

# CONTENTS

SECTION 1 : INTRODUCTION	4
SECTION 2 : UNITS & COMMANDERS	5
SECTION 3 : PRE-GAME SET-UP	7
SECTION 4 : THE BATTLEFIELD	9
SECTION 5 : THE GAME TURN	10
SECTION 6 : COMMANDERS	13
SECTION 7 : MOVEMENT	15
SECTION 8 : CHARGES	17
SECTION 9 : SHOOTING	20
SECTION 10 : MELEE COMBAT	21
SECTION 11 : COMBAT MECHANISM	23
SECTION 12 : DISCIPLINE TESTS, FRESH STATUS & ROUTED UNITS	26
SECTION 13 : VICTORY AND DEFEAT	28
SECTION 14 : SPECIAL UNIT TYPES	29
SECTION 15 : UNIT CHARACTERISTICS	31
SECTION 16 : STRATAGEMS	33
SECTION 17 : MAGIC	35
SECTION 18 : UNDEAD	37
SECTION 19 : FLIGHT	38
APPENDIX 1: TROOP TYPES	39
APPENDIX 2: BASING, MARKING HITS & TABLE SIZE	41
APPENDIX 3: MULTI-PLAYER GAMES	42
APPENDIX 4: SCENARIOS	43
APPENDIX 5: DESIGN NOTES	45
INDEX	46

## SECTION 2

### Discipline

Each unit has a discipline rating, based on its training and quality, which determines the unit's ability to retain cohesion when under pressure and perform difficult manoeuvres. A lower discipline rating represents a higher quality unit.

Typical unit discipline ratings are as follows :

TROOP TYPE	DISCIPLINE
Well trained troops, veterans or elite warriors.	3
Trained regulars, good quality militia, good quality irregulars.	4
Levy, untrained or poor troops.	5

A unit's discipline value is improved by one (i.e. One lower) when it has a commander in contact, and it is one worse (i.e. One higher) if it is out of command.

The discipline rating is the number required to pass discipline tests. These are required as a result of shooting or close combat and in certain other circumstances. Failure of a discipline test leads to the unit taking a hit, representing casualties, loss of cohesion, etc.

The discipline rating also affects how easy it is to activate the unit. Units are activated by action dice; to activate a unit it must be given an action dice showing a number greater than or equal to its discipline rating.

### Strength

The strength rating represents the overall fighting strength of the unit.

The base number of dice rolled in combat is the strength of the unit, and the strength also indicates how many hits the unit can take before being removed as routed. A large unit (of heavy or medium foot) can take an extra two hits before being routed.

Hits represent a combination of casualties and cohesion loss. As hits are taken they are marked with a small dice or other casualty indicator, and when this reaches the strength of the unit it is routed. Hits can be removed by rallying.

The base number of dice rolled in combat does not change as the unit takes hits – it is always equal to the strength of the unit.

#### *“Have a Plan”*

*After terrain set-up, and during and after deployment, you should be formulating a plan. How are you going to win the battle? What are you hoping each part of your army will achieve? Which are the best match-ups for you and what do you need to do to achieve these match-ups? Do you want to engage the enemy as quickly as possible or soften them up with shooting first? How is your opponent likely to counter your actions?*

*The simpler your plan is, the more likely it is to succeed. Be aware of the strengths and limitations of your troops. If you have an army of undrilled heavy foot, don't expect it to do lots of complicated manoeuvring.*

*Be prepared to adjust your plan as the battle unfolds – remember that no plan survives contact with the enemy!*

The strength rating of a unit depends on the troop type, as follows:

TROOP TYPE	STRENGTH
Heavy foot	4
Medium foot	3
Light foot	2
Cavalry	3
Swarms	3
Beasts	3
Large Beasts	3
Light horse	2
Chariots	3
War wagons	3
Monsters	2
Artillery	2
Hero	2
Baggage Camp	3

### Protection level

Some units may have particularly good armour for their type, or may lack protection compared to the average of their type. These are indicated (in order, best to worst) as heavily armoured, armoured, average protection or lacking protection. If no level of protection is explicitly stated, then the unit can be assumed to have average protection.

### Weapons

Units may have one or more weapon capabilities.

Melee weapon capabilities are: pike, spears, powerful attack, melee capable, impact.

Missile weapon capabilities are bow, longbow, crossbow, javelins, sling, firearm, artillery, magical attack.

### Other Characteristics

Units may have other characteristics to differentiate them from the average of their type.

See Section 15: Unit Characteristics for more details on unit characteristics.



# SECTION 9 SHOOTING

“THE ARCHER IS THE TRUE WEAPON; THE BOW IS JUST A LONG PIECE OF WOOD.”  
SEBASTIEN DE CASTELL - TRAITOR'S BLADE

## Shooting procedure

The shooting procedure is as follows :

1. Establish line of sight and range.
2. Establish the number of dice to roll.
3. Roll dice and work out results as per Section 11.

## Shooting arc, line of sight and target priority

A unit can only shoot at an enemy unit which is at least partly directly in front of the shooting unit, and direct unobstructed lines can be drawn from both front corners of the shooting unit to any one point on the target unit. If there is more than one such enemy unit, the shooting unit shoots at the closest one (measuring as for range), although the shooting unit may choose to ignore units that are flying when considering target priority.

Artillery has an increased shooting arc – the target must be directly in front of the shooting unit, or within 1 DU to either side of this.

See Section 4: The Battlefield for the effect of terrain on line of sight. Note that units of swarm do not block line of sight and in most cases units that are flying do not block line of sight, so a shooting unit can shoot a target through one of these units. See Section 19: Flight for the circumstances in which flying units do block line of sight.

## Range

The target must be in range for shooting to take place. The range is the distance from the front edge of the shooting unit to the nearest point on the target unit which is directly in front of the shooting unit. The maximum ranges that missile weapons can shoot at are given in the shooting weapons table.

## Shooting into combat

Shooting into combat is not allowed, i.e. if an enemy unit is in contact with a friendly unit, then the unit cannot be targeted by shooting.

## 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 non-magical bonus shooting dice may be used.
Sling	3	
Javelin	2	
Firearm	3	Ignores all armour. Cannot move and shoot. No bonus shooting dice may be used. Causes fear.
Artillery	10	Ignores all armour and cover. Cannot move and shoot.
Magic Attack	2	Ignores all armour and cover. Causes fear.

Magical attacks include breath weapons, apprentice mages casting attack spells, Greek fire throwers etc. An attack that causes fear causes an automatic discipline test on the target, in addition to any as a result of normal shooting resolution. Units that are not affected by fear (units that cause fear themselves or a unit with the brave characteristic) do not suffer this extra discipline test. Note that ranges are reduced when shooting at or by flying units (see Section 19: Flight).

## Combat dice

The shooting unit and the target unit each roll a base number of combat dice equal to their strength.

The number of shooting dice is reduced in the following circumstances:

- If the shooting unit is moving as part of the activation, it gets two dice.
- If the shooting unit is in difficult terrain, it gets two dice. A unit which ends its movement in difficult terrain cannot then shoot.

Note that this means a Strength 2 unit does not have any reduction in its shooting dice if it has moved or is in difficult terrain.

## Bonus Combat dice

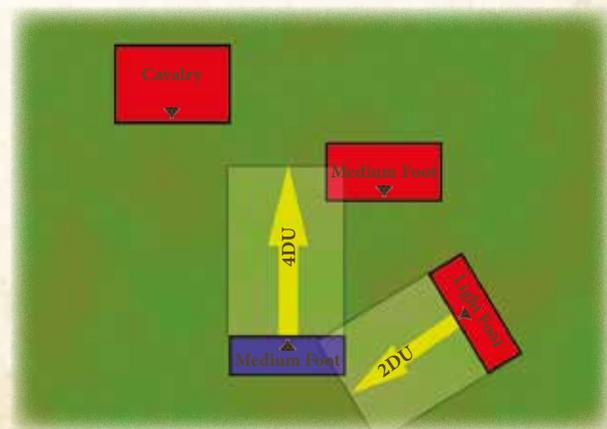
If the unit is allocated an action dice showing a 6 it may use this for a shooting bonus, as long as it did not require a minimum of a 6 for the activation (and did not use the bonus for movement). If it is allocated multiple action dice showing the same number, it gains one extra bonus for each dice after the first. Shooting may also be boosted through magic (see Section 17: Magic). Bonuses can be used to give an extra 1 DU of range to the shooting attack per bonus, or an extra combat dice. However, no more than one extra combat dice may be gained through bonuses (from action dice or magic) when shooting.

## Effect of cover

If the target unit is in cover, and is not shot at by artillery or a magical attack, it rolls an extra dice against the shooting.

If the target unit is flying high, it is treated as if in cover so also rolls an extra dice against shooting.

## Shooting range and target priority example



The blue medium foot, armed with bows, can shoot at the red medium foot, but not the other red units. The red light foot, armed with javelins, can shoot at the blue medium foot. If the blue medium foot were armed with longbows or crossbows, or they have a bonus dice and use this to boost range, the red cavalry would be in range. However, they would still have to target the medium foot as they are closer.

# SECTION 17

## MAGIC

“THE MONSTROUS FIREBALL, A FLAME-WREATHED SKULL OF A COMET, BLASTED AT THE SORCEROR, HITTING HIM WITH ALL THE FORCE OF A METEORITE CRASHING TO EARTH”  
MAGESTORM -JONATHAN GREEN

A character may be a Magic-user. There are three levels of Magic-user: 1, 2 and 3. A level 1 Magic-user is the least powerful, and a level 3 Magic-user is the most powerful.

Magic-users should be based on square or circular bases of up to half the size of a normal unit frontage.

Magic-users move in the end phase in the same way as commanders. A magic-user may not be attached to a unit unless he is also a commander. If a Commander / magic-user is attached to a unit his ability to use magic is restricted.

If a magic-user is shot at or contacted by an enemy unit it is resolved in the same way as contacting or shooting at lone commanders. See Section 6: Commanders.

### Magical Power

Every magic-user has a limited amount of Magical Power (MP) to use each turn. At the start of each turn, a player with any magic-users in his army rolls one dice per magic-user. This is the total available magic power for the turn. These dice are then assigned, one to each magic-user. After assigning the dice, a Level 2 magic-user gets one extra MP and a level 3 magic-user gets two extra MP, but this cannot take the MP allocated to a magic-user above six.

The amount of MP each magic-user has allocated to them must be recorded. This could be noted on a piece of paper, or a small dice could be placed beside (or mounted on the base of) the magic-user.

MP is used up as the magic-user casts spells throughout the turn. Any unused MP at the end of a turn is lost.

### Using Magic

A magic-user may cast one spell in each phase of the turn (i.e. one in each action phase and one in the end phase). A magic-user cannot cast a spell if he does not have enough MP to cast it. There are three levels of spell - 1, 2 and 3. A magic-user may only cast spells of his own level or lower. Casting a spell costs an amount of MP equal to the level of the spell plus an extra cost for the range band.

RANGE TO TARGET UNIT	COST IN MP'S
Up to 4 DU	0
4 DU to 8 DU	1
8 DU to 12 DU	2

When a magic-user casts a spell the MP is immediately removed from the magic-user.



Author's collection

### Spells

There are four types of spell: Attack, Boost, Protect and Rally/Heal. The effects are quite generic, so you can imagine what actual form the spell takes. For example, an attack spell could be a fireball, a blinding light, or could cause terror – the effect is the same.

Any magic-user can cast any type of spell. All effects are immediate, with no ongoing effects.

When spells can be cast depend on the type of spell, as follows: A *boost* spell is cast as a friendly unit is activated, or when a friendly unit fights in melee combat due to the activation of an enemy unit in contact with it.

An *attack* spell must be cast at the start of an action phase, after action dice have been allocated but before any units have been activated. The player with initiative this phase carries out any magical attacks first.

A *protect* spell is cast as an enemy missile unit is activated to shoot at a friendly unit.

A *rally/heal* spell must be cast in the end phase. This may be done before or after the magic-user is moved.

A Commander / magic-user that is attached to a unit may not cast attack spells, and may only cast boost, protect and rally/heal spells on the unit he is attached to. In the end phase he may attempt to rally the unit normally as well as by using a rally/heal spell.

### Line of sight

For a magic-user to cast a spell on a unit (friendly or enemy) he must have line of sight to the unit. To have line of sight, there must be a direct unobstructed line from the centre of the magic-user's base to any part of the target unit. It works best if the actual figure representing the magic-user is mounted at the centre of the base, so you can measure line of sight from the figure. Range is measured from the centre of the magic-users base to the nearest visible part of the target unit. Magic-users have no facing and may cast spells in any direction.

### Attack Spell

There are two forms of magical attack – physical and non-physical.

A physical magical attack works in the same way as shooting. The number of shooting combat dice is the spell level. Magical attacks ignore enemy armour and cover.

A non-physical magical attack causes the target unit to immediately make a number of discipline tests equal to the spell level.

*Example* - a level 2 magic-user has magic power 5. He carries out a level 2 physical magical attack at an enemy unit 10 DU away, rolling 2 shooting dice. This costs the magic-user 4 magic power (spell level 2 plus 2 for the range band).

### Beasts

This troop type covers wild beasts from large dog to horse sized. They may be unintelligent, in which case they will probably have some sort of riders or handlers, or they may have enough intelligence to know who the enemy is. It includes packs of war dogs, giant spiders (with or without riders), chaos hounds and bears. Beasts are fast and manoeuvrable and are better than cavalry when moving over rough ground.

### Large Beasts

This unit type consists of beasts that are many times larger than man-sized, and are ridden or otherwise controlled. It includes elephants, mammoths, giant turtles, giant war rhinos, dinosaurs and other similar creatures. These units typically have the impact, undrilled and cause fear characteristics and are armoured, representing their thick hides or other natural protection. If they have actual armour, they should be classed as heavily armoured, and then they do not suffer the normal movement penalty. They are powerful in attack when fresh, particularly good against cavalry (whose mounts shy away from the appearance, sound and smell of such beasts) and do not suffer from any combat penalty in rough ground. Their downsides are that they are not very manoeuvrable and they are dangerous to nearby friendly troops if they rout.

### Chariots

This includes any wheeled vehicles (normally with two wheels but could have more) drawn by horses or other creatures. The vehicles are manned by drivers and warriors, typically armed with spears and/or missile weapons such as javelins or bows. They should only be given a missile capability if they are all armed with long range weapons such as bows or crossbows and even then it should be restricted capability, so they should be classed as Bow(R) or Crossbow(R). Heavy chariots that are capable of charging an enemy formation should be given the impact characteristic and may be armoured or heavily armoured. Chariots with scythes that are intended to be driven suicidally into enemy formations should also be given the expendable characteristic.

Chariots are similar to cavalry in most regards, and fulfil a similar role on the battlefield, except that they are worse in terrain and not quite as good as fresh cavalry in combat.



### War wagons

War wagons are armoured vehicles, typically pulled by beasts of burden or powered by steam or magic. They normally carry troops that shoot out of holes or turrets. They can either shoot frontally or to the sides. If they shoot to the sides they are based with a narrower frontage than other units, but greater depth.

They should be classed as armoured if mainly wooden or heavily armoured if protected with metal armour. They are slow and difficult to manoeuvre but are good defensively, useful for securing the flanks of other troops and are particularly good against enemy mounted troops.

### Artillery

This unit can represent any sort of long range missile weapon, including bolt shooters, stone throwers, cannons and organ guns. They are difficult to move once in place, and shoot to a long range. Armour and cover is ineffective against their powerful missiles. However they are often not particularly effective due to their slow rate of fire, and cannot be expected to hold up in melee against any troops other than skirmishers.

### Monster

This represents an individual huge creature, many times bigger than a man. Examples includes dragons and giants. They can manoeuvre more easily than a normal unit and they are on smaller bases so can fit into gaps and get round flanks more easily. They are hard to kill and very useful when supporting another friendly unit, but on their own they can be vulnerable.

### Hero

A hero is an individual warrior of prowess and renown, maybe accompanied by a small group of retainers or companions. They are easy to activate and can move around the battlefield more easily than a large unit of troops. They are useful when supporting another friendly unit, and particularly good at taking on enemy commanders, heroes and monsters, but on their own they can be vulnerable.



### Flying Units

Some units may be given the flight characteristic, indicating that its troops are able to fly. The following unit types may be given this ability, with examples given for each unit type: light foot (flying carpet riders), light horse (pegasus riders), beasts (giant eagles), swarms (giant bats), war wagons (airships), monster (dragon), hero (hero on pegasus).

*Flying units add an extra tactical option to an army. They can fly over the enemy battle line and sack their camp or harass their flanks and rear. Try to time a flank or rear attack as your other units engage frontally. When flying high they are safe from most attacks.*

*To defend against enemy flyers, keep a unit of missile troops in reserve in the vicinity of the flying unit and try to shoot them out of the sky. Magical attack spells are also a good defence against flyers.*

# APPENDIX 5: DESIGN NOTES

This ruleset, *Sword & Spear Fantasy*, is based on the *Sword & Spear* ancient and medieval wargames rules which are designed for playing out large battles of the period from about 3000BC to 1500AD. They are an evolution of that ruleset, with rules added to cover all of the required fantasy elements, but at its heart it is the same core mechanisms. Therefore it has a basis in reality, and should be expected to give realistic outcomes, or at least outcomes that seem reasonable compared to actual historical battles and the fantasy battles of literature and film.

The rules are written with a top-down approach, which means it is the decisions the players make and the outcomes that these decisions lead to that are important, not the detail of how those outcomes are arrived at. Troop types that are broadly similar are grouped into the same unit types (for example heavy foot), and the detail of how they are equipped and how they operate is not that important, unless it has a significant effect on the likely combat outcomes. One unit in these rules is a large number of combatants – there is not an exact ground scale or figure to man or unit to man ratio, but it can be assumed that a unit of heavy foot consist of roughly 1,000 to 2,000 human size troops, and the playing area represents a battlefield of about one or two miles wide. That gives some sort of picture of the size of battle that can be portrayed using these rules.

When writing a set of historical rules, we have a large amount of historical evidence to use to guide us as to the likely outcomes when particular types of troops meet in battle. However, some of the evidence is not as complete or reliable as we would like, so we have to make assumptions and educated guesses to fill in the gaps. With the extra elements required in fantasy rules, we obviously have to make a lot more such judgements ourselves. When looking at flying units and troop types such as swarms and beasts, I tried to consider how these types of creatures would move and fight and interact with other troop types, and write the rules accordingly.

Because the game represents large battles between thousands of combatants, individual heroes and monsters are not as effective as a unit of normal troops (and not as effective as in some other games where one figure represents one man). They do have their place though, and can be very effective if used well.



*Mike Hobbs' collection (Kallistra Miniatures)*

My intention was to make this mainly a game about units of infantry and cavalry (of whatever size and race and type) manoeuvring and fighting on the battlefield. All of the extra features such as magic, heroes, monsters, flying creatures and other exotic troop types add extra flavour and interest, and can impact the battle, but should not dominate it.

My aim with magic (matching the overall philosophy of the rules) was for the outcome to matter, but not the detail. So there are no long lists of named spells to choose from. Instead, just a few main effects are catered for (which on the whole are the same effects that would be covered by a list of lots of different spells) – increasing the effectiveness of friendly units, attacking the enemy and healing or rallying friendly units.

The activation system helps to simulate the uncertainty inherent in the chaos of a battlefield – an army general will have a plan and will want his units of troops to act according to his orders, but lots of things can go wrong. Orders can be lost, delayed or misinterpreted. Terrain may be more difficult than expected. It may be hard to distinguish between friend and foe. Junior commanders may decide to act on their own initiative, and the troops may refuse to carry out the orders given, or need persuading to do so. Together these create “friction” on the battlefield and mean that units may not do what the general (or player in a wargame) wants them to do.

The system of pulling dice from the bag and allocating them to units represents the command and control challenges a general would face, without the need for written orders or tables of possible actions and reactions. It gives the player some control over his army, and will normally allow him to activate most units in a turn, but the uncertainty present is what creates the interesting and challenging decisions about how best to allocate the action dice.

This should be a game that players can pick up and play with relative ease. The turn structure is unusual compared to many other games, but once the activation mechanics are understood it is soon picked up. When a unit is activated it does all of its actions for the turn, so there is not the usual turn sequence of move units, missile shooting, melee combat that you get in many other games. Movement and combat mechanics have been kept simple so that the focus of the game is on command and control. After a game or two it can be played with only the occasional reference to the rulebook, and as there are no tables of dice roll modifiers, an experienced player will hardly ever even need to refer to the quick reference sheet.

Mark Lewis

