

GIANTS

Additional Rules For H.G. Wells' LITTLE ORE WARS



**By H.G. Wells, Michael J. Varhola, and
the Skirmisher Game Development Group**

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***Little Orc Wars* quick-play miniatures rules are available at:**

DriveThruRPG ([http://rpg.drivethrustuff.com/
product_info.php?products_id=27947&affiliate_id=200677](http://rpg.drivethrustuff.com/product_info.php?products_id=27947&affiliate_id=200677))

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This publication contains rules for giants, one of the kinds of special troops that might be found in the armies of *Little Orc Wars* games, depending on the inclinations of the players and the miniatures and models they have at their disposal.

Giants are humanoid creatures that are larger — sometimes much larger — than normal humans. While such creatures undoubtedly have sophisticated cultures and all sorts of nuanced characteristics, they are described here because of their abilities to serve as walking artillery batteries and to obliterate entire squads of enemy troops and walk away unscathed.

Almost any bipedal miniatures larger than normal soldiers can be used to represent giants and how powerful they are is a function of their size, as reflected on the table below. The smallest figures we recommend for these purposes should be larger than normal soldiers and up to 2" in height. The largest miniatures we recommend for these purposes are up to 6 inches in height, and if somewhat larger figures are used then they should follow the rules for the 6+” category.

(1) If a point buy system is being used to create armies, giants cost considerably more than normal soldiers. The precise amount is a function of their sizes and is reflected on the table below.

(2) Because they have a longer stride than normal soldiers, giants can cover more ground per turn. Rate of movement for a particular giant is a function of its height and is shown on the table below.

(3) Giants can hurl big weapons, boulders, tree trunks, and other objects and debris! Any turn in which a giant doesn't take any other action, it can hurl such missiles. Such attacks are represented by and resolved with additional shots from a catapult. To do this, temporarily remove the giant from the battlefield and line up the front edge of a catapult with the front edge of the giant's location. The number of shots used to represent the giant's boulder-hurling is a function of its size and is shown on the table below.

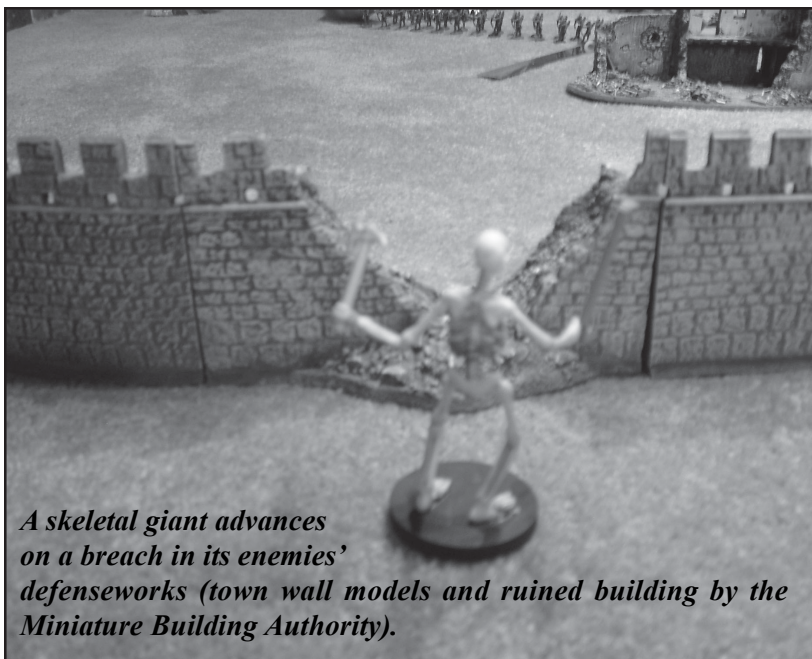
(4) If a giant is struck by a catapult shot and knocked over, it is killed. If it is struck but not knocked over, however, it might survive. To determine one way or the other, the attacker must roll a d6; if the number rolled is equal to or greater than the number shown under "Melee Dice" on the table below, then giant is killed. Otherwise, it is unaffected.

(5) When it is involved in a melee, a giant rolls a number of dice as indicated under "Melee Dice" on the table below. For a giant to be killed in melee, a number of dice equal to its special Melee Dice must be defeated by the enemy player. If a giant is the only creature on one side involved in a particular melee and the number of dice needed to kill it is not met, then it is simply unaffected.

(6) Giants armed with bows, crossbows, or slings can engage in Missile Fire (q.v.), rolling a number of dice as shown on the table below. Such attacks must be made separately and not in conjunction with other melee or missile fire resolution rolls. Furthermore, not more than a single

enemy per turn can be slain by a particular giant's missile fire.

Height	Points	Movement	Boulders	Melee Dice
Up to 2"	4	16"	1	2
2" – 3"	6	18"	2	3
3" – 4"	8	20"	3	4
4" – 5"	10	22"	4	5
5" – 6+"	12	24"	5	6



A skeletal giant advances on a breach in its enemies' defenseworks (town wall models and ruined building by the Miniature Building Authority).

Michael J. Varhola

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H.G. Wells' Little Orc Wars is a miniatures game based on the rules and concepts published by the genius science fiction author nearly a century ago. It is, in fact, one of the most flexible, innovative, and fast-paced miniatures rule systems for use with fantasy miniatures and models ever created. Indeed, a primary feature of this game is that it can be played with virtually any miniatures, setting it apart from the vast majority of fantasy miniatures games, which demand that only their branded products be used in play.

Anyone interested in playtesting or developing rules, having their company's products included in published images of the game, or otherwise being a part of this great system should write to littlewars@skirmisher.com. Props, models, miniatures, and other materials being submitted for inclusion in official *H.G. Wells' Little Orc Wars* games and images can be sent to Skirmisher Publishing LLC, P.O. Box 150006, Alexandria, VA 22315. For more information and images of the game in play, go to the Skirmisher Forum (<http://www.skirmisher.com/forum>).