

**Wood Wars**  
**Battle Compendium**  
Compiled by Chuck Henry  
Additional Rules and Variants for Tim Lowell's Wood Wars  
Version 1.0

**Shield Tokens:** (From the Wood Wars Website) A Variant Rule for Wood Wars - Use one or the other, but not both in the same game. Shield tokens represent more heavily armored units, able to advance under heavy missile fire with fewer casualties or more fast moving groups.

1. Each player's army is given an equal number of shield tokens at the start of the game, about three through six each. A Shield may be spent at any time by either player to reduce the number of casualties suffered from non-magical combat by one. A pawn hit by arrows is stood upright or a pawn lost in hand to hand is not removed. When a shield token is used, it is removed from the player's pool.
2. Players may purchase shield tokens at a cost of 3 points each. These tokens are placed next to the standard unit designation tokens, but they remain with a unit as it moves and may not be traded between units (unless of course as a result of a route and "link-up" with a larger unit). These tokens are used in the same way as rule variant #1 above.

**Hidden Disks:** (By Steffan O'Sullivan "Review by SOS" 2000) simply keep the disks face down until the units come within 12" (30 cm) of an enemy unit. This would allow a surprise Archer attack, for example, or be a good way to disguise your King's Elite until they're close enough to do some major damage. Probably a realistic rule, actually - you might see the enemy coming, but not know what type of unit it is until they're closer.

**Additional Units:** (By Steffan O'Sullivan "Review by SOS" 2000)

**Cavalry** would be very easy to implement. The simplest version would be to give them a 2:1 ratio, like Warriors, but a 12" (30 cm) move. Their cost would probably be three points each. You have enough blank disks to make up stickers for these extra unit types, by the way.

**Pikemen** are the next logical step - you've got to have some defense against Cavalry, after all! They'd have a 1:1 ratio against Cavalry, but 2:1 otherwise. They'd cost three points each.

**Rangers** are a logical necessity if you use "Hidden Disks", of course! Somebody's got to scout out the enemy units ... A Ranger is very similar to a King's Elite in the following ways:

1. He is immune to the morale rules - that is, may travel alone,
2. He fights at a 1:1 ratio, and
3. He costs four points

A Ranger is different from a King's Elite in the following ways:

1. He gives no morale bonus to other units
2. A single Ranger may travel alone without being the King
3. He cannot be attacked while in woods or rough terrain - but neither does he stop an army from moving by him.

**Flank and Rear Attacks:** (From the Wood Wars Website) If a unit is attacked by two or more units in what would obviously be the unit's flank or rear, the attacked unit loses two extra pawns per turn of hand to hand.

**Optional Magic Spells:** (From the Wood Wars Website) As there are only four spells in the game rules, a few more are provided here, as well as some optional rules concerning the wizard's race and spells he may use. Spells usable by any race of wizard have no markings while those available to only specific races are noted.

Earth Elemental: Best represented by a small pile of rocks or pebbles. The wizard raises a shambling mass of rocks to fight the enemy. It has a movement rate of 4", combat ratio of 1:1, is immune to missiles and magic. It will fight until destroyed or until the wizard who raised it is destroyed. One elemental per wizard at a time.

Living Forest: Not available to orcs and kobolds. This spell may be cast on a forest no larger than a foot in diameter that is within eighteen inches of the wizard's unit. The forest animates and moves up to six inches in any direction. Any pawns that occupy the woods' path of movement and new location are crushed. Optionally, a coin may be flipped for each pawn, with a winning result saving the pawn.

Teleportation: The wizard may teleport himself only up to 24 inches in any direction. This may be cast at any time during a turn, provided the wizard has not cast a spell.

Necromancy: Not available to elves and dwarves. Allows the wizard to raise one fallen pawn from either side per member in the wizard's unit. The newly raised zombies fight as human warriors regardless of their current type. They will remain in play for two full turns. After which, they may not be raised again and are removed from the table.

**Magic Strength Rule:** (From the Wood Wars Website) A wizard draws energy from his unit of guards. As the maximum number of members in a wizard unit is five, spells now have a point cost from 1 to 5. As a wizard's unit is reduced in number, the available spells are reduced. Point costs for spells are listed below.

Heal.....	1 point
Teleportation.....	1 point
Valor.....	1 point
Swiftness.....	2 points
Fireball.....	3 points
Living Forest.....	4 points
Earth Elemental.....	5 points
Necromancy.....	1 point per 1 zombie

## Sources

Wood War website, Tim Lowell ~ <http://www.jimcorn.com/gpage3.html>

"Review by SOS" 2000, Steffan O'Sullivan ~ <http://boardgamegeek.com/thread/151748>