

# 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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