

# IRREGULAR WARS

## CONFLICT AT THE WORLD'S END



A WARGAMING SYSTEM FOR SMALL  
ACTIONS, c.1519-1641



*Irregular Wars: Conflict at the World's End* is a set of d6-based wargaming rules for 16th and 17th century engagements on the fringe of the European world. Players control battles of six to twenty companies and must take into consideration factors beyond their control such as semi-randomised recruitment, outbreaks of disease and the effects of wet weather on early powder weapons. A player's command is limited and the actions of companies outside their control unpredictable. The linchpin of the rules system is that a company of soldiers will only stand and fight while they have the resolve to do so. Different in-game actions such as being ambushed, attacked by head-hunters or defeated in melee removes resolve. When a company's resolve is reduced sufficiently they will flee or scatter, further reducing the resolve of nearby allies.

Includes lists for 28 different armies from Britain, Ireland, the New World, East Indies and the Eurasian steppe.



**Please note:**

These full colour covers are designed to be printed edge to edge.

Whether or not this happens in practice is down to type of printer you use.

Unfortunately, not every printer is capable of "edge to edge" printing and many will leave a white border around the page about 5 mm wide.