

# Pig Wars: The Dark Ages

By Tod Kershners ©2000

Chart by Michael Miller to use dice (d10 and d6).

When men were men and pigs were money.

## Sequence of Play

1. Draw movement card.
2. Phasing player rallies & moves.
3. Phasing player shoots
4. Mutual melee.
5. Morale checks if needed.

Repeat for all players then reshuffle movement cards. Rallying is done for all routing figures.

## Morale Grade

0	untrained	Units should be
1	average	divisible by 5.
2	veterans	(Eg. 10 cavalry or
3	elites	20 soldiers)

Figures take one hit. Leaders take 3 hits.

**Armor:** Partially Armored equals shield or chainmail. Fully Armored equals both. A shield is slung if an archer has fired or the figure has a two-handed weapon in use that turn. A shield only protects the front and shield side (usually left).

## Movement Factors (inches)

Unarmored Foot:	9 (d6+2)
Partially Armored Foot:	8 (d6+1)
Fully Armored Foot:	6 (d6)
Shield Wall:	4 (none)
minimum 3 figures with shields to form.	
Unarmored Horse:	16 (2d6)
Partially Armored Horse:	16 (2d6)
Fully Armored Horse:	12 (d6)
Charging: add 1d6 to movement. Chargers must rest 1 turn before charging again. Rest is no movement or melee. In rough use the die to determine movement in inches. Add 2 inches for a road. Cannot pass within 1/2" of a hostile figure.	

## Shooting

Weapons	Range (inches)	Short Range
Javelin	3/6	6-10 on d10
Bow	8/16	Long Range
Crossbow	10/20	9-10 on d10

## Armor

Armor	Block on 1d10
Unarmored	5-10
Partially Armored	6-10
Fully Armored	4-10
Shield Wall	2-10

Target is up one level on block if in woods or cover. Shooting arc is 180 in front. If charged, a shooter may shoot if it has not fired this turn, is not in melee, and not routing.

## Melee

Figures line up base to base, no overlap. If figure is not currently in melee it may turn to face its opponent. Each figure rolls an attack in melee against each figure in contact. Wins if makes victory margin otherwise locked. All melee is simultaneous and all rolls must be done.

## Attack Factor = Morale Grade + Factors + d10

vs Unarmored:	1
vs Partially Armored:	2
vs Fully Armored:	4
vs Shield Wall:	6

## Weapon/Tactical Situation

Weapon/Tactical Situation	Factor
Improvised:	+0
Spear/club:	+1
Single hand sword:	+2
Double handed sword:	+3
Mounted Lance *:	+5
Mounted vs foot:	+1
Charging **:	+1
Vs unshielded flank:	+1
Vs rear or routing:	+2
Foot vs mounted:	-1
Vs uphill:	-1

Vs obstacle:	-1
Each wound:	-1
* First round only. Must charge for lance bonus.	
** Mounted must move 1/2 of normal move in a straight line. Foot must move at least 2 inches.	

## Morale

Each time a leader is killed or captures, lose standard, or lose 1/5 of troops.

## Morale factor = Modifiers + d10

### Modifiers

Each 1/5 of unit lost:	-1
Standard captured:	-2
Leader killed/captured:	-3
Leader in combat or leading:	+2

### Situational

In shield wall or 4" of leader:	+1
Cannot see standard:	-1

## Result elite veteran average untrained

2-	fb	rt	rt	rt
3	fb	fb	rt	rt
4	ne	fb	fb	rt
5	ne	ne	fb	rt
6	ne	ne	ne	fb
7	ne	ne	ne	fb
8+	ne	ne	ne	ne

**fb:** figures fallback 1 1/2 move facing away; may not charge next turn but may move normally.

**rt:** same as fb except also must rally or keep falling back; if leave table gone for good.

**ne:** no effect.

## Rally on d10 for all figures of a player

9-10	All rally
6-8	elite, veteran, and trained rally
3-5	elite and veteran rally
1-2	elite rally