

# 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 Britanniarum**

[Dux Britanniarum](#) 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.

[Morituri Nolumus Mori](#)

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