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War Games

Current Campaigns

Five Parsecs From Home

Five Parsecs From Home solo/co-op low mini scifi game.

Old Campaigns

Rangers of Shadow Deep

Rangers of Shadow Deep co-op low mini fantasy game.

Judge Dredd

Judge Dredd Miniatures game campaign.

In Her Majesty's Name

Steampunk skirmish rules for thematic companies with a higher than average storytelling component for wargames :)

In Her Majesty's Name is by Craig Cartmell & Charles Murton

Expansions, Utilities and Variants

RetroBoom

Hosting cheesesailor77's 2 page FUBAR/FoW quickplay rules for those not able to access Google Drive

- Version 01
- Version 03
- Version 04
- Version 05
- Version 06

Dux Britainniarum

Dux Britainniarum by Two Fat Lardies - narrative, light rules set for miniature campaigns set in the Dark Ages. Specifically 450-600 AD, the Arthurian era with the immigration/invasion of the Saxons. Later there may be campaign rules for multiple kingdoms, sieges and other forces (Jutes, Angles, Picts, Vikings etc).

Three Plains

I recently found this - Three Plains a wargame with free rules and free to print off models to play the game with, which is a very cool thing! Looking at its rules, it seem to be a lot like Warhammer Fantasy in some ways. Here's the link for you guys to check it out for yourselves. Get Three Plains a bit like Warhammer Fantasy

Space Empires 4X

Space Empires 4X by GMT Games

Dystopian Wars

Dystopian Wars by Spartan Games

Rudis

Rudis the 1980 game published by Tabletop Games.

Doctor Who Miniatures Game

Doctor Who Miniatures Game - Various utilities and information for the free wargame by Crooked Dice

Giant Monster Rampage

Play Aids and useful information for playing this miniatures based game.

Original

Morituri Nolumus Mori

My incredibly detailed swordfighting rules. Apologies to Terry Pratchett for stealing his Latin phrase "we who are about to die don't want to". These rules are about as realistic as I can get them and still be playable. They're meant to be a replacement for whatever roleplaying game you're using so you'll need to adapt them to whatever abstractions are used in your system.

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Morituri Nolumus Mori

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Last update: 2021/06/23 17:02

