



Hordes of Models and Buckets of Dice - Gunpowder Period (Wargames Rules): Quick Play Rules

Nigel Emsen

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The design philosophy of the rule set provides a simple approach that can be used to play wargame battles irrespective of the figure scale (6mm, 10mm, 15mm, 25mm and even 1/32 scale). This is so that you can use your current collection of figures without any changes. The rules focus on command and control as opposed to a traditional approach of distinct and detailed weapon factors. By taking a light, very broad brush approach, large games can be played in a few hours.

The command and control elements are held at the unit level. Generals are represented as a staff team and are only used in the concept of a planning trait. You define the type of staff team at the start of the game and then this sets the type of strategy used by the units under that staff team.

You need to decide the unit's capabilities relative to the norm for the period. If the unit is better at shooting than other units of the period, you may wish to give that unit shooting ability.

All units are assumed to be able to shoot. You do have the option to declare a unit as no shooting ability. This is where you decide that the unit is not effective for the period or may not have a range weapon.

The rules allow games from the end of the dominance of the Swiss Keil to the end of The Mahdist Wars in the Sudan.

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