The *Caveman Clash* Manual
2nd Edition

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1.0 Introduction to *Caveman Clash*

Caveman Clash is a war game set in the time of cavemen and large now-extinct animals when battles were played out between small tribes using rudimentary weapons such as spears, bows, clubs and slings. These are skirmish rules, not campaign rules.

1.1 What you need for play

1. **Toy soldiers** in six varieties. You can use traditional 3D miniatures, simple counters (like pushpins or coins), or even the paper soldiers I have over at desiquintans.com/papersoldiers.
2. A **length of cord** knotted at regular intervals to measure distances. The distance between two knots on the string is called a click.
3. Two six-sided **dice**.
4. A **coin** for flipping.
5. A copy of **this manual** or the attached rules summary if you're not familiar with the rules.
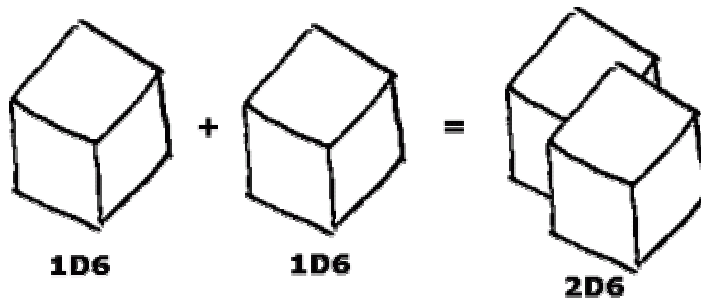
1.2 About the dice

Figure 1.2: Wargame mathematics

Dice in this game are referred to as **1d6**, simply meaning one six-sided die, or **2d6**, meaning two six-sided dice. When a dice roll is modified it is referred to along the lines of 2d6**+2**, meaning 'add two to the result', or 2d6**-1**, meaning 'subtract one from the result'.

Any result that exceeds the limit of a roll (e.g. getting 7 on a d6) counts as the highest number the roll can accomplish.

1.3 Clicks, and the 'close enough' rule

The standard unit of measurement in *Caveman Clash* is the click. A click can be any length that suits you, and all measurements are simply multiples of one click. I tie a knot in a piece of string every one inch and use that to measure.

The 'close enough' rule is used in attacking, and states that if the center of a figure is within 5mm of its attacker's maximum range it is seen as within range and able to be attacked. It is only a rough estimate, so do not take the 5mm literally.
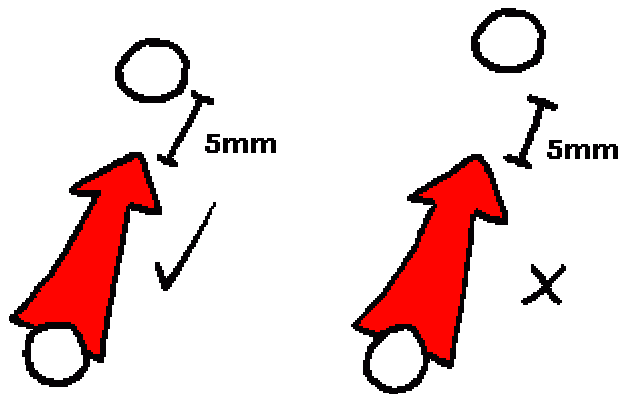

*Figure 1.3: A unit is 'close enough' when its center
is within 5mm of the attacker's range.*

2.0 Starting a game

Roll dice. The person who rolls highest gets to choose the playing order.
Each player chooses an army color, then chooses or rolls for an edge of the field. Each player must have a starting edge.

2.1 Deploying units

Players each get 50-100 Food with which to field a squad. Each unit (a single figure) has a Food cost (Section 5.0), and the players choose units until they either have no more Food left to spend or choose to stop.
Players arrange their units up to 3 clicks from their starting edge. They should not look at each other's placement. Units can be pre-placed on terrain as long as that terrain is within the 3-click limit, and as long as the terrain is traversable (Section 6).

3.0 Moving your units

A unit has a certain amount of Mov points, which are replenished every turn. These points can be used to pay for passage into different types of terrain (Section 3.1).
To move a unit two clicks, for example, place a length of knotted cord next to it with one of the knots roughly near the centre of the figure. From there, count two knots out from his current position and put him down next to the last knot.
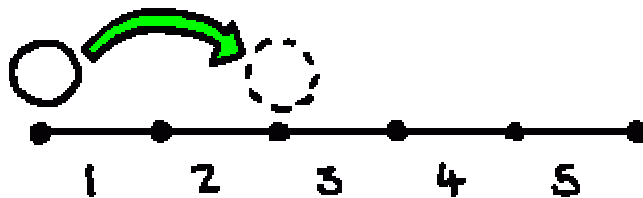

Figure 3.0: Moving a unit two clicks.

You cannot move a unit after you have put it back on the playing surface and touched another unit, unless the first was moved too far or is on terrain it cannot cross. A unit can move, attack and then move again if it has Mov points left over.

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3.1 Movement cost

Each kind of terrain has a particular Cost which depends on the difficulty of crossing such land: for example, Easy Ground has Cost ½, meaning it costs half a Mov point to traverse, while Forests have Cost 2, meaning they cost two Mov points to traverse.

The Cost of entering a new click of terrain is subtracted from the unit's remaining Mov points to determine how far it can still move. If it has insufficient Mov points left to pay for new terrain, then the unit can no longer move that turn.

3.2 Movement barriers

Allied units form a line when their centers are up to half a click apart. Allied units can pass through this line, but enemy units must go around it or smash a hole in it.

Friendly figures can pass through each other, but not enemy figures. Bases do not block movement. Some terrain is off-limits, so units will have to go around it.

4.0 Attacking

To attack an enemy unit it must be inside, partially covered or 'close enough' to the range of the attacking unit.

A unit can move, attack and then move again if it has Mov points left over.
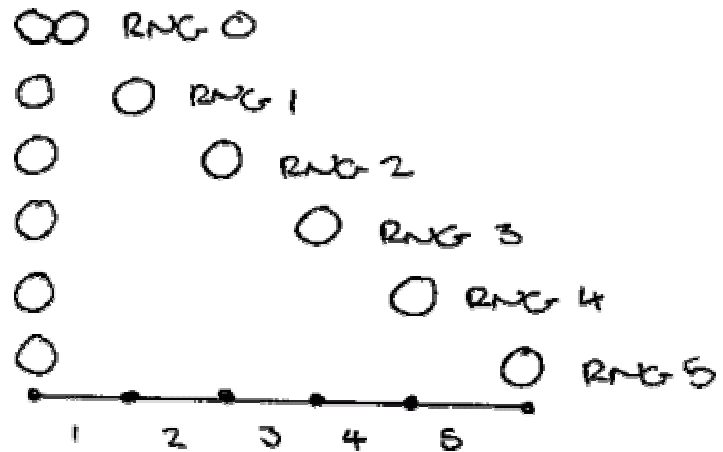
4.1 Direct (Rng 0-2) attacks

Direct units are those which have a Rng of 0 to 2. A Rng of 0 means that the attacker must be directly beside its target.

To resolve Direct attacks roll 2d6 and note the result:

1 - 6: The attack failed. The enemy unit was not killed.
7 - 12: The attack is successful. The enemy is removed from the game.

4.2 Ranged (Rng 3-4) attacks

Archers and Slingers can be up to three clicks and four clicks (respectively) from an enemy unit to attack it. Line of Sight is not necessary.

For a Ranged attack, roll 1d6 and note the result:

1 - 3: The shot missed. Nothing happens.
4: The shot kills its target.
5: Wind slows the shot, making it drop one click short of the target. A ½-click radius is drawn, and on unit that within the radius and closest to where the shot landed is killed.
6: Wind pushes the shot one click behind the target. A ½-click radius is drawn, and on unit that within the radius and closest to where the shot landed is killed.

Long-range attacks can be targeted at either an enemy unit or the ground.

4.3 Counterattacking

Seldom was a battle where, when two cavemen faced off, one was not marmalised into submission. If a defender is not killed, it can counterattack the aggressor immediately. It does not need to wait until its turn, and counterattacking is 'free' (you don't have to use a turn for it).
　　　　Counterattacks are calculated normally (with terrain and unit modifiers, attacker must be in range). Archers and Slingers cannot counterattack.
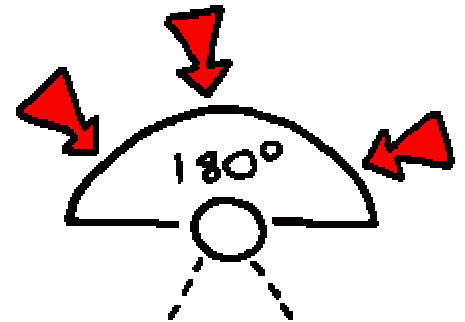
4.4 Terrain modifiers

Apply terrain modifiers to the attacking roll according to the type of terrain a defender is occupying. Terrain modifiers do not apply to Ranged attacks unless stated.

4.5 Flanking

To flank a unit you must attack from its rear 180° (its side or back). Any attack performed from a flanking position gets +1 to its roll.
　　　　A unit is always facing in the direction it last moved or attacked.

4.6 Unit modifiers

- When a **Clubber** is attacking a **Shieldbearer**, flip a coin. If Heads, add 1 to the attacking roll. If Tails, subtract 1.
- When a **Shieldbearer** is under attack, subtract 2 from the attacking roll.
- When a **Militia** is under attack, add 1 to the attacking roll.
- When a **Ranged** unit is under attack, add 1 to the attacking roll.
- When a **Direct** unit is attacking a **Spearman** flip a coin. If Heads, the attack continues normally. If Tails, the Spearman repels the charge and nothing happens.

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5.0 Unit information

Clubber
Direct	Mov 4	Rng 1	Costs 2 Food

Whether the Clubber used a club, a stone axe or a large rock, the weapon still needed to be swung from above the head for maximum force, leaving the Clubber's torso completely open to spears and arrows. The sheer strength of the blow is enough to smash shields and skulls alike.

When a Clubber is attacking a Shieldbearer, flip a coin. If Heads, +1 to the attacking roll. If Tails, -1.

Shieldbearer
Direct	Mov 4	Rng 0	Costs 3 Food

Shieldbearers are an important part of a warband, and see such versatile employment as closing off a passage or forming a line in front of vulnerable units. Their range of 0 means that they must be directly beside an enemy to attack it.

When a Shieldbearer is under attack, -2 from the attacking roll.

Spearman
Direct	Mov 3	Rng 2	Costs 4 Food

The first spears were little more than sharpened poles. Stabbing spears like the ones used by our Spearmen were made from thick branches or trunks, which made them quite heavy and useless for throwing.

When a Direct unit is attacking a Spearman flip a coin. If Heads, the attack continues normally. If Tails, the Spearman repels the charge and nothing happens.

Militia
Direct	Mov 4	Rng 2	Costs 3 Food

Untrained villagers had to use what was available to defend themselves. Many resorted to taking up battlefield debris or spare tools and hurling them at enemy formations to force them to break apart.

When a Militia is under attack, +1 to the attacking roll.

Archer
Ranged	Mov 3	Rng 3	Costs 4 Food

The earliest bows were neither strong nor accurate. They are what we now call self-bows; made from a single stave of wood. Their limited strength and short effective range made them only suitable for shooting near targets.

When a Ranged unit is under attack, +1 to the attacking roll.

Slinger
Ranged	Mov 3	Rng 4	Costs 5 Food

A rock thrown by a sling can fly farther, faster, more accurately and with more force than an arrow. They are also far more useful than bows because a slinger could use whatever ammunition is at hand instead of requiring custom-made missiles.

When a Ranged unit is under attack, +1 to the attacking roll.

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6.0 Terrain information

Easy ground — Cost ½ / +1 to attacking roll

> Ground that is easily traversed, like paths, trails, rock, salt plains and compacted earth. Cover is scarce and the area is usually open.
>
> Riverbanks (typically half-a-click wide) are also considered Easy ground.

Common ground — Cost 1 / No change to attacking roll

> The default type of ground on the battlefield, it is simply a plain piece of land that affords relatively easy movement and reasonable cover.

Rough ground — Cost (Flip: Heads 2, Tails 3) / +2 to attacking roll

> Mud, swamp, crag, soft sand and trapped expanses are said to be Rough Ground which slows the speed of units, bogging them down and rendering them vulnerable to quick strikes.

High ground — Cost 2 to go up, else 1 / -1 per higher step, +1 per lower step, else none

> Hills are marked in incremental steps. Climbing up one step costs 2 Mov, while travelling along the same step or going down the hill only costs 1.
>
> The attacker gets +1 to its attacking roll for every step (including ground level) it is higher than the defender (attacking from uphill), or -1 for every step it is lower than the defender (attacking from downhill). If they are on the same level then no modifier is applied.
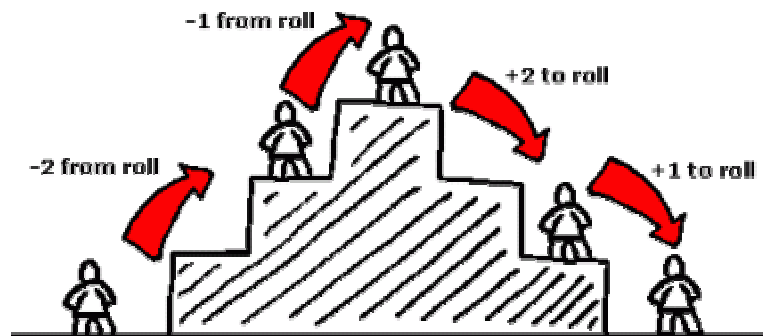
Figure 6.1: +1 if attacking down, -1 if attacking up.

> Steps can only be scaled sequentially like a staircase (no climbing straight to the second step from ground level), and each step must be a more-or-less equal height. If an area of High ground is unreachable it cannot be crossed.

Shallow waters — Cost 3 / +3 to attacking roll

> Rivers, ponds, moats and other fordable expanses of water. The Cost of 3 probably means that a unit would be forced to stop just before a river, then wades across one click at a time until it reached the bank.
> Deep water can't be entered.

Forest — Cost 2 / -2 from attacking roll and **Blocks Missiles** (-1 from Ranged attacking roll)

A body of forest is defined by joining the outermost trees with a line — a unit whose center is inside this outline is inside the forest. No extra bonuses for hiding behind a tree.

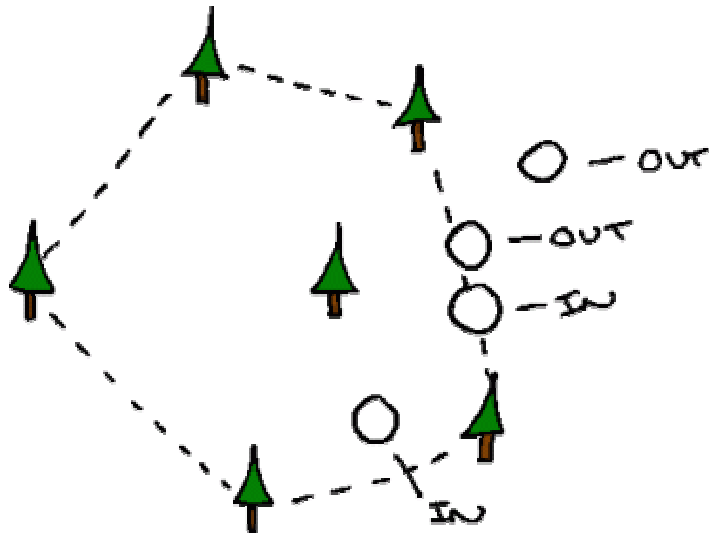A Ranged unit gets -1 from its attacking roll when inside a Forest or attacking a unit inside it.

Figure 6.2: Join the outer trees to get the shape of the forest.

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Moving

A unit can move, attack and then move again if it has Mov points left over.

You cannot move a unit after you have put it back on the playing surface, unless fixing it.

Movement cost

The Cost of entering a new click of terrain is subtracted from the unit's remaining Mov points. When no Mov remains, that unit can no longer move that turn.

Movement barriers

Allied units form a line when their centers are up to half a click apart. Units cannot go straight through an enemy line. Friendly figures can go through each other. Bases don't block movement.

Deep water and mountains can't be entered.

Attacking

A unit must be within range or 'close enough' to be attacked. If an attacker has Rng 0 it must be directly beside the target.

Direct (Rng 0-2) attacks

Direct attacks must be targeted at an enemy. To resolve Direct attacks roll 2d6 and note the result:

1 - 6: The enemy unit was not killed.
7 - 12: The enemy is killed and removed.

Ranged (Rng 3-4) attacks

Long-range attacks can be targeted at either an enemy unit or the ground. Line of Sight is not necessary. To resolve a Ranged attack, roll 1d6 and note the result:

1 - 3: The shot missed. Nothing happens.
4: The shot kills its target.
5: The shot lands one click short of the target. A ½-click radius is drawn, and on unit that within the radius and closest to where the shot landed is killed.
6: The shot lands one click behind the target. A ½-click radius is drawn, and on unit that within the radius and closest to where the shot landed is killed.

Counterattacking

If the defender is not killed it has a chance to hit back if its attacker is within range. Counterattacks are calculated normally according to the type of unit.

Archers and Slingers cannot counterattack.

Terrain modifiers

Apply terrain modifiers according to the type of terrain a defender is occupying. Terrain modifiers do not apply to Ranged attacks unless stated.

See the Terrain table for details.

Flanking

If you attack a unit from the sides or back (its rear 180°), add 1 to your attacking roll.

A unit is always facing in the direction it last moved or attacked.

Unit modifiers

- When a **Clubber** is attacking a **Shieldbearer**, flip a coin. If Heads, add 1 to the attacking roll. If Tails, subtract 1.

- When a **Shieldbearer** is under attack, subtract 2 from the attacking roll.

- When a **Militia** is under attack, add 1 to the attacking roll.

- When a **Ranged** unit is under attack, add 1 to the attacking roll.

- When a **Direct** unit is attacking a **Spearman** flip a coin. If Heads, the attack continues normally. If Tails, the Spearman repels the charge and nothing happens.

Units

	Mov	Rng	Point Cost
Clubber Direct	4	1	2
Shieldbearer Direct	4	0	3
Spearman Direct	3	2	4
Militia Direct	4	2	4
Archer Ranged	3	3	4
Slinger Ranged	3	4	5

Terrain

	Mov Cost	Defence
Easy Ground	½	+1
Common Ground	1	(none)
Rough Ground	Flip: Heads=2 Tails=3	+2
High ground	2 to go up, else 1	-1 for every **higher** step relative to enemy +1 for every **lower** step relative to enemy
Shallow Water	3	+3
Forest	2	-2 -1 from Ranged attacks

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