

FOUNDER'S EDITION



WARFAR

RULE BOOK



Foreword

I am a huge fan of both war games and tradable card games and whilst growing up I have become a massive wargamer. For years I have been hankering to make a war game myself and this year I had taken it upon myself to make my very own war game into reality.

So here is WarFig!

WarFig is a tabletop wargame that is fun and easy to pick up, but as you encounter more players it will become harder to master! WarFig involves armies of miniature figures fighting it out on the battlefield. My aim is to make the game flexible and as customizable as possible.

As a kid, I struggled to pay for most of the table top war games out there, but my commitment to WarFig is to try to make it as affordable as possible for all!

Table top wargaming is a social affair, there is nothing like spending a night-in fighting it out with a good bunch of mates and a few beverages of choice.

WarFig is an evolving game and this first edition is only just the start. I want to make this a game for the community and I would

appreciate all comments and feedback provided at the forums at
www.warfig.com

If you are interested in joining the fleeting team in the evolution of WarFig let me know!

Regards

WARFIG

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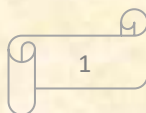
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Quick Guide

Quick Play

1. Battlefield Setup - Set up table top in desired battlefield setup
2. Choose Game Objective - Choose from one of the four objectives for your game:
 - Elimination
 - Points
 - Capture the Hill
 - Kill the General
3. Choose Army and Tiles - Each player chooses their Army, then starting with 2,500 points* and using these points they determine which tiles will be in their Army
4. Battle - Battle it out and enjoy!

** Players can amend and agree on the amount of starting points*



WHAT TO DO ON YOUR TURN?

01 SPELLS



Unit with Wizardry skill can use Spell cards. Spells may not be used after this phase unless the card states so. Each Wizard may only cast one spell per a turn.

02 MOVEMENT



Unit Moves based on their movement skill. They may not move through friendly or enemy squads

03 RANGED ATTACKS



- Units with ballistic skill can shoot if they did not move.
- For each characters, roll a 6 sided dice.
- Use the ballistic skill table to determine if the unit hits.
- Units can pick a target or shoot over another unit but suffer -1 to ballistic skill
- For each successful hit, roll a 6 sided dice and compare units strength to target armour to see if the unit has wounded the target.
- Mark wounded targets using a d8 to determine life left.
- Remove casualties for each successful hit unless special commands/spells/abilities are used

COMMANDS



Units with Command skill can use Command cards. After this commands can be used at any point turn the turn. More than one commands can be played by a unit during the turn.

Can be played anytime during your turn

04 MELEE ATTACKS



- Units that are in contact with each other are in melee combat
- Roll a 6 sided dice for each character within the unit.
- Compare weapon skills of the unit with the defending unit.
- Each squadron in combat, elects whether to defend or attack.
- For each attacking squad, determine the number of successful hits on the defending squad by comparing weapon skill of attacking squad and defending squad.
- If the defending squad has elected to defend, determine the number of successful negated hits
- For each successful hit, roll a 6 sided dice and compare the strength for the unit with the armour of the defending unit.
- Remove casualties for each successful hit unless special commands/spells/abilities are use

05 REINFORCEMENT



Add reinforcements, where available.

Setup

WarFig consists of tiles, cards and terrain on a table top.

In a typical game each player has 2,000 starting points to build their army, including the fighters, items, spells and commands. The number of points is defined as “Army Value”. This will be explained more further in unit deployment.

WarFig Tiles

In WarFig, units on the battle field are represented by tiles. Each tile represents a certain type of unit in Warfig. Units can include halfings, humans etc. Units are further explained in the manual.



WarFig Cards

Warfig uses cards to represent different tiles and actions in the game.

Every different type of tile will have a Warfig Card. The WarFig cards come in three levels, common, uncommon and rare but may be extended in future versions.

Card with Legendary may only have version in the game in the game.

The main cards used in Warfig are below.

1. Tiles

These are the main cards used on the battlefield. The tile card will tell you different actions your tile can perform. Each tile on the battlefield is represented by an equivalent card. For example a goblin tile is represented by the goblin card. In future editions these tiles can be upgraded with an improved version of the base title card. For example, the goblin tile may be upgraded to a strong goblin.

2. Items

Items can be combined with units to improve the statistics of the units. Unless otherwise stated, each item only benefit an individual unit and all similar units will need to be equipped with the same item. A unit can only have 3 items. Item values for armour can stack across different items but item values for weapon skill, ballistic skill, range and strength only take the highest value of the item.

Stackable - Armour Values



Non-Stackable - Weapon Skill, Ballistic Skill, Range and Strength

For convenience, after adding the additional values, these are represented by a token on the unit card.

3. Spells

Spells that can be used by tiles with a “Wizardry Score”.
Spells can be only used once

4. Commands

Commands that can be used by tiles with a “Command Score”.



Each card will have different Statistics. Examples of the Cards are shown further below and Statistics are explained as follows:

Costs	
Army Type	This determines which army the card can be applied to.
Cost	This is the number of points the card cost to include in your army. <ul style="list-style-type: none"> For tiles this will be the number of points each individual tile cost to be included in your army. ie if you have 10 soldiers at 20 points a soldier, that would be a total of 200 points to be included.
Rarity	This is how rare the card is: <ul style="list-style-type: none"> Common - Bronze Uncommon - Silver Rare - Gold
Class Type	Class types are linked to their corresponding unit types - where class upgrades are available.
Size	Size determines what items can be used with this unit. These sizes in the base set are: <ul style="list-style-type: none"> Small Medium Large Siege Small Calvary Medium Calvary
Movement [insert symbol]	How far a unit can move in centimeters.

Weapon Skill [insert symbol]	Tile capability to land a hit on another tile which is described in the “Melee” Section.
Strength [insert symbol]	How hard a tile can hit an enemy tile. This is further described in the “Melee Section”.
Ballistic Skill [insert symbol]	Tile capability to use a range weapon to land a hit on another tile. This is further described in the “shooting phase”.
Range [insert symbol]	How far a tile can shoot a weapon measured in centimeters. Typically by default, units will have no range unless a ranged weapon is equipped. This is further described in the “shooting phase”
Armour [insert symbol]	How well the unit is protected by attacks.
Health [insert symbol]	How many successful attacks a unit can take before it is removed from the battle field
Game Text	Any specific rules related to the unit.
Lore Text	Interesting lore related to the unit. No in game impact.

Tile Cards

Tile cards show the tiles statistics. For every tile card you may have multiple tiles.

Item Cards

Various item and equipment pieces will benefit units' statistics on the battlefield. All units can be upgraded with Item cards. The key thing to note is item cards are “cumulative” to the units based cost. So for example if the unit base value is “3” for Ballistic skills and you equip and item with “2” the ballistic skill will become 5. In some instances, using equipment will have negative modifiers to other statistics like using heavy plate mail lead to a movement negative modifier.

Spell Cards

These cards are used by magical wielding characters during the course of battle.

To use these cards the spell caster will need to have a certain “Wizardry Level” to use these cards.

Command Cards

These cards are used by Heros and units to perform various moves during the games. To use these cards, the unit will need a certain “Command” level.





TILE/UNIT CARDS

Tile cards show the tiles statistics. For every tile card you may have multiple tiles



UNIT SIZE/ CLASS TYPE

Unit size determines the size of the tile unit and its compatibility with other units, items and spells on the battlefield

COST

Resources required to place unit on battlefield, players decide on an equal starting amount.

ARMY TYPE

Depending on which army you chose to play as, you will see either of these flags:



UNIT SKILLS STATS

The 4 stats types in this box make use of the Attack, Parry, Damage & Ranged Tables provided to determine the outcome of various actions on the battlefield:

STRENGTH

This unit's strength vs enemy unit Armour skills stats determine damage inflicted

WEAPON

This unit's weapon skill vs enemy's attack skill determines if a parry is successful

BALLISTICS

Ballistic skills determine if a ranged attack will hit the target

RANGE

The number of grids on the battle field this unit's attack can reach



ITEM CARDS

Various item and equipment pieces will benefit units' statistics on the battlefield

All units can be upgraded with Item cards



COST

Resources required to equip this item to a unit

ARMY TYPE

Item cards can only be used by their corresponding units within the same army type:



Republic



Dark Alliance

BASIC STAT MODIFIERS

Movement, Armour & Health stats here are added to equipped unit's base stats the same way as "MELEE & RANGE MODIFIERS".

UNIT SIZE/ CLASS TYPE

Units that have the same size and army flag as this item card can use this item card

MELEE & RANGE MODIFIERS

The key thing to note is item cards are "cumulative" to the units base stats. So for example: Unit Base Strength stat is "3" & the "Axe" item strength stat is "+2" Unit's new strength stat after equipping the "Axe" item will now be $3+2 = 5$.

NEGATIVE MODIFIERS

In some instances, using equipment will have negative modifiers to other statistics like using heavy plate mail lead to a movement negative modifier.



SPELL CARDS

These cards are used by **magical wielding characters** during the course of battle.

Each unit with a "Wizardry Level" may cast only **1 spell per turn**



SPELL POINTS

The "Spell Points" represent the total resources the unit has **per game** to spend on spells. For example: The unit "Republican Wizard" has 4 spell points, it uses the spell "Fireball" which cost 1 spell point and now it will have $(4-1=3)$ spell points left.



This icon on the spell card represents the "Spell Points"

WIZARDRY LEVEL

Only units with the "Wizardry Level" can use spell cards.

The "Wizardry Level" on the unit card must be equal to or higher than the "Wizardry level" on the spell card to be used by the unit.



This icon on the spell card represents the "Wizardry level"





COMMAND CARDS

These cards are used by **Elite Units** during the course of battle.

Each unit with a "Leadership Level" can use **multiple commands per turn**



COMMAND POINTS

The "Command Points" represent the total resources the unit has **per game** to give commands. For example: The unit "Madmagog The Orc Berserker" has 6 command points, it uses the command "Taunt" which cost 2 command points so it will now have $(6-2=4)$ command points left



This icon on the command card represents the "Command Points"

LEADERSHIP LEVEL

Only units with the "Leadership Level" can use command cards.

The "Leadership Level" on the unit card must be equal to or higher than the "Leadership Level" on the spell card to be used by the unit.



This icon on the spell card represents the "Leadership level"



Army Sizes and Objectives

Army Points Size

A typical army cost will cost 2500 points.

There is no cap on army sizes with the smallest army ranging from 500 points up to as far as the mind can imagine.



Tiles can be placed into squads which represents several units fighting together. The key rules surround squads are;

- All units of the squad should be same type of unit
- The squad should be a minimum of 5 units
- A unit with command may join the squad if it is the same size.
- The maximum size of the squad is 10 units

Units are required be placed into squads of at least 5 units unless they have the following attributes

- command
- spell
- seige

Units with command can fight separately or as part of a squad.

Units with wizardry and siege can only be placed standalone.

Squads may be only grouped with units the same size, for example a medium unit can only be combined with a medium unit. Different sizes cannot be put into the same squad.

Estella, a leader may fight in a squad or by herself



The wizard below has to fight by himself whilst the siege unit can be in a squad of less than 5



Objectives

Each game can have different objectives in which players agree upon! There are a wide range of objectives but four of the most common will be:

1. Elimination

Unlimited turns until all enemy units are eliminated.

2. Points

Fight for 8 turns (or agreed number of turns). At the end of the 8 turns (or agreed number of turns), totaling up the number of points remaining on the battlefield, the player with the highest point wins.

3. Capture the Hill

The player who controls the predesignated point at the end of 8 turns (or agreed number of turns) will win.

If units occupy this point, at the end of 8 turns (or agreed number of turns) each unit will fight to the death.

4. Kill the General

The first team to eliminate the opposing general wins. Both players define the general before the game commences.

Special rule, the enemy general cannot be targeted by ballistics

Army List

Armies are composed around cards. Respective cards can be

- Units
- Items
- Spells
- Commands

Some cards have cost values and some do not. Any army must at least contain at least 50 percent of its value in characters, units and accessories assigned to these units.

Each army is made up of squads. Squads are made up of units. Squads may only have two units, with one being a common unit and the other unit being a rare unit which typically represents a leader. A squad must be only consist of units that are a similar type, ie a medium unit can only combine with a medium unit. A medium unit cannot combine with any other type of size.

Units with are legendary, can only have one copy of these units per a game.

Both players share with each other their respective army list before a game.

To build an army list, select units and items to the agree point value. Each Wizard can take a number of spells up to their spell points. Each commander Commander can take a point value of their commands. The below is an example of a ready to go 2000 army list.

Republica - Example of an Army List

In this first an example below, is a Republica 2500 point armour list. The army list is made up of 6 different units. Estella's unit has 9 Soliders with her. The army list adds up to 2491 points with 9 points unused.

Since Estella has 6 command points, she picks 6 command points worth of commands. Since the Wizard has 4 wizardry points, he picks up 4 command points worth of spells.

	Unit Name	Number of Units	Type	Unit Cost	Cost
1	Estella, Priestess of the North	1	Unit	475	475
	Solider	9	Unit	25	225
2	Iron Clad Golden	4	Unit	168	672
3	Knights of Republic	5	Unit	136	680
4	Wizard	1	Unit	184	184
5	Elven Archer	5	Unit	51	255
Total					2491

<i>Estella has 6 Command Points so can pick up 6 points of commands</i>	
Command Points	
Defensive Stance	1
Rallying Cry	1
Heroic Strike	2
Honourable Retreat	1
Charge	1

In this second example, is a 3500 point army list. In this example, the soldiers are equipped with platemail and as a result each soldier in Estella's unit will need plate mail. The knight also have an iron lance each. The Halfling are also equipped with rocks.

	Unit Name	Number of Units	Type	Unit Cost	Cost
1	Estella, Priestess of the North	1	Unit	475	475
	Soldier	9	Unit	25	225
	Plate Mail	9	Equipment	20	180
2	Iron Clad Golden	5	Unit	168	840
3	Knights of Republic	5	Unit	136	680
	Iron Lance	5	Equipment	40	200
4	Wizard	1	Unit	184	184
5	Halfling	9	Unit	16	144
	Rock	9	Equipment	20	180
6	Republic Cannon	1	Unit	136	136
7	Elven Archer	5	Unit	51	255
	Total				3499

Estella still has the same amount of command points and the wizard is still allocated the same amount of spell points

Estella has 6 Command Points so can pick up 6 points of commands

Defensive Stance	1
Rallying Cry	1
Heroic Strike	2
Honourable Retreat	1
Charge	1

Wizard has 4 Wizardry Points so can pick up 4 card points of spells

Fireball	1
Ice Wave	2
Rockshield	1

Orkish Alliances - Example of An Army List

In this first example, this is a 2500 point Orkish Alliance army. There are 20 points unused. Since Madmagog has 6 command points he brings 6 command points worth of commands

	Unit Name	Number of Units	Type	Unit Cost	Cost
1	Madmagog the Orc Berserker	1	Unit	799	799
	Orc	9	Unit	33	297
2	Goblin Wolf Rider	5	Unit	42	210
3	Goblin	10	Unit	16	160
4	Troll Warrior	9	Unit	40	360
5	Orkish Battering Ram	1	Unit	654	654
Total					2480

<i>Madmagog has 6 Command Points so can pick up 6 points of commands</i>	
Overwhelm	1
Berserker	1
The Butchers	1
Savage Sacrifice	1
Savage Counter Attack	2
Overwhelm	1

In this second example, this is a 3500 point army. 39 points are unused. The orc's are equipped with rusted spears whilst Madmagog is equipped with the Doom Hammer.

	Unit Name	Number of Units	Type	Unit Cost	Cost
1	Madmagog the Orc Berserker	1	Unit	799	799
	Doom Hammer	1	Equipment	121	121
	Orc	9	Unit	33	297
	Rusted Spear	9	Equipment	40	360
2	Ogre	5	Unit	148	740
3	Goblin	10	Unit	16	160
5	Orchish Battering Ram	1	Unit	654	654
6	Orc Chariot	4	Unit	82	328
Total					3,459

<i>Madmagog has 6 Command Points so can pick up 6 points of commands</i>	
Overwhelm	1
Berserker	1
The Butchers	1
Savage Sacrifice	1
Savage Counter Attack	2
Overwhelm	1

Unit Deployment

Set up can be determined in two ways before engaging the enemy.

1. *Predetermined formation*

Using WarFig unit cards, player can lay out the predetermined formation from left and right on the battlefield

2. *Player take it in turns*

Players can take in turns to deploy their units cards face down. Each unit card represents a squad from the army list.

Battlefield Setup

Battlefield setups can be set up in any way. Below are three common ways of setting up.

In terms of formations, tiles must fight in a minimum squadron size of five. Whilst the maximum size is as large as the player desires! Tiles are set up in rows and columns with the first row being a minimum of 5 units wide.

Tiles which have “Wizardry” and “Command” scores can fight individually or join squads.

Due to sheer size, siege tiles like catapults will always fight by itself and cannot be included in a squad.

Setup One

Setup Two

Setup Three

Players set up by placing their respective card facedown for the relevant unit. Both players then reveal unit position at the same time

Sequence

WarFig is played in turns. Just roll a 6 sided dice and the winner goes first.

The major part of turns is

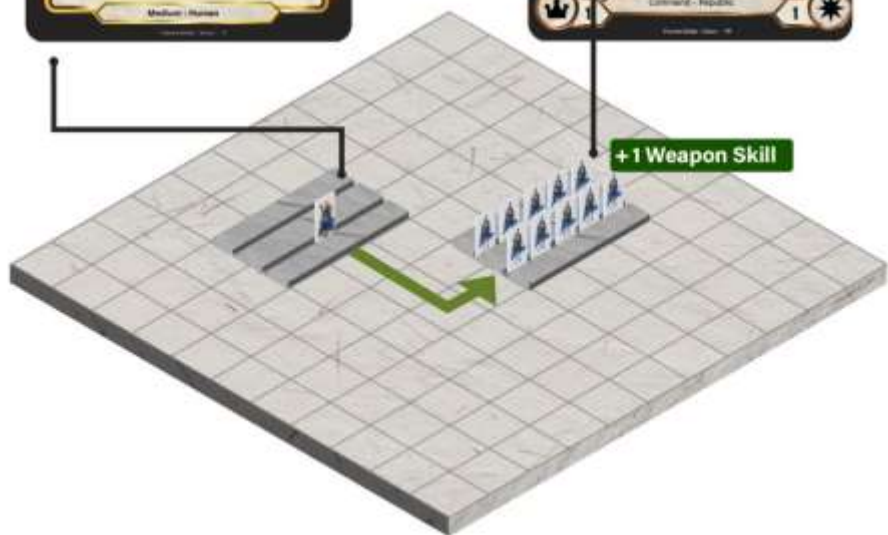
- 1) Spells
- 2) Move
- 3) Shoot
- 4) Melee
- 5) Reinforcements

Units in squads can do one action per each phase noted above. Commands can be played at any time during the turn

Command Phase

Any time during the turn, units with the command skills may use command skill cards. Any commands cards used are removed from the game. Each individual unit may only use one command card per turn.





Spell Phase

During this phase, units with the spells may use spells cards. Any spell cards used are removed from the game. Each individual unit may only cast one spell card per turn.



SPELL PHASE

Magical units have the chance to cast spells that can **damage enemies** or **empower allies** within range.



- Unit with Wizardry skill can use Spell cards.
- Spells may not be used after this phase unless the card states so.
- Each Wizard may only cast one spell per a turn.

Movement Phase

The move phase is when all your squad move and position for battle.

The movement speed represents the number of centimeters the squad can move during its turn. If a squad has more than one unit, the squad moves at the rate of the slowest unit in the squad.



Rotation

If a squad would like to rotate, the unit may be able to turn up to 90 degrees in any direction.

Movement - Other

A squad can move through any friendly squad without penalty. A squad cannot move through the opposing player's squad.

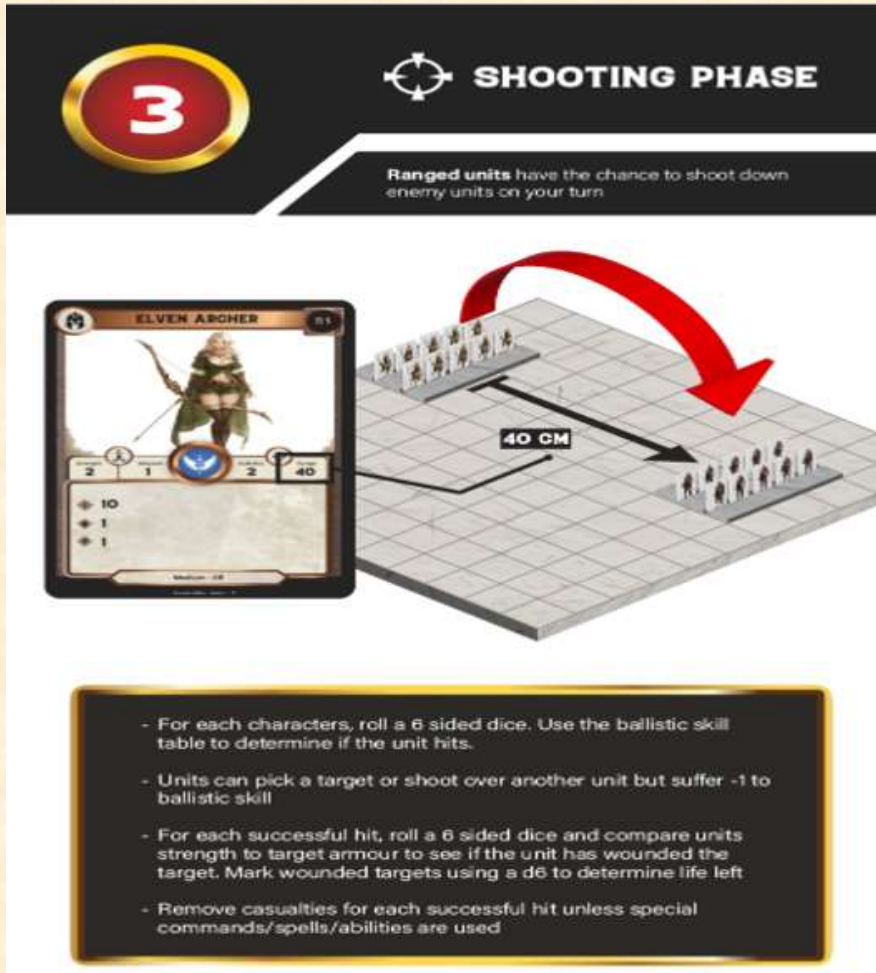
On the battle field there may be obstacles. The penalties for moving through these obstacles should be agreed up front with all players. For example as below

Type	Examples	Movement Penalty
Impenetrable	Mountain	Unable to move
Minor	Scrub, small wall	Unit move at two-third speeds
Major	Marsh, large trees	Units move at half speed

Shooting Phase

Key Statistics include the below:

Ballistic Skill	For example "4"
Range	For example "20"
Armour	For example "3"



The graphic features a black header with a gold-bordered red circle containing the number '3' on the left. To its right is a white crosshair icon followed by the text 'SHOOTING PHASE'. Below this, a white box contains the text: 'Ranged units have the chance to shoot down enemy units on your turn'. The main illustration shows a game card for 'ELVEN ARCHER' on the left, with a red arrow pointing from it to a grid-based battlefield on the right. The card displays a character, a 'BS' value of 4, a 'R' value of 20, and 'A' values of 10, 1, and 1. The battlefield shows two groups of units with a '40 CM' range indicator between them.

3 **SHOOTING PHASE**

Ranged units have the chance to shoot down enemy units on your turn

ELVEN ARCHER BS 4

2 1 2 40

10
1
1

40 CM

- For each characters, roll a 6 sided dice. Use the ballistic skill table to determine if the unit hits.
- Units can pick a target or shoot over another unit but suffer -1 to ballistic skill
- For each successful hit, roll a 6 sided dice and compare units strength to target armour to see if the unit has wounded the target. Mark wounded targets using a d6 to determine life left
- Remove casualties for each successful hit unless special commands/spells/abilities are used



Squads that has a ballistic skill and is within the squad's range of an opposing players squad may fire their weapons at the opposing player's squad.

Moving and Shooting

Squads that have advanced in the move phase are unable to shoot as they have used their turn to advance.

Squads in Melee cannot Shoot

Squads that are in direct contact with the tile base of an opposing player's squads cannot shoot.

Picking a Target

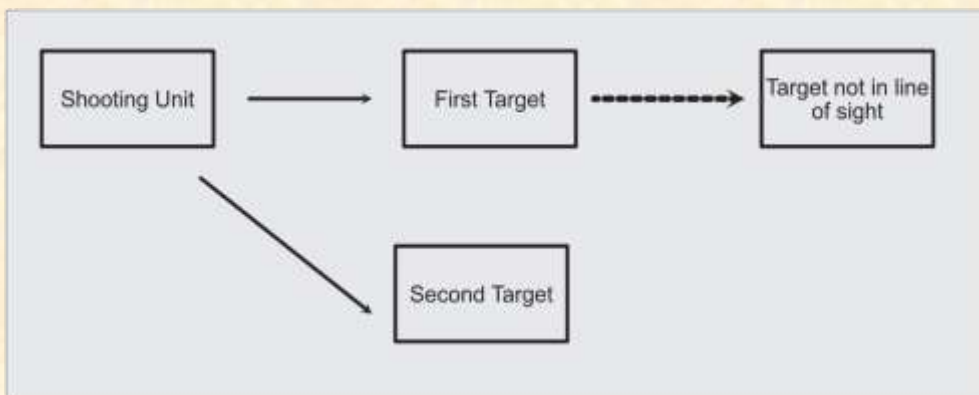
A squad can pick an enemy target based on its range as long as the the target squad is within the squad's range

Special rules

- **Multiple Targets**
Squads may choose two or more targets but will suffer a negative modifier. The squad will minus one point of their ballistic skill for that turn for every additional target.
- **Not in Line of Sight Targets**

Squads may target an enemy squad within range but “not in the first line of sight”. The squad will minus one point of their ballistic skill for that turn.

A unit cannot aim at two or more targets and target enemies not in line of sight at the same time. They must only choose one of these special rules when shooting.



Shooting and Hitting the Target

The key statistic used in shooting is ballistic skills. To determine the number of hits, do the following

- roll a number of dice equal to the squad's number of units. Some units may have more than one attack so the number of dice rolled should be adjusted for that unit.
- Determine the number of hits compared to the units ballistic skill. The higher the statistic the better.

RANGED TABLE

	TO HIT
1	6+
2	5+
3	4+
4	3+
5	2+
6	2+/6+
7	2+/5+
8	2+/4+
9	2+/3+
10	2+/2+

BALLISTIC SKILL SKILL

Sometimes the unit may be hiding behind cover in that case the following modifiers are made

- Soft cover -1 from units BS skill
- Hard cover -2 from units BS skill

What does 2+/6+ mean? This means if you roll a 1, you are able re-roll and if you roll a 6+ you land a hit.

Assigning Hits

After calculating the number of successful hits, if a squadron contains more than one type of unit, the defender player allocates the hits between different units in the squadron.

Rolling to Wound

Each hit will test if it penetrates the defending unit's armour. the attacking unit rolls against the defenders armour value. For every successful roll, one damage is allocated against the unit.

Assigning Damage

After the damage has been assigned, the defending player assign the damage to the defending unit. Most units will have one health and will be “killed” when taking damage. Remove these units from the game. Some units have more than one health, so assign a damage counter to this unit using a d6 to record the number of damage taken.

		DAMAGE TABLE									
		STRENGTH									
ARMOUR		1	2	3	4	5	6	7	8	9	10
	1	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+	2+/2+	2+/2+
	2	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+	2+/2+
	3	6+	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+
	4	6+/2+	6+	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+
	5	6+/3+	6+/2+	6+	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+
	6	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+	2+	2+/6+	2+/5+
	7	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+	2+	2+/6+
	8	6+/6+	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+	2+
	9	6+/6+	6+/6+	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+
	10	6+/6+	6+/6+	6+/6+	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+

Other Shooting rules

Attacking an enemy unit engaged with a friendly unit.

Sometimes the player may want to attack a unit engaged with the enemy. If so the following rules apply. The player rolls the number of hits as possible and determines the number of hits. Allocate two third of the hits to the enemy rounded down and one third of the hits to the friendly unit. If there are any friendly heros, characters these units are hit last.

Enemy units make armour saves as above. Due the friendly unit not expecting incoming friendly fire no armour saves are made for friendly units.

Melee Phase

Key Statistics

Weapon Skill	Determine ability to hit
Strength	Determine ability to wound
Attacks	Determines number of attacks
Armour	Determines ability to prevent a wound

All units in base to base contact are considered to be in melee. If a player moves his squad into the an opposing players squad, both squads are deemed to have entered into melee.

For terminology, the player who turn it is called the “Attacking Player”. The opposing player is called the “defending player”.

If during the move phase any point of an opposing player squad touches the current player squad, the “Attacking player” may realign the squad in front of the opposing players squad.

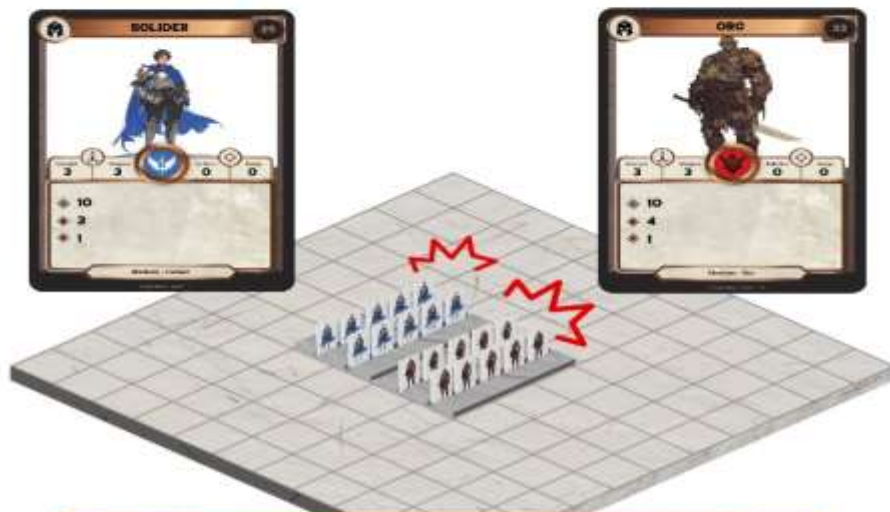
In Warfig, melee takes simultaneously where both the players units take place in the melee round.

4



MELEE PHASE

Units in direct contact with each other will automatically engage in melee combat



- Units that are in contact with each other are automatically engaged in melee combat
- Roll a 6 sided dice for each character within the unit. Compare weapon skills of the unit with the defending unit.
- Each squadron in combat, elects whether to defend or attack.
- For each attacking squad, determine the number of successful hits on the defending squad by comparing weapon skill of attacking squad and defending squad.
- If the defending squad has elected to defend, determine the number of successful negated hits
- For each successful hit, roll a 6 sided dice and compare the strength for the unit with the armour of the defending unit.
- Remove casualties for each successful hit unless special commands/spells/abilities are use

Terminology

- **The players who turn it is called the attacking player**
- **The player who is not taking their turn is the defending player.**

There are 5 phases to the melee stage

- Two squads from different sides in contact
- Defender electing whether to defend or attack back. If the defender elects to defend, all units defend.
- Attacker Rolling for successful hits using weapon skill
- Defender Rolling for successful defense using weapon skills (optional)
- Defender Rolling for successful hits using weapon skills
- Both players Rolling to wound using strength
- Assigning Damage
- Removing casualties

Assigning Attacks and Defense Rolls

- The Defending player, for unit in the squad, makes a decision either defending or attacking. Each unit is entitled to roll for one attack, in some instances, units may have more than one roll.



Assigning Targets

There will be some instances where a squadron has two or more different types of units. In this case, the defending player can allocate which units in the defending squadron are to be targeted. This is important because each different unit may have a different weapon skill. A unit, cannot split attacks.

For example,if 20 human knights are attacking a defender unit has 9 goblin archers and 1 goblin hero, the defender may assign 10 attempted hits on the 9 goblin archers and 10 attempted hits on the 1 goblin hero.

Attacker Rolling for successful hits using weapon skill

In the heat of battle each unit is fighting it out with the enemy which is reflected by the attack and defense dice.

After assigning attack rolls and targets, roll a d6 for each attacking dice. The attacking player compares the units “weapon skill” to the defending unit “weapon skill” using the table below. For example, if an attacking unit with with weapon skill 4 attacks a defending unit with weapon skill 2, any roll above 3 on a d6 would be enough to land a hit.

ATTACK TABLE

		ATTACKERS WEAPON SKILL									
		1	2	3	4	5	6	7	8	9	10
DEFENDER WEAPON SKILL	1	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+	2+/2+	2+/2+
	2	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+	2+/2+
	3	6+	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+
	4	6+/2+	6+	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+
	5	6+/3+	6+/2+	6+	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+
	6	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+	2+	2+/6+	2+/5+
	7	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+	2+	2+/6+
	8	6+/6+	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+	2+
	9	6+/6+	6+/6+	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+
	10	6+/6+	6+/6+	6+/6+	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+

In some instances where the weapon skill is significantly greater than the defender's weapon skill, a failed dice roll will be able to be rerolled. For example, a 10 weapon skill character attacking a 2 weapon skill character, on a roll of 1, the attacking player is able to reroll and if rolls a 3+ he successfully lands a hit.

What does 6+/2+ mean? Sometimes units are a lot stronger in weapon skill and harder to land a blow. 6+/2+ means, you first have to roll a 6 to hit, then followed by any dice roll above 2.

Defender Rolling for Successful Defense using weapon skills

Based on the number of defense dice allocated, the Defending player rolls this number to determine how many successful defense rolls are made. Compare the weapon skill of the unit rolling the attack dice compared to the weapon skill of the unit that is rolling the defense dice. For every successful save, remove one of the attackers successful hits.

		DEFENDER WEAPON SKILL									
		1	2	3	4	5	6	7	8	9	10
ATTACKERS WEAPON SKILL	1	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+	2+/2+	2+/2+
	2	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+	2+/2+
	3	6+	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+
	4	6+/2+	6+	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+
	5	2+/6+	2+/6+	2+/6+	2+/6+	2+/6+	2+/6+	2+/6+	2+/6+	2+/6+	2+/6+
	6	6+/3+	6+/2+	6+	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+
	7	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+	2+	2+/6+
	8	6+/6+	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+	2+
	9	6+/6+	6+/6+	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+
	10	6+/6+	6+/6+	6+/6+	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+

Defender Rolling for successful hits using weapon skills

After resolving the attackers hit, it is now time for the Defender's unit to attack back!

After assigning attack rolls and targets, roll a d6 for each attacking dice. The defending player compares the units "weapon skill" to the

attacking unit “weapon skill” using the table below. For example, if an attacking unit with with weapon skill 4 attacks a defending unit with weapon skill 2, any roll above 3 on a d6 would be enough to land a hit.

Rolling to wound using strength

After determining the successful number of hits, the next step is to roll if these hits successful wound.

For each successful hit, compare the attackers strength to the defenders armour value and roll a d6. For each successful hit, assign a damage to the defenders unit.

DAMAGE TABLE

		STRENGTH									
		1	2	3	4	5	6	7	8	9	10
ARMOUR	1	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+	2+/2+	2+/2+
	2	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+	2+/2+
	3	6+	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+
	4	6+/2+	6+	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+	2+/3+
	5	6+/3+	6+/2+	6+	5+	4+	3+	2+	2+/6+	2+/5+	2+/4+
	6	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+	2+	2+/6+	2+/5+
	7	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+	2+	2+/6+
	8	6+/6+	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+	2+
	9	6+/6+	6+/6+	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+	3+
	10	6+/6+	6+/6+	6+/6+	6+/5+	6+/4+	6+/3+	6+/2+	6+	5+	4+

In some instances where the attacker's strength is significantly greater than the defender's armour skill, a failed dice roll will be able to be re-rolled. For example, a 10 weapon skill character attacking a 2 strength skill character, on a roll of 1, the defending player is able to re-roll and if rolls a 3+ he successfully lands a hit.

What does 6+/2+ mean? Sometimes units are a lot stronger in armour and harder to do damage to. 6+/2+ means, you first have to roll a 6 to hit, then followed by any dice roll above 2.

Assigning Damage

After the damage has been assigned, the defending player assign the damage to the defending unit. Most units will have one health and will be “killed” when taking damage. Remove these units from the game. Some units have more than one health, so assign a damage counter to this unit.

Multiple Squads Attackers versus One Defending Unit

Note, if there are multiple attackers attacking one unit, the defender unit will only be allowed to identify one unit to roll for weapon hits and assign defense rolls for. The defending unit will not be allowed to roll for weapon hits and assign defense rolls for any other attacking units.

Example One – The defender elects to fight back!

A Republica squad attacks with one Lord and 10 soldiers an opponent's Orkish Tribe squad with one Orc Warlord and 10 Orcs

Step 1

The defenders declare whether they want to attack or defend. All units must either defend or attack. In our example the Orkish Tribe squad elects to fight back.

In our theoretical example since the Orkish Tribe player elects to fight back, he must roll attacks for the

- The Orc Warlord
- The Orcs

Step 2

As the Republica has attacked, it is up to the Orkish Tribes it is now up to the Orkish Tribe player to decide which unit takes the hits. In

In our theoretical scenario, the Orkish tribe player decides to allocate the all the hits to the Orcs

As the Orkish Tribe player is fighting back, the Republic player must elect which unit is taking the hits, he elects for the Lord.

Step 3

From here, 4 attacks are resolved.

Republica

- The Lord rolls one attack
- The 10 soldiers roll 10d6.

Orksih Tribes

- The Ork Warlod rolls one attack
- The 10 Orcs roll 10d6.

A d6 is rolled for each unit.

For Republic Player

- Soldiers compare their Weapon Skill to the weapon skill of Orcs to determine if a hit is made using the Attack Table
- Lord compare their weapons skills to weapon skill of the Orcs to determine if a hit is made using the Attack Table

For the Orkish Tribe player

- Orcs compare their Weapon Skill to the weapon skill of Lord to determine if a hit is made using the Attack Table
- Orc Warlord compare their weapons skills to weapon skill of the Lord to determine if a hit is made using the Attack Table.

Step 4

- Any successful hits are checks between the attacking unit strength and defending units armour.

Step 5

- Damage is resolved, once an unit has zero health, remove it from the battlefield.

Example Two – The defender elects to defend

A Republica squad attacks with one Lord and 10 soldiers an opponent's Orkish Tribe squad with one Orc Warlord and 10 Orcs

Step 1

The defenders declare whether they want to attack or defend. All units must either defend or attack

In our theoretical example

- The Orc Warlord decides to defend
- The Orcs decide to defend

Step 2

As the Republica elected to both attack, it is up to the Orkish Tribes player to decide if he wants to defend with the Orcs or allow Orc Warlord to absorb the hits.

In our theoretical scenario, the Orkish tribe player decides to allocate the all the hits to the Orcs

In our theoretical scenario the Republic player does not have to allocate any hits as the Orkis Tribes have chosen to defend

Step 3

From here, 2 attacks are resolved.

- The Lord rolls one attack
- The 10 soldiers roll 10d6.

A d6 is rolled for each unit.

The Republic player

- Soldiers compare their Weapon Skill to the weapon skill of Orcs
- Lord compare their weapons skills to weapon skill of the Orcs

The Orkish Tribe player

- For any successful hits by the Soldiers, the Orkish tribe players compares their weapon skill to the Soldiers using the Parry Table to see if there are any hits
- For any successful hits by the Lord, the Orkish Tribe player compares their weapon skills of the Orcs to the Lords weapon skill using the Parry Table to see if any hits are made.

Step 4

- Any successful hits are checks between the attacking unit strength and defending units armour.

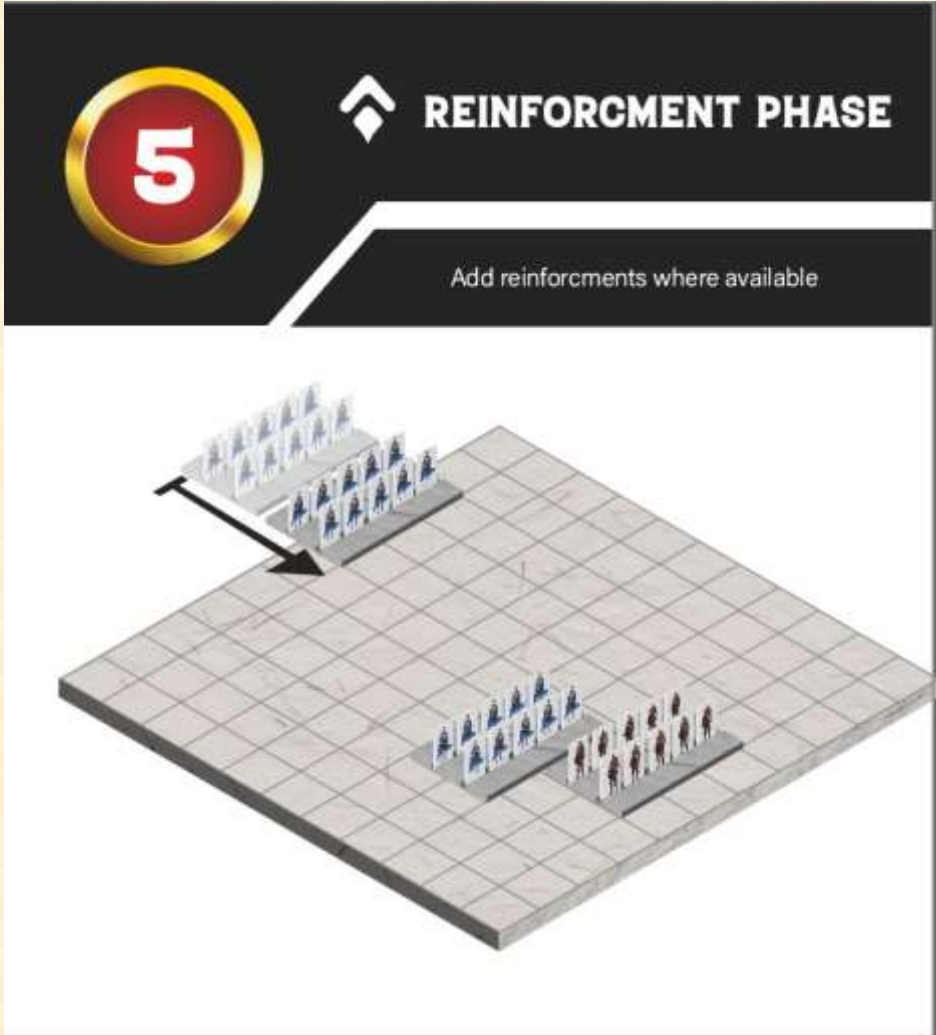
Step 5



- Damage is resolved, once an unit has zero health, remove it from the battlefield.

Reinforcements

For larger skirmishes above 2000 points, players may have options to keep units in reserves. Unit in reserves count towards the army point cost. These units may be deployed at the start of any turn.



Warfig Personal Challenge

If you are strapped for time to play the full game, the Warfig Personal Challenge is a great way for you to have a quick battle with a friend.

Starting Rules

1. Both players pick one squad up to 400 points (this value can be changed and agreed upon)
2. At the start of the game, put both squads in direct base to base contact
3. Roll a 6 sided dice to see who starts
4. Battle it out

Game Rules

1	Commands	Units with Command Level can issue command orders
2	Spells	Unit with Wizardry Level can cast spells
3	Melee	<ul style="list-style-type: none">• Units that are in contact with each other are in melee• Roll a 6 sided dice for each character within the unit. Compare weapon skills of the unit with the defending unit.• For each successful hit, roll a d6 and compare the strength for the unit with the armour of the defending unit.• Remove casualties for each successful hit unless special commands/spells/abilities are use

The Quick Battle ends when one player has no units left and their squad is wiped out

Glossary

Unit	These are represented by tiles on the battle field. Each unit can be equipped with items
Army Value	The number of points of an army. This is determine by both players
Tiles	These are the main cards used on the battle field. The tile card will tell you different actions your tile can perform. One tile card can relate to multiple tiles.
Items	Items can be combined with units to improve the statistics of the units
Spells	Are used by tiles with a “Wizardy Score”
Commands	Are used by tiles with a “Command Score”
Squad / Squadron	Squad / Squadron represent groups of collective units
D6	A six sided dice

Credits

Game Designed by Chu Kwa

Graphic Design by Wesley Fung

What is to come

Well that it for this first version of WarFig. In future release I have a quite few plans to release a magic module and siege model.

Obviously new armies to originate and new types of units!

Send your ideas to warfig.com

