

Battlefields & Banners

Miniatures Wargaming With Tunnels & Trolls

This is a miniatures wargame system designed to integrate easily with the Tunnels & Trolls roleplaying game, your Tunnels & Trolls characters may be used as officers or heroes in Battlefields & Banners. You will need a copy of whichever edition of T&T you prefer to be able to play this game, it is not a standalone document. All rules are as written in that book except where modified here. The game is scaled to use the somewhat nebulous 28mm, or Heroic, scale of miniatures. Simply by changing the ground scale and altering the movement rates to suit however any other scale may be used. These models should be based on square bases of any appropriate size. 30 miniatures a side will provide a good little diversion for an hour or so, but games can be played with any number of figures. Ordinarily, of course, the numbers on each side will be decided by the needs of your Tunnels & Trolls campaign.

As well as dice and miniature figures you will also need a tape measure, a few counters to mark things such as Wavering, a flat space to play on and some terrain features to put on it.

Organising Your Troops

Your soldiers will need to be organised into Elements. These can be of any size; multiples of 5 are traditional but not necessary. Troops on their own are considered to be Individuals and will ordinarily be heroes or large monsters.

Each Element should be rolled up as if it were a character, with all soldiers in the Element considered to have the same Prime Attributes. There is an additional Prime Attribute for Elements in this game that will also need to be rolled: Courage (COR). It is not modified by any Kindred.

If you prefer not to roll for the attributes (you will be trying to match figures already in your collection after all) you can consider them all to be the average of 10.

After modifying the Prime Attributes for Kindred, you will then be allowed to increase those Attributes based on the training of the Element. Elements can be either Rabble, Trained or Elite. Rabble may not increase their Prime Attributes. Trained Elements have 6 points they can split between their attributes to increase them. Elite Elements have 12.

As well as Combat and Missile Adds, an Element or Individual with a CHA over 14 (or below -14 if negative Charisma is your thing) will have Rally Adds (1 for each point over 14). Rally Adds will add to any COR saving roll made by an element. Elements in base contact with an Individual may use its Rally Adds instead of their own if they're better.

The Element will then need to be equipped with weapons, armour and ammunition from the Equipment Lists given in Tunnels & Trolls, keeping in mind the Strength and Dexterity requirements. These should be based on what is carried by the models.

Elements will not have a Character Type, Individuals might however.

Finally the Element will need a name, such as Kangax's Crushers.

All this information should be recorded on a little slip of card or something and kept nearby.

If you prefer, you can use an MR to represent the whole unit, particularly for Individual Monsters. They will not need a COR rating, as this will be considered part of their MR.

Models within an Element must remain in base contact with another member of their Element at all times, unless they are in Open Order where there should be a roughly 1cm gap between each Element member.

The Game Master

If you have a neutral Game Master to run the game, then a written order system should be used and all turns considered to be simultaneous. Orders should be assigned to groups of Elements at the start of the game and should be as specific as possible. You should also have prepared a set of standing orders that apply to all troops or specific groups or elements to deal with certain situations, such as what to do when they are charged by troops or if they see something unusual or unplanned for. You can also come up with a set of horn signals to change everyone's orders when they hear a set pattern of horn blasts (as recorded by you). A standard one of these is the signal to withdraw, but you can also enact sudden sweeping formation changes and all sorts of things using horn blasts. Be careful that your opponent doesn't learn your signals and attempt to cause confusion by using them. You will also need a few Individual runners to carry messages in the event that you need to change some orders during the game. The GM will move and act with the troops in accordance with their orders (usually).

If you don't have a neutral GM to adjudicate the written orders, no order system should be used. Instead, move your own troops as you wish. You should take it in turns to move, declare shooting, roll to rally first etc in each game turn. The effects of all these will still be considered simultaneous. It might help to imagine that a wizardly communication system is allowing the general a perfect picture of the battlefield and grants them perfect control over their troops. Playing without a Game Master will require an element of co-operation between the players involved. Remember, in war there is no winner. Any wargame is about roleplaying just as much as Tunnels & Trolls is.

Ground Scale

Is considered to be 1":6' (2 yards). All ranges given in the Tunnels & Trolls rulebook should be divided by 6 if given in feet and by 2 if given in yards, and then rounded to the nearest whole number.

Damage

To reduce headache, rather than being spread out between all individual models involved in combat as normal, damage should be assigned to one individual model in an Element until it is killed before moving onto the next. If a combat involving multiple elements occurs, combat dice should all be rolled together, and damage split between all involved enemy Elements.

Setting Up The Game

If a GM is present, they will set up the terrain and deploy troops as per the scenario they have prepared. If no GM is present, players should place terrain in any mutually agreeable fashion and take it in turns to place all their troops within 6" of their board edge. If preferred, troops could come into the board edge in column from the centre of the board. Line your troops up in column order somewhere off the table, they must come in in that order. Troops may be designated as being in Open Order at the start of the game.

Terrain can be roughly classified in the following way:

- Obstacles, which cannot be moved or seen through, such as cliffs and buildings
- Hills, which may not be seen through but give a sight advantage when on top of one
- Bad going, including woods, which limits movement and causes problems for troops not in Open Order
- Interruptions, such as walls and streams, which interrupt movement but may be defended

The Game Turn

Progresses through the following phases:

- Magic
- Missiles
- Movement
- Combat
- Rally

The Magic Phase

In this phase, all Wizards may cast spells as normal. Some of these spells may need a little bit of discussion or GM ruling to decide how they interact with the battle. Any hits caused during this phase should be recorded in case they affect a Combat later in the turn.

Missiles

In this phase, all troops armed with missile weapons may fire them at enemies within range and line-of-sight (i.e. not blocked by cliffs, hills or other bodies of troops). Line-of-Sight is limited to 2" through woods and forests. Troops on top of hills can shoot over lower troops and terrain features. Up to two ranks of troops may fire in a body of troops. Foot troops may only fire within a 90 degree forward arc. Mounted troops may fire in a 360 degree arc. To save time, the missile fire system from 4th and earlier editions of T&T should be used, as follows:

| Dexterity Rating (minus STR and CON losses) | Close Range (up to 2") | Medium Range (2"-17") | Long Range (Over 17") |
|--|-----------------------------------|----------------------------------|----------------------------------|
| 0-6 Rotten | 1 | Miss | Miss |
| 7-9 Very Bad | 1-2 | Miss | Miss |
| 10-12 Bad | 1-3 | 1 | Miss |
| 13-15 Poor | 1-4 | 1-2 | Miss |
| 16-18 Passable | 1-5 | 1-3 | 1 |
| 19-21 Fair | 1-6 | 1-4 | 1-2 |
| 22-24 Keen Eye | 1-6 | 1-5 | 1-3 |
| 25-27 Excellent | 1-6 | 1-6 | 1-4 |
| 28-30 Marksman | 1-6 | 1-6 | 1-5 |
| 31 or Better | 1-6 | 1-6 | 1-6 |

All numbers given are the die roll required to hit on a single six sided dice by each model firing. All firing dice from an element should be thrown at the same time.

These odds should be altered by the following modifications if relevant:

| | |
|--|----|
| Firing at an Individual or an Open Order element | -1 |
| Firing from a horse or other mount | -1 |

Damage for all hits is then applied as normal. Hits received from Missile Fire should be recorded so that it can be included as part of the hit total of any Combats that might occur later in the turn.

Once fired a weapon must be reloaded before it may be fired again. Reloading is done in the Movement phase. Weapons that require cranking or priming, such as a crossbow or firearm, require 2 movement phases to reload. Other weapons (including thrown weapons, which must be drawn) require 1 movement phase to reload.

Movement

All movement is at the following rates:

| | |
|---|-----|
| Foot | 6" |
| Mounted | 12" |
| When not all models are facing forward | 3" |
| Open Order | +1" |
| Encumbered (more than 6 hits of armour) | -1" |

Different rates may be applied to unusual creatures as necessary.

If moving through woods or other rough going, movement is limited to 6" before modifications. If a wall, hedge, stream or other interrupting terrain is reached, a foot Element must stop next to it. It may then cross it without penalty in the next turn. A mounted Element must attempt to jump it. A 1st Level CHA saving roll should be made to persuade the mounts to cross, otherwise they will stop next to the interruption and must move away before they may try again.

All movement made by Elements (but not Individuals who may move as they like) should ordinarily be directly forward. Elements may wheel forward around their end freely, except for Rabble who may not wheel. An Element may not wheel backwards or about their centre unless Elite. An element may make a single 90 or 180 degree turn (i.e. turn each model in position) for free, any further turns will cost a quarter of their movement for the turn.

Instead of moving an Element may spend it's turn Reforming, which allows you to reposition any models within the Element anywhere you like as long as at least one model stays where it is and the rest are positioned in base contact with another model. If in combat, you may Reform unengaged models. When Reforming an Open Order element they may close up into ordinary order and vice versa.

Mounting or dismounting costs half a move.

Elements with an MR can move in any direction they wish and put models wherever they like in base contact with each other.

Instead of moving, an Element may reload (as above). Mounted troops may reload and move at the same time, except that cranked or primed weapons with more than 4d must dismount to reload. Elements in chariots or howdahs may reload any weapon without penalty to movement.

If moving into combat against a faster enemy, they have the opportunity to Evade if they wish (or if in their orders). Make opposed saving rolls, adding each sides movement rates after modifications for open order etc. If successful, the evading side may move 3" away from the Element that contacted them.

Combat

Combat is resolved as per the Tunnels & Trolls rules, with all models in base contact with enemy troops allowed to participate. If a model is armed with a weapon over 6' long (as recorded in the equipment list) it may attack over the heads of it's friends allowing a second rank to fight with 1 less die. A weapon over 10' in length allows a third rank to fight with 3 less dice.

Elements with an MR need not worry about what models they have engaged, they all count toward the hit point total and should be spread out so that as many of them contact the enemy as possible at the beginning of the Combat phase.

Hits taken during the Magic or Missiles phases count toward Combat resolution as normal. When assigning damage to the losing side, any damage caused to them by magic and/or missile fire should be removed from the total (they don't get damaged twice).

The Spite Damage rule should definitely be used (6's rolled by the losing side result in 1 hit of damage taken by the winning side).

The losing side is pushed back 3" (unless they are defending a wall, hedge or other fortification), the other side must follow them (unless they are defending a wall, hedge or other fortification).

Rally

In this phase you may attempt to rally any routing Element that is closer to friendly troops than it is to enemy troops. To rally, a Lvl 1 COR saving roll should be made. If successful the routing unit will stop routing and may act normally again.

Morale

A Morale Test is a Lvl 1 COR saving roll which must be made by an Element or Individual under the following circumstances:

- If in Combat with an Element with at least twice as many models unless defending a wall, hedge or other fortification or at least twice their height.
- If in Combat with an Element or Individual with models twice as tall
- (both of these tests must be made before dice are rolled for combat)
- When pushed back in Combat
- When first shot at this battle
- When 50% casualties are taken, and each time a model is lost after this
- When a friendly Element or Individual is destroyed or routed within sight
- When contacted to the flank or rear

If the saving roll is failed, the Element/Individual is now Wavering. Wavering troops may not move (except to push back and follow up), and must take any further Morale Tests at Lvl 2. If any Morale Tests are failed whilst Wavering, the Element/Individual will be routed.

A Wavering Element/Individual may attempt to Reform in a Movement Phase when not engaged

with an enemy. A Lvl 1 COR saving roll (not a Morale Test) is made and if successful they will no longer be Wavering.

Routing troops will move toward their own board edge (moving around obstacles etc) during subsequent movement phases, may not fire missiles and may attempt to rally in Rally phases. A routing Element/Individual does not get to cause any hits in Combat, so all hits rolled by an enemy will be taken as damage. An Element or Individual in contact with a routing enemy that moves away from it must pursue them with their normal move unless a Lvl 1 CHA saving roll is made (you can always choose not to take the roll if you want to pursue).

An Element or Individual that has an MR does not take Morale Tests and does not Waver or Rout. When it would normally be forced to take a Morale Test it loses 2d6 MR points instead.

Unformed

An Element is considered to be unformed under the following circumstances:

- If in woods or other bad going and not in Open Order
- If in Combat whilst some of the Element is on the other side of an interruption (walls etc)
- If in Combat with an enemy defending walls, hedges or other fortifications

Unformed Elements roll one less dice in Combat with each model, and must take COR Saving Rolls at 1 level higher than normal.

Victory

Is dependant on the scenario or the needs of the campaign. If playing without a GM, both players should agree on a victory condition before setting up the game. This could simply be when there are no un-routed troops left on the opposing side.

More Ideas

Shieldwall

An Element equipped with shields bigger than a buckler may declare at the start of their Movement that they are forming Shieldwall. An Element in Shieldwall halves it's movement until they decide to break Shieldwall. All armour values derived from shields in a unit in Shieldwall are tripled in melee or doubled against missile hits. An Element about to fight a round of Combat with a Shieldwall element may attempt to break its Shieldwall by making a Lvl 3 STR saving roll. If the breaking Element moved into contact this turn they may add the distance they moved to their saving roll. If at least part of the breaking unit is armed with pole arms the saving roll required is reduced to Lvl 2. A unit that loses it's Shieldwall in such a fashion must make an immediate Morale Test.

Shieldcastle

A Shieldcastle is more complete form of Shieldwall. It may not be performed by Rabble, a Trained unit may not move whilst in Shieldcastle and an Elite Element may move at half rate. Whilst in Shieldcastle all shield derived armour values are quadrupled. However, troops fighting out of a Shieldcastle in combat lose all their combat adds and one dice from their weapons. A Shieldcastle may be broken in the same fashion as a Shieldwall.

Horses

If it becomes necessary to know the Prime Attributes of a horse, they can be derived as follows:

STR and CON x2, IQ max. 6, DEX and CHA max 3

Chariots

Should be treated as an Element consisting of charioteers and horses. Chariots will tend to avoid melee if they can, being mainly used as a mobile archery platform or a method of quickly transporting elite troops.

Scythed Chariots

Scythed chariots are highly unusual and difficult to use weapons. A scythed chariot is used as an expendable shock weapon; it is driven toward a body of enemy troops and its driver leaps free some time before impact in the hope that the unfortunate horses will cause destruction and confusion. Scythed chariots can act as normal chariots, but can be sacrificed during the Missiles phase to launch at an Element within 12". The target Element is allowed a Lvl 2 LK save for the horses to get lost or lose interest, otherwise they will automatically hit dealing 6 dice of damage for the scythes (3 for each side) and 2 dice of damage for each horse the chariot has. This damage counts as Missile hits. With either result the chariot is immediately removed and the target Element must take a Morale Test.

Elephants and Other War Beasts

Should be created as an Element consisting of War Beast and riders. Ordinarily the War Beast will have a howdah or something similar on its back to act as a fighting platform for troops riding it. In order to attack, riders must have missile weapons or some sort of polearm at least 8' in length.

Prime Attributes for Elephants can be derived as follows:

STR and CON x10, IQ max 5, CHA max 3

Their STR multiplier means they roll 10 dice in combat.

A War Beast treats smaller enemy Elements as terrain Interruptions; which is to say it must stop next to an enemy Element and fight it, and then next turn may move through the Element freely (they will gladly move out of the way). An Element crossed in this way counts as Unformed for the rest of the turn.

Melee hits should always hit the War Beast rather than the riders, Missile Hits may be applied normally. If a War Beast should fail a Morale Test whilst Wavering, instead of Routing it will Run Amok. The Beast will pick the nearest Element (friendly or enemy), charge it, force its way through it and carry on in a straight line until it goes off the board.