

Caliburn's Wrath

An Arthurian Wargame

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INTRODUCTION

Caliburn's Wrath is a 25mm scale war-game created to represent intense clashes between small bands of footsoldiers. All measurements are in inches and all die rolls are on a six sided die unless otherwise noted.

TURN SEQUENCE

Move Sequence

Player 1 Move

Player 2 Move

Melee

MOVEMENT

Each warrior has an assigned move. He may move this and perform another action such as shooting or defending or one may opt to run, in which case he moves double.

Charges

When a unit charges he may move double his normal move into base contact with an enemy figure.

When a character charges he will get certain bonuses in his combat phase. These are covered later.

Terrain

Terrain has the ability to slow or quicken movement. Unless otherwise noted the modifier is not doubled if a warrior runs.

Terrain Modifiers:

Rocky Ground -1

Muddy Ground -1

Stream -1

River-2

Brush -1

Thorny Brush -2

Marsh -2

Road +1

Grassy Plain +0

Uphill -1

Downhill +1 (Only when running)

Forest -1

Cliff -3

Rubble -1

MELEE

Charges

In close combat charges are resolved before regular combats. When a warrior charges another he gets a +2 to his combat result. However if the defender is armed with a spear or similar pole arm he only receives a +1 bonus.

Combats

For a combat both combatants roll one d6 for each of their combat dice. The higher score after modifiers is the winner of the combat. He then rolls on the damage chart and applies any modifiers for the defenders armor and his own weapon.

Damage

Roll 2d6 and add then results:

2-4 No Damage is Dealt

5 Shield Broken if applicable, otherwise Leg Wound

6 Leg Wound -2 to movement on all further move sequences

7-8 Arm Wound -1 In all further combats

9 Neck wound -2 in all further combats

10-11 Head wound warrior is slain

12 Decapitated, unpreventable kill

ARMS AND ARMOUR

The following is a list of arms and armaments that characters may purchase. Each warrior comes with a gold amount which he must use to equip himself.

Armour

Unless otherwise noted armour will subtract a given amount from the roll on the damage table.

Mail Suit

Protection: -1

Move Penalty: -0

Cost: 4GP

Cloth Tunic

Protection: -0

Move Penalty: -0

Cost: 0GP

Partial Plate

Protection: -2

Move Penalty: -1

Cost: 5GP

Full Plate

Protection: -3

Move Penalty: -2

Cost: 7GP

Helmet

When ever a 10 is scored on the wound chart it is reduced to a 9.

Weapons

A character may carry the following combination of weapons:

A Spear, Shield, Hand Weapon

Two Handed Weapon, Hand weapon

Two Hand Weapons, Shield

Spear, Shield

Hand Weapon, Shield

In addition everyone is assumed to carry a dagger.

If two ones, unmodified are ever rolled in close combat the current weapon is broken unless it is a sword. If it is a sword roll 1d6. 1-3 The weapon shatters, 4-6 the weapon is fine.

One Handed Weapons

Longsword

Damage Bonus: None

Cost: 2gp

Special Bonuses: None

Mace

Damage Bonus: None

Cost: 1gp

Special Bonuses: No protection is received from mail

Mourning Star

Damage Bonus: +1 when charging, otherwise none

Cost: 2gp

Special Bonuses: On double ones in combat bearer receives wound.

Spear

Damage Bonus: None

Cost: 1gp

Special Bonuses: Chargers modifier is reduced to +1.

Hand Axe

Damage Bonus: None

Cost: 1gp

Special Bonuses: 4 or 5 will break shield.

Two Handed Weapons

War Axe

Damage Bonus: +1

Cost: 3gp

Special Bonuses: 4 or 5 will break shield.

Bastard Sword

Damage Bonus: +1

Cost: 3gp

Special Bonuses: None

Flail

Damage Bonus: +2 when charging, otherwise none

Cost: 3gp

Special Bonuses: On double ones in combat bearer receives wound.

Shields

Before taking a wound roll warriors with shields may roll a shield save. They roll 1d6:

1 Shield Broken

2-3 Wound Saved

4-6 Roll Damage as normal

Shields cost 1GP

SCENARIOS

Last Stand

Defender has 75% of attacker's points. The defender may arrange terrain as he wishes.

Pitched Battle

Straightforward battle with equal points.

Battle in the Castle

Equal Points Values in a tight and enclosed space.

Duel

One on one combat with near equal point values.

Capture the Relic

Equal point battle. First to escape the board with the relic wins.

PROFILES

King Arthur Pendragon

Points: 20

Combat Value: 4d6

Gold Pieces 15

Scabbard of Excalibur- -3 to wound rolls

Excalibur

Damage Bonus: +2

Cost: 8gp

Special Bonuses: Cannot be Broken

Sir Gawain

Points: 10

Combat Value: 3d6

Gold Pieces 11

The Green Knight

Points: 40

Combat Value: 5d6

Gold Pieces: none

The Green Knight is armed with a war axe

Decapitations do not hurt the Green Knight.

He has natural -2 armour.

Sir Kai

Points: 10

Combat Value: 4d6

Gold Pieces 10