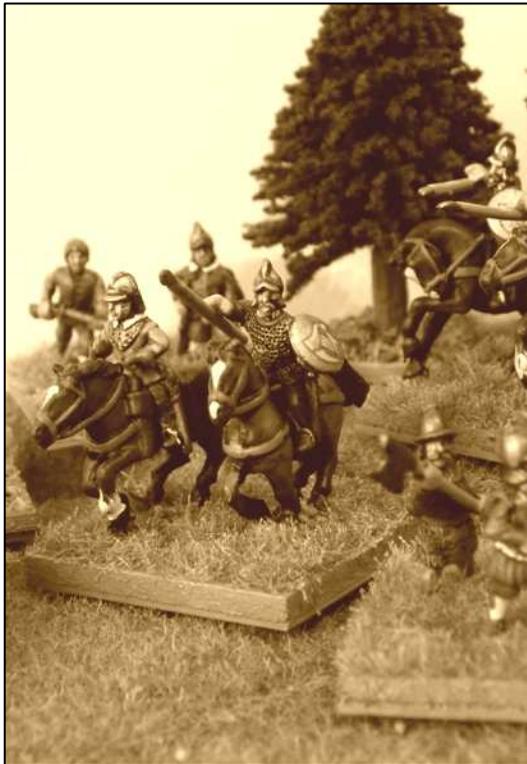


IRREGULAR WARS

CONFLICT AT THE WORLD'S END



A WARGAMING SYSTEM FOR SMALL
ACTIONS, c. 1519 - 1641

CORE RULES
VERSION 1.5

Conflict at the World's End

Version 1.5, April 2012

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Conflict at the World's End

Design concept.

Irregular Wars: Conflict at the World's End is intended to provide a fun and easy, fast-play, set of rules for smaller engagements set on the edge of the European world; in Britain & Ireland, the New World, the East Indies & Eurasian steppe, from the Aztec campaigns of Hernán Cortés (1519) to the opening year of the Irish Confederate uprising (1641).

The game could quite easily be expanded to cover the later seventeenth century but the emerging military professionalism of the mid-late 17th century combined with the growing dominance of shot weapons and the decline of the pikeman may require a few changes.

The game is designed for engagements between two forces with between 500 & 2,500 fighting men per side. In such small engagements the tactical emphasis lay in the thoughtful use of the landscape to achieve victory. Furthermore, the commander's ability to harness the enthusiasm of volunteer or militia soldiers was the key to success and counted for more than sheer numbers alone.

The battle, or army, lists are tailored around volunteer or militia forces and the unpredictability of the size of the resulting armies, known as battles, is reflected in the variable nature of battle recruitment. Each battle is raised and commanded by a leading conquistador, chief, noble, cacique, royal deputy, or petty monarch, all of which are grouped together under the umbrella title of 'lords'.

Send your comments or queries to irregularwars@gmail.com.

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Nicholas Wright
Sydney, April 2012

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1. INTRODUCTION

1.1 Scale

The game mechanisms are based on one figure representing 25 men. This may be altered for historical scenarios, but game distances, abstracted as they are, may become less realistic.

For 15 mm scale games, one inch (or 25 mm) on the table is equivalent to 25 yards. Players wishing to use 28 mm figures should double all table measurements.

All distances in these rules are given in yards followed in parentheses by the 15 mm scale distance in inches.

1.2 Pre-game sequence

Preparing for battle consists of the following steps:

- Dice to determine attacker / defender.
- Recruit battles.
- Place terrain.
- Deploy troops.
- Dice for disease & mishaps.

1.3 Turn sequence

The game is played in consecutive turns of five phases each:

- SHOT
- INITIATIVE
- MOVEMENT
- MELEE
- RALLY & CURSE

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1.4 Table size

A standard engagement between two players in 15 mm scale uses a 24" x 24" playing area.

For each additional player per side, increase the width of the playing area by 12".

1.5 Playing equipment

Beyond miniatures and terrain, each player will need one six-sided die (or 1d6), counters to indicate loss of resolve and smoke indicators to mark shooting. A four-sided die (or 1d4) may be useful during battle generation.

1.6 Rolling dice

All variables in *Irregular Wars* are determined by dice rolls. Most rolls require a roll of 1d6.

Alternative conditions and battle generation call for rolls of 1d2, 1d3 & 1d4. These can be easily recreated using 1d6 and the following table:

1d6 score	d2	d3	d4
 = 1	1	1	1
 = 2	1	1	2
 = 3	1	2	3
 = 4	2	2	4
 = 5	2	3	Reroll
 = 6	2	3	Reroll

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1.7 Companies

The company is the basic unit in *Irregular Wars*. On the table top it is represented by one or more figures on a square base.

All members of a company are considered to be similarly armed and equipped. All figures should face the same direction to make it clear which edge is the company's front.

All companies fight either mounted (on horses, camels or elephants), on foot, or with field guns or artillery. To avoid confusion in the battle lists, each entry is listed as either (H)orse, (F)oot or (G)uns.

1.8 Basing figures

The size of each company is given in the battle list's "size" column. This column indicates the appropriate number of figures to represent the company's 'paper strength'.

For example, each company of 150 pikemen is represented on the table by a square base with six figures. Field guns represent one or two artillery pieces and their crews.

As the base is an abstract representation of a company of men the actual base size is not very important and, as there is no casualty counting, neither is the number of figures per base.

There are only three mandatory rules for basing figures for *Irregular Wars*:

- All company bases should be square.
- All companies belonging to both players must be based on the same sized bases.
- All players must be able to easily identify what the figures represent.

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To avoid confusion it is both helpful, and sporting, to declare company types at the start of the game.

When using 15 mm, or smaller, scale figures, bases should ideally be 30 mm square. At larger scales, such as 28 mm, they should be 60 mm square.

If you are using miniatures based for other gaming systems with a 40 mm frontage and variable depth, these can either be combined into blocks 40mm deep or placed on a 40 mm deep temporary base.

1.9 Lords & command

Multiple companies form a battle commanded by a lord.

The lord's command radius determines whether his company captains fall under his direct control or act independently. The lord's command radius is provide in the battle lists as C:#.

A lord may be designated as leading any company of the player's choosing at the start of the game. A lord may not leave the company he leads and will share their fate.

1.10 Resolve

In *Irregular Wars*, the result of any engagement is not necessarily decided by might of arms, but by the resolve of the individual companies. Each company starts the game with a fixed 'resolve' value as outlined in the battle lists.

Disease and different in-game events can degrade a company's resolve. When a company's resolve reaches zero the company scatters and is removed from the table.

The company personally led by the lord receives +2 resolve for the duration of the game.

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In the SHOT, MOVEMENT and MELEE phases the loss of resolve can cascade through a battle. The extent of the cascade depends on the order in which the loss of resolve is applied. The order is usually chosen by the player with the INITIATIVE.

1.11 New World Indians

In *Irregular Wars*, the indigenous populations of the Americas are penalised when they face mounted opponents or black powder weapons due to their lack of experience in countering such weapons and tactics.

The following list names the companies and battles which are considered to be New World Indians for the purposes of the rules:

- CARIBBEAN INDIANS – all except Cimaroons, Cimaroon archers & boucaniers.
- CHINANTECS – all.
- COUREUR DES BOIS – only Indian warriors, Indian scouts & Indian shot.
- COLONIAL SPANISH – only Indian mercenaries, Indian archers & Indian porters.
- ENGLISH ADVENTURERS – only native scouts in the New World.
- HOLLANDERS – only native scouts in the New World.
- INCAS – all.
- MESOAMERICANS – all except Cimaroons.
- MISSISSIPPIANS – all.
- PACIFIC ISLANDERS – all.
- TUPI – all except Cimaroons.
- WOODLAND INDIANS – all.