely use the flaming pig attack rules. Set up in or within 2 inches of their village.



The Persians (See map on the previous page for deployment)

3 20-casting units of foot archers. All are armed with bow and are class 1 morale. Leader is class 2

2 20-casting units of medium infantry (shield but no cuirass) armed with spear with class 1 morale).

Leader is class 2. Note: these units do not get shield wall status either in melee or receiving missile fire (shields were smaller). May only fight 1 rank deep (spears were short).





Game length: 10 turns

Victory conditions:

Persians: win if, at the end of the game they outnumber the Greeks on the main hill (routed figures, however, do not count). They win decisively if they occupy the hill and there are no Greeks at all on the hill.

Greeks: They win by having more non-routed figures on the main hill than non-routed Persian figures at the end of the game. They win decisively if, in addition to the previous sentence, they also take the Persian camp.

Game notes: When the Greeks stand in their shield wall on the hill they are very impervious to the Persian missile fire. In the two games played when all the Persian bows shot at the hoplite shield wall they got around 1-2 hits per turn. If, after playing it once, you think the Persians need help to win the scenario try using the rule that if a bowman does not move he may fire twice in the same turn. Also the army compositions are based on the figures that I had painted at the time and it made for a good, reasonably balanced scenario. Of course, historically, the Persians should probably have more cavalry than 1 unit so feel free to vary the army compositions as you wish. The scenario works best if each player commands 1 unit or, if necessary due to lack of players, 2 units max.





A Dash of Saga

by **Brian Cantwell**



These cards are intended to provide a bit of the heroic flavor of the Scandinavian sagas without taking away too much from the basic nature of the game. They are intended to be used primarily in scenarios involving Vikings and their enemies like the Saxons, Normans, Carolinians, etc.

Saga cards are intended to represent special characteristics, knowledge, or equipment, usually possessed by the band's leaders or veterans. These should be distributed by whatever method you, as the game master of the scenario, choose at the start of the game. Give one or two to each player and also use them to help balance the bands. The players may then distribute their Saga cards to individual figures among their band as they see fit and may give more than one card to a given model.

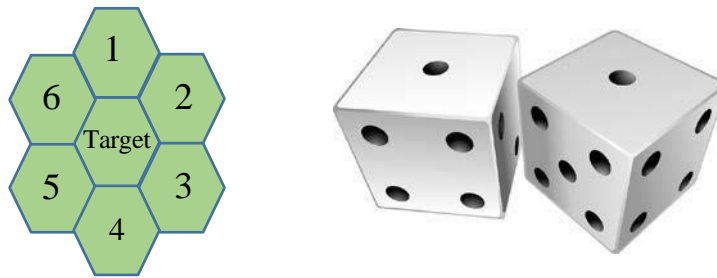
Norn (very loosely translated as "the fates") cards are intended to represent events on the battlefield, both mundane and, in their own minds, supernatural. To use these, include a pair of Jokers* in each player's card deck. When a Joker is turned over, the player receives a Norn card and then draws again to resolve the action on the Norn card. You can obviously alter the number of Norn cards by starting with a number to start the game or reduce the number of Jokers, etc.

Individual Saga and Norn cards may be played only once per game.

*If you are using the optional rule to use the jokers as "wild cards" (see optional rules section above) designate another card, like the 2 of clubs (usually the most useless card in the deck) to be used as the Saga/Norn card).



Alternate method for determining cannon fire hit location (see **page 51**): 1. Draw a card. A hit is scored at close range on any red card and at long range on a heart only. The target unit “blocks” only on 10 or higher regardless of his armor in clear terrain, 8 or higher if in cover. If the card is black, and it is a 2 or 3, the gun explodes and is permanently inoperative. Check morale on the crew and draw for hits on each crew member and anyone that is within 2” of the cannon – regardless of their armor they block on a 10 or higher only (as if they were UA). If the card is black but higher than 3, or a diamond at long range, the shot will scatter according to the following rules.



Roll 1d6 and consult the hexagon grid above. The die roll equals the direction of the deviation of the shot. Then roll 1d6, at close range or 1d12 at long range, to determine the distance, in inches, of the deviation. Then resolve the hit effects on a figure at that location if any. Also any figure behind and within 5” of the target figure, in the line of fire will be hit and must draw a block card as if unarmored (10+) in clear or as partial armor (8+) if in cover.

The last sentence in the above paragraph refers to late medieval cannon which fired solid shot, and not explosive rounds. If doing a 16th century scenario and firing explosive shell use the procedure above and all figures within 2” of the final hit location are hit and must draw a block card (saves on 10+ in clear or 8+ in cover regardless of armor).

Notes on medieval cannon: According to Terry Wise’s excellent work *Medieval Warfare* (Hastings House, 1976) the first known use of cannon, in Western Europe, was at the siege of Metz in 1324. These early versions had a range that would not exceed that of an early crossbow (i.e. 8/16). It was not until around 1450 that the listed range of 24/48 should be used. Until the 16th century artillery rounds were solid shot and not explosives and thus only figures in the line of fire would be eligible targets.

New victory conditions for Hastings scenario: The game lasts 10 turns. For the Normans to win, there must be more non-routed Norman figures on Senlac hill than non-routed Saxon units at the end of the last turn. Failing this, the Saxons win. The Normans win decisively if they also kill King Harold. The Saxons win decisively if they win and kill William.

Optional firing sequence rule: Allow firing to occur either before movement or after movement. If a figure fires before moving it may still move but may not fire again during the current turn. If the optional rule about shooters firing twice if they don’t move is in effect then the shooter who fires twice, either before or after movement, may not move at all during the current turn.



<p>Raven banner The band's war banner is reputed to have magical properties. Add +1 to morale tests to any model that can see the banner. Suffer an extra -1 if banner is lost.</p>	<p>How to make the Saga/Norn cards.</p> <p>Cut out individual cards with scissors to make the two decks.</p>
<p>Beloved by the Gods This warrior seems blessed by the gods and has always had good luck. Once per game, on any card draw affecting this model, the player may draw a second card (after seeing the first) and choose one.</p>	<p>Beloved by the Gods This warrior seems blessed by the gods and has always had good luck. Once per game, on any card draw affecting this model, the player may draw a second card (after seeing the first) and choose one.</p>





<p>Raven banner The band's war banner is reputed to have magical properties. Add +1 to morale tests to any model that can see the banner. Suffer an extra -1 on morale if banner is lost.</p>	<p>Great Coat One model's mail hauberk is a master work handed down through generations. Increase the victory margin required to defeat this model by +1 (max 6).</p>
<p>Great Coat One model's mail hauberk is a master work handed down through generations. Increase the victory margin required to defeat this model by +1 (max 6).</p>	<p>Mighty Bow One model's bow has an extraordinarily strong draw. Opponent subtracts 1 from all attempts to block hits from this model during missile fire.</p>
<p>Swift of Foot This warrior is able to run further and faster than the rest of the band. One model moves as if the next lightest armor. If unarmored, add 1d8"/turn.</p>	<p>Heimdall's Horn The unit's standard bearer carries a horn and can sound it to rally the warriors. Once per game you may play this card to automatically rally one routing unit.</p>
<p>Wisdom of Odin The warband's leader is gifted with special insight for the day's battle. Once per game you may play this card to choose your initiative card for movement order.</p>	<p>Frey's Sight One model possesses great vision and is a keen shot. This model may add 4" to the short range and 8" to the long range of missile attacks with a bow or sling.</p>

<p>War Leader The unit's leader is an experienced veteran who can get the most of his men. All figures within 12 inches of the leader get an additional + to their melee attacks in the current turn.</p>	<p>War Leader The unit's leader is an experienced veteran who can get the most of his men. All figures within 12 inches of the leader get an additional + to their melee attacks in the current turn.</p>
<p>Swift of Foot This warrior is able to run further and faster than the rest of the band One model moves as if the next lightest armor. If unarmored, may move extra 1d8" per turn.</p>	<p>Death before Dishonor This warrior's honor is his most treasured possession and he will not tarnish it. This model always passes morale tests.</p>
<p>Heimdall's Horn The unit's standard bearer carries a horn and can sound it to rally the warriors. Once per game you may play this card to automatically rally one your routed troops.</p>	<p>Wisdom of Odin The warband's leader is gifted with special insight for the day's battle Once per game you may play this card to choose your initiative card for movement order.</p>
<p>Frey's Sight One model possesses great vision and is a keen shot. This model may adds 4" to the short range and 8" to the long range of missile attacks with a bow.</p>	<p>Raven banner The band's war banner is reputed to have magical properties Add +1 to morale tests to any model that can see the banner. Suffer an extra -1 if banner is lost.</p>





<p>Heirloom Weapon</p> <p>One model's weapon is a master work of craftsmanship handed down through generations.</p> <p>Increase the Weapon Factor of this model by +1</p>	<p>Heirloom Weapon</p> <p>One model's weapon is a master work of craftsmanship handed down through generations.</p> <p>Increase the Weapon Factor of this model by +1</p>
<p>Heirloom Weapon</p> <p>One model's weapon is a master work of craftsmanship handed down through generations.</p> <p>Increase the Weapon Factor of this model by +1</p>	<p>Giant's Strength</p> <p>One model possesses great strength.</p> <p>This model's total combat score may exceed Ace (14), up to a maximum of 16.</p>
<p>Troll-Blooded</p> <p>This model possesses great stamina and fights on if wounded.</p> <p>This model takes two wounds, as with a leader.</p>	<p>Troll-Blooded</p> <p>This model possesses great stamina and fights on if wounded</p> <p>This model takes two wounds, as with a leader.</p>
<p>Giant's Strength</p> <p>This model possesses great strength.</p> <p>This model's total combat score may exceed Ace (14), up to a maximum of 16.</p>	<p>Heirloom Weapon</p> <p>One model's weapon is a master work of craftsmanship handed down through generations.</p> <p>Increase the Weapon Factor of one model by +1.</p>



<p>Humiliating Taunts Your band yells out taunts and insults at your foes. Play during enemy's movement. Models of the moving unit within 12" of your leader must charge or the unit is -1 to morale for rest of game.</p>	<p>Humiliating Taunts Your band yells out taunts and insults at your foes. Play during enemy's movement. Models of the moving unit within 12" of your leader must charge or the unit is -1 to morale for rest of game.</p>
<p>Bad Omen A raven flies across the battlefield, unnerving the opponent. Once per game, you may force one opposing unit to take a morale test in the next morale phase.</p>	<p>Good Omen A wolf howls in the distance. Once per game, when taking a morale test, you may draw two cards and use the higher card.</p>
<p>Good Omen A wolf howls in the distance. Once per game, when taking a morale test, you may draw two cards and use the higher card.</p>	<p>Slippery Ground The slightest thing can turn the battle. Play this card before cards are drawn for melee combat to force one enemy model to draw two cards and use the lesser one.</p>
<p>Slippery Ground The slightest thing can turn the battle. Play this card before cards are drawn for melee combat to force one enemy model to draw two cards and use the lesser one.</p>	<p>Battle Edge A trick learned from an old uncle might save you. Play this card before cards are drawn for melee combat to allow this model to draw two cards use the higher one.</p>



Norn



Norn



Norn



Norn



Norn



Norn



Norn



Norn

<p>Battle Edge A trick learned from an old uncle might save you. Play this card before cards are drawn for melee combat to allow this model to draw two cards and use the higher one.</p>	<p>Slippery Ground The slightest thing can turn the battle. Play this card before cards are drawn for melee combat to force one enemy model to draw two cards and use the lower one.</p>
<p>Battle Edge A trick learned from an old uncle might save you. Play this card before cards are drawn for melee combat to allow this model to draw two cards use the higher one.</p>	<p>Empty Quiver Hasty shooting can lead to an empty quiver Play on an enemy archer whenever that model's card for shooting is a spade. Archer cannot use his bow or sling for the remainder of the game.</p>
<p>Empty Quiver Hasty shooting can lead to an empty quiver. Play on an enemy archer whenever that model's card for shooting is a spade. Archer cannot use his bow or sling for the remainder of the game.</p>	<p>Sundered Shield With a mighty blow the foe's shield is split in two. Play on an enemy model that scores higher in melee combat. That model's shield is destroyed and the model loses all benefits of being shielded.</p>
<p>Sundered Shield With a mighty blow the foe's shield is split in two. Play on an enemy model that scores higher in melee combat. That model's shield is destroyed and the model loses all benefits of being shielded.</p>	<p>The Norns Decide A man's fate is known only to the Norns. Play this card to force one enemy leader to immediately discard his hold card.</p>



<p>The Norns Decide A man's fate is known only to the Norns.</p> <p>Play this card to force one enemy leader to immediately discard his hold card.</p>	<p>Ferocious Charge Sometimes brute force will overwhelm all opposition. Play this card to double the melee charge bonus for one unit for this turn only. Any enemy defeated by less than victory margin are pushed back 1”.</p>
<p>Gruesome Death An enemy is cut down in a most spectacular manner. Play this card whenever an enemy model is removed to force a morale test for the enemy unit in the next morale phase.</p>	<p>Gruesome Death An enemy is cut down in a most spectacular manner. Play this card whenever an enemy model is removed to force a morale test for the enemy unit in the next morale phase.</p>
<p>Bad Omen A raven flies across the battlefield, unnerving the opponent. Once per game, you may force one opposing unit to take a morale test in the next morale phase.</p>	<p>Ferocious Charge Sometimes brute force will overwhelm all opposition. Play this card to double the melee charge bonus for one unit for this turn only. Any enemy defeated by less than victory margin are pushed back 1”.</p>
<p>Fury of the Northmen With an oath to Thor, the model delivers a stroke with all his might. Play this card before cards are drawn for melee combat to ignore the upper limit for modifiers for this model.</p>	<p>Fury of the Northmen With an oath to Thor, the model delivers a stroke with all his might. Play this card before cards are drawn for melee combat to ignore the upper limit for modifiers for this model.</p>



<p>Sundered Shield With a mighty blow the foe's shield is split in two. Play on an enemy model that scores higher in melee combat. That model's shield is destroyed and the model loses all benefits of being shielded.</p>	<p>Sundered Shield With a mighty blow the foe's shield is split in two. Play on an enemy model that scores higher in melee combat. That model's shield is destroyed and the model loses all benefits of being shielded.</p>
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<p>Gruesome Death An enemy is cut down in a most spectacular manner. Play this card whenever an enemy model is removed to force a morale test for the enemy unit in the next morale phase.</p>	<p>New Plan The war band leader decides it is time for a new plan. Play this card anytime to reshuffle the player's card deck, exactly as if he had played the Queen of Spades.</p>
<p>New Plan The war band leader decides it is time for a new plan. Play this card anytime to reshuffle the player's card deck, exactly as if he had played the Queen of Spades.</p>	<p>A Sudden Stillness The winds suddenly go quiet, enabling an accurate shot. Play this card before drawing a card to hit in missile combat to allow this model to draw two cards use the better one.</p>

<p>A Sudden Stillness The winds suddenly go quiet, enabling an accurate shot. Play this card before drawing a card to hit in missile combat to allow this model to draw two cards: use the higher one.</p>	<p>Treacherous Ground One warrior is tripped up and falls to the ground. Play this card when any model on foot moves over 6". That model instead falls 2" from its starting position and may move no farther in the current turn.</p>
<p>Treacherous Ground One warrior is tripped up and falls to the ground. Play this card when any model on foot moves over 6". That model instead falls 2" from its starting position and may move no farther in the current turn.</p>	<p>A sudden opening One warrior sees a sudden opening that he can use to outflank the enemy. Play this card to allow one model to move into contact with an enemy's flank or rear even if they didn't start in position to do so. Must start within charge move.</p>
<p>A sudden opening One warrior sees a sudden opening that he can use to outflank the enemy. Play this card to allow one model to move into contact with an enemy's flank or rear even if they didn't start in position to do so. Must start within charge move.</p>	<p>Always remember this. At the end of the day it always boils down to stealing the other guy's pigs. Doesn't it?</p>







Robin Hood's merry men ambush the Sherriff,s men in Nottingham. 54mm figures by Marx and Conte painted by the author. Buildings by Barzsos Playsets. For the 54mm scale the unit size was reduced from 20 to 10 and each figure took 3 hits like leaders. Note the tan markers (cut-up pipe cleaner pieces) indicating 1 wound and the red one indicating 2 wounds.

Pig Wars Late Medieval Variant

1337 to 1485

by David Sullivan

Introduction

Pig Wars LMV is a variant of Tod Kershner's Pig Wars Dark Age skirmish rules that covers the period of the Hundred Years War to the end of the Wars of the Roses, 1337 to 1487. While leaving the essence of the rules unchanged, the variant introduces rules or modifies existing ones to take into account changes in armor, weapons, technology and, to some extent, tactics.

Armor

Body armor mostly supplanted shields during this period culminating in the man at arms protected *cap-à-pie* by plate armor and nearly invulnerable to his opponents. The classes of armor remain the same except for the addition of partial plate armor (PP) and full plate armor (FP). The armor classes are characterized as follows:

UA troops without body armor apart from possibly a helmet.

PA troops wearing any combination of leather jerkin, padded coat, jack/brigantine, mail (either covering their body or just shoulders) usually also wearing a helmet. Also UA troops with shields if defending to their front or shielded (left) flank.

FA Mostly PA troops using shields if defending to their front or shielded (left) flank. Could include troops wearing some plate armor in addition to that classified as PA but not providing overall body protection. PP troops mounted on unprotected horses count as FA to missile fire.

PP Typical of men at arms in the early part of the Hundred Years War. PP troops have a combination of mail/scale and plate armor providing overall body protection. FP troops mounted on unprotected horses count as PP to missile fire.

FP Standard protection for men at arms from the late 14th c. through the 15th c. PP troops are in full plate armor providing overall body protection.

Note: protected horses are those with full or frontal plate armor protection.



Movement

Movement distances for Pig Wars remain unchanged with the following additions:

- PP and FP move on foot at 6 inches.
- FP mounted on unprotected horses move at 12 inches.
- FP mounted on protected horses move at 10 inches. • PP mounted on unprotected horses move 10 inches.
- PP mounted on protected horses move 8 inches.
- Formed troops (see below) move at 6 inches per turn maximum.
- Troops in schiltron (see below) move at 4 inches.

Formations

Shield wall (SW) is no longer a viable formation. The period saw a gradual diminishing of shield use while those shields that remained in use were generally smaller than in the Dark Ages. The tactics of the period did not call for massed warriors with interlocked shields bashing the opposing force of massed warriors with interlocked shields. However, to take advantage of the morale benefit of being in formation the following formations can be used by eligible troops:

Formed

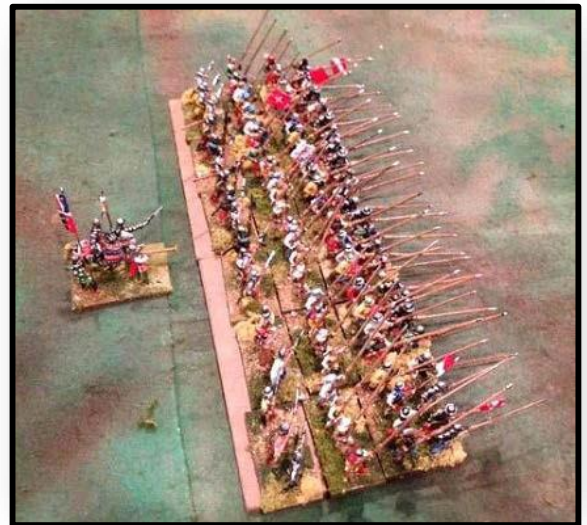
All foot troops can take advantage of being “formed.” Like shield wall, troops count as formed if there are at least three figures in base contact, side-by-side, facing the same direction.

- Formed troops are up one grade when checking morale.
- Formed troops move at no more than 6” per turn and cannot use charge bonus (i.e., troops that charge lose benefit of being formed).
- Mounted troops may not count as being formed.

Schiltron

Spear and pike armed troops may form schiltron. This is a sort of “spear wall” formation that relies on a solid front of spear points for offensive and defensive combat. Troops in schiltron count as formed for morale benefit but differ as follows:

- Troops in melee against any figures in schiltron are -2 if attacking the figure frontally. Normal + modifiers apply if attacking flank or rear.
- Pike armed troops may add a third figure behind the first and second figures in a melee combat.
- Troops in schiltron formation may only move 4” per turn and may not use charge bonus.
- Troops in schiltron are denser than normal formations and are more vulnerable to gunpowder weapons fire. Troops armed with



gunpowder weapons shooting at troops in schiltron may draw 2 cards and choose either one.

Combat

The following new combat modifiers apply:

- Axe/warhammer vs. PP or FP. +1
- Vs. FP with shield (front or shielded flank). -1

Victory Margins

Vs. UA	1
Vs. PA	2
Vs. FA	4
Vs. PP	5
Vs. FP	6

Shooting

The period was dominated throughout by the English longbow which was primarily responsible for such lopsided English victories as Dupplin Moor, Halidon Hill, Crécy, Poitiers and Agincourt. It also saw the introduction of gunpowder weapons from the outset (Edward III has cannon at Crécy in 1346) which became more common in the later period when field guns and handguns became common in most armies.

Longbows

Troops using the longbow are similar to bows in Pig Wars. They differ as follows:

- Ranges are 10/20
- Troops hit by longbows at short range check for block one armor class lower.
- Longbows can use “arrow-storm” **once** per game that lets them shoot twice in a turn if they have not moved and are formed.
- Optional: If arrow-storm is used the unit must check to see if it has exhausted its arrows. Roll a D12 and modify +1 for every turn the unit has shot (not counting the turn it used arrow-storm). A roll of 6-12 means the unit is out of arrows and must spend one turn resting to resupply (no move, no combat, may be fired upon).



Crossbows

Crossbows of this period were more powerful than Dark Ages versions. They were regarded as being

more powerful than longbows with longer ranges and better armor penetration but were slower to reload. The follow rules apply:

- Ranges are 12/28
- Crossbows must spend one turn reloading (no movement or fighting) before they can fire again.
- Troops hit by crossbows check for block one armor class lower.
- Crossbowmen equipped with pavises can benefit from them as cover if they have not yet moved and will not move in the turn. Crossbowmen protected by a pavise count as in cover for being shot at if the shooter is to their front (i.e., no benefit against shots from flanks or rear).

Handguns

Handguns were basically very small cannon operated by a single gunner. At first they were used only from positions such as walls, field defenses or wagons (e.g., the Hussites). Later they were used by troops in the open field. Not very accurate and with a slower rate of fire than crossbows, they could penetrate plate armor and had a strong psychological effect.

- Ranges are 6/18
- Handgunners must spend one turn reloading (no movement or fighting) before they can fire again.
- Troops hit by handguns check for block two armor classes lower.
- Units that suffer any casualties from handguns must test morale.

Cannon

Cannon were very crude at the beginning of the period and developed very slowly throughout. They were most effective when used to defend or attack defensive positions, being largely immobile once placed. They were inaccurate but had a significant morale effect on troops targeted by them. Shooting procedure:

1. Identify target stand
2. Use Games Workshop hit dice to determine result: For an alternate method see addendum page 45.
 - “Hit” result means the shot lands on target.
 - “Misfire” result means the shot is wasted. Roll a D12, a result of “1” means the cannon has burst and is no longer functional; otherwise the cannon must be reloaded to fire again.
 - Result that shows direction arrow and number indicates deviation from indicated target in inches.
3. Use 2 inch diameter template centered on hit point. All figures within the circle are hit, roll for block as UA (if troops are behind protection that lies between them and the hit point they benefit from it and roll for block as PA if protection is pavise, wooden mantlet or similar, as FA if earth embankment, stone wall, or similar).

Other aspects of cannon are:

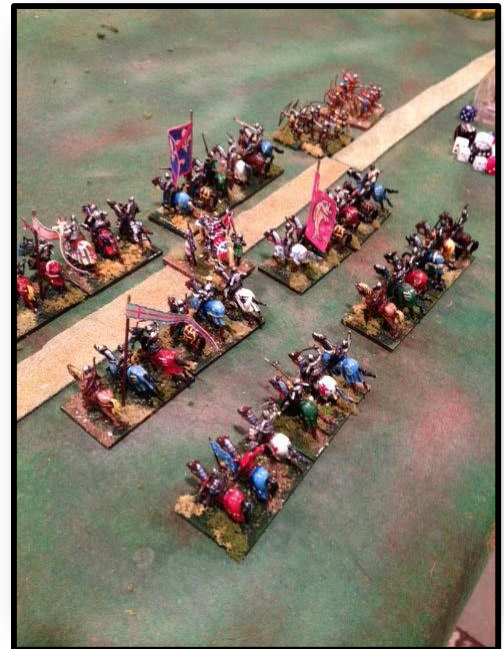
- Range is 24/48
- At long range the distance of deviation shown on the hit dice is doubled.
- Cannon must have 2-4 figures crew. Cannon are stationary and may never move.
- Cannon take 4 turns to reload with 2 crew, 3 turns with 3 crew, 2 turns with 4 crew.
- Units fired at by cannon must test morale whether or not any hits are made.

Units and Troop Types

The units should normally be based on retinues, the personal following of a nobleman that would combine different types of troops. However, set piece battles should use units composed of, normally, single troop types, e.g., all archers, all knights, etc. As in Pig Wars, all units should have a designated leader and a standard bearer.

The following are typical troop types for the era:

- Man at Arms (foot)
PP or FP, sword, morale 2 or 3. May have axe/warhammer or 2-handed pole weapon, shield.
- Man at Arms (horse)
PP or FP, sword, lance, morale 2 or 3. May have axe/warhammer, shield, horse armor.
- Sergeant/hobilar/Gros Varlets/etc. (foot)
FA or PA, sword, morale 1 or 2. May have axe/warhammer, 2-handed pole weapon, shield.
- Sergeant/hobilar/Gros Varlets/etc. (horse)
FA or PA, sword, morale 1 or 2. May have lance, axe/warhammer, shield.
- Foot soldier/Town Militia
FA or PA, morale 0, 1, or 2. May have shield, sword, 2-hand pole weapon.
- Longbowman
PA or UA, longbow, morale 1 or 0. May have sword, 2-handed weapon (usually a sledgehammer). May also have horse for mobility but cannot fight mounted.
- Billman
FA or PA, 2-hand weapon, morale 0, 1, or 2. May have sword. May also have horse for mobility but cannot fight mounted.
- Spearman
FA, PA, or UA, spear, morale 1 or 0. May have shield, sword.



- Crossbowman
FA or PA, crossbow, morale 1 or 0. May have sword, pavis. May also have horse for mobility but cannot fight mounted.
- Pikeman
FA, PA, or UA, pike, morale 1 or 0. May have sword.
- Handgunner
PA or UA, handgun, morale 1 or 0. May have sword.
- Gunner
PA or UA, morale 0. May have sword. Guns may be protected by mantlets.
- Irish Kern, bidowers
UA, javelin, morale 0. May have shield.
- Irish Gallowglas
PA or FA, 2-handed weapon, morale 1 or 2.
- Irregular Horse
FA, PA, or UA, morale 1 or 2. May have javelin, spear, and/or sword.
- Jacquerie/peasants
UA, improvised weapon, morale 0. May have 2-hand pole weapon.

Some Sample Units

The following are some sample retinues for various periods. Troop types listed above as (foot) or (horse) can be either in the retinue. Additionally, troops listed with the option may have horse. Troops listed above with multiple morale grades may not have more than 1/2 of any type in the retinue at the highest grade. These are **NOT** army lists but some suggestions to get you started.

- English 100 years war (early)
1/5 men at arms (PP); 2/5 to 3/5 longbowmen; 1/5 to 2/5 billmen.
- English 100 Years War (late)
1/5 men at arms (FP); 3/5 to 4/5 longbowmen; up to 1/5 billmen.
- English Wars of the Roses
1/5 men at arms (FP); up to 2/5 billmen; 2/5 to 4/5 longbowmen; up to 1/5 crossbowmen; up to 1/5 handgunners; up to 1 gun w/4 crew.
- French 100 Years War (early)
1/5 to 5/5 men at arms (PP); up to 2/5 footsoldiers, up to 3/5 crossbowmen, up to 1/5 Gros Varlets.
- French 100 Years War (late)
1/5 to 5/5 men at arms (FP); up to 2/5 footsoldiers; up to 3/5 crossbowmen; up to 1/5 Gros Varlets; up to 1/5 handgunners; up to 1 gun w/4 crew.
- Irish warband/mercenaries
1/5 to 2/5 gallowglas; 2/5 to 4/5 kern; up to 1/5 irregular horse.

- Scots (early)
Up to 1/5 men at arms (PP); up to 1/5 hobilar; 3/5 to 5/5 spearmen.
- Scots (late)
Up to 1/5 men at arms (FP); up to 1/5 hobilar; up to 1/5 longbowmen; 2/5 to 5/5 spearmen.
- Mercenaries (Wars of the Roses)
Up to 5/5 pikemen; up to 1/5 handgunners; up to 2/5 crossbowmen; up to 3/5 footsoldiers; up to 2 guns and 4 crew (each).



Italian Condottieri Wars: 14th- 15th century: 1/5 PP (FP if dismounted) Italian Knights. Class 3 morale with heavy lance (when mounted only) and single hand edged. 1/5 Siennese crossbowmen, class 1 morale, PA when stationary (pavises) with crossbows and single handed edged. 1/5 North Italian hand gunners, class 1 morale, UA with handgun and single handed edged. 1/5 Italian heavy infantry, class 1 morale, PP with spear, two handed edged (halberd) or single handed edged. 1/5 mercenary knights, PP (FP if dismounted) Italian Knights. Class 2 morale with heavy lance (when mounted only) and single hand edged. In later scenarios can use 1 artillery piece with class 0 gunners, UA with single handed edged. Artillery, once placed may not move.

Note that as in all of these suggested unit compositions many other types are possible (e.g. mercenary longbows, pikes etc.). **Historical note:** modern historians tend to view the traditional idea that these wars were relatively bloodless as Machiavellian propaganda. In actuality they were just as bloody as other wars of the period.

Suggested Reading

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- Newark, Tim. Celtic Warriors, 400 BC – AD 1600. Blandford Press, 1986
- Nicolle, David. The Age of Charlemagne. Osprey Painting Guides, 1984
- Nicolle, David. The Armies of Islam, 7th-11th Centuries. Osprey Painting Guides, 1982
- Nicolle, David. Arthur and the Anglo-Saxon Wars. Osprey Painting Guides, 1987
- The Normans. Osprey Elite Series
- The Saxons. Osprey Elite Series
- Sturluson, Snorri. King Harald's Saga. Penguin Classics, 1987 (translation)
- Tetlow, Edwin. The Enigma of Hastings. St. Martin's, 1974
- Wise, Terence. Saxon, Viking and Norman. Osprey Painting Guides, 1979
- Wolfram, Herwig. History of the Goths. California, 1976
- Wood, Michael. In Search of the Dark Ages. Facts on File, 1987
- Grant, Charles. The Army of the Caesars, Barnes and Noble. 1974
- The following 10 titles are all by Osprey books and are only part of their large selection.
- Nicolle, David. El Cid and the Reconquista, 1050-1492 1988
- Nicolle, David. Saladin and the Saracens 1985
- Nicolle, David. Arthur and the Anglo-Saxon Wars. 1985
- Bartlett, Clive. English Longbowman 1330-1515 1995
- Harrison, Mark. Anglo-Saxon Thegn 449-1066 1997
- Heath, Ian. Byzantine Armies 886-1118 1985
- Heath, Ian. The Vikings 1985
- Sekunda, Nick. The Ancient Greeks 1986
- Wilcox, Peter. Rome's Enemies 1 Germans and Dacians 1982
- Cassin-Scott, Jack. The Greek and Persian Wars 500-323 B.C. 1977

MOVIES:

Adventures of Robin Hood, The: Errol Flynn as the swashbuckling Saxon hero against two of the best Norman bad guys in the business, Claude Rains and Basil Rathbone. Still the best Robin Hood movie. 1938

Alfred the Great: David Hemmings stars in this English production. For this author's money, the best dark age battle scenes ever filmed. Letterbox format is available. 1960s

El Cid: Once again Chuck Heston as the heroic champion of the Spanish reconquesta in 11th century Iberia. Great individual joust/combat scenes. 1961

Long Ships, The: Richard Widmark as a Viking adventurer who raids North Africa and comes up against a powerful Arab prince (Sidney Poitier). Worth seeing. Mid-1960s

Norseman, The: Lee Majors as a Viking coming to America and fighting the natives. Easily the dumbest Viking film ever made, but good for some unintended laughs. 1978

Robin and Marian: Richard Lester's (the Three/Four Musketeers) wonderful film of an aging Robin Hood (Sean Connery no less) who has returned from the Crusades and can't resist making life difficult for the Sheriff of Nottingham one more time. 1976

Vikings, The: Outstanding Viking yarn with Kirk Douglas, Tony Curtis, Ernest Borgnine, and Janet Leigh. This is the inspiration for my "hawk boy" in the Landwaster scenario. 1958

Warlord, The: Charlton Heston as an eleventh century Norman lord who, with the help of Richard Boone (at his go-to-hell best), tries to defend his French coastal holdings from invaders from Frisia. A must see. 1965

Spartacus: For my money this classic is on my top ten lists of all-time greatest movies. Kirk Douglas leads his army of gladiators and slaves against Sir Laurence Olivier's Roman legions. If you have never seen this – buy it right now. 1960

Gladiator: A decent ancient epic with some battle scenes. Definitely worth seeing. 1999

The 300 Spartans: The original 1962 version is good for one sit-through but the remake in the 2000's is, in my humble opinion, one of the worst movies ever made.

Cleopatra: Elizabeth Taylor and Richard Burton at their peak. Good naval battle scene. 1962.

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Pig Wars egroup: pigwarriors-subscribe@yahoogroups.com

Family pictures and some advertising.



Tod and Dale, Lansing, Michigan 2014



Tod and Maurizio, Czech Republic, 2002



Yngtitan Enterprises
Miniature Painting Service

"Pretty troops General; but can they fight!"

Dale Wood **Yngtitan@yahoo.com**
Wdvii@aol.com **269-377-7810**

Don Featherstone, Royal Tank Corps, 1939-1946, in his famous attic. If Robert Louis Stevenson and H. G. Wells were the grandfathers of miniatures gaming, then surely Don was the father.

Favorite Featherstonian quote: "Never let history get in the way of a good game".

Sadly we lost the grand old man of wargaming early in 2014. Never let him be forgotten.



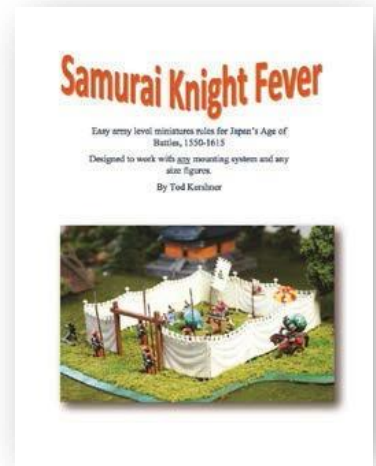
Other miniatures rule sets from TKG

Email: tkershner@charter.net

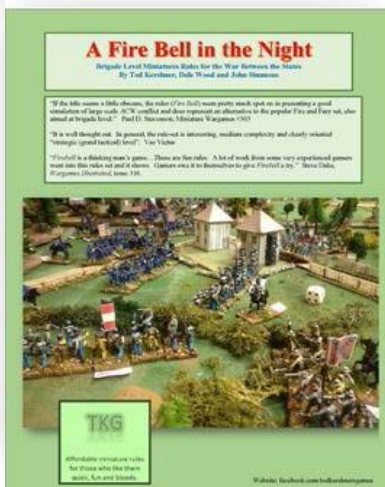
website: facebook.com/todkershnersgames

Pig Wars egroup: pigwarriors-subscribe@yahoogroups.com

Samurai Knight Fever: Easy army level rules for Japan's Age of Battles 1550-1615. Will work with any figure mounting system. Free download.



Iroquois Terror: easy flintlock era skirmish style rules for individually mounted figures. Will work for Marlborough through Wellington.



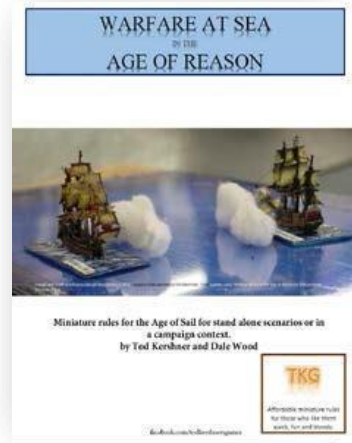
Warfare at Sea in the Age of Reason: easy rules for ship to ship or ship to shore combat during the sailing ship era. Includes campaign rules.

Future products.

A Firebell in the Night: brigade level rules for the American Civil War. Will work with any mounting system.

Coming sometime by 2016.

By the Sword Decided: From Hastings to Bosworth: easy army level rules for the later middle ages. Will work with any mounting system.



Warfare in the Age of Reason: 3rd Edition.

Warfare in the Age of Napoleon: 2nd Edition.



Quick Reference Sheet
Permission to copy for own use.

Pig Wars

Basic and Late Medieval Variant (page 48)

When men were men and pigs were money.

SEQUENCE OF PLAY (page 8)

1. Draw movement cards
2. Phasing player rallies and moves
3. Phasing player shoots (see pages 17 and 45 for optional rules)
4. Mutual melee
5. Morale checks if needed

Repeat for all players then reshuffle movement cards.

MOVEMENT FACTORS (INCHES) (page 9, page 48 for Late Med)

UA Foot: 9(8)* UA Horse: 16(12) PP Foot 6(6) PP Horse*12(10)
PA Foot: 8(8) PA Horse: 14(12) FP Foot 6(6) FP Horse*10(8)
FA Foot: 6(6) FA Horse: 12(8) * Subtract 2" if on protected horse.
Formed: 6(6) Shield Wall or Schiltron: 4 (no move in rough)

*Number in parentheses is the type of die to roll if unit begins on rough terrain. Die roll equals movement factor, in inches, for that turn.
Road movement: add 2 inches if on road for entire turn.

Charging: Add 1d6 to above numbers. Chargers must rest 1 turn before charging again.

SHOOTING (page 11)

Weapon	RANGE	PROTECTION	BLOCK
Javelin	3/6	UA	10-A
Bow/sling	8/16	PA	8-A
Early crossbow	10/20	FA	6-A
Longbow	10/20 (page 50)	SW	3-A
Later crossbow*	12/28	PP	5-A
Handgun*	6/18	FP	3-A
Cannon*	24/48	* Must reload.(1 turn)	

Short range: hit on red card. **Long range:** hit on heart only. Target is up one armor level in woods or cover.

Procedure:
Shooter draws card and if a hit is scored the target draws for a "block card" according to his armor.

MELEE BASIC PROCEDURE (page 13)

Both players draw a card and add stripes (morale grade) + weapon factor + tactical factor + card. Highest adjusted card kills if equal to or larger than victory margin. Ties are continuing melees. Cards may not be adjusted above ace or below 2.

WEAPON	FACTOR	TAC FACTOR	VICTORY MARGIN
Improvised	0	Mt. vs. foot: +1	VS UA: 1
Spear/club	1	Charging*: +1	VS PA: 2
One hand edged	2	Vs unshd flank: +1	VS FA: 4
Two hand edged	3	Vs rear: +2	VS PP: 5
Mt. Lance	5**	Foot vs mtd: -1	VS FP: 6
		Vs. uphill: -1	VS SW: 6
		Each wound: -1	
		Axe or warhammer vs FP/PP +1	
		Vs FP w/shield -1 on front or left	
		Vs frontal schiltron -2	

*Mounted must move 1/2 of normal move. Foot must move at least 2 inches. **First round of current melee only. Must charge for lance bonus. Not vs uphill. Must rest a turn before charging again.

MORALE CHECK (page 15)

Check when leader is killed or captured, lose 1/5 of unit in same turn (see page 18 for optional rule), lose standard or shot at by cannon. Morale procedure: draw a card, add subtract modifiers below, and compare to the morale chart.

MORALE MODIFIERS

- 1 each 1/5th of unit lost.
- 2 standard captured.
- 3 leader killed or captured.
- +2 leader in combat or leading

MORALE CHART

CARD	ELT	VET	AVE	MIL
2	FB	RT	RT	RT
3	FB	FB	RT	RT
4	NE	FB	FB	RT
5	NE	NE	FB	RT
6	NE	NE	NE	FB
7	NE	NE	NE	FB
8+	NE	NE	NE	NE

Key: FB Fall back: figures fall back 1 and 1/2 move losing any formation, facing away from the enemy. May not charge in the next turn but may move normally and need not rally. RT Rout: Same as fall back except figures must rally or they keep routing back each turn. Once off board they are out of our lives forever. NE No Effect: (Note: in many situations some figures in a unit will fall back and/or rout while other, higher ranked figures in the same unit may carry on if the player so desires).

Any figure within 4 inches of a leader or in shield wall is up one morale level. Any figure that cannot see his unit standard is down one level.

RALLY PROCEDURE (page 16)

Draw one card or use "hold card". Club: elites rally. Spade: elites + vets rally. Diamond: elites + vets + average rally. Heart: all rally.

HOLD CARD (page 16): Once per deck a leader may "pick up" any RED FACE CARD OR RED ACE he played during melee or morale but never during missile fire. He may not look at the next card in the deck before deciding. If taken, the hold card may be played later anytime for: 1) morale check, or 2) melee combat by the leader casting only. The hold card may never be used for missile fire or to block missile fire. Play of the hold card is in lieu of drawing a card from the combat deck. If a unit is without a leader it loses its hold card and may not pick up a new one.

LEADER COMBAT (page 15): When a leader is hit the opponent draws the next card or uses a hold card. Leader dies on a heart. Otherwise he receives 1 hit. 3 hits equal elimination.

Pig Wars Looting Table

ITEM/ POINTS/ CONDITIONS

Chicken 1 One man can carry two chickens.*

Goose 1 One man can carry one goose.* Two men can drive up to 6 geese.

Calf, pig or sheep 3 One man can drive 1 six inches/turn. Calves will follow cows.

Ox 5 Two men can drive one ox 6 inches/turn or yolk an ox to a cart.

One man can drive one ox-cart 6 inches/turn.

Cart 6 One man can pull an empty cart 3 inches/turn. Two men or one draft animal can pull a cart laden with whatever the model can carry 6 inches/turn. Add 3d6 points if it is a caravan's supply cart. Add 4d6 points if it is carrying tax money.

Cow 5 One man can drive one cow. 2-3 cows require 2 men; 4-5 cows require 3 men, and 6 or more cows require 4 men. Cows move 6 inches/turn.

Horse 6 One man can drive 1-3 horses. 4-5 horses require two men. 6 or more horses require 4 men. Horses are driven 6 inches/turn.

Chest 4 One man can drag one chest 3 inches/turn. Two men can carry one chest 6 inches/turn. Add 4d6 points if it is a treasure chest.

Cloth 2 One man can carry two bolts of cloth or one tapestry*

Hides 2 One man can carry one bundle of hides*.

Large barrel 6 Wine or fish. Two men can carry one large empty barrel* 4 inches/turn or roll a full barrel 6 inches/turn. One man can roll a large barrel 3 inches/turn.*

Small barrel 3 Ale or fish. One man can carry two empty small barrels* 6 inches/turn or one full barrel* 6 inches/turn.

Wild animal 5 Herd animals like elk or deer. Can be killed with arrows or thrown weapons (defends as fully armored). Three men can drag one herd animal 4 inches/turn.

Wild killer-beast 6 Wolf or bear etc. Can be killed with any weapon, but attacks as a III with two handed axe, defends as fully armored, and takes 3 wounds (like leaders). One man can drag a wolf carcass 4 inches/turn. Four men can drag a bear carcass 4 inches/turn.

Prisoner (baseborn) 2 One man may guide three prisoners. Nobles yield 3d6 points as ransom.

Notes: *Must sling shield and may not carry a weapon in hand. If attacked while carrying fowl the figure must put his load down. The first turn of the melee the attacker gets a "free hack" i.e. the figure with the fowl only defends but does not attack). Once a figure(s) is off board the owning player adds any points due him for carried/driven/rolled/guided items.



Why fight for love? Why fight for money or glory? Why not return to an era when men killed each other for something really valuable: farm animals! Pig Wars, 4th edition is an easy set of miniature rules for man to man combat in the ancient and medieval periods and is intended for individually mounted figures (base size is not important). Suggested unit size is 20 figures for foot and 10 figures for mounted with, in most scenarios, each player commanding 1 unit. Suggested unit compositions for 11th century Norman, Viking, Saxon, Irish, Welsh, Byzantine and Arab commands. The graphics are vastly improved over previous editions with lots of color pictures of nicely painted figures on the table-top. 4 scenarios are included: "Landwaster Commeth" a multi-faction 11th century mix-it -up where each faction has differing objectives. Also included is "Hastings: Last Battle of the Dark Ages", "Romans on the Rhine" a 1st century AD Romans vs Germans fight and (new) "Pigs in Greece" a 5th century BC Greco-Persian encounter. Of course, rules for flaming pig attacks are included. New material includes 2 user-created modules: *A Dash of Saga* which adds Saga and Norn (fates) cards that bring about events on the battlefield reminiscent of the Icelandic sagas (think bloody). Also new is the Pig Wars *Late Medieval Variant* with rules and suggested unit compositions for the 14th and 15th centuries. By the author of *Age of Reason/Napoleon/Discovery*, *A Firebell in the Night*, *Warfare at Sea in the Age of Reason*, *Samurai Knight Fever* and *Iroquois Terror*. Continuing online support will be provided.

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Flaming log attack to make the opponent check morale.

Important historical note: Hey, didn't you ever see *Spartacus*?