



“Fire At Will, Men”

In the Beginning...

There was a clever wargaming hero called **Jim Wallman**. He was a talented Games Knight who inspired players all over the world with his revolutionary *free* on-line rules systems. People who had previously liked the idea of playing fantasy wargaming, but who had been put off by the `rules officialdom` of existing commercial companies - and by the ludicrous costs incurred by actually purchasing these weighty tomes of *rip-off-material*, instead turned (in droves) to **Jim`**s simpler, more enjoyable solution; and suddenly there was light.

“Charge At Will, Men” is a rules system which stems from the imagination of one clever individual. These 6mm generic fantasy rules are my extrapolated contribution to **Jim Wallman`**s original work... “*Follow Me, Men*”

These are rules for playing a wargame with 6mm strips of toy soldiers.

The setting for fantasy games is a (sort of) mixed dark ages, quasi-medieval European/Eastern environment. There are literally thousands of heroic fantasy books, TV series, and movies to choose from, most of which will inspire your games no end.

These are pretty much one brain cell rules. Why 'One Brain Cell'? Well, many sets of wargame rules these days are horrendously complicated, with big thick core rule books, dozens of additional supplements (usually at unreasonable expense) and exceptionally long and involved rule mechanisms that take ages to work out.

My old brain is too simple for all this, so as an alternative, these rules only require a single brain cell to use and understand. This tends to make games easy to learn and play, and, (amazingly) are just as much fun as the dense and complicated game rules for which you have to pay a King's ransom. Odd, isn't it?

So read on, and hopefully – enjoy ☺

Setting up the game

To set up a game you need a small playing area. A coffee table is ideal. Depending on the story you have in mind, this can be laid out with some nice looking terrain. A green cloth makes suitable ground to play upon. Model trees, lichen, sticks and small stones make fallen trees, hedges and undergrowth. Cottages, hovels, churches/temples, even castles can be purchased on-line at reasonable prices using a credit card or by creating a paypal account.

Next assemble and paint the toy soldiers (sorry, I mean fine... precision crafted miniatures, for the mature connoisseur).

Note on Scales: These rules have been written with 6mm toy soldiers in mind. 1" represents 20 paces. 1 figure represents 1 person, 1 monster, or 1 engine/artillery piece.

Most 6mm figures are arranged in strips of 5 models to a base. The base size of strips is a subjective matter so I leave this to individual gamers to decide what works best for them. Strips of figures are grouped together to form units – or formations. A formation can be anything from 1 to 6 strips of figures.

Individual heroes, leaders, beasts, chariots, behemoths & Monsters usually come in strips of one model per base. A Hero or leader may either be attached to a formation, or wander off and work alone... perhaps even joining a different formation. However, only one hero/leader at a time can be a part of a formation.

Trolls, Ogres, Giants, Chariots, Behemoth, Guns/Artillery can either work alone or belong to a formation *comprising similar figures*, but they may not join with other figure types.

Actions

In each game turn everyone gets to perform **Actions**.

Because these rules are so uncomplicated... uncluttered, and easy to learn, I am working on the assumption that players will be soloists... small groups of friends... or friendly club gamers... and not *official-ists* and tournament players. Therefore I have `done away with` a rigid turn sequence, and have reduced the Actions within any given turn to 2 distinct phases. Orders like: **Hold, Advance, Charge**, etc, can be given to formations, but this added rules complexity can be included by the gamers themselves if they decide to bring this factor to the table in their own games. Personally, I prefer to use an intuitive method (a sort of *free kreigspiel* approach) with my games.

The Sequence of working things out each turn goes like this:

1. Players can move their personal heroes/leaders and formations. Magic users can work out the effect of any spells they might cast.
2. Formations using ranged weapons may attempt to hit targets with ranged combat... also work out who kills whom. Work out archers and long range effects first.

Then work out melee.

Movement

Each individual strip moves up to the following maximum distance each turn:

Type	Distance (inches)
Lightly Armoured Soldiers, Archers, Crossbowmen, Goblins, Orcs, Ogre, Behemoths.	4
Armoured Men at Arms, Undead, Troll.	3
Horseman, Wolf rider, Chariots, Dragon.	7
Armoured Mounted Knight, Giant.	5
Carts, Engines, Other slow stuff.	2

Walls & Hedges: Obstacles can't be easily crossed. If crossing a low wall or hedge *stop* at the near edge of the obstacle, cross next move and continue up to half movement points.

Streams & Fords: A strip wading though a ford or shallow stream - *stops* at the near edge of the obstacle when it reaches the water's edge; then crosses next move but must stop on the far side for the remainder of that move.

Hills: Uphill movement, and movement through woods and light forest is conducted at half speed.

Dragon Movement: Dragons can ignore obstacles because they can fly.

Giant Movement: Giants ignore obstacles smaller than a house.

Elves: Elves and Trolls are not slowed by woods or forest.

Woods & Light Forest: Movement is reduced to half speed for most unit types.

Buildings: To enter a building - *stop* when the strip reaches the building edge; then allow it to enter next turn. Leaving a building slows a strip to half movement points for that turn.

Shooting

In order to shoot, archers and crossbowmen may not move in the same turn (unless a special ability says otherwise).

Archers. Roll 1d6 per strip shooting. *A strip is an individual base of figures (regardless how many figures are actually on each strip).*

Target Type	Range:	4"	8 "	12"
Peasants / Soldiers / Goblin / Orc / Undead / Goblins		4,5,6	5,6	6
Man at Arms		5,6	6	-
Horseman, Ogre		4,5,6	5,6	6
Chariot, Behemoth, Mounted Knight, Giant, Troll, Hero or Leader		6	6	-

Crossbows. Roll 1d6 per strip shooting.

Target Type	Range:	5"	10"	15"
Peasants / Soldiers / Goblin / Orc / Undead / Goblins / Man at Arms / Horseman / Ogre		4,5,6	5,6	6
Chariot, Behemoth, Mounted Knight, Giant, Troll, Hero or Leader		5,6	6	-

Dragon Breath. 1d6 per dragon breathing fire.

Vs target	Range:	5 "	8 "	12 "
Peasants / Soldiers / Goblin / Orc/ Undead / Man at Arms / Ogre /Horseman / Mounted Knight		4,5,6	5,6	6
Chariot, Behemoth, Giant, Troll, Hero or Leader		5,6	6	-

The

score in the table is the chance of a hit. One hit kills most people.

EXCEPT: It takes 5 hits to kill a hero/leader, or a Dragon, 4 to kill a Giant, 3 to kill a Behemoth or Troll.

Morale test

Things can make your models less keen to fight.

An entire formation is affected by the morale rules, whatever their type. *A formation is a group of strips all belonging to the same unit.*

Roll 1d6 when:

- The formation takes a casualty.
- The formation is surprised.
- If the player in command wants the group to take a test.

Add or subtract the following factors:

- 1 for each hero/leader casualty this turn
- 1 if fighting undead people and you're alive.
- 2 for each Noble casualty (anywhere in the game – if in sight) this turn
- 1 for each Noble casualty in game... from past moves (anywhere in the game)
- 1 visibly outnumbered at least 2 to 1, or if facing Trolls.
- 2 visibly outnumbered at least 3 to 1, or if facing Behemoth.
- +2 having a stirring speech from a friendly hero/leader this turn
- 1 having been directly and specifically insulted by an enemy hero/leader within 8" this turn.
- 1 if the group's hero/leader is not present
- 2 non-heroes/leaders fighting Dragons or Giants

Then check the result in this table:

Result

Score	Outcome
3+	Morale is fine - carry on as desired.
0-2	Formation may not move closer to any enemy forces. It has to pass a morale test next turn to move closer to the enemy.
Under 0	Formation must move away from the enemy as quickly as possible. It must pass a morale test next turn to stop running away.

The figure representing the hero/player (commander in chief) is never bound by these results and may fight or run away as desired.

Melee (or Hand to Hand Combat)

STEP ONE: Break the combat up into 'fights'. A fight is one stand vs. one or more enemy stands.

STEP TWO: For each 'fight' roll 1d6 per side, add the factors below and compare the scores

Factors in Melee :

Archer / Crossbow / Peasant / Goblin	-1
Orc / Soldier/ Undead	0
Man At Arms / Ogre / Chariot	+2
Knight, / Troll / Behemoth	+4
Hero	+4
Leader	+3
Outnumbered 2-1 by unengaged enemies	-2
Outnumbered 3-1 by unengaged enemies	-3
Outnumbered 4-1 or more by unengaged enemies	-4
Attacking an enemy behind a wall or hedge	-1
Attacking an enemy who is defending a building	-2
Charging into contact (first move only)	+1
Attacking on an enemy flank	+1
Attacking on an enemy rear	+2
Attacking Pikemen from the front	-1

Cavalry can not attack a building. Stands within buildings can not be pushed back.

The highest score wins

If they win by 1 or more - the loser is pushed back 2"

If fighting Goblins/Peasants - a win by 1 or more is a kill

If fighting Horsemen/Soldiers/Orcs/ Undead / *Archers - a win by 2 or more is a kill

* *including Crossbows*

If fighting Men At Arms/ Ogres/Trolls/Chariots - a win by 3 or more is a kill

If fighting Knights/Behemoth - a win by 4 or more is a kill

If fighting a Hero a win by 4 or more is a HIT (it takes 5 hits to kill a hero)

If the outnumbered side wins, it can kill/hit *only one* of its enemies that turn. Winner chooses which one. Choice can only be made against enemies who are adjacent. *At least half an attacking stand's frontage must be adjacent to an enemy to be classed as in a melee.*

EXAMPLE OF MELEE

4 orcs fight 2 mounted knights. So, this breaks down into two fights, each of 2 orc fighting one knight. We'll ignore morale for this example.

FIRST TURN

Fight One

Knight rolls 2

+4 for being a knight

-2 for being outnumbered

total score = **4**

Orcs roll 6

No additions, total score = **6**

Result is +2 win for the orcs, which against a knight is a 'push back result.

Fight Two

Knight rolls 1

+4 for being a knight

-2 for being outnumbered

Total score = **3**

Orcs roll 5

No additions, total score = **5**

Result is +2 win for the orcs, which against a knight is a 'push back result.

TURN 2

Fight One

Knight rolls 5

+4 for being a knight

-2 for being outnumbered

total score = **7**

Orcs roll 5

No additions, total score = **5**

Result is +2 win for the knight, which against an orc is a kill result. One orc falls.

Fight Two

Knight rolls 6

+4 for being a knight

-2 for being outnumbered

Total score = **8**

Orcs roll 1

No additions, total score = **1**

Result is +7 win for the knight, which against orcs is a kill result. One orc falls.

A Push back result means the loser is shoved back by the winner 1". The winner *must* follow up a push back result and advance 1". Dragons, Giants, and Behemoth can not be pushed back and ignore any result which tells them to do this.

Fight One

Knight rolls 6

+4 for being a knight

Fight Two

Knight rolls 5

+4 for being a knight

Movement

Each individual strip moves up to the following maximum distance each turn:

Type	Distance (inches)
(Lightly) Armoured Soldiers, Archers, Crossbowmen, Goblins, Orcs, Ogre, Behemoths.	4
(Heavily) Armoured Men at Arms, Undead, Troll.	3
Horseman, Wolf rider, Chariots, Dragon.	7
Armoured Mounted Knight, Giant.	5
Carts, Engines, Other slow stuff.	2

Walls & Hedges: Obstacles can't be easily crossed. If crossing a low wall or hedge *stop* at the near edge of the obstacle, cross next move and continue up to half movement points.

Streams & Fords: A strip wading through a ford or shallow stream - *stops* at the near edge of the obstacle when it reaches the water's edge; then crosses next move but must stop on the far side for the remainder of that move.

Hills, Woods & Forest: Uphill movement and movement through woods and light forest is conducted at half speed.

Dragon Movement: Dragons can ignore obstacles because they can fly.

Giant Movement: Giants ignore obstacles smaller than a house.

Elves: Elves and Trolls are not slowed by woods or forest.

Buildings: To enter a building - *stop* when the strip reaches the building edge; then allow it to enter next turn. Leaving a building slows a strip to half movement points for that turn.

Usually, an entire formation can enter a building. Any outlying land depicted on the model's base is counted as part of the building for defensive purposes; hence, a unit has no flank or rear. Only one strip and one hero/leader can face a melee attack from any given quarter.

Anyone defending a building can never be pushed back, and never checks morale.

Shooting

In order to shoot, archers and crossbowmen may not move in the same turn (unless an army list special ability says otherwise).

Archers. Roll 1d6 per strip shooting. *A strip is an individual base of figures (regardless how many figures are actually on each strip).*

Target Type	Range:	4"	8 "	12"
Peasants / Soldiers / Goblin / Orc / Undead / Goblins		4,5,6	5,6	6
Man at Arms		5,6	6	-
Horseman, Ogre		4,5,6	5,6	6
Chariot, Behemoth, Mounted Knight, Giant, Troll, Hero or Leader		6	6	-

Crossbows. Roll 1d6 per strip shooting.

Target Type	Range:	5"	10"	15"
Peasants / Soldiers / Goblin / Orc / Undead / Goblins / Man at Arms / Horseman / Ogre		4,5,6	5,6	6
Chariot, Behemoth, Mounted Knight, Giant, Troll, Hero or Leader		5,6	6	-

Dragon Breath. 1d6 per dragon breathing fire.

Vs target	Range:	5 "	8 "	12 "
Peasants / Soldiers / Goblin / Orc/ Undead / Man at Arms / Ogre /Horseman / Mounted Knight		4,5,6	5,6	6
Chariot, Behemoth, Giant, Troll, Hero or Leader		5,6	6	-

The score in the table is the chance of a hit. One hit kills most people.

EXCEPT: It takes 5 hits to kill a hero/leader, or a Dragon, 4 to kill a Giant, 3 to kill a

Behemoth or Troll. Place wound tokens under the bases of these strips to show relevant damage.

Cover: Shots aimed at an enemy defending a wall, a hedge, or standing on edge of a woods/forest receive a cover bonus. Increase the range by 1 factor. 2 factors if defending a building. If this takes the range off the table, the shot can not be taken.

Morale test: Things can make your models less keen to fight. An entire formation is affected by the morale rules, whatever their type. *A formation is a group of strips all belonging to the same unit.*

Roll 1d6 when:

- The formation takes a casualty.
- The formation is surprised by seeing a previously unseen enemy within charge range.
- If the player in command wants the group to take a test.

Add or subtract the following factors:

-1 for each hero/leader casualty this turn *within sight*

-1 if fighting undead people and you're alive.

-2 for each Noble casualty (anywhere in the game – if in sight) this turn

-1 for each Noble casualty in game... from past moves (anywhere in the game)

-1 visibly outnumbered at least 2 to 1, or if facing Trolls.

-2 visibly outnumbered at least 3 to 1, or if facing Behemoth.

+2 having a stirring speech from a friendly hero/leader this turn

-1 having been directly and specifically insulted by an enemy hero/leader within 8" this turn.

-1 if the group's hero/leader is not present

-2 non-heroes/leaders fighting Dragons or Giants

Then check the result in this table:

Result

Score	Outcome
3+	Morale is fine - carry on as desired.
0-2	Formation may not move closer to any enemy forces. It has to pass a morale test next turn to move closer to the enemy.
Under 0	Formation must move away from the enemy as quickly as possible. It must pass a morale test next turn to stop running away.

The figure representing the player (commander in chief) is never bound by these results and may fight or run away as desired. Stirring speeches and insults replace movement.

Melee (or Hand to Hand Combat)

STEP ONE: Break the combat up into 'fights'. A fight is one stand vs. one or more enemy stands.

STEP TWO: For each 'fight' roll 1d6 per side, add the factors below and compare the scores

Factors in Melee :

Archer / Crossbow / Peasant / Goblin	-1
Orc / Soldier/ Undead	0
Man At Arms / Ogre / Chariot	+2
Knight, / Troll / Behemoth	+4
Hero	+4
Leader	+3
Outnumbered 2-1 by unengaged enemies	-2
Outnumbered 3-1 by unengaged enemies	-3
Outnumbered 4-1 or more by unengaged enemies	-4
Attacking an enemy behind a wall or hedge	-1
Attacking an enemy who is defending a building	-2
Charging into contact (first move only)	+1
Attacking on an enemy flank	+1
Attacking on an enemy rear	+2
Attacking Pikemen from the front	-1
building.	Cavalry can not attack a

The highest score wins

If they win by 1 or more - the loser is pushed back 1" *Note ~ even if it is only one strip that is pushed back/follows up, it is the whole formation that must make the manoeuvre.*

If fighting Goblins/Peasants - a win by 1 or more is a kill

If fighting Horsemen/Soldiers/Orcs/ Undead / *Archers - a win by 2 or more is a kill

If fighting Men At Arms/ Ogres/Trolls/Chariots - a win by 3 or more is a kill

If fighting Knights/Behemoth - a win by 4 or more is a kill

If fighting a Hero a win by 4 or more is a HIT (it takes 5 hits to kill a hero)

If the outnumbered side wins, it can kill/hit *only one* of its enemies that turn. Winner chooses which one. Choice can only be made against enemies who are adjacent. *At least half an attacking stand's frontage must be adjacent to an enemy to be classed as in a melee.*

* including Crossbows.

EXAMPLE OF MELEE

4 orcs fight 2 mounted knights. So, this breaks down into two fights, each of 2 orc fighting one knight. We'll ignore morale for this example.

FIRST TURN

Fight One

Knight rolls 2

+4 for being a knight

-2 for being outnumbered

total score = **4**

Orcs roll 6

No additions, total score = **6**

Result is +2 win for the orcs, which against a knight is a 'push back result.

Fight Two

Knight rolls 1

+4 for being a knight

-2 for being outnumbered

Total score = **3**

Orcs roll 5

No additions, total score = **5**

Result is +2 win for the orcs, which against a knight is a 'push back result.

TURN 2

Fight One

Knight rolls 5

+4 for being a knight

-2 for being outnumbered

total score = **7**

Orcs roll 5

No additions, total score = **5**

Result is +2 win for the knight, which against an orc is a kill result. One orc falls.

Fight Two

Knight rolls 6

+4 for being a knight

-2 for being outnumbered

Total score = **8**

Orcs roll 1

No additions, total score = **1**

Result is +7 win for the knight, which against orcs is a kill result. One orc falls.

A Push back result means the loser is shoved back by the winner 1". The winner *must* follow up a push back result and advance 1". Dragons, Giants, and Behemoth can not be pushed back and ignore any result which tells them to do this.

Fight One

Knight rolls 6

+4 for being a knight

Fight Two

Knight rolls 5

+4 for being a knight

Extra Bits:

No element can move into contact with an enemy element's flank or rear unless it starts the turn entirely on that side of an imaginary 45 degree line extending from the base edge of the enemy strip.

Breaking off From Melee: A Formation can use a tactical move to break off from enemy in contact with its front, but only if all of the following apply:

- It has a greater maximum move in the terrain it ends up in than would the element broken off from.
- It does not start with an enemy front edge in contact with its flank or rear.
- It does not end in contact with enemy.

A Formation breaking off must move its full movement allowance *straight back*.

Behemoth & Dragon Push Back: Behemoths and Dragons can only be pushed back by other *behemoths or dragons*.

Orders: In real life, combatants can't move about a battle field interpreting and reacting to unseen events with the mental and telepathic *athleticness* of X-Men. Players wishing to employ an easy system for limiting troop movements and actions may wish to include the following rules into their games.

At the beginning of each turn, simply place tokens underneath each Formation (neatly cut up pieces of Corn-Flaks packaging will do fine for tokens). Once placed, an order must be adhered to for the duration of the turn.

Standard orders are:

Shoot! Your Formations with ranged attacks may stand and shoot this turn.

Bispelling! Your Formations with ranged magic may stand and cast this turn.

Stand Fast! Your Formations will hold their ground (but may change their facing or jostle their ranks about), and may shoot at anything which comes within range.

Advance! Your Formations will advance towards the enemy within a 45 degree arc of their facing position. Advancing Formations may not voluntarily engage an enemy in melee.

Charge! Your Formations may charge into contact with an enemy to their front.

Retreat! Your Formations must retreat their full movement allowance towards their own start line.

Break Away! This order is given to Formations you wish to *turn tail and run* from a melee.

(Addendum)
Stephen Gilbert July 2007