

THE DRUID'S CHILDREN

INTRODUCTION

The Druid's Children is a supplement for Chain Reaction 3.0 – Swordplay, the free introductory rules set from Two Hour Wargames. As such, all the following rules are added to or in some cases may replace those rules found in Swordplay. When a rule appears in here and in Swordplay, the rule in this supplement should be used.*

The Druid's Children is a skirmish set of rules designed specifically for the miniatures line of the same name from Splintered Light Miniatures.

For more info check out the following sites-

<http://www.splinteredlightminis.com/splinteredlands.html>

www.twohourwargames.com

*CR 3.0 – Swordplay is available for free and downloadable at the Two Hour Wargames website.

THE DRUID'S CHILDREN

In the world of the Druid's Children there are basically two sides.

THE FAITHFUL

The creatures of the first side are those that are loyal to the Druid. They are called the *Faithful*. The Faithful are made up of-

- Badgers
- Hares
- Hedgehogs
- Mice
- Moles
- Otters
- Shrews
- Squirrels

Usually the Faithful will have groups made up entirely of one animal type, but these good animals can work together using the others' advantages to form an effective whole in combat. This is done in the spirit of cooperation. Not so the other side.

THE REBELS

The other side is known as the *Rebels*. The *Rebels* are driven by the bloodlust to hunt down the good creatures. The Druid preaches against this so the bad

animals rebelled. The *Rebels* will work together though they are as quick to fight and kill amongst themselves as against the enemy. Mixed groups are most common, though it is not unknown to have groups of one species. The *Rebels* are made up of-

- Ferrets
- Foxes
- Pine Martens
- Rats
- Stoats
- Weasels
- Wolverine

THE LISTS

The lists in the supplement are used in the same way as they are in CR 3.0 – Swordplay page 7.

- Badgers, Pine Martens, and Wolverines.
- Mice, Hares, Moles, Hedgehogs, Otters, and Foxes.
- Rats, Squirrels, Shrews, Weasels, Ferrets, and Stoats.

Note that missile armed figures will the Missile QRS when armed with a missile weapon regardless of their type.

The Faithful		The Rebels	
Type	Rep	Type	Rep
Badgers	5	Ferrets	3
Hares	4/5	Foxes	3/4
Hedgehogs	4	Pine Martens	4/5
Mice	3/4	Rats	3/4
Moles	3	Stoat	3
Otters	4	Weasels	3/4
Shrews	3	Wolverine	4/5
Squirrels	4		

Where two Reps appear for the Faithful, the lower Rep is for missile armed figures.

Where two Reps appear for the Rebels the power Rep is used when that type of animal is under the command of a different type of animal.

THE DRUID'S CHILDREN

SPECIAL CHARACTERISTICS

Each creature has a *Special Characteristic* similar to those found on page 5 in CR 3.0 – Swordplay. Here's the table and corresponding explanations.

CREATURE	SPECIAL CHARACTERISTICS
Badgers	+3d6 in melee.
Cleric	Allows for an extra 1d6 to be used when testing for recovery after the battle and for friendly figures of the same type, within 3" and sight, when taking Reaction Tests.
Ferret	+1d6 in melee if charging.
Foxes	Allowed to re-roll 1d6 one time when in melee.
Hares	Able to Move Fast better and +2 in melee when charging.
Hedgehogs	Treat out of fight as carry on.
Mice	When in contact with one or more mice can increase Rep by one level per mouse up to a maximum of 5 but for Reaction Tests only.
Moles	Able to move 8" per turn underground and tunneling.
Otters	Able to swim in water
Pine Martins	+2d6 in melee
Rats	+1d6 in melee when charging mice.
Shaman	Allows for an extra 1d6 to be used when testing for recovery after the battle and for friendly figures, within 3" and sight, when taking Reaction tests.
Shrews	Will always pass 2d6 on Wanting To Charge test.
Squirrels	+1 when shooting.
Stoats,	+ 1d6 in melee if charging.
Weasels	+ 1d6 in melee if charging.
Wolverine	+ 2d6 in melee when charging. +1d6 in melee when not charging.

Special Characteristics are also found on the following Melee Modifier Table.

MELEE MODIFIER TABLE

<i>Animal Type</i>	<i>D6 Modifier</i>
Wolverine charging	+2
Badger	+3
Wolverine not charging	+1
Hare if charging	+2
Pine Martin	+2
Ferret, Stoat, Weasel, etc. if charging	+1
Otter	+1
<i>Special Situations</i>	<i>D6 Modifier</i>
Rats if charging Mice	+1
Attacking enemy in the back	+2
Fox in melee	May re-roll any 1d6 one time when in melee.

WEAPONS AND ARMOR

Weapons and armor used by each creature will depend on the actual figure that you use. In the rare cases where a weapon is not listed in CR 3.0 – Swordplay, simply use a similar weapon type.

POINTS

Here is a list of points that are added to those found in CR 3.0 – Swordplay page 7. These points are in addition to weapons, armor, etc.

<i>Creature</i>	<i>Cost</i>
Badgers	6
Ferret	2
Foxes	3
Hares	2
Hedgehogs	4
Mice	1
Moles	1
Otters	2
Pine Martens	4
Rats	2
Shrews	4
Squirrels	2
Stoat	2
Weasels, ferrets, etc	2
Wolverine	5
<i>Special Figures</i>	<i>Cost</i>
Cleric	5
Shaman	5

THE DRUID'S CHILDREN

2 MISSILE REACTION TESTS

(All missile armed creatures)

* = Star May choose to pass 2d6, 1d6, or 0d6.

Reason	Pass 2d6	Pass 1d6	Pass 0d6
Fast Move (Ldr)	Move up to 2X normal distance.	- Those in cover move normal speed. - Others move up to 1.5X normal distance.	- Those in cover remain in place instead. - Others move up to normal distance.
Threat – Enemy Within 6” And Facing (Ldr)*	- Fire. - If unloaded possible Bad Situation.	- Fire. - If unloaded possible Bad Situation.	<i>Snap fire.</i> - If unloaded possible Bad Situation.
Bad Situation	<i>Retire.</i>	<i>Run away.</i>	<i>Run away.</i>
Received Fire (Ldr) *	- Fire. - If unloaded possible Bad Situation.	- Fire. - If unloaded possible Bad Situation.	<i>Snap fire.</i> - If unloaded possible Bad Situation.
Wanting To Charge (Ldr)*	All will charge into melee.	All <i>halt.</i>	All will <i>retire.</i> Possible Bad Situation.
Being Charged (Ldr)*	<i>Snap fire</i> then melee. - If unloaded possible Bad Situation.	All will <i>retire.</i> Possible Bad Situation.	<i>Run away.</i>
Man Down Or Friendly Within 4” & Sight Retires*	<i>Carry on.</i>	- If Rep of casualty is equal or higher then <i>retire.</i> - Otherwise <i>halt.</i>	All will <i>retire.</i> Possible Bad Situation.
Leader Lost*	<i>Halt. New Leader chosen when next active.</i>	<i>Retire. New Leader chosen when next active.</i>	<i>Run away.</i>
Recover From Knock Down	Knocked prone. Carry on when next active.	Out of the Fight.	All <i>obviously dead.</i>

THE DRUID'S CHILDREN

2 BADGERS REACTION TESTS

(Includes Pine Martens & Wolverines)

* = Star May choose to pass 2d6, 1d6, or 0d6.

Reason	Pass 2d6	Pass 1d6	Pass 0d6
Fast Move (Ldr)	Move up to 2X normal distance.	Move up to 1.5X normal distance.	Others move up to normal distance.
Threat – Enemy Within 6" And Facing (Ldr)*	- If outnumbered 2:1 or more will <i>halt</i>. - If in cover or fieldworks will <i>halt</i>. - Otherwise <i>charge</i>.	All <i>advance</i> half move.	Possible Bad Situation.
Bad Situation	Halt.	Halt.	Retire.
Received Fire (Ldr) *	Charge.	- Chargers <i>carry on</i>. - Retrieving wounded <i>carry on</i>. - Others will <i>halt</i>.	All will <i>halt</i>. Possible Bad Situation.
Wanting To Charge (Ldr)*	All will charge into melee.	All will charge into melee.	All will <i>halt</i>.
Being Charged (Ldr)*	Countercharge 3".	Countercharge 3".	All will <i>halt</i>. Possible Bad Situation.
Man Down Or Friendly Within 4" & Sight Retires*	<i>Carry on</i>.	- If Rep of casualty is equal or higher then <i>halt</i>. - Otherwise <i>carry on</i>.	All will <i>halt</i>. Possible Bad Situation.
Leader Lost*	<i>Carry on</i>. New Leader immediately steps up.	<i>Carry on</i>. New Leader immediately steps up.	<i>Halt</i>. New Leader chosen when next active.
Recover From Knock Down	Knocked prone. Carry on when next active.	Out of the Fight.	All <i>obviously dead</i>.

THE DRUID'S CHILDREN

2 MICE REACTION TESTS

(Includes Hares, Moles, Hedgehogs, Otters, & Foxes)

* = Star May choose to pass 2d6, 1d6, or 0d6.

Reason	Pass 2d6	Pass 1d6	Pass 0d6
Fast Move (Ldr)	Move up to 2X normal distance.	Move up to 1.5X normal distance.	Others move up to normal distance.
Threat – Enemy Within 6” And Facing (Ldr)*	- If outnumbered 2:1 or more will <i>halt</i>. - If in cover or fieldworks will <i>halt</i>. - Otherwise <i>advance</i> half move.	All <i>halt</i>.	Possible Bad Situation.
Bad Situation	Halt.	Halt.	Retire.
Received Fire (Ldr) *	All <i>carry on</i>.	- Chargers <i>carry on</i>. - Retrieving wounded <i>carry on</i>. - Others will <i>halt</i>.	All will <i>halt</i>. Possible Bad Situation.
Wanting To Charge (Ldr)*	All will charge into melee.	All will charge into melee.	All will <i>halt</i>.
Being Charged (Ldr)*	Halt.	Halt.	All will <i>retire</i>. Possible Bad Situation.
Man Down Or Friendly Within 4” & Sight Retires*	<i>Carry on</i>.	- If Rep of casualty is equal or higher then <i>halt</i>. - Otherwise <i>carry on</i>.	All will <i>halt</i>. Possible Bad Situation.
Leader Lost*	<i>Carry on</i>. New Leader immediately steps up.	<i>Carry on</i>. New Leader immediately steps up.	<i>Halt</i>. New Leader chosen when next active.
Recover From Knock Down	Knocked prone. Carry on when next active.	Out of the Fight.	All <i>obviously dead</i>.

THE DRUID'S CHILDREN

2 RATS REACTION TESTS

(Includes Squirrels, Shrews, Weasels, Ferrets, & Stoats)

* = Star May choose to pass 2d6, 1d6, or 0d6.

Reason	Pass 2d6	Pass 1d6	Pass 0d6
Fast Move (Ldr)	• Move up to 2X normal distance.	• Move up to 1.5X normal distance.	• Others move up to normal distance.
Threat – Enemy Within 6” And Facing (Ldr)*	• If outnumbered 2:1 or more will <i>halt</i> . • If in cover or fieldworks will <i>halt</i> . • Otherwise <i>advance</i> full move.	• If outnumbered 2:1 or more will <i>halt</i> . • If in cover or fieldworks will <i>halt</i> . • Otherwise <i>advance</i> half move.	• Possible Bad Situation.
Bad Situation	• <i>Halt</i> .	• <i>Retire</i> .	• <i>Run away</i> .
Received Fire (Ldr) *	• All <i>carry on</i> .	• Chargers <i>carry on</i> . • Retrieving wounded <i>carry on</i> . • Others will <i>halt</i> .	• All will <i>halt</i> . Possible Bad Situation.
Wanting To Charge (Ldr)*	• All will charge into melee.	• All will charge into melee.	• All will <i>halt</i> .
Being Charged (Ldr)*	• Countercharge 3”.	• <i>Halt</i> .	• All will <i>retire</i> . Possible Bad Situation.
Man Down Or Friendly Within 4” & Sight Retires*	• <i>Carry on</i> .	• If Rep of casualty is equal or higher then <i>halt</i> . • Otherwise <i>carry on</i> .	• All will <i>retire</i> . Possible Bad Situation.
Leader Lost*	• <i>Carry on</i> . New Leader immediately steps up.	• <i>Halt</i> . New Leader chosen when next active.	• <i>Halt</i> . New Leader chosen when next active.
Recover From Knock Down	• Knocked prone. Carry on when next active.	• Out of the Fight.	• All obviously dead.

THE DRUID'S CHILDREN

RAID ON THE VILLAGE -

For use with the Raid Scenario on page 23 of the CR 3.0 – Swordplay rule book. Usually the village will be inhabited by the Faithful with the Rebels attacking it.

The village is on a 4'x4' table (see map) and consists of seven small buildings surrounding a crossroads deep in heavy woods. There is a large garden at the edge of the village. Movement through the garden is at half speed and counts as being in cover.

