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CLASH OF STEEL

Miniature Rules
Version 1.1



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INTRODUCTION

Greetings! First let us go over some basic terminology.....

Model – an actual miniature. In this game one model represents one human, elf, dwarf, etc. Each model has its own characteristics, though some may be identical to others.

Unit – a group of three or more models. Usually wearing the same type of armor and using the same type of weapons.

Army – ten or more units, or at least thirty models. Will have a commander in charge.

D8 – an eight-sided die. Used to roll for initiative, to hit, to save, etc.

Turn – consists of a movement phase, range fire phase, and a melee combat phase.

Now that we have that down, let me tell you more about these rules. These rules are intended as a quick-to-learn and quick-to-play set of miniature war game rules. Any type of 25mm or 28mm fantasy miniatures can be used with these rules. Instructions are given later on how to assess a value to each of your miniatures. Also, science fiction rules are provided if you desire a sci-fi battle. Please note these rules are not as complex as some out on the market, but that's my point. Feel free to add to these rules and change them however you wish for your gaming group.

Combat is simultaneous in each phase with these rules, so you can “take some of them with me” when your character gets hit in combat. Terrain plays a part by slowing movement and offering cover. Range weapons are deadly, and armor very helpful. Turns are divided into three phases. I hope you enjoy these rules and have a fun time playing! Please remember you cannot sell these rules to anyone. They are free and you can make copies for yourself only. E-mail me at jasonyoungdale@aol.com with rules questions or corrections I could make to these rules. Have fun!



MODEL CHARACTERISTICS

Each model has eight characteristics: MV (Movement Value), RF (Range Fire), MC (Melee Combat), MA (Melee Attack), PV (Protection Value), LP (Life Points), and I (Initiative). They will now be explained in detail.....

MV – Movement Value. This is the value in inches of how far your model can move each turn. A model can move this full value and attack in melee combat phase only. A model can move half this value and attack in range fire phase. Also a model can make as many facing changes during movement as desired.

RF – Range fire. A model's ability to use a bow, crossbow, artillery, javelin, sling, etc. A model must roll this score or higher on an eight-sided die to hit in range fire phase.

MC – Melee Combat. A model's skill with the sword, axe, halberd, spear, club, dagger, mace, etc. A model must roll this score or higher on an eight-sided die to hit in melee combat phase. A model can attack any model that it is physically touching in melee combat phase.

MA – Melee Attack. This number reflects how many attacks a model gets in melee combat. They may directed all on one target, or split amongst as many targets that are physically touching the attacker.

PV – Protection Value. This number reflects a model's armor. When your model is hit in either range fire and/or melee combat, roll an eight-sided die. If you roll equal to or higher than the model's PV, the armor deflected the blow. If you roll less, the hit went through. For monsters and animals, the PV reflects the creature's hide, scales, and other natural defenses.

LP – Life Points. This number reflects how many hits a model can take before it dies. Most models have only one life point. Life points cannot be regained during play unless the model has some magical item that has the ability or is a troll. Trolls regain one life point per turn.

I – Initiative. Pick one of your models in your army to be your army commander. Add that model's initiative score to your initiative roll you perform in the movement phase.

IN ADDITION TO CHARACTERISTICS, EACH MODEL HAS A WAR VALUE (WV). THIS NUMBER IS USED TO COMPARE MODELS AND GIVE A VALUE TO AN ARMY FOR PLAY BALANCE. WAR VALUE IS EXPLAINED LATER ON IN THESE RULES. STAT CARDS CONTAINING THE CHARACTERISTICS OF THE MORE COMMON HUMANOID RACES ARE ALSO COVERED LATER ON.



GAME TURNS

Each turn has three phases: movement, range fire, and melee combat. The player that won initiative moves all of their units first or can elect to make their opponent move all of their units first. A model may move up to half its movement value (MV) and still fire range weapons that turn. That model cannot fire range weapons if in contact with an enemy unit though. A model that moves its entire movement rate may only attack in the melee combat phase, if applicable. A model that does not move may attack in the range fire or melee combat phase, depending on the model's weapon and contact with the enemy.

After all models have moved (and those electing not to move have declared that) the movement phase ends and **range fire phase** begins. Only models that have range weapons and not in physical contact with enemy models may attack in the range fire phase. Models that have range weapons (longbows, warbows, crossbows, javelins, etc.) attack now and roll to hit. Range fire is simultaneous so casualties are not removed until the end of range fire phase. So each model with a range weapon gets to use it in this phase.

Models hit get to see if their armor protects them from the blow. Roll the model's PV (Protection Value) or higher on an eight-sided die to save the model from taking a hit. Models reduced to zero life points (LP) are dead and removed at the end of this phase. Every hit on a model reduces their life points by one. A model killed in the range fire phase still gets their range fire attack in this phase, if they have a range weapon.

Now the **melee combat phase** begins. Each model physically touching another model is in melee contact with that model. Each model gets a number of attacks equal to their MA (Melee Attack) value. These attacks may be focused on one model or different models, as long as each model is in physical contact. Melee combat is also simultaneous, so casualties are not removed until the end of the phase.

A model may also use its shield as a melee weapon if it does not have any other melee weapons. Most melee weapons causes one hit, unless otherwise stated (ex: magic weapons). Shields cause one hit in melee also. Bows, crossbows, and all other range weapons may not be used in melee combat. Models hit get a chance to roll their PV (Protection Value) or higher on an eight-sided die to see if their armor saves them from taking a hit. Models reduced to zero life points (LP) are now removed and the turn ends.

Here is a summary of a turn and its phases:

1. **MOVEMENT PHASE** - Each player rolls one eight-sided die and adds their army commander's initiative score (I) to the roll. Re-roll ties. The player with the highest score must move all of their models first, or elect to have the other player move their models first. Models do not have to move, but the player must declare that they are not moving. Movement rates through forests, water, and on hills is cut in half. So a model with a MV (Movement Value) of 4" moving

through a forest is reduced to moving 2". These penalties do not apply until the model is physical touching/inside the terrain.

Terrain declared impassable before the game by both players (deep water, lava, crevasses, sheer cliffs) cannot be crossed. Remember, a model with a range weapon that moves more than half of their original MV may not fire that weapon this turn.

2. **RANGE FIRE PHASE** – Each model with a range weapon fires. Targets must be declared before range is calculated. Targets cannot be shot at if they are touching the base of any friendly model. If a declared target is out of range, the attacking model has wasted their shot and cannot choose another target. Each model declares who they are shooting at and must have line of sight. If at least half a model can be seen by the attacking model then it can be shot at. But the attacker must subtract one from their dice roll to hit, because of the cover the target is behind. If a model does not have line of sight to the target, they cannot attack that target. A model scores a hit if it rolls its RF (Range Fire) value or higher on an eight-sided die. Each range weapon does one hit unless otherwise stated. Each model hit by a range weapon gets a PV (Protection Value) check to see if their armor repels a hit. After every model with a range weapon has had a chance to fire, casualties are removed and melee combat begins.
3. **MELEE COMBAT PHASE** – Now models that are in physical contact attack and roll their MC (Melee Combat) score or higher on an eight-sided die to hit. Each model gets a number of attacks equal to their MA (Melee Attack) value. The attacks may be focused on one or multiple models. For example, a warrior is in melee combat with two orcs. The warrior has a MA score of 2 and a MC score of 5. He can direct one attack on each orc or both attacks on one orc. He needs a 5 or higher on an eight-sided die to hit. If model is on a higher elevation than its target, they receive a +1 to their MC roll.

After the movement, range fire, and melee combat phase take place the turns ends. A new turn begins and the players roll for initiative again. Battles can last an agreed upon set number of turns or until one side is obliterated. If a model purposely leaves the playing area boundaries, it is considered to have retreated and cannot come back.

LINE OF SIGHT

Friendly units do not block line of sight but enemy units do. If you want to shoot the enemy's commander but he is behind one of his men, you have to kill that guy first. When units of similar troops attack units of similar troops, you can roll a bunch of dice at the same time when rolling to hit. This is of course if everyone is in range. Same goes for PV rolls for armor saves.

COVER

Units that cannot be seen from the attacking model cannot be shot at in range fire phase. Units with at least ½ cover impart the -1 to hit roll restriction to their attackers. Ex: Jon is shooting his bow at Orf who is halfway behind a tall rock. Jon has a RF value of 6 because he is human. His RF is now 7 to hit Orf. He needs a 7 or better to hit Orf.

WAR VALUE

Each model has a War Value number attached to it. This is so you can compare models, and pair off opposing armies with similar values. Each weapon, armor, and magical item a model carries adds points to its War Value. Below are stats for the core races and their War Values without any weapons or armor.....

HUMAN WAR VALUE: 10
MV: 4 RF: 6 MC: 6 MA: 1 PV: - LP: 1 I: 2

ELF WAR VALUE: 15
MV: 6 RF: 5 MC: 7 MA: 1 PV: 8 LP: 1 I: 3
(An elf's PV of 8 reflects their high dexterity and ability to dodge)

DWARF WAR VALUE: 12
MV: 4 RF: 7 MC: 5 MA: 1 PV: 8 LP: 1 I: 2
(A dwarf's PV of 8 reflects their natural toughness)

ORC WAR VALUE: 10
MV: 4 RF: 7 MC: 5 MA: 1 PV: - LP: 1 I: 2

GOBLIN WAR VALUE: 8
MV: 6 RF: 7 MC: 7 MA: 1 PV: - LP: 1 I: 2

Now the following tables show the points added to a model's war value for each weapon or piece of armor they carry. Breaking it down to this level allows you to use whatever miniatures you have for this game. You simply see what the figure physically has on them or customize a figure however you want.

MELEE WEAPONS	DAMAGE IT DEALS	WAR VALUE
Hand axes, daggers, hatchets	1 hit	5
All two-handed axes	2 hits	10
All one-handed swords	1 hit	5
All two-handed swords	2 hits	10
Spears, javelins, halberds	1 hit	5
Maces, morning stars, clubs	1 hit	5

One-handed swords are short swords, long swords, bastard swords, scimitars, and rapiers. Two-handed swords are greatswords, claymores, and demonswords.

Here is the table for range weapons. A model may carry only one of these.

RANGE WEAPONS	DAMAGE IT DEALS	RANGE (inches)	WAR VALUE
Short Bows, warbows, javelins	1 hit	6"	8
Crossbows	2 hits	4"	10
Longbows	2 hits	12"	20
Slings, darts	1 hit	4"	5
Whips, war chains	1 hit	1"	5

Below is the armor table for humanoids. It lists armor and the PV value it bestows on the wearer. Note that this PV number replaces the PV a humanoid might have because of natural dexterity. Having a shield subtracts 1 from a model's PV. Also is shown the war value points the armor adds to the model's overall war value.

ARMOR	PV (PROTECTION VALUE)	WAR VALUE
Leather, hide	8	5
Studded Leather, banded	7	7
Chain Mail	6	9
Field Plate Mail	5	10
Full Plate Mail	4	20
Shield	(subtracts one from PV)	10

A shield has a war value of ten because it can be used as a melee weapon. Note that a model may carry up to one piece of armor, one shield, two melee weapons, and one range weapon. Here is an example stat card of a human warrior with equipment:

HUMAN							WAR VALUE: 32	
Name: Steven Tallshire of the Town Militia Magic Items: None							RANGE	MELEE
							Short Bow (range: 6")	Short Sword
MV: 4	RF: 6	MC: 6	MA: 1	PV: 6	LP: 1	I: 2		
Armor: Chain Mail								

His armor is worth 9 war value points, his bow is 8, and his sword is 5 (10+9+8+5=32).

As another example, here is an elven archer:

ELF							WAR VALUE: 47	
Name: Elivari from Darkwood Magic Items: None							RANGE	MELEE
							Long Bow (range: 12") does 2 hits	Long Sword
MV: 6	RF: 5	MC: 7	MA: 1	PV: 7	LP: 1	I: 3		
Armor: Studded Leather								

His leather adds 7 to the war value, the bow adds 20, and the sword adds 5 (15+7+20+5=47).

If you have a group of miniatures that are identical and you want a uniform unit (same armor and weapons), you can just use one card for the whole squad. Below is an example of a band of five orcs.

ORC Warband (5)							WAR VALUE: 140 (28 ea)	
Name: Gruk, Drog, Smire, Krot, and Dirge Magic Items: None							RANGE	MELEE
							warbows (range: 6")	clubs
MV: 4	RF: 7	MC: 5	MA: 1	PV: 8	LP: 1	I: 2		
Armor: Hide								

$(10+5+5+8) \times 5 =$ war value of 140 for these orcs
Since they only have one life point each, one card suffices for the whole unit.

ARMY COMMANDER

Choose among all your participating models one to be your army commander. Add one to their Initiative (I) score. This is your army commander. The other benefit your army commander gets is that they get one free re-roll during the turn. The one re-roll can be used for anything except rolling for initiative. So if you fumble your PV armor roll or MC roll to hit in combat, you can re-roll once a turn. To reflect your commander's extra skills, add 20 to his War Value (WV). This is your commander, so protect him well. Some objectives for battle missions might include killing the enemy army's commander.

MAGIC ITEMS

Following is table containing some of the more common magic items you can obtain for your models. Note that only army commanders can carry more than one magic item, and they can only carry up to two items. Everyone else can have just one. The War Values given are per item, so if you want to equip five warriors with Swords of Battle, it would add 50 points to your War Value for the group!

MAGIC ITEM	WAR VALUE	EFFECT
Sword of Battle (one-handed)	10	+1 to MC skill roll (-1 to MC)
Talisman of Protection	15	May re-roll PV roll once a turn
Barbarian Fury Bone Necklace	20	+1 to MA (one extra melee attack)
Elvish Boots of Speed	15	+2" to MV
Bracers of Wizardry	15	Gives wearer PV value of 5 (wearer of bracers may not wear any other type of armor)

ARTILLERY

If you have a ballista or catapult model you can use it with these rules. Here is how it goes, first you need dedicated crew. Ballistas need one model to man it, and catapults need two models. Each can attack once in the range fire phase, but only on every other turn. They are reloading on the off turns. Ballistas have a range of 18" and catapults have a range of 24". Each artillery piece has its own LP per se and can be targeted by models and other artillery. Artillery hits its target on a 7 or 8 on a D8. Note that if the target is behind cover, it is only hit on an 8. Consult the following table:

ARTILLERY	RANGE	DAMAGE	HITS ON	LP	CREW SIZE	WAR VALUE	NOTES
Ballista	18"	3 hits	7 or 8	8	1	40	Fires every other turn
Catapult	24"	4 hits	7 or 8	10	2	75	Fires every other turn
Cannon	15"	5 hits	7 or 8	12	2	60	Fires every other turn

Note that these things do a lot of damage! Artillery can be attacked with range and melee weapons. Keep track of how much damage it has taken. When its LP reaches zero, it is out of commission. Crew must physically touch the artillery piece to man it, and they cannot attack with their own weapons in the range fire phase. Crew may attack in the melee combat phase if an enemy model moved up next to them. Crew may not attack with artillery in the range fire phase if an enemy model is still next to them from a previous turn. Note also artillery becomes useless if its crew dies, or in the case of catapults and cannons, one of the two man crew dies.

SCIENCE FICTION RULES

Using a science fiction genre is a not a huge variation from these rules. Use the same rules for combat, movement, etc. but use the following tables for weapons/armor.

MELEE WEAPONS	DAMAGE IT DEALS	WAR VALUE
Hand axes, daggers, hatchets	1 hit	5
All two-handed axes	2 hits	10
All one-handed power swords	1 hit	5
All two-handed power swords	2 hits	10
Shock spears, javelins	1 hit	5
Clubs, electro-whips, power fists	1 hit	5

RANGE WEAPONS	DAMAGE IT DEALS	RANGE (inches)	WAR VALUE
Laser Rifle	1 hit	8"	8
Plasma Pistol	2 hits	4"	12
Assault Rifle	2 hits	12"	25
Laser Pistol	1 hit	5"	6
Grenades, fragment	1 hit	4"	5

ARMOR	PV (PROTECTION VALUE)	WAR VALUE
Leather, hide, Kevlar, flak	8	5
Mesh	7	8
Power Suit, enclosed	4	20
Riot Shield	(subtracts one from PV)	10

If the model has medieval weaponry/armor, use the appropriate fantasy table given earlier in these rules. The war values for humans stay the same with this science fiction variant. Same applies if a fantasy-type race is used, just refer to the war values given earlier. Below are some stat cards for some creatures:

HUMAN INFANTRY (Space Battalion)							WAR VALUE: 60	
Name: Sgt Jay Felcher Magic Items: None							RANGE	MELEE
							Assault Rifle (2 hits) Range: 12"	Power Sword (one-handed)
MV: 4	RF: 6	MC: 6	MA: 1	PV: 4	LP: 1	I: 2		
Armor: Power Suit								

Sgt Jay Felcher has a particularly high war value due to his power suit and assault rifle.

SPACE-FARING ELF							WAR VALUE: 36	
Name: Alkars Dirthari Magic Items: None							RANGE	MELEE
							Laser Rifle (1 hit) Range: 8"	Power Sword (one- handed)
MV: 6	RF: 5	MC: 7	MA: 1	PV: 7	LP: 1	I: 3		
Armor: Mesh								

ALIEN (biped) Type I							WAR VALUE: 58	
Name: Unknown Magic Items: None							RANGE	MELEE
							Acidic Venom (1 hit) Range: 8"	Claws (2) 1 hit each
MV: 6	RF: 5	MC: 7	MA: 2	PV: 6	LP: 1	I: 3		
Armor: Natural Exoskeleton								

If you want to create your own alien race or customize a stat card to better suit your alien model, use the following tables for war value calculations and game stats:

ALIEN MELEE WEAPON	DAMAGE IT DEALS	WAR VALUE
Claws	1 hit for each clawed hand	5
Bite	1 hit for each mouth	5
Spiked Tail*	1 hit for each tail	5
Horns	1 hit	5

ALIEN RANGE WEAPON	DAMAGE IT DEALS	RANGE (in inches)	WAR VALUE
Acidic Venom	1 hit	8"	8
Flame Breath	2 hits	4"	12
Spiked Tail*	1 hit for each tail	1"	5

*NOTE: A spiked tail is a range and melee weapon, but can only be used once a turn per tail.

NATURAL ARMOR	PROTECTION VALUE (PV)	WAR VALUE
Tough Hide/Fur	8	5
Armor Plates/Spikes/Scales	7	8
Natural Exoskeleton	6	15

An alien doesn't have a limit on the number of melee/range weapons it can possess. It may only possess one magic item though, if you even use magic items in your game.

Use this table below to get basic model characteristics to build your alien from scratch:

Alien Type	MV	RF	MC	MA	PV	LP	I	War Value
Type I	6	5	7	2	-	1	3	25
Type II	8	7	7	2	-	2	2	30
Type III	4	7	5	2	-	3	1	40
Type IV	5	6	6	3	-	2	1	55

NOTE: The War Value column on the above table doesn't include the war values of the alien's melee and range weapons. It is the base number for having an alien possess those model characteristics. The PV (Protection Value) number is obtained by looking at the "natural armor" table on the previous page and picking one, adding that war value to the total.

If you want to add MA (Melee Attacks) to your alien, using the following guide: 1) if your alien has a MA of 1 and you want 2, it adds 10 to the alien's war value, 2) if your alien has a MA of 2 and you want it to have 3, it adds 20 to the war value, and 3) if your alien has a MA of 3 and you want 4, it adds 30 to the war value. So for example if your alien had a MA of 1 and you wanted to make it 4, it would add 60 points to its war value! (10+20+30)

BUILDINGS

Sometimes it is necessary to attack a building. A building may be attacked once per turn per model, in either the range fire phase or melee combat phase. A building is hit on a roll result of 5,6,7, or 8 on an eight-sided die. Wood and bamboo built buildings have a LP value of 3 per inch section of building. Wooden doors and gates have a LP value of 2 per inch section of door/gate. Brick and stone buildings have a LP value of 6 per inch of building.

All metal buildings have a LP value of 8 per inch of building. Metal doors and gates have a LP of 7 per inch of door/gate. So if a model is attacking a wooden door to a stone castle, and the door is one inch wide, he has to score 2 hits on the door to enter. This is of course if the door is locked! If the model were to attack a stone section of the castle, it would take 6 hits to enter through a one inch wide section. Below is a summary table to help you, along with war value assignments per inch of building.

BUILDING TYPE	LIFE POINTS PER INCH	WAR VALUE PER INCH
Wood/Bamboo	3	10
Wood Door/Gate	2	5
Brick/Stone/Concrete	6	20
Steel/Metal	8	25
Metal Door/Gate	7	22

MORALE CHECKS (optional rule)

Here is an optional rule for morale checks for units of four or more. Individual models and units with less than three models never need to check for morale. When a unit loses at least 50% (round down) of its members in a single turn, roll 1D8 for them at the end of that turn. If the die result is a one or two, the unit flees directly away from all nearby enemy units 1D8 inches. If this takes the fleeing unit off of the game board, they are destroyed. At the beginning of the next turn, the unit is free to move and attack as normal. (Example: A unit of four spearmen are attacking a troll. The troll kills two of them in melee combat. The spearmen have to check for morale. The player rolls a one, so they flee. The player rolls a five and the spearmen flee five inches directly away from the troll and any other nearby enemy units.)

SPELL CASTING

Casting spells is an important skill for your wizard models. Spells are cast in the melee combat phase of the turn. A wizard may cast **one** spell a turn. Wizards in base contact with enemy models may not cast spells that turn. Also, wizards who moved more than half their movement rate that turn, attacked in range fire phase, or attacked in melee combat phase may not cast spells that turn. So a wizard has to basically stand still or move up to half his/her movement rate and not attack, to cast a spell. Wizards must have line of sight to a target if the spell attacks that target. Some sample spells, their war value added to the wizard, and their effects are listed below:

Death Ray

Range: 12" Damage: 2 hits War Value: 20

Attacks a single enemy model. Roll 1D8. Hits target on a 6,7, or 8. Target may attempt a PV check to repel the ray.

Energize

Range: self Damage: - War Value: 10

Caster may move an extra inch of movement in the movement phase of the next turn. Roll 1D8. This spell is successfully cast on a result of 2-8. (As long as you don't roll a one, you cast this spell successfully)

Fireball

Range: 6" Damage: 1 hit War Value: 10

Attacks a single enemy model. Roll 1D8. Hits target on a 7 or 8. Target does NOT get a PV check to repel the fireball.

Heal Other

Range: 1" Damage: - War Value: 10

Caster may restore one Life Point to self or one other model, only if that model normally has two or more Life Points. Roll 1D8. Successfully cast on a result of 6,7, or 8.

Good Luck

Range: 3” Damage: - War Value: 20

Caster may cast this spell on self or one other model a turn (if that model is in range). Allows one re-roll next turn for PV checks, RF rolls, or MC rolls. Roll 1D8. Successfully cast on a result of 5,6,7, or 8.

Shield

Range: 3” Damage: - War Value: 25

Caster may cast this spell on self or one friendly model in range. Temporary adds one to the result of all PV checks for that model for the next turn. Spell success is automatic, no roll needed.

Teleport

Range: self only Damage: - War Value: 40

Caster may move 12” away (any direction, through any terrain) next movement phase on the next turn. Roll 1D8. Successfully cast on a result of a 6,7, or 8.

A wizard can have up to four spells. Remember to add the War Value of each spell to the model’s current War Value. Below is an example of two wizards:

HUMAN WIZARD							WAR VALUE: 90	
Name: Arrenius the Wise Magic Items: Bracers of Wizardry Spells: Death Ray, Teleport							RANGE	MELEE
							None	Staff (1 hit / war value of 5)
MV: 4	RF: 6	MC: 6	MA: 1	PV: 5	LP: 1	I: 2		
Armor: None								

ELF WIZARD							WAR VALUE: 75	
Name: Falwind Brelvee Magic Items: Bracers of Wizardry Spells: Fireball, Good Luck, Heal Other							RANGE	MELEE
							None	Long Sword (does 1 hit)
MV: 6	RF: 5	MC: 7	MA: 1	PV: 5	LP: 1	I: 3		
Armor: None								

As you can see, wizards have high War Values! Usually, there will be only one or two wizards per army. If you are playing with an army of 500 War Value points, a wizard would take up almost a fifth of your points!

NOTE: If you are playing science fiction and want to use spells, just refer to them as “psychic powers” and the models that use them as “wielders.”

DWARF COMMANDER							WAR VALUE: 71	
Name: Ordarn II Magic Items: Barbarian Fury Bone Necklace (+1 to MA)							RANGE	MELEE
							None	Two-handed axe (2 hits)
MV: 4	RF: 7	MC: 5	MA: 2	PV: 6	LP: 1	I: 3		
Armor: Chain Mail								

DWARF AXE CHOPPERS (5)							WAR VALUE: 205 (41 ea)	
Names: Magic Items: Talismans of Protection (may re-roll PV roll once a turn)							RANGE	MELEE
							None	One-handed axe (1 hit)
MV: 4	RF: 7	MC: 5	MA: 1	PV: 6	LP: 1	I: 2		
Armor: Chain Mail								

DWARF RAVAGERS (5)							WAR VALUE: 135 (27 ea)	
Names: Magic Items: None							RANGE	MELEE
							Short Bow (range: 6") 1 hit	None
MV: 4	RF: 7	MC: 5	MA: 1	PV: 7	LP: 1	I: 2		
Armor: Studded Leather								

TOTAL WAR VALUE FOR ARMY = 411

NOTES:

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ELF COMMANDER (1)							WAR VALUE: 67	
Name: Elivari from Darkwood Magic Items: None							RANGE	MELEE
							Long Bow (range: 12") does 2 hits	Long Sword
MV: 6	RF: 5	MC: 7	MA: 1	PV: 7	LP: 1	I: 4		
Armor: Studded Leather								

ELF ARCHERS (5)							WAR VALUE: 175(35 ea)	
Names: Magic Items: None							RANGE	MELEE
							Short Bow (range: 6") does 1 hit	Dagger
MV: 6	RF: 5	MC: 7	MA: 1	PV: 7	LP: 1	I: 3		
Armor: Studded Leather								

ELF SPEARMEN (5)							WAR VALUE: 145(29 ea)	
Names: Magic Items: None							RANGE	MELEE
							None	Spear
MV: 6	RF: 5	MC: 7	MA: 1	PV: 6	LP: 1	I: 3		
Armor: Chain Mail								

TOTAL WAR VALUE FOR ARMY = 387

NOTES:

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GOBLIN COMMANDER							WAR VALUE: 45	
Name: Tzali Magic Items: None							RANGE	MELEE
							Sling (range: 4") 1hit	Short Sword (1 hit)
MV: 6	RF: 7	MC: 7	MA: 1	PV: 7	LP: 1	I: 3		
Armor: Studded Leather								

GOBLIN RAIDERS (5)							WAR VALUE: 90 (18 ea)	
Names: Magic Items: None							RANGE	MELEE
							None	Spears
MV: 6	RF: 7	MC: 7	MA: 1	PV: 8	LP: 1	I: 2		
Armor: Leather								

GOBLIN SPITTERS (10)							WAR VALUE: 230 (23 ea)	
Names: Magic Items: None							RANGE	MELEE
							Darts (range: 4") 1 hit	Daggers
MV: 6	RF: 7	MC: 7	MA: 1	PV: 8	LP: 1	I: 2		
Armor: Leather								

TOTAL WAR VALUE FOR ARMY = 365

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HUMAN COMMANDER							WAR VALUE: 65	
Name: Lord Vincent Magic Items: Barbarian Fury Bone Necklace (+1 to MA)							RANGE	MELEE
							None	Longsword
MV: 4	RF: 6	MC: 6	MA: 2	PV: 5	LP: 1	I: 3		
Armor: Field Plate Mail								

HUMAN PIKEMEN (5)							WAR VALUE: 110 (22 ea)	
Names: Magic Items: None							RANGE	MELEE
							None	Spear
MV: 4	RF: 6	MC: 6	MA: 1	PV: 7	LP: 1	I: 2		
Armor: Studded Leather								

HUMAN CROSSBOWMEN (5)							WAR VALUE: 145 (29 ea)	
Names: Magic Items: None							RANGE	MELEE
							Crossbows (range: 4") 2 hits	None
MV: 4	RF: 6	MC: 6	MA: 1	PV: 6	LP: 1	I: 2		
Armor: Chain Mail								

TOTAL WAR VALUE OF ARMY = 320

NOTES:



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ORC COMMANDER							WAR VALUE: 67	
Name: Grummash Magic Items: Talisman of Protection (may re-roll PV roll once a turn)							RANGE	MELEE
							Warbow (range: 6") 1 hit	Bastard sword
MV: 4	RF: 7	MC: 5	MA: 1	PV: 6	LP: 1	I: 3		
Armor: Chain Mail								

ORC WARBAND (5)							WAR VALUE: 140 (28 ea)	
Names: Gruk, Drog, Smire, Krot, and Dirge Magic Items: None							RANGE	MELEE
							warbows (range: 6") 1 hit	clubs
MV: 4	RF: 7	MC: 5	MA: 1	PV: 8	LP: 1	I: 2		
Armor: Hide								

ORC ARCHERS (5)							WAR VALUE: 175 (35 ea)	
Names: Magic Items: None							RANGE	MELEE
							Longbows (range: 12") 2 hits	None
MV: 4	RF: 7	MC: 5	MA: 1	PV: 8	LP: 1	I: 2		
Armor: Leather								

TOTAL WAR VALUE FOR ARMY = 382

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CLASH OF STEEL MINIATURE RULES

Race Reference Sheet

HALFLING

WAR VALUE: 9

MV: 5 RF: 6 MC: 7 MA: 1 PV: - LP: 1 I: 2

HUMAN

WAR VALUE: 10

MV: 4 RF: 6 MC: 6 MA: 1 PV: - LP: 1 I: 2

ELF

WAR VALUE: 15

MV: 6 RF: 5 MC: 7 MA: 1 PV: 8 LP: 1 I: 3

(An elf's PV of 8 reflects their high dexterity and ability to dodge)

DWARF

WAR VALUE: 12

MV: 4 RF: 7 MC: 5 MA: 1 PV: 8 LP: 1 I: 2

(A dwarf's PV of 8 reflects their natural toughness)

OGRE

WAR VALUE: 20

MV: 2 RF: 7 MC: 4 MA: 1 PV: 6 LP: 2 I: 2

(An ogre's PV of 6 reflects their natural toughness)

ORC

WAR VALUE: 10

MV: 4 RF: 7 MC: 5 MA: 1 PV: - LP: 1 I: 2

GOBLIN

WAR VALUE: 8

MV: 6 RF: 7 MC: 7 MA: 1 PV: - LP: 1 I: 2

GNOLL

WAR VALUE: 14

MV: 4 RF: 6 MC: 5 MA: 1 PV: 8 LP: 1 I: 2

(A gnoll's PV of 8 reflects their natural toughness)

