

# TRIPODS & HUSSARS

## FAST PLAY MINIATURES RULES FOR *THE WAR OF THE WORLDS*

By Ty Beard

### CONTENTS

1. Introduction.....	2
2. Scale.....	2
3. Sequence of Play .....	2
A. General .....	2
B. Martian First Fire Phase.....	2
C. Martian Movement Phase.....	2
D. Human Artillery Phase.....	2
E. Human Movement Phase .....	2
F. Human Small Arms Fire .....	3
4. The Humans .....	3
5. The Martians .....	3
6. Movement and Cohesion .....	4
A. General .....	4
B. Movement Classes .....	4
C. Terrain Effects on Movement.....	4
D. Cohesion.....	5
E. Strategic Movement.....	5
F. Overwatch .....	6
G. Flyer Movement .....	6
7. Seeing Your Opponent .....	6
A. General .....	6
B. Line of Sight (los).....	6
C. Spotting .....	6
D. Terrain Effects on Los and Spotting.....	7
1. Tripods .....	7
2. Hills and Ridges.....	7
3. Cover.....	7
8. Combat.....	7
A. Procedure.....	7
B. Artillery Firing Arcs .....	8
C. Heat Rays .....	8
D. Black Gas .....	8
E. Machinegun Stands.....	8
9. Close Combat.....	8
10. Morale.....	9
11. Ironclads.....	9
12. Cylinders .....	9
13. Army Lists.....	10
A. Martians.....	10
B. Humans .....	10

## 1. INTRODUCTION

*Tripods & Hussars* is a quick playing set of rules to simulate the battles of *The War of the Worlds* as described by H.G. Wells. In order to make a competitive game, I've made a few modifications to the situation described in *War of the Worlds*. The most critical change is that the Martians were more limited in their supply of Black Gas and couldn't simply fire at every copse in sight.

## 2. SCALE

One stand represents one Martian tripod, one infantry company, one cavalry troop or one artillery battery. These rules can be played at any scale, but 6mm-15mm is probably optimum. Base infantry and cavalry on a 1" wide base. The depth of the base isn't important. Infantry looks best in a 2 deep skirmish line, with 6-8 figures. Artillery should be based on a base large enough (hopefully 1" wide is sufficient) to accommodate one gun, plus limber and gunners. Base sizes aren't real important; just try to keep them consistent. One inch represents 25 yards.

## 3. SEQUENCE OF PLAY

### A. General

The game is played in turns, each composed of the following phases:

1. Martian First Fire Phase
2. Martian Movement Phase
3. Human Artillery Phase
4. Human Movement Phase
5. Human Small Arms Phase

### B. Martian First Fire Phase

All Martian stands may fire during this phase. After all Martians have fired, any required human morale checks are taken.

### C. Martian Movement Phase

All Martian stands may move during this phase. Martian stands that do not move in this phase, and didn't fire either may get an *overwatch* marker, which will let them fire in the Human Movement Phase.

### D. Human Artillery Phase

All Human artillery stands may fire.

### E. Human Movement Phase

All Human stands may move, except artillery stands that fired in the artillery phase. Before the human stands move, any Martian stands with *overwatch* markers on them may fire. They may also fire at human stands at any time during the human phase, but such fire is at -1. Finally, they may fire at human stands after all human stands have moved. At the end of the phase any morale checks caused by Martian fire are taken.

### F. Human Small Arms Fire

Human infantry, cavalry and machinegun stands may fire in this phase.

## 4. THE HUMANS

There are four main types of human stands -- infantry, cavalry, artillery, and ironclads. They are divided into four qualities -- green, regulars, veterans and elites:

- Green troops have a to hit number of 6 and make their morale check on a 5 or better.
- Average troops have a to hit number of 6 and make their morale check on a 4 or better.
- Veteran troops have a to hit number of 5 and make their morale check on a 3 or better.
- Elite troops have a to hit number of 5 and always make their morale checks.

Troops are represented by this profile:

Type	Move	Morale	To Hit	Eff Range	Points
Regular Infantry	2d	4+	5+	12"	2

- **Type:** is the type of stand.
- **Move:** is how many dice to roll to get the stand's movement allowance.
- **Morale:** is the number needed (or higher) for the stand to pass a morale check.
- **To Hit:** is the number needed (or higher) for the unit to score a hit at effective range.
- **Eff Range:** is the effective range of the stand's weapons.

## 5. THE MARTIANS

There are two types of Martian stands, tripods and flyers.

Tripods move 24" and are armed with a heat ray and a gas projector. A tripod's capabilities and systems are listed on a record sheet like this:

<p><b>Tripod A</b>            Movement: 24"            Legs: 0            Motive: 0 0 0            Heat Ray: 0 range 24" to hit: 3+            Gas Projector: 0 range 24" to hit: 3+            Pilot: 0</p>
--

- **Movement** is how far the tripod can move.
- **Legs:** When the Legs are hit, the tripod can't move any more.
- **Motive:** Each hit on the motive faculties will reduce the tripod's movement by 12". The third motive hit will destroy the tripod.
- **Heat Ray:** The tripod loses its ability to fire heat rays if the heat ray is hit.
- **Gas Projector:** The tripod loses its ability to fire gas canisters if the gas projector is hit.
- **Pilot:** When the pilot is killed, the tripod is destroyed.

Flyers move 48" and are armed with a heat ray and a gas projector. A flyer's capabilities and systems are listed on a record sheet like this:

<b>Flyer</b>
--------------

Movement: 48"  
 Motive: 0 0  
 Heat Ray: 0 range 24" to hit: 3+  
 Gas Projector: 0 range 24" to hit: 3+  
 Pilot: 0

**Movement** is how far the flyer can move.

**Motive:** Each hit on the motive faculties will reduce the flyer's movement by 24". On the second motive hit the flyer *crashes*.

**Heat Ray:** The flyer loses its ability to fire heat rays if the heat ray is hit.

**Gas Projector:** The flyer loses its ability to fire gas canisters if the gas projector is hit.

**Pilot:** When the pilot is killed, the flyer *crashes*.

When a flyer crashes, it will continue moving 2d6 inches in it's last direction. It then crashes, destroying all stands in a 1" radius of the crash point.

## 6. MOVEMENT AND COHESION

### A. General

Players may move as many of their stands as they want during their movement phase. Stands may use as much of their movement allowance as the owning player wants. Human stands must roll the indicated number of dice to determine their movement allowance.

Stands may turn during movement at no additional movement cost. Turning is not movement for firing and overwatch purposes.

Artillery stands may only move if they did not fire in the previous artillery fire phase. Horse artillery stands are an exception to this rule and may move even if they did fire in the previous artillery fire phase.

### B. Movement Classes

A stand's movement class determines the effect that terrain has on that stand's movement. Movement class is noted after the movement allowance on the data charts.

All infantry stands and Martian Tripods have a leg movement class ("v"). All cavalry stands have a "c" movement class. Stands with an "a" are artillery stands. Stands with an "f" are flyers with a flyer movement class.

### C. Terrain Effects on Movement

- **Clear terrain** does not affect movement.
- **Woods** do not affect leg class stands or flyers. All other movement classes have their movement halved. Heavy woods are cover for spotting and los purposes.
- **Forest** is impassable to all movement classes except leg class stands. Forest is cover for spotting and los purposes.
- **Swamp** does not affect leg class stands. Cavalry has its movement rate quartered when moving through swamp. Swamp is impassable to all other stands.
- **Swamp** is cover for spotting and los purposes.
- **Streams** have no effect on a leg class stand or a flyer class stand. All other stands must spend half of their movement allowance to cross the stream. Stands that are

behind a stream are in cover for spotting and los purposes, if the spotting stand must trace his los through the stream.

- **Fordable Rivers** have no effect on flyer stands or on Tripods. All other stands may cross the river but their movement rate is halved.
- **Impassable Rivers** have no effect on flyer stands or on Tripods. All other stands may not cross the river.
- **Roads or Bridges** have no effect on flyer stands. All other stands have their movement rate doubled when moving along a road.
- **Paths** cannot be used by flyers. All other stands are treated as if they were moving through clear terrain as long as they move along a path.
- **Cliffs** have no effect on flyer stands. Cliffs are impassable to all other stands.
- **Ridges** have no effect on movement.
- **Towns** have no effect on flyers or on leg class stands. Tripods and all other class stands have their movement rate halved when moving through towns. Towns are cover for spotting and los purposes.

#### *D. Cohesion*

To be in cohesion, all stands in a *unit* must remain within cohesion distance of another stand in the unit. A *unit* is a group of stands, such as a battalion or squadron, identified on the army lists.

Tripods, flyers and scout stands ignore all cohesion rules.

A stand that is out of cohesion must move towards the other stands in its unit, if the stand moves at all. A stand out of cohesion has its morale check number increased by one until it restores cohesion.

Players may intentionally move a stand out of cohesion, but the stand must move to re-join its unit if the stand moves in a later turn. Cohesion distance depends on troop quality:

- Green troops have a cohesion distance of 2”.
- Regular troops have a cohesion distance of 2”.
- Veteran troops have a cohesion distance of 3”.
- Elite troops have a cohesion distance of 4”.

#### *E. Strategic Movement*

Strategic movement is a special type of movement. Only human stands can make strategic moves. A cavalry stand that makes a strategic move has its base movement rate increased to 24”. An infantry stand has its movement rate increased to 12”. An artillery stand has its movement rate increased to 18”. Ironclads can't make strategic moves. A stand must make a strategic move for the entire movement phase; it can't “mix and match” movement modes. But for the entire player turn and the following enemy player turn, the stand must obey the following restrictions:

1. It can't fire during its fire phase.
2. It can't move within 10” of any enemy stand, regardless of whether it can see the enemy stand or not. Of course, this means that it can't initiate a close assault.
3. It can't have an overwatch marker or a hold fire marker placed on it.
4. All quality checks that the stand takes as a result of enemy anti-vehicle or small fire are at -1.

5. Enemy attacks against the stand are at +1 to hit, except for artillery attacks.
6. If close assaulted, the stand fights normally.
7. It must start its movement phase more than 10" away from any enemy stands before it can make a strategic move.

#### *F. Overwatch*

A stand that does not fire or move may get an overwatch marker. This lets it fire during the next enemy movement phase. This fire is at no modifier if it happens before all enemy stands move or after all enemy stands move. If it happens while enemy stands, the fire is at -1 to hit.

#### *G. Flyer Movement*

Flyers may use as much of their movement allowance as they please. They can make up to a 45 degree turn every 6 inches of movement. Or, they can expend 12 inches of movement, stand still and turn to face any direction.

## **7. SEEING YOUR OPPONENT**

#### *A. General*

Before a stand may fire, its target must be spotted. And before a stand can spot a target, the spotting stand must be able to trace an unblocked line of sight to the target stand.

#### *B. Line of Sight (los)*

Stands trace line of sight from any part of a stand to any part of a stand. Every stand on the board can trace a valid los to a flyer.

Los may be blocked by certain types of terrain as well as geographic features such as hills or towns.

#### *C. Spotting*

A stand is spotted the instant it is within spotting range of an enemy stand that has an unblocked LOS. The spotting chart lists spotting ranges:

- Moving stands can be seen at any range.
- Stationary infantry and cavalry can be seen at 2".
- Stationary artillery can be seen at 6"
- Flyers are seen at any range.
- Ironclads are seen at any range.
- Any stand that fires is instantly spotted.
- Tripods are seen at any range.

Once a stand is spotted by any enemy stand, it is spotted by all enemy stands.

A stand becomes unspotted during the beginning of any phase in which it is out of any enemy unit's line of sight.

## *D. Terrain Effects on Los and Spotting*

### **1. Tripods**

Tripods are 2 levels higher than the terrain they're on.

### **2. Hills and Ridges**

Hills are not usually shaped like wedding cakes. They regularly slope from the ridge of the hill to its base. Hills can be one or more levels high. Ideally, hills should be at least two levels high, but you can make them as high as you want.

Ridges are linear obstacles. They block los, unless either the spotting stand or the target stand touches the ridgeline. A stand touching a ridgeline is not counted as being in cover for spotting purposes or for artillery fire purposes.

If opposing stands are firing across the same ridgeline and both stands are within 1 inch of the ridgeline, the ridgeline is ignored in combat.

### **3. Cover**

Woods, forests, towns and swamps are cover. Most cover is one level high, but towns and cities can be higher if you desire. A stand touching a ridge is in cover for spotting purposes only if the los must be traced through the ridgeline. Cover blocks line of sight. Stands in cover may see up to 2" in the cover. This stops at the edge of the cover. So a stand 1" inside a forest cannot see out of the forest. Its los stops at the forest edge.

## **8. COMBAT**

### *A. Procedure*

During the fire phase, stands may fire at any spotted enemy stand. First you have to make a "to hit" roll. This roll is on 1d6 and is adjusted for the following factors:

- -1 if firing at long range (twice effective range).
- -1 if firing at a target in cover (not applicable if target is a Tripod or Flyer).
- -1 if firing during (but not before or after) human movement.
- -1 if firing at a flyer.

Once you hit your target, you must determine the effect of the hit by rolling 1 die:

- Heavy artillery: 1 hit on a roll of 1 or 2; 2 hits on a roll of 3 or 4; 3 hits on a roll of 5 or 6.
- Field artillery: 1 hit on a roll of 1, 2, or 3; 2 hits on a roll of 4, 5, or 6.
- Small Arms (fired by infantry and cavalry) score a hit on a roll of 5 or 6. Otherwise, they have no effect.
- Heat ray: Morale check on a roll of 1 through 4; destroy the target on a roll of 5 or 6.

A stand that must make a morale check will be destroyed if it fails the check. If it passes, the hit has no effect.

When a tripod or flyer takes a hit, roll 1 die for each hit and consult the chart below:

Roll	A	B	C	D
1	Leg	Heat Ray	Gas Projector	Pilot
2	Heat Ray	Gas Projector	Motive	Pilot
3	Gas Projector	Heat Ray	Motive	Pilot
4	Motive	Heat Ray	Pilot	--
5	Motive	Gas Projector	Pilot	--
6	Pilot	--	--	--

Hits are scored on systems in Column A. If the system is already destroyed, go to Column B, then Column C and so on.

### *B. Artillery Firing Arcs*

Artillery stands and flyers may only fire at targets in their 45 degree front arc.

### *C. Heat Rays*

Heat rays can make two types of attacks. A normal attack is against one stand and hits on a 3+. A sweeping attack affects a 12" straight line. All stands touched by this line are hit on a 5+. Normal "to hit" modifiers apply.

### *D. Black Gas*

Black gas is a special weapon. If the to hit roll is made, the canister hits where it's aimed. If the to hit roll is missed, the canister will scatter 2d6" in a random direction. A gas canister creates a 2" x 2" square of gas. Any human stand that touches a gas cloud is destroyed. Any human stand that begins its movement phase within 6" of a gas cloud (that it can see) must make a morale check or it must move away from the gas cloud until it is at least 12" away from the cloud and it must remain 12" away from the cloud for the rest of its movement. Each Martian tripod has 3 black gas shots.

### *E. Machinegun Stands*

Machinegun stands are special artillery stands that fire machineguns. They roll 4 dice to hit and affect the target like small arms.

## **9. CLOSE COMBAT**

If a moving stand moves within 1" of an enemy stand, the moving must stop. Make a note of how much movement the moving stand has. After all other movement has ended, fight successive rounds of close combat until one side or the other is destroyed. In each round of close combat, the nonmoving stand fires first. If the moving stand survives, it gets a shot. Alternate shots until one side is destroyed. Every time the moving stand fires, it loses 1" of movement. After close combat is resolved, the moving stands can continue movement if they have any movement left. Additional close combats can occur in this case.

An Artillery stand that is engaged in close combat may fire at an enemy stand if the enemy stand is in the artillery stand's firing arc. If not, the artillery stand may only fire small arms.

## 10. MORALE

Martians are immune to morale rules. A human unit that loses 2/3 of its stands must make a morale check at the end of the phase in which its casualties equaled 2/3 of its stands. In addition, the unit must make another check every time it takes additional casualties. One roll is made for the entire unit. A maximum of one roll (for casualties) is made per unit per phase. If a unit fails a casualty morale check, all of its stands are removed from the game.

A stand only has to take one Morale check from heat rays per phase (i.e., the heat ray hits the stand and rolls a 1-4 on the effect roll). Additional heat ray morale checks in that phase have no effect.

Morale checks are rolled on one die and must equal or exceed the stand's morale number.

## 11. IRONCLADS

Ironclads operate on rivers or lakes. They can only move on water. Their movement rate is a maximum of 24". They can change speed by 4" per turn. They have 2 heavy artillery guns and 2 field artillery guns and can fire each at a different target. They also have 2 machine guns. When a heat ray hits an ironclad roll 1d6:

- 1-2: Engines hit -- lose 6" speed
- 3-5: Weapon hit -- lose weapon of Martian's choice
- 6: Ammunition hit -- ironclad explodes and begins to sink. It loses 12" speed per turn until it stops and will sink in 1d6 turns.

An Ironclad can ram a tripod in the water. It simply moves into contact with the tripod (no close combat occurs in this case) and inflicts 1d6 hits on the tripod. Black gas doesn't effect an Ironclad.

## 12. CYLINDERS

Cylinders may begin the game on the board or they may land during a scenario. A Cylinder that is to land in a game must designate where it will land and on what turn it will land before the game starts.

A Cylinder will hit its intended landing point on a 3+ on one die. Otherwise, it will scatter 3d6 inches. If it lands in a river, swamp, lake or in a town, it is destroyed.

A Cylinder carries 5 Martian vehicles – Tripods or Flyers.

Once a Cylinder lands, the Martian player must roll 1d6 in each Martian First Fire Phase to activate it. When the first 6 is rolled, the Cylinder's Heat Ray is active. When the second 6 is rolled, a Tripod is assembled and may leave the Cylinder. A Cylinder may never move.

A Cylinder can be destroyed before its Heat Ray is activated by any Human stand that moves into contact with it. Once the Heat Ray is activated, the Cylinder can only be destroyed by combat. A Cylinder can take 5 "hits" before being destroyed. Each hit will destroy one Martian Tripod or Flyer inside (roll randomly).

A Cylinder is well-represented by a two inch diameter medicine bottle cap.

### 13. ARMY LISTS

#### A. Martians

Tripods typically come in groups of 5 and cost 100 points each. A maximum of 1 flyer is available and cost 300 points.

#### B. Humans

Human stands come organized in battalions of 6-8 stands. A typical British infantry battalion will have 6 infantry stands, 1 machinegun stand and 1 artillery stand. An artillery battalion will have 4 artillery stands. A cavalry squadron will have 4 cavalry stands.

#### Human Stands

Type	Move	Morale	To Hit	Eff Range	Points
Militia Infantry	2d	6+	6+	12"	2
Regular Infantry	2d	5+	6+	12"	4
Veteran Infantry	2d	4+	5+	12"	6
Elite Infantry	2d	auto	5+	12"	10
Green Heavy Artillery	1d	6+	6+	48"	10
Regular Heavy Artillery	1d	5+	6+	48"	14
Veteran Heavy Artillery	1d	4+	5+	48"	18
Elite Heavy Artillery	1d	auto	5+	48"	22
Green Field Artillery	2d	6+	6+	36"	8
Regular Field Artillery	2d	5+	6+	36"	10
Veteran Field Artillery	2d	4+	5+	36"	14
Elite Field Artillery	2d	auto	5+	36"	18
Green Horse Artillery	2d	6+	6+	36"	10
Regular Horse Artillery	2d	5+	6+	36"	14
Veteran Horse Artillery	2d	4+	5+	36"	18
Elite Horse Artillery	2d	auto	5+	36"	22
Green Machinegun	2d	6+	6+	16"	6
Regular Machinegun	2d	5+	6+	16"	10
Veteran Machinegun	2d	4+	5+	16"	14
Elite Horse Machinegun	2d	auto	5+	16"	18

Ironclads cost 100 points.