

Neolithic

Warfare Before The Beginning Of Time

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Introduction

These rules are designed to give a fast-play, simple method of representing the extremely violent, quick skirmishes of prehistoric man. We are looking at twenty to ten thousand years ago, the time of modern man before the invention of metal weapons. As such, they could be used to represent battles between native American tribes of the pre-Conquest period. They could also be used for battles between African tribes, Polynesian groups, Maori, Australian Aborigines, and any other so-called primitive tribes.

Requirements

- Ten-sided dice
- Pen and paper
- Tape measure (inches)
- Six to ten figures per player, or more as you become familiar with the rules.

Sequence

Roll a D10 to determine which side moves first. After that, the game is move-counter move.

- Rally. You may attempt to rally any of your figures that need it.
- Movement. All your figures move, and may attempt to charge.
- Missile fire. Arrows are loosed, rocks slung, spears thrown.
- Melee. Any figures in base-to-base contact may now attempt to kill each other, or capture those worth capturing.

Morale

Morale rates are to be equal or greater than on a D10. 0 equals 0, or nothing. The D10 is rated 0-9, ascending.

- **Leader:** Morale level 2. He alone does not need to roll morale to charge.



- **Shaman:** Morale level 3. He attends to the spiritual needs of the tribe, and can boost their morale.
- **Spearman:** Morale level 4. He is the tough customer of the tribe, with the most powerful weapon.
- **Club or Axeman:** Morale level 5. These are the grunts, armed with wooden clubs or stone axes.
- **All others:** Morale level 6. This includes bare-handed warriors, women, children, and the techno-wizards of the age, bowmen. A bowman or slinger in hand-to-hand is a bare-handed warrior, as is a spearman who has foolishly thrown both his spears.

You must check morale immediately if:

- You are attempting to charge.
- A bowman or slinger attempts to stand and fire at an attacker.
- You are within 6" of a fleeing friend.
- You are within 4" of a friend hit by missile fire.
- You lose a round of melee.
- You see your leader or shaman slain.

Any figure that fails morale:

- Has a morale marker. (We use yellow rubber bands.)
- May not charge as long as he has a marker.
- Any figure that fails morale two turns in a row flees off the nearest side of the board that is not blocked by enemy figures.

<u>Modifiers</u>	
-	If you are within 6" of your leader.
+2	If you are out of sight of the enemy. Mother defending her child
+1	If your immediate group out-numbers the enemy's immediate group. If you are within 6" of your shaman. Note: this does not combine with the leader adder.
-1	If your figure has a morale marker. For each light wound you have.
-2	If your figure is fleeing.
-3	If your leader or shaman is slain in line-of-sight.
-4	If your figure has a serious wound.

Movement

Type	Walk	Run Charge	Flee
Man, unloaded Woman	6"	10"	2D10
Woman with child or goods	4"	8"	2D10
Dogs	6"	18"	6"+ 2D10
Goats	3"	6"	2D10

Modifiers:

Rough terrain or serious wound, half movement, cumulative.

Light wound, -1" per wound.

Captured woman moves only at her walk.

Humans may run for two consecutive turns, but must move no faster than a walk for the rest of the game.

Unattended goats not in a village wander at walk speed in a random direction each turn.

(Dogs may be set to attend goats.)

Missile Fire

Roll to hit on a D10.

Short	Medium	Long	Type
0-4"	4-8"	8-12"	
5-9	7-9	8-9	Bow, sling
7-9	NA	NA	Spear

A bowman has 6 irreplaceable arrows.



A slinger has 6 stones. If he does nothing else, he may find another on a 5-9 roll per turn.

A spearman carries two spears, and no other weapon.

Bowmen and slingers may move 3" in the open and fire at a -3

Spearmen may walk or run and throw a spear at no penalty

Fire effect

Type	Short	Med	Long	Effect
Bow	4-9	5-9	7-9	Kill
	1-3	2-4	3-6	Serious wound
	0	0-1	0-2	Light wound
Sling	5-9	7-9	8-9	Kill
	2-4	3-6	5-7	Serious wound

Bow and sling may fire into cover only at short range. You may fire into melee only at short range. On an odd number, you hit the nearest figure. On an even number, you miss completely.

	0-1	0-2	0-4	Light wound
Spear	3-9			Kill
	1-2			Serious wound
	0			Light wound

Melee

Figures must be in base-to-base contact to enter melee.

Roll 1D10 per figure. High die wins. Ties are locked in melee.

Results:		
Lose on a natural	against	result
0-1	bare hands	killed
0-2	club	killed
0-3	axe	killed
0-4	spear	killed

If a figure loses and is not killed, he is pushed back 2", and takes a morale check. The winner must follow up.

Melee ends all movement for all figures involved for that turn. If you try to escape, you are considered to

be fleeing, and will be killed.



To capture a woman, the would-be captor must fight a normal melee to subdue her. If she loses on a 0, she is killed. A tie is a tie. If she loses on any other roll, she is captured, and must be escorted off the board at her walk speed.

To capture a child, goat, or goods, the attacker must merely move into base-to-base contact with them, and they are captured. The captor may move normally.

If he is attacked, he may not fight back unless he releases his captive. A woman, child, or goat will flee in a random direction. The goods will lay where dropped.

Modifiers:	
+3	Spear in first round only of each new melee.
+2	Hand axe. Woman defending a child. Defending in a swamp or marsh.
+1	Club. Barehanded against a spear after the round of melee. 4 dogs against a man.

-1	<p>For each light wound you have.</p> <p>For each extra enemy against you. No more than 4 figures may attack a single figure, so the maximum modifier for this situation is -3.</p>
-2	<p>If you are attacking in woods, rough terrain, or a protected village.</p> <p>If you have a morale marker.</p> <p>1 dog against a human.</p>
-3	<p>Unarmed woman.</p> <p>If you are attacking a fortified village.</p> <p>Bowman or slinger who stood and fired.</p>
-5	<p>If you have a serious wound.</p>

Comments:

You must fire at the nearest opponent. You can ignore women and children, but you don't have to if you don't want to.

You must melee the nearest man. The only exception to this is that the leader of one tribe may call out the leader of the other tribe. The challenged leader may refuse with no penalties. Troy is still many thousands of years in the future.

BACKGROUND

Skirmishes in this time period are most often fought over territory, (waterholes, hunting lands, salt deposits, flint deposits, etc.) slights by the neighboring tribe, and women. Mortality rates can be very high, and women can die in childbirth, threatening the survival of the tribe. Therefore the capture of women can be very important.

Recent information indicates that these conflicts could be very violent, even going so far as genocide, so don't be afraid if you end up with lots of dead figures lying around. If a tribe was occupying land that you wanted, or had failed to pay the bride price on your sister, you might be inclined to kill everything that moved, and burn their huts to the ground for good measure.

For a good small game, we generally set up a tribe as follows: 1 leader with spear, club, or axe. 1 bowman with 6 arrows, 2 spearmen, 3 club or axe men, 2-4 barehanded men, and 2-3 women. A shaman would be

optional, and would be barehanded or have a club. You could add a slinger, but he would either be a youth or an old man.

We have found that the bowman is the equivalent of heavy artillery, and if you can keep him from being rushed, he can materially affect the game.

We do set up hunting parties with 2 bowmen, 1 leader, 2 spearmen, 2 club or axe, 1 barehanded man, and 2 women to do the butchering and cooking.

A protected village would be set up in an advantageous place, such as a hilltop, or among boulders. No extra effort would have been made to make it safer.

A fortified village would have a palisade and/or ditch, or a rock wall, or be on a cliff side.

Please feel free to change any of the above, especially in light of the latest Foundry releases in their Darkest Africa range. A good game tribe would made up mostly of spearmen, with perhaps a few bowmen. However, many African tribes consider the bow as only suitable for hunting, and not for war. I would only allow bows and slings to fire at shield-protected figures at close range, since there are many stories of men catching arrows on their shields. The bowfire is not going to be the equivalent of Agincourt, but only a few arrows in the air at a time. Of course from the rear, a bow could fire at maximum range. I would give shields a +1 in melee.

Pygmy bows would be the equivalent of slings.

ANIMALS

Sabertooth tiger, cave lion



Walk	Run	Flee	Melee +5
8"	16"	3D10	Morale 3

Takes 3 serious wounds before dying. Hunts in packs. If you see them, roll a morale die. If you fail, roll again. 0-7 flee, 8-9 freeze. They do not make morale checks to see if they charge wounded humans. They must check morale to charge healthy humans. A pack is 2 or more, but you might encounter a single male.

Aurochs, bison

Feed	Run	Flee	Melee +3
4"	14"	3D10	Morale 5

Can take 2 serious wounds before dying. These animals will individually feed in random directions until alerted of your presence. Roll to see which way the wind is blowing each turn. The wind will change direction on a roll of 0-1. If you are upwind, they will scent you on a roll of 4-9. If you are downwind, they will see you at 12" on a roll of 7-9, unless there is no cover, in which they will see you and feed away.

Giant Sloth

Walk	Run	Flee	Melee +5
6"	8"	2D10	Morale 4

Can take 4 serious wounds before dying. This animal is unlikely to attack you, but will fight back if attacked. He will try to escape, if possible. If he can't, he will attack 2 people per turn if he can get into base-to-base contact with them. He suffers no negative modifier for this.

Mammoth

Feed	Run	Flee	Melee +6
4"	10"	3D10	Morale 3

He isn't afraid of you, just wary. He will feed like the bison. He is afraid of fire, as are all animals. He can attack all figures in base-to-base contact with his front half. He can take 10 serious wounds before dying.

Cave Bear

Walk	Run	Flee	Melee +5
4"	12"	3D10	Morale 1

If you come within 6" of him, he will attack. At 12", he will attack on 5-9 on a D10. To represent his ferocious nature, give him 2+D10 serious wounds AFTER you inflict the first one on him. He may fight anyone who attacks him, and will go after any missile firers.

Wild Boar

Feed	Run	Flee	Melee +2
4"	18"	3D10	Morale 4

Boar may be encountered as a single male, but are much more likely to be encountered in a group. Boar may take 2 serious wounds before dying. If you wound one, make an unmodified morale roll for him. If he passes, he will attack the nearest human or dog. If he fails, he will flee.

Special animal notes

Treat animal attacks as spears in melee, i.e. your figure dies on a natural 0-4 if it loses.

Bows can only shoot effectively at the giant sloth, mammoth, and cave bear at close range, and use the long range table.

A kill on any animal is only automatic on the last 2 serious wounds the animal can suffer. Before that , roll. An even is a kill , an odd a serious wound. All wounds on animals with over 2 serious wound capacity count as light

wounds for morale, melee and movement effects. Two light wounds equal one serious wound.

Dogs are a special case. They are already domesticated by this time. They can be used to herd goats, hunt boar, watch children, and guard goods. They can also be used in war to attack the enemy. However, they are rather weak, compared to most of the animals around. Use the same stats for dire wolves, who were not so big as we like to believe.



Walk	Run	Flee	Melee as above
6"	18"	6"+2D10	Morale 6 (special)

Special morale: Morale decreases by 1 for each additional dog in the pack (within 1" of another dog in the pack)