

HAMMER WARS



Introduction

Hammer Wars is a miniatures wargame designed to be played with any miniatures you have at hand. The rules are perfect to play large battles with a mix of miniatures to create crazy scenarios (tau vs lizardmen? nazis vs dinos? anything goes!).

All you need to play the game are some miniature soldiers, a flat 6'x4' playing area, a measuring tape in inches and a couple of six-sided dice. The game can be played with miniatures of all sizes, from 6mm to 28mm.

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Thank you for playing and happy wargaming!

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Hammer Wars – Core Rules v2.0.0

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General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference. Have fun!

Units: Each unit consists of one or more models acting as a single entity.

Quality Tests: Whenever you must take a Quality test roll one six-sided die trying to score the unit's Quality value or higher, which counts as a success.

Line of Sight: If you can draw a straight line from the attacker to the target without passing through any solid obstacle, then he has line of sight.

Before we begin...

Preparation: The game is played on a flat 6'x4' surface, with as many terrain pieces as you like, and each player may take up to 750pts worth of units in his army, with only 1 hero allowed. The players roll-off, and the winner picks on what table edge to deploy first, then players alternate in placing one unit each within 12" of their table edge until all units have been deployed.

Mission: After 4 rounds the game ends, and both players sum the point value of all enemy units that they killed. The player with the most points wins.

Playing the Game

The game is played in rounds, in which players alternate in activating a single unit each until all units have been activated. The player that won deployment goes first on the first round, and in each new round the player that finished activating first in the previous round goes first.

Activation

The player declares which unit he wishes to activate, and it may do one of the following:

Action	Move	Notes
Hold	0"	May shoot.
Walk	6"	May shoot after moving.
Run	12"	May not shoot.
Charge	12"	Move into melee.

Moving

Units may move and turn in any direction regardless of the models facing, and they may only move within 1" of other units if charging. All members of a unit must remain within 2" of at least one other member and within 12" of all other members.

Shooting

All models in a unit that are in range and have line of sight to an enemy unit may fire at it. Shooting models take one Quality test per model, and each success is a hit. The target then takes as many Quality tests as hits, and each success is a block. Every unblocked hit causes a wound. For every wound remove one model from the target unit (defender may remove them in any order).

Melee

Charging models move into contact or as close as possible to enemy models, and then defenders do the same by moving 3". All charging models within 2" of an enemy may attack with all melee weapons, which is resolved like shooting. Then any remaining defenders may strike back in the same way. Once both sides have attacked compare how many wounds each unit caused, and if one caused less then it must take a morale test. If either unit is destroyed the other may move by up to 3", if not then charging models must move back by 1".

Morale

Whenever a unit takes a wound which brings it down to half or less of its total size/tough, then it must take a morale test. The unit takes a Quality test and if failed it is Pinned (spends next activation idle and gets Unwieldy). If the failed test was from Melee and it is down to half or less of its total size/tough, then it Routs (remove from play).

Terrain

Cover (forests, ruins, sandbags, etc.): Units with most models within or behind cover terrain ignore shooting hits on 5+ (doesn't stack with Armored).

Difficult Terrain (woods, mud, rivers, etc.): Units moving through difficult terrain can't move more than 6" at a time, regardless of action.

Unit Types

Horde: 15 models with Quality 5+.

Regulars: 10 models with Quality 4+.

Elite: 5 models with Quality 3+

Monster/Walker: 1 model with Quality 4+. The unit has 10 attacks in Melee and Tough(10).

Vehicle/Warmachine: 1 model with Quality 3+. The unit has 0 attacks in Melee and the special rules Armored, Shooter(Long) and Tough(10). When this unit shoots it rolls 5 dice instead of 1.

Hero: 1 model with Quality 2+. The unit has 3 attacks in Melee and the special rules Armored, Leader and Tough(3)

Special Rules

Armored: Whenever this unit takes hits roll one die, on a 4+ it is ignored.

Fast: This unit moves 9" when using Walk actions and 18" when using Run/Charge actions.

Fearless: This unit may re-roll failed morale tests.

Fire/Poison/Piercing: Whenever this unit hits on a roll of 6 it causes one automatic wound.

Frenzy: This unit may re-roll failed hits in Melee.

Flying: This unit may move through other units and obstacles, and it may ignore terrain effects.

Intimidating: When in Melee enemy units without this rule must take a morale test. If failed they must re-roll successful hits.

Leader: When this unit is activated roll one die, on a 4+ target friendly unit within 6" may immediately take one action.

Mounted: This unit has 2 attacks when charging.

Regeneration: Whenever this unit takes wounds roll one die, on a 5+ it is ignored.

Shooter (Short): This unit may use shooting attacks with a range of 12".

Shooter (Medium): This unit may use shooting attacks with a range of 24".

Shooter (Long): This unit may use shooting attacks with a range of 36".

Slow: This unit moves 3" when using Walk actions and 6" when using Run/Charge actions.

Stealthy: This unit is deployed after all other non-stealthy units have been deployed. You may place this unit anywhere on the table over 12" away from enemy units (if both players have stealthy units roll-off to see who deploys first).

Strider: This unit treats difficult terrain as open terrain for the purpose of movement.

Transport: Friendly units may use Walk actions to embark/disembark from the transport. Only one unit of Horde, Regulars or Elites may be carried at one time. If the transport is destroyed the carried unit is placed within 6" and is Pinned.

Tough(X): This model must accumulate X wounds before being killed.

Undead: This unit always passes all morale tests.

Wizard: When this unit is activated it may cast one of two spells before doing anything else. Roll one die, on a 4+ it is cast.

- **Fireball:** Target enemy unit within 12" takes D6 hits with Fire.
- **Lightning Bolt:** Target enemy unit within 18" takes D6 hits.

Unit Creation

When preparing your armies you will have to create units based on whatever models you have. There are two steps to unit creation: you have to select a unit type and then add special rules. Based on those you will have a points value for the unit.

Unit Type: Pick one of the unit types below and the associated points are the unit's base cost:

Type	Cost
Horde	90pts
Regulars	90pts
Elite	60pts
Monster/Walker	90pts
Vehicle/Warmachine	200pts
Hero	65pts

Special Rules: Pick up to three of the special rules below and add the associated points to the unit's base cost. This will give you the unit's total value.

Special Rule	Cost
Armored	+30pts
Fast	+15pts
Fearless	+15pts
Fire/Poison/Piercing	+30pts
Frenzy	+15pts
Flying	+30pts
Mounted	+30pts
Regeneration	+30pts
Shooter (Short)	+30pts
Shooter (Medium)	+60pts
Shooter (Long)	+90pts
Slow	-15pts
Stealthy	+30pts
Strider	+15pts
Transport (only if vehicle)	+15pts
Undead	+30pts
Wizard (only if hero)	+15pts

Example: You have a group of orc models with bows. The orcs don't look very skilled so we will count them as a Horde for 90pts. Since the orcs have bows we will give them the Shooter (Medium) special rule +60pts. By adding the two together we get a total points value of 150pts.