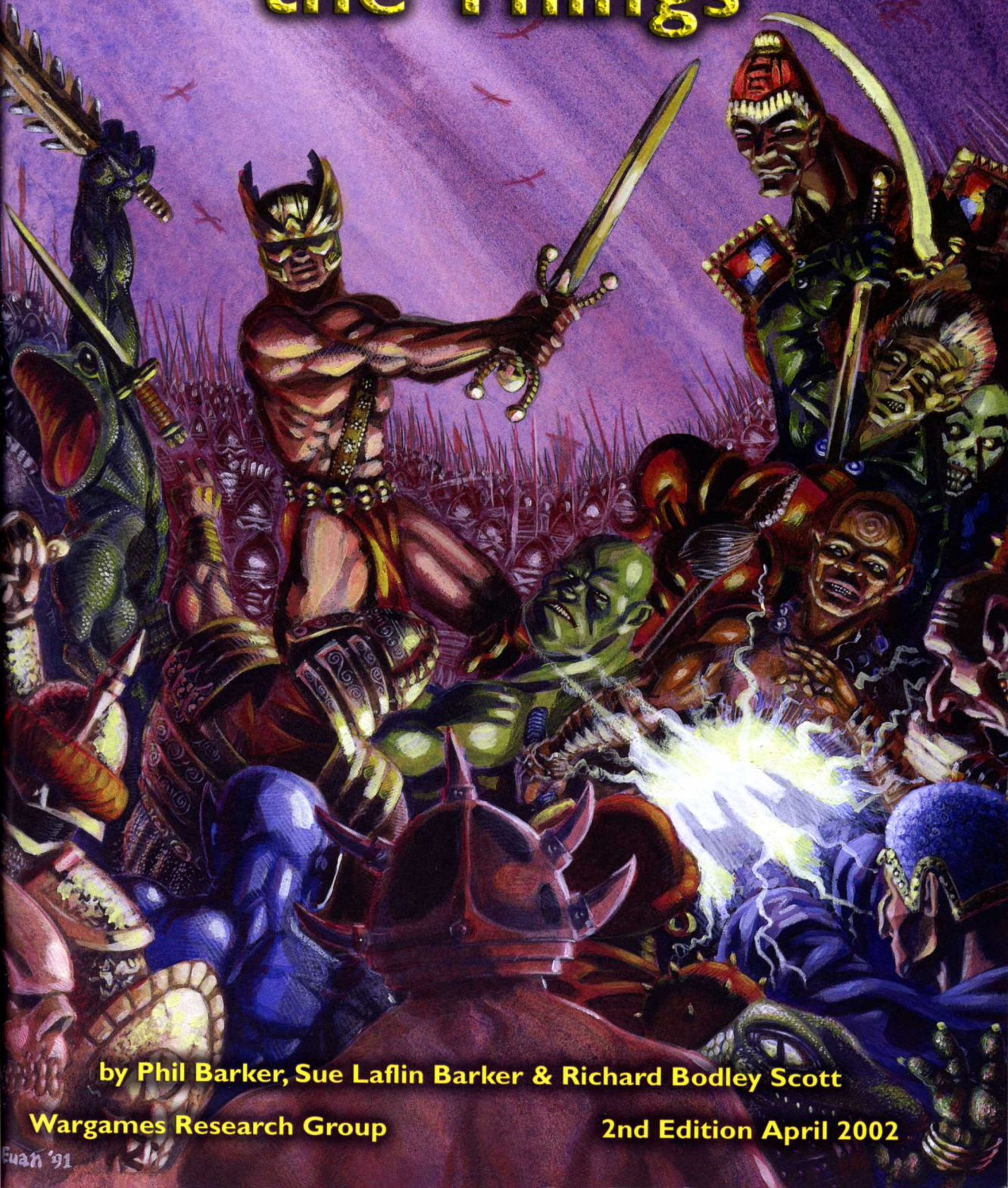


Hordes of the Things



by Phil Barker, Sue Laffin Barker & Richard Bodley Scott

Wargames Research Group

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hordes of the things

here be elven archers and riding beasts
that fly,

here be dwarven axes and trolls that
crunch on bone,

here glorious mortal heroes unafraid
to die,

here the deadly sorcerer bespelling all
alone.

all on the fated battlefield neath their
master's eye.

one dice to rule them all,
one dice to line them,
one dice to move them all,
and in the melee try them.

on the wargames table, neath the
player's eye.

HORDES OF THE THINGS

SIMPLE FAST PLAY FANTASY WARGAME AND CAMPAIGN RULES WITH ARMY LISTS

INTRODUCTION

These rules for heroic fantasy wargames stem from our almost embarrassingly successful alternative ancient and medieval rules titled "De Bellis Antiquitatis". We hope it will serve as a partial antidote to sets of fantasy rules which have both grown steadily more complex and departed further and further from what must be described, possibly slightly tongue in cheek, as "authentic" mythology. We see no reason why fantasy warfare should not be as well researched as any other, the difference being that the sources are classical mythology, traditional folk tales and epics, and the works of modern fantasy fiction and cinema.

Our rules do not pretend to a particular connection to any works of fantasy fiction, not even to the sadly under-appreciated BBC radio serial of the same name, and any mention of characters or peoples appearing in such is only by way of comment or example. Players wishing to pursue such comments further can do no better than to read the books themselves.

Army lists referring to specific works of fiction are included by the express permission of the authors when living. We are happy to report that only one author of those approached with drafts withheld permission. Indeed some were quite enthusiastic.

Our intent is to provide the simplest possible set of fantasy wargames rules that retain the feel and generalship requirements of battle. We start from the assumptions that spell selection must not be a more important skill than generalship, that the results of magic or command decisions can be shown rather than the minutia of communication or spell casting, and that differences between troops of the same general class are relatively unimportant. The resulting system is much more subtle than may be immediately apparent.

The average player has memorised the battle rules part way through his first game, but tactical skill, especially in the use of aials and magic, takes longer to develop. A game usually lasts less than an hour. Stylised campaigns involving as many as ten armies can be completed in a single day. Relatively few figures are required for an army.

This second edition adds additional explanatory text and diagrams and casts the net of its suggested army lists even wider to match the ever-expanding multiverse.

Lastly, our qualifications. All three authors are life long fantasy readers, and two have appeared in fantasy novels as Filbarrka the zorca-expert and Queen Zenobia the Subtle !

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OVERVIEW

In this game two players (or teams of players) select armies of miniature figures from the lists in this book or make up their own using a points system. For ease of handling, multiple figures are glued to rectangular bases called elements. One player sets up pieces of terrain representing woods, hills, marshes, rivers, towns, etc. on a square board. The other player picks which board edges are to be each player's home edge. Then the players place their figures on the board. They then take turns moving their figures and resolving shooting and close combat. At the start of each player's bound (turn), that player rolls a single 6-sided dice and the number that comes up (PIPs) is the number of elements or groups of them that can be moved. The player can then move any of the elements of his/her army up to that limit, according to the distances allowed for each troop type. The players then resolve bespelling, shooting and close combat according to the methods given in the rules. It is then the other player's bound. They alternate until one player achieves the victory conditions, then shake hands and play another game.

