Heroes of Heldenhofen
Fantasy Combat Roleplaying
By Christopher Cale, 2018

Introduction

Heroes of Heldenhofen is a flexible system that allows you to play any number of different games in the Heldenhofen setting. It can be used as a roleplaying game, as a skirmish game or as a mass combat game - or any combination of all three.

Dedicated to Richard Halliwell, Rick Priestley, Bryan Ansell and everyone else who has ever been involved in making the world's greatest fantasy game.

Referees

An impartial referee can improve the game immensely, but is by no means absolutely necessary to enjoy the game; though they are usually crucial in a roleplaying game. A referee looks after the running of the game and makes sure rules are implemented correctly. That is only the most basic of their functions however - a good referee will create an engaging scenario with hidden objectives, special events, encounters with neutral monsters and characters and so on. A referee also allows players to attempt things outside the scope of the rules, such as jumping from chariot to chariot or swinging from a chandelier; by coming up with an impartial ruling based on their experience and knowledge of the game.

Characters

Each character is defined by a number of Characteristics. These characteristics determine how they perform in the game, and consist of the following:

Speed (Sp) - How many inches the character can move.
Combat Skill (CS) - How well they can fight.
Accuracy (Ac) - How well they can shoot.
Might (Mi) - How strong their blows are.
Hardness (Ha) - How well they can resist blows.
Lives (Li) - How many blows they can take before being vanquished.
Reflexes (Re) - How quickly they can react.
Blows (Bl) - How many blows they can throw.
Command (Co) - How well they command others.
Intellect (IQ) - How intelligent they are.
Panic (Pa) - How cool they are under pressure.
Resolve (Rs) - How much willpower they have.
Gold Crowns (Cr) - How much they cost to add to your force if picking to a cost limit.

A character's characteristics are organised into a statline. This follows, with the basic characteristic values for an ordinary human character:

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	3	3	3	3	1	3	1	7	7	7	7	5

Rules for other creatures and for creating your own characters can be found later.

Tests

Sometimes a character may be called upon to Test against one of their characteristics. For Intellect, Resolve, Panic or Command this is made with two dice. For anything else it is made with one die. Throw the appropriate amount of dice and compare the total to the characteristic being tested. If it is equal to or less than the characteristic, the test has been passed. Otherwise it is a failure. Sometimes you might have to take an 'opposed' test. Compare the opposing characteristics on the Opposition Table to find a target number. To succeed at the opposed test, that number or higher must be thrown on a single die.

Miniature Figurines

If using Heroes of Heldenhofen as a roleplaying game, figures are not necessary. They can improve the aesthetic of the game however, and they are also helpful in combat situations. For ease, the rest of this document will assume that you are using them.

The assumed size for these figures is 25mm, 28mm or 'Heroic Scale' depending on manufacturer. Other scales can be used with a little adjustment. For 10mm or 15mm figures convert all measurements to centimetres instead of inches, e.g. a figure with a speed of 4 moves 4" if they are 25mm or 4 cm if they are 10mm or 15mm.

Regiments

Some characters will move about the table as individuals. Others will be organised into Regiments. Regiments are collections of similar individuals that move and fight together and must stay within formation. They are mostly relevant for mass combat games rather than roleplaying or skirmish games. A regiment may also contain a champion, standard bearer and musician - which will be discussed later. Any required characteristic tests are rolled once for the whole regiment and use the highest value within the regiment.

A regiment must be formed up into ranks and files, with each character in it placed in full edge base contact with at least one other member of the regiment.

Skirmishers

Regiments armed with missile weapons may be designated as Skirmishers. Skirmishers fight in a loose formation instead of the rigid ranks and files of a standard regiment. Each character in a Skirmishing regiment must be within 2" of at least one other member of their regiment. As you will see, Skirmishers have great mobility but don't perform well in close combat.

Base Sizes

Figures should be mounted on the following base sizes:

	25mm	**10/15mm**
Man-sized figures	20mm square	10-15mm square
Orcs and brutes	25mm square	15-20mm square
Trolls and Ogres	30/40mm square	20-30mm
Cavalry	25mm x 40/50mm	15mm x 30mm

Various manufacturers have different standards, so these base sizes should be considered a guideline. Monsters, in particular, may require unusual base sizes. Round and hexagonal bases may also be used, but you may find it difficult to rank up circular bases without a movement tray of some form.

You may find it helpful to 'multi-base' some of the figures in a regiment, especially if using 10/15mm miniatures. It's a good idea to keep at least some of them individually based in order to 'make change' when the regiment takes casualties.

Visibility

Each character can see in a 90 degree arc in front of them and may only shoot and charge at enemy characters that they can see and that are in range of their weapon. Terrain features can be seen into, but block line of sight on the other side. Characters also block line of sight, unless they are friendly and in base contact immediately in front - which means up to two ranks in a regiment may shoot. Mounted, Skirmisher and individual characters have a 360 degree arc of vision.

Battle

Each side takes it in turns to act with their force in the following fashion:

1. Charges
2. Movement
3. Shooting
4. Combat
5. Magic
6. Rally

Charges

If you wish to enter into close quarters combat with the enemy, you must charge them in this phase. Declare what you are going to charge with and who they are charging. Skirmishers may only charge other Skirmishers. The other side then declares how each target is reacting to the charge and then the charges are resolved. Neither side may measure any distances until all charges and reactions have been declared. To declare a charge, the target must be visible to the charging unit.

The possible reactions that can be declared are:

Stand Firm! - Just stand and receive the charge.
Shoot! - Take a shot at the charging force. To do this, a Panic test must first be passed, and the enemy must have started at least 3" away.

Fall Back! - Make a retreat move equal to double movement directly away from the enemy. A Command test must be passed otherwise the receiver will have Routed.

An individual or regiment that cannot see those charging them may only Stand Firm. A Skirmishing regiment may only Fall Back unless charged by other Skirmishers. In addition, if a regiment or individual is successfully charged by something they cannot see they must immediately make a Panic test or become Routed.

After resolving the reaction, the chargers may move up to twice their ordinary movement towards the enemy. If the charge will take them through a terrain feature that impedes movement, the charge move is halved. If the charging unit is unable to reach their target, they must instead move only their ordinary distance and stop.

If chargers catch up to troops Falling Back, then the retreating troops are automatically Routed and the chargers immediately get a Free Hack.

When a charge hits home, the defenders may turn any of their characters to face the chargers if they wish.

Movement

In the movement phase, you may move all your characters that did not charge. Characters move up to their Speed rating in inches. Individuals may move in any direction, may change direction during the movement and may end up facing in any direction they choose.

Movement as a regiment is a bit more restrictive. Characters in a regiment must move straight forward unless they *Wheel* or *Turn*. A Wheel is a pivoting move: measure the furthest distance moved by the outer characters and reduce the regiment's remaining movement by that amount. A Turn rotates each figure on the spot either 90 or 180 degrees. This costs the regiment half it's movement distance for the turn.

Skirmishing regiments move as a collection of individuals, but must end their movement so that each character is within 2" of at least one other character.

If any part of a character moves through a terrain feature that impedes movement, their entire movement is halved for the turn. A character that has already moved more than half their movement allowance may not enter terrain. Skirmishers and Individuals may pass through terrain without penalty.

If an individual or regiment is not within 8" of an enemy, they may make a *Double Time* move. This allows them to move up to twice their Speed value, but may not move to within 8" of the enemy.

Characters involved in close combat may not make any movement except to change facing. They may attempt to break free from combat, but must pass a Command test otherwise they will begin Routing.

Expanding and Contracting

A regiment may expand or contract it's front by up to 4 figures during it's normal movement. If the regiment does nothing else it may alter it's frontage by up to 8 figures. *Thick* characters may only alter their frontage by 2 figures a turn.

Shooting

In this phase, you may shoot with all of your characters that are armed with missile weapons and that are not involved in close combat.

To shoot, throw one die for each character that is firing, add their Accuracy and modify the result is following:

> Over half range, -1.
> Firer moved this turn, -1.
> Target behind a hedge or in Obscuring Terrain, -1.
> Target behind a wall or fortification, -2.
> Firing at individual or skirmishing regiment, -1.
> Improvised weapon, -1.
> Firing at small target, -1.
> Firing at large target, +1.

If the result is a 7 or more, the target has been hit!
See *Resolving Hits* later.

Combat

In this phase, both sides may fight in close quarters combat, if they have characters in base contact with the enemy. Only characters with at least part of the front of their base in contact with an enemy (or an obstacle that one side is defending) may fight.

Figures fight in order of Reflexes, from highest to lowest. Character's vanquished before they can strike lose the opportunity to do so. If two enemy combatants have the same Reflexes, their blows are resolved simultaneously.

Each character fighting in close combat throws a number of dice equal to their Blows score. The dice are then modified as follows:

> *Uphill from their opponent, +1.*
> *Using more than one weapon, -1.*
> *Target defending an obstacle, -1.*
> *Fighting a Fearsome opponent, -1.*
> *Improvised weapon, -1.*
> *Fighting from a second or third rank, -1*
> *Unarmed, -2.*

The number required to score a hit depends on the target's Combat Skill:

If your character's Combat Skill is higher, you hit on a 3+.

If both character's Combat Skill is the same, you hit on a 4+.

If your character's Combat Skill is lower, you hit on a 5+.

See *Resolving Hits* later.

Resolving Hits

Each hit suffered by a character has a chance of removing one of their Lives.

To see if a hit removes a life, compare the attacking character or missile weapon's Might against the targets Hardness and throw a die.

If Might is higher, wound them on a 3+.

If Might is the same, wound them on a 4+.

If Might is lower, wound them on a 5+.

If the target is wearing armour or carrying a shield, they get a chance to save themselves from the damage. Roll one die for each wound, the number required to save the hit is as follows:

Light Armour or Shield, 6+.
Light Armour & Shield, or Heavy Armour, 5+.
Heavy Armour & Shield, 4+.

This roll is modified as follows:

> Mounted, +1.
> Barded Mount, +1.
> Might 4 hit, -1.
> Might 5 hit, -2.
> Might 6 hit, -3
> Might 7+ hit, -4

If the wound is not saved, one Life is removed from the Character. If a character runs out of lives, they have been vanquished and are removed from the battlefield.

Characters attacked from behind may not claim protection from a shield. Characters using weapons that require two hands may not claim the protection of a shield.

Regiments and Combat

For ease, a regiment should throw all their shooting and close combat attacks (and resolve resulting hits) all at once. Casualties caused to a regiment can be removed by the owning side as they choose, usually from the back ranks. This represents the rear ranks filling in the gaps caused by casualties and makes things a little easier. A character vanquished before they get a chance to fight loses their attack, so it's important to remember to reduce the attacks the regiment gets that turn by any casualties it received.

Push Backs

The losing side in a particular close combat is determined by comparing the number of lives lost by each side. The side that lost the most is pushed back 2" by the winning side, who must follow them unless they are behind a wall, hedge or other defensive position. The loser must then pass a Panic test, with a negative modifier of one for each Life lost in excess of the enemy. If the test is failed, they become Routed.

Pursuit

If an enemy to an individual or regiment's front Routs, they will generally attempt to chase them down. Unless they pass a Command test, they will follow them with a double move. If the pursuers catch up to the fleeing troops they will get a Free Hack - they may immediately attack the fleeing troops without being attacked back.

Magic

In this phase, your wizards may cast their spells and enemy wizards may attempt to counter your spells. Choosing spells for your wizards and their effects are discussed in the Tome of Magic.

To successfully cast a spell, a Resolve test must be passed. Whether successful or not, the wizard's Resolve is afterwards reduced by 1 point. Resolve lost by casting spells will be regained after the battle.

An enemy wizard within 24" of the spell caster may attempt to *Counter* the spell as it is cast. To do so, they must also pass a Resolve test, but the result thrown must also be higher than the throw made by the original caster. Resolve is not lost for making an attempt to Counter a spell, only for casting one.

Rally

In this phase, you can attempt to rally any Routing troops. In order to rally an individual or regiment, there must be no good order (i.e. not Routed) enemy characters nearer to them than a good order friendly character. A Command test must be made. If the test is passed, the individual or regiment has rallied and may be used as normal next turn. If the test is failed, the routing character(s) must continue routing.

Panic

A regiment may have to test against their Panic under a number of circumstances, as follows:

- When pushed back in close combat.
- When they lose at least a quarter of their original strength to missile fire and/or magic in a single turn.

A Panic test must be passed otherwise the regiment will become Routed.

Routing

As soon as an individual or Regiment Routs, they must immediately make a double move directly away from whatever caused the Rout. Routing troops will then make a double movement towards their own board edge in each of their movement phases until they rally or leave the board. They may not launch blows in combat and may not claim protection from a shield.

Other Psychology

Fearsome characters frighten their enemies. Characters must pass a Resolve test to charge Fearsome characters.

Characters charged by Fearsome characters must pass a Panic test or become Routed. There is a combat penalty for fighting Fearsome characters. Fearsome characters never find other characters Fearsome.

Terrible characters are Fearsome characters that are Fearsome even to other Fearsome characters (but not Terrible ones).

Some characters are **Angry** towards another species (or sometimes. their own!). At the start of the movement phase, if there are any characters that they are *Angry* towards they could charge (from either side), they must pass a Command Test or charge. If attacking a 'friendly' target, a Command Test may be made in the Rally phase to try and bring them under control.

Thick characters are a little bit stupid. They must pass an Intellect test to be able to move in their turn otherwise they will stand about dribbling. If they are under the command of a character who is not Thick, the test may be made against that character's Command score.

Some characters are prone to going **Berserk**. Berserk troops must test against their Panic when they come within charge distance of an enemy. If they fail the test, they become *Angry* against everything, throw double their normal number of Blows in close combat, may not shoot missiles, never rout in combat, must always follow up and are immune to all other psychological effects. This lasts for the rest of the game.

Drunk characters must roll a die at the start of the game (throw once for an entire regiment). If they roll a 6, throw another die. On a 1 to 3, the character will be *Thick* for the duration of the battle. On a 4-6, they will be prone to going *Berserk*.

Unstable characters belong to the underworld and can be affected by the winds of Death. You must roll a die at the start of each turn. On a 6 the winds of Death are blowing this turn; every *Unstable* individual or regiment counts as *Ethereal* for the turn and d6-3 of their models are removed from the board, having been returned to the underworld.

Ethereal creatures are not really there. They are unaffected by terrain and other models and may move freely through them. They may not launch blows in combat and may not be harmed by non-magical weapons. However, they do still count as *Fearsome* or *Terrible* where relevant.

Animated creatures only have life through the use of magic. If they are not within 12" of a Controller they are considered to be *Thick*.

Ending the Game

If playing a scenario, the game will generally end when one side or other has achieved their objective. Otherwise players will have to agree on a way to end the game. You might play to a set number of turns (6 for example), or to a time limit. Or you might play until one side is entirely vanquished! If not playing a scenario, the winner will be the side with more Gold Crowns worth of troops left on the table.