

TORTOISE VS. HARE

Created by
PJ Pieterrek
and
Bobby Wallen Jr.

It began with a race. None alive now remember how long ago the race took place, where it took place, or even why it took place. However both tortoise and hare are certain it took place. In the end the tortoise won. Both have versions of the tale. The tortoises say it was the arrogance and laziness of the hare that caused him to lose. He would stop to take breaks and tease the slow tortoise. The entire time the tortoise maintained his determination and steady pace, and when the hare took a nap before crossing the finish line the tortoise crossed first.

The hares say that the tortoise was a deceiver and cheated. That he knew a shortcut and waited till the hare was out of site to take advantage of this knowledge and finish first.

Since those days animosity has existed between them. Soon the tension was too much to bear and war broke out. Like the race none can now remember when the war begun and both accuse the other of attacking first. Now war is a way of life between them. The main goal of both is complete elimination of the other and neither will stop in pursuit of that goal.

TORTOISES

Tortoise Life

The tortoises dwell in the warmer and wetter southeast area now simply called the Empire. The tortoises have amazing longevity and there empire is incredibly ancient. So ancient none can remember if it ever had a name other than "The Empire". Because of their longevity, tortoises have a very slow pace of life. They feel no reason to rush doing anything and their society reflects that. The Empire is filled with ancient buildings, inside of which are even older artifacts: furniture, statuary, and books. The tortoises much time studying them and contemplating art and science. Tortoise life is simple revolving mostly around family. A tortoise's lineage is one of the most important things in their life. Tortoise families are known as Dynasties and they are immense, usually numbering in the 1000s. No distant cousin or other far removed relative is overlooked or forgotten, each is as important as any other member of the Dynasty.

The Dynasties form the largest part of tortoise society. Each Dynasty usually specializes in some service or trade. A Dynasty might be devoted to fishing, while another might be artists, and yet another could be devoted to the

military. Dynasties form alliances with each other and usually have several smaller dynasties that are devoted to them. It is not uncommon to have entire areas of the Empire controlled by a single Dynasty. The larger Dynasties hold great political sway and help to shape the Empire. Like everything else imperial matters as subject to the tortoises slow methods. It will take years of discussion before a battle plan is ready and sometimes another year before the tortoises march to battle. Every detail is explained and every move plotted.

This does not mean they do not know their enemies, the hares. They have spent centuries studying them and have learned to expect the unexpected in battle with them. The tortoises are hard fighters and are not easily surprised. They deal with fast, unpredictable hares with a calm manner, following the advice of their most ancient and respected ancestor "Slow and steady wins the race"



A Tortoise spear regiment ready for battle.

A tortoise army is built for the long fight. Though slow they are deadly and prefer to let the enemy come to them. They are armored well with both their natural shells and ornate dynastic armor, making them hard to kill. They move steadily on their objective and defeat their enemies with casualties adding up little by little. When an army is put together the various Dynasties send units representing the house to join. Any army may even be completely made up of units from a single Dynasty and its vassals. Command of the army is political it is not always the best commander who gets the job, sometime the Dynasty with the most power gets it. Other times a general must be found who does not offend any of the Dynasties making up the army, for fear a Dynasty might withdraw its units.

Tortoise Religion

The tortoises have two gods, Chi'ne Mai, the Mother Turtle and Te Chi'ko Li, the Eternal Dragon. They have existed since the beginning of time. Before the Earth rose from the sea. Te Chi'ko Li roamed the skies and Chi'ne Mai swam the primordial seas. When the lands rose from the seas and life crawled on to it, the two came together and created a race of tortoises. They taught their children language, technology, and art. When the time came they left their children to live their own lives bidding them only to be wise and steady to be prosperous.



A regiment of tortoise archers.

The tortoises pay homage and respect to their gods, they do not devote their life to them. Each Dynasty has a host of ancestors whom they build small shrines to. These ancestors were great members of the Dynasty. The tortoises can use elaborate rituals to honor them. It is not uncommon to see certain members of a Dynasty trying to be like an ancestor, or invoking the deceased's favor for a certain task. In battle the dynastic units will sometimes carry banners reflect their family's most heroic ancestor, or may even carry the remains or some relic into battle.

Tortoise Magic

The tortoises use magic to shift fortune to there favor. In the tortoise language these caster are known as Luck Masters. Their spells are usually more defensive and passively offensive. They prefer to strength their own forces and weaken the enemies, rarely does their magic involve anything flashy or making a direct attack on the enemy. The Luck Masters feel that tokens of the enemy help to increase the potency of their spells, so many carry rabbit's feet and wear ceremonial robes in mockery of the hares, some even wear their pelts.

HARES

Hare Life

The hares live in the cooler climates of the northwestern regions known only as the Warrens. There, deep beneath the ground, they thrive and grow. A Warren is vast underground complex of winding, endless tunnels and chambers. It is nearly impossible to count the number of hares that live in a Warren. Each Warren is lead by a Harearch. Though the Harearch leads the Warren, all hares within it share equal responsibility for every aspect of Warren life. Each Warren is sovereign and has little to do with the daily affairs of neighboring Warrens. In times of trouble and war Warrens will quickly unite to oppose it.



A unit of hare slingers.

A hare army is an awesome sight to behold. Because of the hares view on Warren responsibility each hare is a member of a Warren's army. Any can be asked to serve at anytime, and many volunteer for service. If several Warrens combine forces, millions of hares can be assembled for battle quickly. The immensity of a hare army is usually enough to win the battle despite very heavy losses. At first appearance hares are not designed for combat. They are not very strong nor tough, but they have figured out how to use their natural ability of agility to their advantage.

Hare Religion

There are three hare gods. The Warren Mother is the Goddess of Procreation, Fertility, Life, and Love. It is from her all hares sprang. The Longtoothed One is the God of Expansion. He is also the God of War, Travel, and Fortune. Mirunglo is the God of Consumption. He is considered the patron of farming. He is also the God of Merriment, Knowledge, Technology.

The hare religion is an integral part of every hare's life. It teaches one precept above all others: Prosperity comes from Procreation, Expansion, and Consumption. The hares live by this creed and look at it as a connected circle. To Expand you must Procreate, to Procreate you must Consume, to Consume you must Expand. This religion is apart of every hares life, some dedicate their entire life to the faith. The Warrens are filled with religious orders and cults dedicated to various aspects of the Hare faith. So large are some of these that they can constitute a substantial part of a hare army.

Hare Magic

Over the centuries hares have learned that by painting certain colors in certain designs on eggs they can create spells. Gifted hares are chosen young and begin training in the art of Ovamancy.



A hare ovamancer casting a spell.

Ovamancers almost always accompany a hare army into battle. They often roam a battlefield, lending aid when and where they can. Hare magic is usually more offensive. Rather than bolstering their own forces with it, the hares feel it is a force of its own. An Ovamancer will hurl enchanted eggs at the enemy with a variety of effects from exploding to creating huge monsters.

THE ARMIES

Tortoise Attributes

Shelled(+4)- When a tortoise goes prone it gains an extra +1 to all Recovery rolls for attacks against them. All tortoises are born with shells, the cost of this Attribute is figured into the base cost of the trooper.

Core Units

A tortoise army must have at least two core units and can have up to any number. Each core unit must have at least 5 troopers and can have up to 30.

Tortoise Spearmen

The spearmen are the backbone of the dynasties and the Empire as a whole. Every tortoise has some training with a spear. They are slow but tough and determined.

Spearman Cost: 12 Base Die: d6 Range: 0 Move: 5
Attributes: Amphibious, Slow, Tough
Shelled, Tight Cohesion

Tortoise Archers

Units of archers cover the slow advancing tortoises with a rain of steel.

Archer Cost: 17 Base Die: d6 Range: 10 Move: 5
Attributes: Amphibious, Slow, Tough
Shelled, Tight Cohesion

Special Units

How many special units a tortoise army can have depends on how many core units are in the army. An army may never have more special units than core units. Each type of special unit below will detail all the rules pertaining to when and how it can be chosen.

Dragon Turtle

These ancient and majestic creatures will occasionally accompany an army into battle. They will usually only do so if they deem the cause worthy of their aid. Their origins are unknown but some think they were the guardians of the tortoises after the departure of the gods. Like the tortoises they are slow but in battle they are fierce. A dragon turtle is able to breath fire on its opponents. A single Dragon Turtle counts as a Special Unit.

Dragon Turtle Cost: 88 Base Die: d12 Range: 0 Move: 10
Attributes: Amphibious, Fearsome, Slow, Template: Flame, Tough

Luck Master

Luck Master will march along with a tortoise army to lend support. Using the rules for the Magic Attribute a player can select spells for each Luck Master in the army from the list. A single Luck Master counts as a Special Unit.

Luck Master Cost: 28 Base Die: d6 Range: 0 Move: 5
Attributes: Amphibious, Magic, Slow, Tough 32pts
Shelled

Hero Units

A player create a tortoise hero as they wish. However any tortoise hero must at least have the Amphibious, Heavy Armor, and Shelled Attributes. Hero Units consist of 1 trooper. Use the method for creating a trooper found in the rules.

Hero Cost: Special

Command Units

A tortoise army must have one general. The rules for creating a general are the same as creating a hero. A general in addition to the compulsory Attributes of the hero must also have the Command Attribute. A general and hero may be the same trooper. Use the method for creating a trooper found in the rules.

Typical General

Typical General Cost: 32 Base Die: d6 Range: 0 Move: 5
Attributes: Amphibious, Command, Heavy Melee Weapon, Slow, Tough
Shelled

Hare Attributes

Stinker(+4 per trooper) Warrenguard Slingers have taken to using rotten eggs for ammunition. A rotten egg that breaks has a nauseating affect caused by its odor. All ranged attacks made by a trooper with this attribute receive a +1 modifier. This attribute can only be chosen for the entire unit.

Core Units

A hare army must have at least two core units and can have up to any number. Each core unit must have at least 5 troopers and can have up to 30.

Warrenguards

The members of the warrenguards count in the millions. The basic warrenguard carries little more than a spear, relying on superior numbers, speed, and prowess to win the battle.

Warrenguard Cost: 8 Base Die: d6 Range: 0 Move: 8
Attributes: Frail, Fast, Tight Cohesion

Warrenguard Slingers

The slingers support the main force with staff slings. They have earned a special hatred from the tortoises because their ammunition is eggs. A unit of slingers may also have the *Stinker* Attribute.

Warrenguard Slinger Cost: 19 Base Die: d6 Range: 6 Move: 8
Attributes: Frail, Fast 19pts

Special Units

How many special units a hare army can have depends on how many core units are in the army. An army may never have more special units than core units. Each type of special unit below will detail all the rules pertaining to when and how it can be chosen.

Jackalope

Hares live in warrens tunneled deep beneath the ground. In the darkest depths the hares found the jackalopes. Whether or not they are related to the hares is unknown. What is known of these hare-like demons is they are fierce and bloodthirsty. 1 or 2 jackalopes counts as a special unit.

Jackalope Cost: 60 Base Die: d10 Range: 0 Move: 10
Attributes: Aggressive, Fearsome, Heavy Melee Weapon, Tough

Ovamancer

Ovamancers will march along with a hare army to lend support. Using the rules for the Magic Attribute a player can select spells for each Ovamancer in the army from the list of spells. A single Ovamancer counts as a Special Unit.

Ovamancer Cost: 35 Base Die: d6 Range: 0 Move: 8
Attributes: Frail, Fast, Magic

Hero Units

A player create a hare hero as they wish. However any hare hero must at least have the Frail Attribute. Hero Units consist of 1 trooper. Use the method for creating a trooper found in the rules.

Hero Cost: Special

Command Units

A hare army must have one general. The rules for creating a general are the same as creating a hero. A general in addition to the compulsory Attributes of the hero must also have the Command Attribute. A general and hero may be the same trooper. Use the method for creating a trooper found in the rules.

Typical General

Typical General Cost: 24 Base Die: d6 Range: 0 Move: 8
Attributes: Frail, Fast, Command

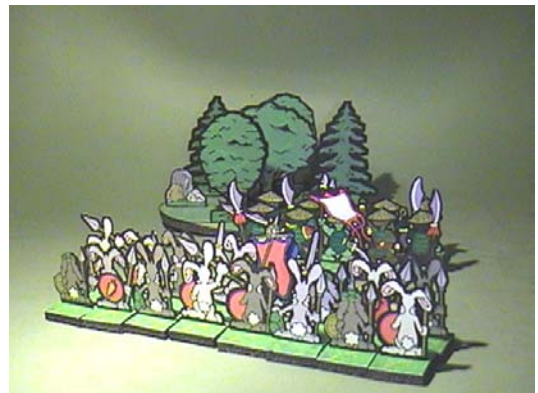
SCENARIOS

Scrambled Eggs

The Hares are moving some special eggs to the Ovamancer Guild overland by cart. These eggs have been ritually prepared for spellcasting, without these eggs the brushes of the field spellcasters are useless. A tortoise scout force has come across the hares and their cargo and intend on getting those sacred tortoise eggs back.

The Set Up

Each player has 250 points to build their force with. The playing area is 2 foot by 2 foot. The players set up terrain as they like. However a road cross from one corner of the playing area to the opposite corner in as close to a straight line as possible. No terrain may be set to block this road. The Hare player then



A regiment of hares charging a tortoise regiment.

chooses either end of the road to begin play on. The hare player must set up all units within 12 inches of that corner of the playing area. The Tortoise player may set up their units anywhere they wish on the playing area so long as it is not closer than 12 inches to any hare unit.

The Goal

The goal of the Hare player is to move the egg cart off of the table within 8 inches of the opposite corner of where the hares began. The goal of the Tortoise player is to either eliminate all hares from play, or move the cart of any part of the playing area except for where the hares are allowed to move it off.

The Twist

The cart begins play being moved by a hare unit. The cart moves with the attached unit. Any unit moving the cart can only move 6 inches or up to their Move score if less than 6 when the unit is above half of their original strength. If the unit is reduced to less than half of their original troopers the unit can only move 3 inches with the cart in tow. Any unit attached to the cart may not make an attack. A unit can abandon the cart when it is first activated. If a unit attached to the cart fails a morale roll the abandon the cart. Any unit that moves into contact with the cart while it is unattached may be immediately attached to it.

Shells of Doom

Rumor has it that Tortoise shells taken from the dead on a battlefield makes for good, cursed drums. These drums put fear in the heart of the living Tortoises. This is something many a Hare general has tried, but with varying results. The Tortoises seem to be more upset and angry than afraid, but they seem to fight a bit less 'professional' when they hear Tortoise-drums....

However, there are an army of living Tortoises standing on the other side of the field, determined to stop us. Ah, well... We have had turtle soup before, we will have it tonight as well.



A unit of tortoise archers facing off with the dreaded jackalope

-Attributed to Lesser Harearch Nook the Black Flop, on the eve of the Battle of a Thousand Shells

Those triple damned Hares are desecrating our ancestors by fouling our honorably fallen. They sneak onto the battlefields like dishonorable thieves in the early morning hours. They steal the beautiful shells of our forever remembered heroes on the field before we have the time to properly show them the homage they deserve. Then the foul Hares makes drums of the shells to further enrage us.

This cannot be allowed to happen! They must be stopped today, and every day thereafter. No Tortoise can stand unmoved by these atrocities!

-General Li Hung Sh'll, in a speech on the problem of desecrated Tortoises

The Set Up

Each player has 500-1000 points to build their force with. The playing area is 4 feet square.

The Goal

This battle is very straight forward. Both sides have the goal to eliminate 75% (round up to the nearest whole number) of the opposing force from the playing area. The side to do it first claims victory.

The Twist

No twist... Just some good old fashioned have-at-it havoc fun!