

# TIMBER WARS

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## Battlefield Setup

This is the suggested set up routine if a set scenario is not used.

1. Combatants should decide on the amount of gold to spend in combat. Considering the size of the field and the current number of troops, I suggest 500 gold pieces.
2. On the open field, the combatants should alternate placing bodies of water. The ponds should be placed first, the rivers placed next, the swamps placed last.
3. After all the water has been placed, combatants should alternate placing the rocks, trees, and bushes.
4. Combatants should secretly decide upon the number of gold pieces that they wish to dedicate to building structures. After each combatant has decided, the amounts are compared. The combatant with the highest amount of gold invested in building then purchases building blocks and places the buildings. The combatant with the next highest amount then purchases and builds structures. And so on-
5. Combatants should secretly decide upon the number of gold pieces that they wish to dedicate to siege weapons. Each siege weapon should receive its own bid. After each combatant has decided, the amounts are compared. The combatant with the highest amount of gold invested in each siege weapon may place the weapons on the field.
6. The combatant, which built first, then purchases and places his troops first. The combatant that built second purchases and places troops. And so on.
7. The combatant that built last then moves first. The combatant that built first then moves last.

## Basics

A group is comprised of men that stand less than 2 inches from each other. The group is labeled with a group tag that identifies the group type and combat statistics.

No two groups of different types may pass within 2 inches of each other.

A player's turn consists of moving his groups and then attacking if possible.

## Moving Groups

To move a group, consult the group tag. This is the average number of inches that the group may move over grassy terrain. Other terrain types affect this movement amount see *Terrain Effects* for details. Groups may move over objects if the object is less than one man high. Also groups or parts of groups may climb onto objects if the object is less than one man high.

A group must stop moving if it passes within 2 inches of an enemy group. If a group stops in this way the two groups are considered to be in melee combat. If a group starts its movement within 2 inches of an enemy group it may move to disengage from the enemy.

A group may divide into smaller groups before moving. Once the groups have split they may move separately and each will require a group tag.

Two groups may join into a larger group if they are of the same type and both group end their movement within 2 inches of each other.

Groups with missile ratios may choose to fire a missile instead of moving. See *Missile Fire* for more details.

A player may move the groups in any order that he wishes. Once all his groups have been moved any melee combat is resolved.

## Attacking

When two enemy groups are within 2 inches of each other then melee combat begins. In melee combat, the number of men in each group is totaled.

The group tag lists the melee damage as a ratio. For example: 5/1. This ratio should be read as “five men to kill one man”. For every five men in the first group, one man dies in the second group. Next, the second group gets a counterattack. Any men that do not fit into the ratio then produce seeds. See *Combat Seeding* for more information. Again, apply the ratio listed on that group’s tag. If either group has armor, subtract that value from the losses that group has sustained. Lastly, players then remove their own men, which have been killed, from the battlefield. The melee is then considered finished.

If two groups of men from one force are within 2 inches of the same enemy group at the end of their movement, all groups are considered part of the melee. In this case, both attacking groups apply their ratio to the enemy unit. The enemy unit then may apply its counter attack kills to one group or both groups dividing the kills in any way desired.

If one group of men from one force is within 2 inches of two enemy groups at the end of their movement, then all groups are considered part of the melee. In this case, the attacking group may apply its kills to one group or both groups dividing the kills in any way desired. The counter attacking groups may apply their combined kills to the attacking group as usual.

### Combat Seeding

Very often a group has less men than fits in a combat ratio. For instance, peasants have a melee ratio of 5/1. This particular group of peasants only has 4 men. Normally, this would mean that this group could not be used for combat. Combat seeding allows this group to inflict damage and continue to be useful in battle.

In any, melee or missile, situation where extra men are not included in a kill ratio, the men generate one seed per extra man. The seed is placed next to the group tag. If the group engages in combat again the next turn without moving (group position reforming allowed) then the seeds are counted as men in the ratio in the next turn. Any seeds counted are then removed.

### Terrain Effects

Open terrain without markers of any kind is considered grassy terrain. While moving on grassy terrain, groups move the distance listed on the group tag.

On moving through different terrain areas, the movement bonuses or penalties are in effect the entire move that the group transverses that terrain. This applies even if the group moves fully beyond the terrain. For example, a group of horsemen stand on the edge of swamp terrain. The swamp terrain is only 4 inches wide. The horsemen intend to pass through the swamp. The horsemen’s normal move is 12 inches. The penalty for swamp terrain is one half movement. So the horsemen may only move 6 inches. Since they are passing through the swamp, they clear the swamp using 4 inches of their movement. Since the movement penalty is in effect the entire move, that the group transverses that swamp, they may move the last 2 inches to finish their movement.

If any terrain modifier creates a movement of less than one inch then the group may one inch.

Consult the *Terrain Modifiers* table on the **Players Tables** for the effects of different terrain on movement.

### Missile Fire

Groups with missile ratios may fire instead of moving. To fire, the number of men in the group is totaled. The group tag lists the missile damage as a ratio. For example: 3/1. This ratio should be read as “three men create one missile”. For every third man in the group, the player may attack using one marble.

To attack with marbles, hold the wooden ruler so that one part of it is directly over the missile group at any height desired. Aim the ruler in the direction of the intended target. The ruler should slant towards the target. Then roll the marble down the ruler’s center groove. The ruler should remain still and the marble should be allowed to roll under its own motion. No acceleration of the marble by hand motion or ruler motion is allowed.

Any man, that the marble knocks over fully, is considered killed and is removed from the battlefield immediately. Men that are knocked over but do not fall completely because they rest against live men are not killed. Men that are knocked over but do not fall completely, because they rest against dead men or objects, are considered killed and are removed from the battlefield immediately.

If battlefield structures are knocked down and they knock over men, the men are removed as if they were hit directly by missile fire. Collapsed structures, however, are not removed from the battlefield.

Any men from the same force or controlled by the same player as the missile attackers that are knocked, following the same rules above, are also killed.

#### Advanced Actions

These are actions take a group may take instead of normal movement.

**Build Structures-** During the game set up, a player may have allotted gold to building structures. If the player chooses to do so, the pieces of the structures may be purchased but not placed on the battlefield. Then during the battle, a group may announce that they are building a structure. Once per turn a piece of structure may be place on the battlefield in the location of the group. The men in that group may be placed around the pieces to provide cover for themselves as the structure is built. A group must have at least 3 men to build structures.

**Destroy Structures-** During the game set up, a player may have allotted gold to building structures. If the player chooses to do, the player may instead use those points to tear down a structure piece by piece. If a group is within 2 inches of a piece of a structure, the player may

choose to remove that piece if he can buy it using gold. The piece is then removed from play. A group must have at least 3 men to destroy structures.

**Ballistas & Catapults-** Siege weapons require a crew of at least 2 men to fire and move. The crew must be within 2 inches from the siege weapon in order to claim possession. If men from enemy groups are within 2 inches of the siege weapon, then no one controls that weapon during that turn.

If a player has possession of a siege weapon at the start of his turn, then the player may move the siege weapon or fire it.

The siege weapon moves 1 inch for every man that is within 2 inches of it. Therefore if a player has 3 men assigned to the siege weapon, the siege weapon may move up to 3 inches. The maximum distance that the siege weapon may move in one turn is 6 inches. The men accompanying the weapon should be considered as moved for that turn.

If a player has possession of the siege weapon and has not moved it this turn, he may fire it. The siege weapon may be rotated in place to face any direction desired. The marble is then loaded. The ballista may be tilted on its' pivot to any degree desired. The catapult's arm may be retracted to any degree desired. Damage from the siege weapon is treated the same way as standard missile fire.

#### Playing Piece Specifications

All pieces representing men should be made of wooden dowel. The following table details the specifics.

<u>Race</u>	<u>Dowel Thickness</u>	<u>Dowel Length</u>
Humans	¾ inch	2 inches
Dwarves	1 inch	1 ½ inches
Elves	½ inch	2 ¼ inches

## Player Tables

### Combat Groups

<u>Unit</u>	<u>Cost</u>	<u>Move</u>	<u>Melee</u>	<u>Missile</u>	<u>Armor</u>	<u>Special</u>
Peasants	2	6	5/1	-	-	-
Infantry	5	6	3/1	-	-	-
Heavy Infantry	5	3	3/1	-	1	-
Pikeman	7	6	4/1	-	-	2/1 against Horsemen
Archers	8	6	4/1	3/1	-	-
Knights	10	3	2/1	-	2	-
Horsemen	10	12	3/1	-	-	-
Heavy Horsemen	12	12	3/1	-	1	-
Hero	x1.5	9	*	*	-	* Lowers ratio by 1. 1 per group max.

### Building Costs

<u>Block</u>	<u>Cost</u>
Small	1
Medium	2
Large	3
Huge	4

### Terrain Modifiers

<u>Terrain</u>	<u>Modifier</u>
Grass	-
Swamp	-1/2
Road	+1/2
Water	-3/4