HAMMER WARS

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Introduction

Hello, and welcome to Hammer Wars!

Hammer Wars is simple ruleset designed to be played with Warhammer 40,000 and Warhammer Fantasy miniatures that was inspired by real-time strategy video games.

The game is set in an alternate universe where a tear in the warp has transported several battleships from the 41st millennium to the warhammer world. Now all factions are fighting to achieve their own selfish goals.

We recommend printing page 3 and 4 on a single sheet, this way you will always have all rules and units at hand as you are learning the game and getting to know your army.

You can find various supplements to this ruleset and other one page rules at onepagerules.wordpress.com. You can find more awesome art at mariagriloportfolio.dunked.com.

If you'd like to get news & updates you can follow us at facebook.com/onepagerules, reddit.com/r/onepagerules or twitter.com/OnePageRules.

If you wish to get involved in the game's development or have any questions you can head over to our forums at onepagerules.proboards.com, or write me an e-mail at onepageanon@gmail.com.

Thank you for playing and happy wargaming,
One Page Anon (Rules), Maria Grilo (Cover)

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Hammer Wars – Core Rules v1.5

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General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

Units: Each unit consists of one model that is defined by its attacks, armor, lives and special rules. You can find all units on the unit cards page.

Line of Sight: If you can draw a straight line from the attacker to the target without passing through any solid obstacle or unit, then he has line of sight.

Before we begin...

Preparation: The game is played on a flat 3'x2' surface, with as many terrain pieces as you like. Then place 3 objective markers in a line dividing the table, with one marker at the center and two other markers exactly 4" away from the long table edges on two opposing sides of the central marker. Each player then selects one or more types of Infantry, Specialist, Hero and Heavy, and then builds a unit pool with the amount of models listed here:

- 9x Infantry
- 5x Specialist
- 2x Hero
- 1x Heavy

Goals: Before the game begins the players secretly select one of two goals available to their faction and write it down on a piece of paper, and they each then set their morale counter to 10. Once a player's morale counter has reached 0 the game ends, and the player with most victory points (VP) wins.

Playing the Game

The game is played in rounds consisting of a deployment phase and an action phase, with one player going through both phases first, and then the opponent going through both phases second. Once the second player has gone through both phases the round ends and a new one begins. Before the first round begins the players roll-off, and the winner decides if he wants to go first or second during all rounds of the game. The player that goes fist lowers his morale by 1 and chooses which table edge is his, with his opponent taking the opposite.

Deployment Phase

At the beginning of each deployment phase the players get 6pts and 1xp each, which they can spend to buy units from the unit pool. Purchased units are removed from the unit pool and are placed within 4" of the player's table edge, at least 1" away from enemy units. Once the player has placed his units the deployment phase ends, and all remaining pts are discarded (remaining xp are not discarded).

Combat Phase

During the combat phase the active player may activate all of his units, taking one action each:

Action	Move	Notes
Hold	0x	May shoot.
Walk	1x	May shoot after moving.
Run	2x	May not shoot.

Once all units have been activated the combat phase is over, and play passes to the opponent.

Moving

The unit may move up to as many inches as its move value as many times as its action allows. Note that units may move through friendly models but not through enemy models, and they may freely move into and out of base contact with all units.

Shooting

The unit may use each of its attack lines once to target any unit within range and line of sight, even attacking different units. Roll as many dice as the value in the attack line, trying to score the number corresponding to the target's armor type or higher. For each success the target loses one life, and if this brings its lives value down to 0 the model is killed and returns to the unit pool. If the dice value in the attack line has a "*" next to it, then you may roll one additional attack on each enemy unit within 2" of the target model.

Melee

The unit may use each of its attack lines once to target any enemy unit in base contact, even attacking different units. Roll as many dice as the value in the attack line, trying to score the number corresponding to the target's armor type or higher. For each success the target loses one life, and if this brings its lives value down to 0 the model is killed and returns to the unit pool. If the dice value in the attack line has a "*" next to it, then you may roll one additional attack on each enemy unit within 2" of the target model.

Morale

Morale is the army's will to fight on, and is represented by a counter that starts at 10. There are specific conditions under which the morale counter is lowered, which are listed here:

- Every time a round ends both players lower their morale by 1.
- Every time a player loses three units he lowers his morale by 1.
- Every time a player loses a hero he lowers his morale by 1.
- Every time a player loses a heavy he lowers his morale by 1 and his opponent immediately gets 1VP.

Once a player's morale has reached 0 his opponent receives 1VP, and the game immediately ends.

Terrain

Cover (*forests, ruins, sandbags, etc.*): When attacking units in cover you get -1 to your attack rolls. If at least half of the model is within cover terrain, or is partially obscured by a piece of terrain from the view of the attacker, then it counts as being in cover. Note that a roll of 6 is always a hit, regardless of modifiers.

Difficult Terrain (*woods, mud, rivers, etc.*): Units may not use Run actions through Difficult terrain.

Dangerous Terrain (*quicksand, razor wire, mine fields, etc.*): Whenever a unit moves into or across dangerous terrain it receives a Dice:1 attack that hits on 6+ (ignores modifiers).

Special Rules

Chain Attack: Whenever this unit kills an enemy in melee it may immediately move and attack another enemy that is within 2" of the original target in melee. This chain attack may be repeated up to 3 times per activation.

Energy Pulse: Once per round, when this unit is activated, place a marker anywhere within 8". All enemy units within 2" of the marker immediately receive a Dice:1 attack that hits on 5+ (ignores modifiers), and you may move the marker up to 4" in any direction (ignoring units and terrain). All enemy units within 2" of the marker then take another Dice:1 attack that hits on 5+ (ignores modifiers), and the marker is removed.

Hit & Run: This unit may make move up to 4" after attacking an enemy in melee, but may not use this move to get into base contact with enemy units.

Ignores Cover: This unit does not get a -1 to its attack rolls when targeting enemies in Cover.

Rapid Advance: This unit may choose to move 3x when using Run actions, however it may not move into base contact with enemies when doing so.

Trample Attack: Whenever this unit moves into base contact with an enemy the target immediately takes a Dice:1* attack that hits on 4+ (ignores modifiers).

Goals

Each faction has different goals it is trying to achieve, which are described here. Note that some of the goals require you to seize one or more objective markers. If you have more units within 2" of a marker than your opponent, then you seized it.

Deception: At the beginning of the game secretly choose one of the objective markers and write it down on a piece of paper. At any point during the game you may openly declare that objective as your goal, and all enemy units within 2" of it take a Dice:1 attack that hits on 4+ (ignores modifiers). If at the end of the game you have seized that objective marker you get 1VP.

Duty: At the beginning of the game secretly choose one of the objective markers and write it down on a piece of paper. At any point during the game you may openly declare that objective as your goal, and all friendly units within 2" of it get +1 to their attack rolls from then on. If at the end of the game you have seized that objective marker then you get 1VP.

Greed: If at the end of the game you have seized more objectives than your opponent, you get 1VP.

Oppression: If at the end of the game at least a third of your currently deployed units (rounding down) are within 4" of your opponent's table edge, then you get 1VP.

Revenge: If during the game you have killed at least one enemy Hero unit, or if your opponent did not deploy any Hero units, then you get 1VP.

Factions and Goals

Not every faction strives to achieve the same goals, and you can see which goals each faction has access to on the following list.

Duty + Revenge
- Bretonnia
- Eldar
- High Elves
- Necrons
- Space Marines
- Tomb Kings

Deception + Oppression
- Beastmen
- Ogre Kingdoms
- Sisters of Battle
- Tyranids
- Vampire Counts

Greed + Revenge
- Chaos Space Marines
- Dwarfs
- Orcs & Goblins
- Orks
- Warriors of Chaos

Duty + Oppression
- Empire
- Grey Knights
- Imperial Guard
- Lizardmen
- Tau
- Wood Elves

Greed + Deception
- Daemons of Chaos
- Dark Eldar
- Dark Elves
- Skaven

Unit Cards

Assault Infantry   1pts

Move: 6" **Lives:** 1 **Armor:** Light **Range:** 0"

Dice: 1 **Light:** 3+ **Medium:** 6+ **Heavy:** 6+

Special Rules: -

Skinks, Hormagaunts, Clanrats, Ork Boyz, etc.

Ranged Infantry   1pts

Move: 4" **Lives:** 1 **Armor:** Light **Range:** 8"

Dice: 1 **Light:** 3+ **Medium:** 6+ **Heavy:** 6+

Special Rules: -

Archers, Fire Warriors, Thundrers, Tactical Marines, etc.

Support Infantry   1pts

Move: 4" **Lives:** 1 **Armor:** Light **Range:** 8"

Dice: 1 **Light:** 5+ **Medium:** 3+ **Heavy:** 4+

Special Rules: -

Tomb Guards, Lootas, Greatswords, Harlequins, etc.

Assault Specialist   2pts

Move: 8" **Lives:** 1 **Armor:** Medium **Range:** 0"

Dice: 1 **Light:** 4+ **Medium:** 5+ **Heavy:** 6+

Special Rules: Chain Attack, Hit & Run

Grail Knights, Raveners, Kroxigors, Raptors, etc.

Ranged Specialist   2pts

Move: 4" **Lives:** 1 **Armor:** Medium **Range:** 12"

Dice: 3 **Light:** 4+ **Medium:** 6+ **Heavy:** 6+

Special Rules: -

Glade Guards, Ratlings, Jezzails, Deathmarks, etc.

Support Specialist   2pts

Move: 4" **Lives:** 1 **Armor:** Light **Range:** 16"

Dice: 1* **Light:** 4+ **Medium:** 5+ **Heavy:** 5+

Special Rules: -

Salamanders, Dark Reapers, Cannons, Biovores, etc.

Assault Hero   3pts + 1xp

Move: 8" **Lives:** 3 **Armor:** Medium **Range:** 0"

Dice: 1* **Light:** 3+ **Medium:** 4+ **Heavy:** 5+

Special Rules: Hit & Run

Paladin, Assassin, Vampire, Jetbike Warlock, etc.

Ranged Hero   3pts + 1xp

Move: 4" **Lives:** 3 **Armor:** Light **Range:** 16"

Dice: 1 **Light:** 3+ **Medium:** 6+ **Heavy:** 6+
Dice: 1 **Light:** 3+ **Medium:** 6+ **Heavy:** 6+

Special Rules: Ignores Cover

Glade Captain, Commander, Thane, Destroyer, etc.

Support Hero   3pts + 1xp

Move: 4" **Lives:** 3 **Armor:** Medium **Range:** 8"

Dice: 1 **Light:** 4+ **Medium:** 4+ **Heavy:** 4+

Special Rules: Energy Pulse

Firebelly, Psyker, Slann Mage-Priest, Farseer, etc.

Support Heavy   6pts + 3xp

Move: 6" **Lives:** 5 **Armor:** Heavy **Range:** 8"

Dice: 1* **Light:** 3+ **Medium:** 4+ **Heavy:** 5+
Dice: 1 **Light:** 4+ **Medium:** 4+ **Heavy:** 4+

Special Rules: Rapid Advance, Trample Attack

Daemon Prince, Dreadnought, Giant, XV8 Battlesuit, etc.

Ranged Heavy   6pts + 3xp

Move: 4" **Lives:** 5 **Armor:** Heavy **Range:** 16"

Dice: 3 **Light:** 3+ **Medium:** 3+ **Heavy:** 3+

Special Rules: Trample Attack

Stegadon, Wave Serpent, Steam Tank, Exocrine, etc.