

Quick Reference Sheet

Activation and Movement

Note: Amendments from the published rule book are highlighted in red.

Command distance	
Captain	4 DU
General	8 DU

Risk to Commanders (unit loses all combat dice or routs)	
Situation	Roll to Kill
Routed with pursuit by mounted	5+
Otherwise	6

Adjustments to Discipline	
Situation	Adjustment
Commander with Unit	-1
Unit out of Command Range	+1
In difficult terrain (other than LF)	+1

TROOP TYPE	Movement distances (DU)			
	MOVEMENT IN :			
	Open	Rough	Difficult	Obstacle
Heavy foot	2	2	1	-1
Medium foot	3	3	2	-1
Light foot	3	3	3	-
Cavalry	4	2	1	-1
Camels	4	2	1	-1
Light horse	5	3	2	-1
Chariots	4	1	n/a	n/a
Elephants	3	2	1	-1
War wagons	1	0	n/a	n/a
Artillery	0	0	n/a	n/a

Fresh Status
A unit is considered to be Fresh if it:
<ul style="list-style-type: none"> • Has no Hits. • Is in the Open if Mounted or Heavy Foot. • Is not in difficult terrain. • Has no enemy in contact with flank or rear.

Activating Units
Units are activated in order. Active player moves first if Action Dice number are equal.
If Action Dice equals Discipline then unit may :
<ul style="list-style-type: none"> • Shoot. • Move. Advance only for non-skirmishers. • Fight in close combat. • Defer
If Action Dice is greater than Discipline then unit may do any of the above, or :
<ul style="list-style-type: none"> • Charge. • Move. May be a Manoeuvre. • Move and shoot (in either order). • Rally if not in contact with enemy. Action dice must exceed Discipline by Hits.
Bonus combat dice, or movement, or shooting range if Action Dice is a 6 or multiple dice showing same number.
Group move (central unit with commander plus unit to either side) if Action Dice exceeds Discipline of all units in group.

Sword & Spear

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Quick Reference Sheet

Combat

Combat Process

1. Roll Combat Dice.
2. Place top four dice in order.
3. Compare opposing dice.
4. Adjust for Armour.
5. Establish outcome of each pair of dice.
6. Make Discipline tests and record Hits.

Each Dice which doubles opposing dice – Hit

Each Dice which beats but not doubles opposing dice – Discipline Test

Shooting weapons table

WEAPON TYPE	RANGE IN DU	NOTES
Bow	4	
Longbow	5	Heavily armoured or armoured target reduced by one level of protection.
Crossbow	5	Ignores all armour. Cannot move and shoot. No bonus shooting dice may be used.
Sling	3	
Javelin	2	
Firearm	2	Ignores all armour. Cannot move and shoot.
Artillery	10	Ignores all armour. Cannot move and shoot.

Bonus Dice in Melee Combat

1. Impetus (2 dice for fresh large unit, cavalry or elephants)
2. Extra Units in contact
3. Uphill (MF or HF)
4. Flank or Rear contact

Gain one extra dice for each. Impetus may gain more than one depending on Action Dice & Unit type.

No dice for Impetus if the Unit:

- is fighting enemy in contact with its flank or rear.
- is foot who have moved this phase and is fighting fresh mounted who have Impetus.
- is mounted and is fighting fresh foot armed with spears or pikes who have not moved this phase and who have Impetus.
- is foot other than pikes and is fighting fresh foot armed with pikes who have Impetus.
- is mounted or heavy foot and is not completely in open terrain.
- is light horse and is fighting non skirmishers frontally.
- is mounted other than elephants and is fighting elephants.
- is elephants and is fighting skirmishers. is missile troops and has shot this phase.
- is light foot, except for javelin armed light foot who are fighting light foot.
- is medium foot armed with missiles, unless melee capable and neither unit charged this phase.
- is involved in a combat which is the result of a pursuit.
- moved as part of group this phase.
- carried out a Manoeuvre this phase.
- charged and fighting over obstacle or stakes

Effect of Armour

Heavily Armoured : reduce one of opponent's winning dice by up to 2.

Armoured: reduce one of opponent's winning dice by 1.

Opponent is Lacking Protection : increase one of own winning or drawing dice by 1.