SWORDPLAY

FINAL VERSION

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2HourWARGAMES
JUST PLAY THE GAME

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PROLOGUE

Before we get into *Swordplay* let's give you a little history. Many of you have probably heard of *Chain Reaction* but for those of you that haven't, here's a little history.

2002

Two Hour Wargames makes its first foray into providing rules for man-to-man skirmish games. The rules are called *Guns and Girls* and they debut with a *News Item* on The Miniatures Page. The cover of the rules (two young ladies in bikinis, high heels, and automatic weapons) is taken as a sign of the Apocalypse, by some, causing a change of title to *Chain Reaction* for US markets and a new cover depicting a target riddled with bullet holes.

2004

As word spread via the Internet, battle reports began coming in about the games that people were playing with *CR*. World War 2, *dark future*, and police actions were common but there were also the American Civil War games, Star Wars (*you all understand I didn't write Star Wars, right?*), hard core sci-fi, gangsters of the '20s, and much more. It quickly became apparent that you could adapt *CR* for *almost any period where modern firearms were used.*

What also became equally apparent was that gamers wanted bigger battles with more and more figures. That was the main reason for *Chain Reaction 2.0: Fully Loaded.* But with bigger battles came the need for smoother mechanics and less bookkeeping. Seeing how there was minimal book keeping in *CR* it was obvious that the mechanics would be where the ease of play would come from. *Chain Reaction 2.0* delivered.

2008

By now Two Hour Wargames was up to twenty plus titles from a variety of authors covering a variety of periods from ancient warfare to the conflict in Vietnam, as well as fantasy and sci-fi titles. Whereas *CR* 2.0 was a generic set of rules that covered many periods in a light way the other titles are detailed and focused specifically to bring the flavor of that period to life.

So I decided to make *CR* 2.0 free to the masses.

2009

With all the exposure and questions generated by *CR* 2.0 it became obvious that the rules were reaching a much larger audience than before. But the jump in mechanics from *CR*

2.0 to current THW products was so dramatic that it became apparent to me that *CR* 2.0 needed a facelift.

So after five years I upgraded to *CR* 3.0. What *Chain Reaction* had become is an introduction to the Reaction System and all the other mechanics used in current THW products. *CR* 3.0 was a THW *lite version* given to the gamer at no cost.

2012

The past three years has seen the company explode to over thirty titles and a Yahoo Group of over 5000 members. As THW gains more exposure one of the biggest comments I've heard is that it's nice to have one common set of mechanics to play a variety of periods. This has led me to do the last update to *Chain Reaction*.

With a variety of periods there are still some basic mechanics that give a really good game. The last three years, with the help of input from the Yahoo group, THW mechanics have become pretty standard between the games. Like one player told me, "If you can play one set you can play about 90% of them as they share common mechanics."

Chain Reaction 3.0 – The Final Version are these mechanics.

Anyway, thanks for the interest, give the game a read, play the game a few times. If you have questions come over to the Yahoo Group and ask. You'll usually get an answer within 24 hours.

"WHAT A LONG STRANGE TRIP IT'S BEEN"

INTRODUCTION

Swordplay is a set of man to man skirmish rules that can be played with any figures you may already have and in any scale. *Swordplay* can be used for historical and fantasy games. Games are usually finished in two hours or less, hence the company name.

Swordplay is the companion set to *Chain Reaction 3.0 – The Final Version.* Where *CR 3.0* is all about firing modern weapons *Swordplay* is about hand to hand combat with big sharp weapons while protected by armor to one degree or the other. Both share common mechanics with special rules inserted when needed to capture the differences between the two,

Before we go into detail about Swordplay let's explain the cornerstone of all Two Hour Wargames, the Reaction System.

TRADITIONAL TURN SEQUENCE

All games are played in turns which decide when players are allowed to perform certain actions. *Traditional games* use a turn sequence known as "IGO, UGO". This means that I take my turn and when finished you take your turn. In wargames this usually means I move my figures, fire weapons, we do some melee and maybe you do a morale test or two. Then it's your turn to do the same.

THW uses what is called the *Reaction System*. In this system your side activates and you move part of your force. That triggers a reaction from parts of my force. I immediately react and this may cause you to react in kind. Here's an example of both systems using one figure on each side.

IGO UGO

Our figures start on opposite sides of a building *and are out of sight* of each other.
- It's my turn and I move first.
- I move my figure around the corner and see your figure.
- I shoot at your figure.
- You either get hit or not.
- If you get hit I see how bad the damage is.
- If you don't get hit maybe you take a morale test or maybe you don't.
- Now it's your turn.
- If you stay where you are you shoot at me.
- You either hit me or not.
- If you get a hit you see how bad the damage is.

- If you don't get a hit maybe I take a morale test or maybe I don't.
- Now it's my turn again.

The big thing is I get to move and shoot at you when it's my turn and you can't do anything about it.

THW REACTION SYSTEM

Now let's go through the same scenario using the Reaction System. Our figures start on opposite sides of a building and *are out of sight* of each other.
- I *activate* and move first.
- I move my figure around the corner and your figure can see me.
- You take an In Sight Reaction Test.
- Maybe you shoot at me.
- Maybe you don't.
- If you do shoot at me either you hit me or you miss.
- If you hit me you see how bad the damage is.
- But if you miss me I take a Received Fire Reaction Test.
- Maybe I shoot back at you.
- Maybe I duck back for cover.
- Or maybe I runaway.
- We continue to fire back and forth until either one of us gets hit, runs out of ammo, ducks back behind cover, or runs away.
- When all my actions and all reactions that they have caused are finished, it's your turn to activate.

The big thing is you immediately get to react to what I do, during my turn, just like in real life.

There are a variety of Reaction Tests in *Swordplay* but don't let that discourage you. You'll be using only two of them 95% of the time. After a few turns you'll have them memorized and will rarely refer to the rules. It's that simple.

WORD OF ADVICE

Be sure to read the rules one section at a time and follow the *stop sign* at the end of each section. If you have a question about the rules just keep reading as the answer will be coming along shortly.

But if you can't find the answer just check out the Two Hour Wargames Yahoo Group linked below for answers to questions and free downloads.

http://games.groups.yahoo.com/group/twohourwargames/

With over 5000 members you can expect a response within 24 hours.

Now let's get started.

NEEDED TO PLAY

You will need a few things to play *Swordplay*. They are:

- Six-sided dice, also called d6. It is best to have at least six of them and the more you have, the quicker games will play.
- One measuring device, ideally one per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice. Note that the rules are written for 28mm and if using a different scale adjust all distances accordingly, but only if you want to.
- Something to represent buildings and other terrain features.
- Something to represent a figure that needs to reload its weapon. Cotton balls work great for this.
- A flat surface at least 3'x3' but you can play with a larger one if desired.

DICE

During the game you will be required to roll dice (d6) in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- 1/2D6

PASSING DICE

To *pass dice* roll a 2d6 and compare each die score individually to the *Target Number*. The Target Number can be *Reputation (page, 6)* or something entirely different.

- If the score is *equal or lower* than the *Target Number* the d6 has been *passed*.
- If the score is *higher* than the Target Number then the d6 has not been passed.
- You can pass 2, 1, or 0d6 when the dice are rolled in this manner regardless of the number of d6 you may actually roll.
- Isn't passing 0d6 like failing 2d6? No, because we are counting the number of *passed* dice.

Example - The Charge into Melee Table (page, 21) is used by rolling 2d6 versus the Rep of the figure. The Orc figure has a Rep of 4. I roll 2d6 and score a 5 and 2. The Orc has passed 1d6 as only the 2 is equal or lower than the Rep of 4.

COUNTING SUCCESSES

Another way to use d6 is to roll them and count *successes*.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

Example: A Knight is in melee and rolls a total of 6d6. He scores a 1, 2, 2, 3, 5, and 6. He has scored 4 successes, a result of 1, 2, or 3.

POSSIBILITIES

Sometimes there are numbers in parenthesis such as (1-2). Immediately roll 1d6. If the number is scored then that event has happened.

Example – I roll for terrain and a road is called for. It will extend into adjacent sections leaving the table at opposite ends either lengthwise (1-3) or widthwise (4-6). I roll a 5. The road extends across the width of the table.

READING AND ADDING THE DICE

Sometimes you simply read the result as rolled. When rolling 2d6 in this way you add the scores together to get a total.

Example – On the Terrain Generator Table (page, 25) I roll a 3 and a 6 for a total of 9.

1/2 D6

Occasionally you will be asked to roll 1/2d6. Here's how we do it:

- Roll 1d6.
- (1-2) = 1
- (3-4) = 2
- (5-6) = 3

HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 to roll. When a word such as *Rep* appears that means 1d6 for each point of whatever word. When the "#" symbol appears in the Ranged Combat Table (*page, 18*) it means roll 1d6 for each figure firing.

Example - I establish Line of Sight (page, 18) to a PEF (page, 30). I must immediately resolve it. I look on the PEF Resolution Table (page, 31) and see a 1 in the upper left hand corner. I roll 1d6.

FIGURES AND TERRAIN

Literally hundreds of figures can be used with *Swordplay*. There aren't any official figures so play with whatever you have.

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of them and still play *Swordplay*. If you don't have figures, you can find them in gaming, toy and dollar stores, at conventions, or online.

Finding terrain can be handled the same way or you can build it from scratch. Some very nice paper terrain is available online that will work just fine. I use eBay as one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.

http://games.groups.yahoo.com/group/twohourwargames/

BASING FIGURES
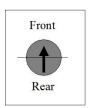
The easiest way to base figures for *Swordplay* is one foot figure on a round or square base. Mounted figures should be based as wide as a foot figure and as deep as needed by the model. Whatever size bases you decide to use be sure to use them consistently.

DEFINING FACING

Charging onto or shooting to the rear of an enemy depends upon the actual physical location of the attacker.

To qualify as a rear attack the attacker <u>must begin and end its movement</u> behind the rear facing of the target.

- The front facing is defined as 180 degrees to the front of the figure. Any figure, building, or terrain feature within this facing is considered to be In Sight.
- The rear facing is defined as 180 degrees to the back of the figure. Any figure, building, or terrain feature within this facing is considered to be Out of Sight.
- The following illustration helps to define the front and rear facings.

SHIELDED SIDE

In Swordplay some figures will carry shield to help protect them. Shields are usually carried in the left arm. They protect the figure to his front only. If attacked to the rear the shield provides no protection.

TABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together in the back of the book on the *Quick Reference Sheets* also called the QRS. When reading a section it is recommended that you review the table in question.

WHY SO MANY?

Tables help to tell the story. Your *Swordplay* games can be as simple or as detailed as you like. For those that want a quick pickup game, just use the basic Reaction Tables. If you want to play a campaign then use the additional tables that are provided. *Swordplay* is like a toolbox. You may not need all the tools but they are there when you do!

DEFINING CHARACTERS

Swordplay is played with individual figures referred to as *characters*. Characters and figures are used interchangeably in the text of the rules so don't sweat it!

Characters are defined in the following ways.

- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- What is its *Class?*
- What type of *Weapon* does it have?
- What type of *Armor* does it have?
- Is it carrying a *Shield*?

STARS AND GRUNTS

There are two types of characters in Two Hour Wargames. They are *Stars* and *Grunts*.

Stars – Characters that represent you, the player. We suggest your Star begin with a Rep of 5. For a more competitive game try a Rep 4.

Grunts – These are the *non-player characters* (NPC) that do not represent a player. They may be friends or foes and will come and go as the game progresses. NPCs are controlled by the game mechanics whether they are fighting with or against you.

STAR ADVANTAGES

As a Star in *Swordplay* you have four important advantages. Use all, some or none as you see fit. They are:
- Star Power
- Larger Than Life
- Cheating Death
- Free Will

STAR POWER

Star Power is the ability to reduce damage. Here's how we do it:
- Stars begin each game with Star Power equal to their Rep. So if you're Rep 5 you get 5 Star Power dice.
- Whenever a figure with Star Power takes damage from any type of ranged fire or in melee (hand-to-hand combat) it will roll their current number of Star Power dice. Read each d6 as rolled:
  - Any result of 1, 2, or 3 reduces the damage by one level.
  - Any result of 4 or 5 means the damage stays and the d6 is retained for future use.
  - Any result of 6 means the damage stays but that die is removed from the figure's Star Power *for the rest of the Encounter, or game.*

Damage is reduced in the following ways:
- An *Obviously Dead (page, 16)* result becomes an *Out of the Fight (page, 16)* result.
- An *Out of the Fight* result becomes a *Stunned (page, 16)* result.
- A *Stunned* result becomes a *Carry On (page, 16)* result.

It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example: A Star with a Rep of 5 is hit by ranged fire. He takes an Obviously Dead result. The player rolls one d6 per point of the Star's Rep or 5d6 in this case.

The results are 2, 2, 3, 5, and 6.

He uses the first 2 rolled to reduce the Obviously Dead result to an Out of the Fight result. He further uses the second 2 to reduce this result to Stunned. Next he uses his last success, the 3, to reduce the Stunned to a Carry On result. He still must take the Received Fire Test (page, 15) but has suffered no damage.

The 5 has no effect and the 6 means the d6 is discarded and the Star has only 4 Star Power dice for the remainder of the Encounter.

The Star has effectively reduced his damage from Obviously Dead to Carry On.

LARGER THAN LIFE (LTL)

Swordplay can be used to capture the *cinematic flavor* of action movies where the Star is a *larger than life* character. This is represented in the following way.
- Stars cannot be killed by anyone with a Rep lower than the Star. The worse result a Star could receive would be *Out of the Fight.*

Example- A Dwarf Star (Rep 5) is shot by a Goblin (Rep 3). The Goblin scores an Obviously Dead result. The Star uses his Star Power but to no avail. The Star declares he is using his Larger than Life advantage and is Out of the Fight instead.

Note that Larger Than Life is applied after Star Power is used.

CHEATING DEATH

A Star can be killed by anyone with an equal or higher Reputation. When this occurs the Star may declare that he is *cheating death*. He is immediately removed from the table and whisked to safety.

When a player chooses to cheat death his Rep is immediately reduced by one level.

Example - A Warrior Star (Rep 5) is shot by a Soldier (Rep 5). The Soldier scores an Obviously Dead result. The Star uses his Star Power but to no avail. The Star declares he is Cheating Death and is whisked from the table to safety. He is still alive but is now reduced to Rep 4.

Note that Cheating Death is applied after Star Power is used.

FREE WILL

Each time a Star must take certain Reaction Tests he can *choose which of the three possible results he wants to do without rolling dice.* These are the following tests and are noted with an asterisk (*) next to it on the QRS:

- Received Fire *(page, 15).*
- Man Down *(page, 15).*
- Cohesion Test *(page, 16).*

Free Will *does not* apply to the following three Reaction Tests.

- In Sight Test *(page, 12).*
- Charge into Melee *(page, 20).*
- Recover From Knock Down *(page, 15).*

Example – Soldier Picard (Rep 5) is shot at by the enemy. He is a Star so can choose his reaction on the Received Fire Test. He chooses to pass 2d6 and carries on. Later Soldier Picard is hit by fire and must take the Recover From Knock Down Test. He cannot choose his reaction so rolls 2d6. He passes 2d6 so is Stunned. He can now use his Star Power (page, 5) to try and reduce his Stunned result to Carry On and remain standing but taking the Received Fire Test instead.

REPUTATION

Reputation or Rep represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are three possible levels of Reputation used in *Swordplay*. They are:

- **Reputation 5** - These are veterans of numerous successful encounters. Knights and veteran Warriors would have a Reputation of 5.
- **Reputation 4** - These are reliable men and women of some experience that usually make up the bulk of an army. Soldiers and Warriors are examples of Rep 4.
- **Reputation 3** – These are troops with limited combat experience or desire to fight. Peasants and some Goblins would have a Reputation of 3.

CLASS

All characters are one of the five following Classes.

Missile (M) *– Missile armed* characters are those armed with ranged weapons with the intent to defeat their enemies by showering them with missile fire from a distance. Missile armed troops can be mounted on horses or similar beasts but usually are not.

Missile armed troops will use their own Quick Reference Sheet or QRS located in the back of the book when taking Reaction Tests.

Noble (N) *– Nobles* represent the elite fighters of their army. Some are armored men riding horses or similar beasts with the intent to close with their foe and defeat them in melee. Others are large armored men swinging great two handed axes. Regardless of what they are armed and armored with they share one common trait, bravery.

Nobles will use their own Quick Reference Sheet or QRS located in the back of the book when taking Reaction Tests

Peasants (P) *– Peasants* are all non-combatants but can be pressed into service in emergencies. Most are unarmed (1-3) but some (5-6) may have farm implements counting as Improvised Weapons *(page, 20)* and a very few (6) could be armed with a bow.

Peasants will use their own Quick Reference Sheet or QRS located in the back of the book when taking Reaction Tests.

Soldiers (S) *– Soldiers* are characters armed with melee weapons with the intent to close with their foe and defeat them in melee. They fight in organized units led by officers. A Soldier tends to be easier to control than his wilder counterpart, the *Warrior.*

Soldiers will use their own Quick Reference Sheet or QRS located in the back of the book when taking Reaction Tests.

Warriors (W) *– Warriors* are characters armed with melee weapons with the intent to close with their foe and defeat them in melee. They fight based under tribal customs usually in families or clans. A Warrior tends to be harder to control and is more aggressive than his trained counterpart, the Soldier.

Warriors will use their own Quick Reference Sheet or QRS located in the back of the book when taking Reaction Tests.

WEAPONS

Most characters are assumed to have a weapon of some sort whether a ranged one or in used in melee. Some characters such as peasants, hostages, and children often do not.

It is possible for a character to have more than one weapon such as a lance and sword. Missile Class figures always count as having an Improvised Weapon when in melee. Players are encouraged to count the figure to be armed with the weapon it has.

Weapons are covered in more detail in the appropriate sections entitled Ranged Combat and Melee.

Example – I choose three figures. One has a sword, one a two handed axe, and the third a bow. I decide to play the figures with the weapons that they have.

ARMOR

It is easy to get carried away with arguing the merits of the many different armor types used in ancient and medieval times. In *Swordplay* we have simplified it to three types mirroring those in *Rally Round the King*, our big battle unit based set of rules. They are:

Armor Class 2 (AC 2) - The character is lightly armored or completely unarmored. Leather would be an example of AC 2.

Figures wearing AC 2 will count the Impact of the weapon it is hit by at one higher than normal.

Example – The Warrior (AC 2) is hit by an arrow from a short bow. The Impact is increased from 2 to 3.

Armor Class 4 (AC 4) – The character is heavily armored. Chainmail would be an example of AC 4.

Armor Class 6 (AC 6) – The character is very heavily armored. Full plate mail would be an example of AC 6.

Figures wearing AC 6 will count the Impact of the weapon it is hit by at one lower than normal.

Example – The Greater Ogre (AC 6) loses a melee by one success. The winner is allowed to roll for damage versus one success but the Impact is reduced to 0 due to the AC of 6. This converts into zero successes so the melee result is now Evenly Matched (page, 22) and no damage occurs.

Players should feel free to decide what type of armor their figures are wearing but we recommend that it look similar to what the figure is wearing.

SHIELDS

Some characters will use shields to protect themselves from injury. Shields usually can only be used when using a One Hand Weapon. However, a mounted knight using a lance (Two Hand Weapon) is considered shielded during the first round of melee.

In addition, a character counts shielded only when attacked to the front and not to the back *(page, 4)*.

Shields are treated the same regardless of size with the smaller ones being assumed to be easily wielded therefore provided the same protection as a large shield.

Using a shield provides benefits when in melee and when fired upon by ranged weapons.

STOP!

Here's a quick need to know and a short exercise for you to do:

Swordplay is a figure based game about Stars and Grunts.

Stars represent you the player and have four advantages over Grunts. What are they?

Reputation is a number reflecting how "good" your figure is. The higher the Rep the better your figure will usually perform.

What are the five character Classes?

There are three classes of armor each with a number. The higher the number the better you are protected.

Shields protect from missile fire and when in melee but only if you are attacked to your front facing *(page, 4)*.

Now let's move on to the next section.

GETTING STARTED

This section will explain some of the basics of the game. Whether it's an Orc or English Longbow man shooting the arrow you'll be just as dead!

FORMING YOUR BAND

In *Swordplay* the game revolves around you and the other characters that make up your band and those of your opponents. Let's define the band:

- All have a Leader. In your band you are the Leader. In the opposing side there will be one Non-Player Star Leader.
- All have non-Leader members called Grunts.

RECRUITING YOUR BAND

You will start the game with only you, the Star. You can recruit up to one figure for each point of Rep that you have. Here's how we do it:

- There are six Army Lists in the rear of the book. Decide which one you wish to use based upon the Class *(page, 6)* you have chosen.
- Roll 2d6, add the results together, and look down the left hand column (#) until you see the number you roll. That tells you who you have recruited to your band.
- Repeat this procedure until you have recruited all the Grunts that you can.
- You *can* recruit Grunts with a higher Rep than yours but they choose to leave your band at the end of an Encounter *(page, 28)*.

GROUPS

A *group* is any number of individual figures that will operate together over the course of a turn. *The smallest number of figures in a group is 1; there is no maximum number of figures in a group.*

At the start of the Encounter each side must deploy their figures into groups. Figures that start the turn in the same *group* will activate at the same time.

GROUP REP
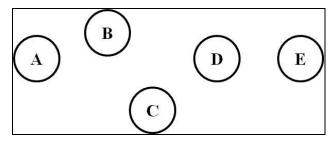
Figures in a group do not have to have the same Rep.

GROUP COHESION
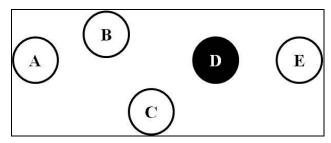
Groups will activate based on the Rep of their Leader. This can be either a Star or Temporary Leader. For figures to be in the same group they must:

- Remain within 4" of one or more figures in the party.
- Have a LOS to one or more figures in the party and/or be in LOS of one or more figures in the party.

If any of the above two requirements no longer apply, then the figure or figures are in separate groups.

In the picture above we see a 5 figure group. All of the figures are within 4" of another figure.
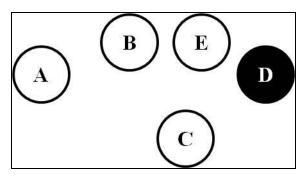
In this picture one member of the group (D) has been hit and is no longer functioning. This could be stunned, out of the fight, or obviously dead but as he is not in carry on status the link between figures is broken. There are now two groups (A, B, and C are one group while E is another) and they will activate separately.

SPLITTING UP GROUPS

Groups are not permanent. You can form up or break apart your group into larger or smaller groups at any time during the turn when you are active or when forced to by a Reaction Test.

For activation purposes groups are defined at the *start* of the turn before activation dice are rolled. You may combine groups during the turn to form a single group. These groups can now move, shoot, etc. as one group with the restriction that no figure may exceed their allowed movement.

In the above picture E has activated and moved 4" to join the other group (A, B and C). E can now move the remainder of its movement, including a Fast Move, taking A, B, and C with him. D could be carried along by one of the figures but cannot move on his own.

LEADERS

There are two types of Leaders in *Swordplay*.
- *Star Leaders*. This is you and any Non-Player Star Leaders.
- *Temporary Leaders.* These are the figures with the highest Rep in a group when it is not lead by a Star.

Example - Colin is the Star of a small group of Warriors. He decides to move off by himself to out flank a large bear while the group moves forward. This effectively splits the group into two. The other group consists of three Warriors, one Rep 4 and two Rep 3s. The Rep 4 is the Temporary Leader of that group.

STAR LEADERS

Star Leaders have two functions in *Swordplay*.
- They determine when the group will activate based on *his* Rep.
- They are allowed to use Leader Die.

TEMPORARY LEADERS

Temporary Leaders have one function in *Swordplay*.
- They determine when the group will activate based on *his* Rep.

LEADER DIE

A Leader Die represents the ability of the Leader to lead his men, to inspire them to greater effort, and to guide them through tough situations. The Leader Die is an off

color d6 that the Leader rolls in addition to his original d6. The result of the Leader d6 is used to influence the 2d6 that he rolls *plus* the 2d6 each figure in his group rolls. Here's how we do it:
- To use the Leader Die roll 1d6 and compare the result to the Rep of the Leader.
  - If the score is equal or less than the Rep of the Leader you have passed 1d6.
  - If the score is higher than the Rep of the Leader you have not passed.
- If the Leader Die is passed all the figures in the Leader's group will add one passed d6 to their own results.
- The Leader Die is rolled even if the Leader does not qualify for the Reaction Test.

Example – Sir William "Billy" Pink (Rep 5) is the Leader of a group of Englishmen composed of himself and two Grunts, one Rep 4 and one Rep 3. They run into a group of Frenchmen and two of them come under fire. After all In Sight actions are resolved, the two Grunts that came under fire must now take the Received Fire Test (page, 15). Billy does not have to take the test as he was not fired at.

I pick up 1d6 for my Leader Die and add it to the 2d6 that I will roll for the group. I roll the d6 and compare the Leader Die to Billy's Rep. I score a 4 meaning that I have passed, based on Billy's Rep, and can now add this pass 1d6 result to however many d6 the Grunts pass.

The other two d6 came up 4 and 5. The Rep 3 passes 0d6. He adds the pass 1d6 from the Leader Die for a net of pass 1d6.

The Rep 4 Grunt passes 1d6. He adds the pass 1d6 from the Leader Die for a net of pass 2d6.

Note that because the two Grunts passed different numbers of d6 they may behave differently.

STOP!

How many inches between figures can there be and still have group cohesion?

What's a Leader Die? How is it used? Who can use it?

Take a few minutes to answer these questions then recruit your first band. Remember that the maximum size of recruits is equal to your Rep. your band is equal to your Rep. You can recruit Grunts higher than your own Rep but they may leave your band after the Encounter.

When you have finished move on to the next section, Rules of War.

RULES OF WAR

Now let's go over the rules in *Swordplay* as you will be exposed to them.

TURN SEQUENCE

Swordplay is played in turns with each turn divided into two phases of *activation*, one per side.

Simply put a turn starts with activation dice being rolled and ends when all eligible groups have activated and all of their actions and forced reactions have been completed.

Activation means that the active player can activate (move and other actions) his groups. Although games, called Encounters, can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins both sides choose a d6 of different colors.

Example - I choose a blue d6 for the Feudal force a red one for the Northmen.

- At the start of the turn both dice are rolled. This is called rolling for *activation.*
- If the die scores *are* the same (*doubles*) neither side will activate and this does not count as a turn. Simply re-roll.
- If the die scores are not *doubles* then read each die individually. The higher score determines which side will activate its groups first.

Example - The two dice are rolled and a Blue 5 and a Red 4 are rolled. The Blue scored higher so they can activate their groups first.

- *Only groups led by a Leader with a Rep equal to or higher than their activation die score can be activated.*
- *Groups are activated from highest to lowest Reps with ties activating in the order the player desires.*

Example: A Blue 5 and a Red 4 were rolled. The Blue d6 scored higher so Blue activates first. Blue can only activate groups that are led by a Rep 5 or higher Leader. Blue has a group with a Rep 4 Temporary Leader, it cannot activate but don't worry as you can always react.

- After the first group has completed all its actions *and any reactions it may have caused have been*

resolved, the active side is allowed to proceed to its next group.
- After all of one side's groups have been activated the other side can activate one group at a time based on the result of his activation die roll.

Example: A Blue 5 and a Red 4 were rolled. I have finished activating all the Blue groups I wanted to. It is now the Red sides turn. Red can only activate groups that are led by a Rep 4 or higher Leader.

- After both sides have activated all of the eligible groups that they want to and all reactions have taken place the turn is over and activation dice are rolled again signifying the start of the new turn.

This system will mean that many times lower Rep figures will not be able to move. This reflects their lack of confidence and hesitancy to engage the enemy. *It also stresses the importance of putting higher Rep Leaders with lower Rep groups!*

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. *This may be different than traditional rules but is much more effective.*

Let's start with actions.

ACTIONS

When a figure is *active* it can voluntarily do one of the following actions.

- Move up to full distance and fire at *any time* during its move, after any In Sight Test *(page, 12)* has been completed. *It can always fire once when active, called active fire, whether it has fired in reaction or during the In Sight resolution.* Being able to fire is only allowed if the weapon is loaded!
- Stay in place, changing the way it is facing if desired, and active fire.
- Charge into Melee *(page, 20)*.
- Reload a weapon remaining in place.

In addition the figure can perform this action as well.

- Exchange or pick up dropped weapons, theirs or those belonging to other characters, but cannot fire them.

MOVEMENT

In this section we explain the rules for moving your figures.

NORMAL MOVEMENT

Normal movement is 8".

Mounted movement is 12".

FAST MOVEMENT

If desired a group can attempt to *Fast Move*. Remember that a group is one or more figures. Here's how we do it:

- Declare the intent of the group that wants to Fast Move.
- Roll 2d6 for *the whole group* and compare each die score individually to the Rep of each figure.
- For each d6 passed, the figure is allowed to add four inches onto its normal movement if on foot and six inches if mounted.
- If the Fast Move distance is not far enough for a foot figure to reach cover he can drop prone at the end of his movement. Mounted figures can dismount.

Example – A group of three figures want to Fast Move. I roll 2d6 for the group and compare the results to each figure individually. Here's how the group will move.

The Rep 5 Leader passes 2d6 and may add up to 8"to his normal movement of 8".

The Rep 4 Grunt passes 1d6 and may add up to 4" to his normal movement of 8".

The Rep 3 Grunt passes 0d6 and may add up to 0"to his normal movement of 8". He still counts as Fast Moving.

Fast Movement may be attempted regardless of how close the enemy is and at any time during the turn. If attempted after the figure has partially moved add the additional Fast Move distance or the remaining distance, whichever is greater.

Example – Sir Billy moves 6" into sight of a PEF. The PEF is resolved and is a band of five rival Knights. Billy scores better on his In Sight and he decides to run for it. He takes the Fast Move Test and scores an additional 8" of movement which is greater than the 2" of normal move he had left. He moves 8" towards cover.

GOING PRONE

When active a character may voluntarily go prone. Here's how we do it:

- Active figures that choose to go prone can fire immediately after going prone.
- A figure forced to go prone by a reaction result cannot fire when going prone.
- To regain their feet takes 4" of movement. If wishing to Fast Move after regaining your feet you can do so but with only 1d6.

MOUNTING AND DISMOUNTING

When active a character may voluntarily mount or dismount his horse. Here's how we do it:

- Active figures that choose to dismount cannot fire immediately after dismounting.
- Dismounting takes no additional movement and can be done at the end of movement.
- To mount takes 4" of movement. If wishing to Fast Move after mounting you can do so but with only 1d6.

INVOLUNTARY MOVEMENT

Sometimes a figure may be forced into Involuntary Movement or Actions by the results of a Reaction Test. Let's cover each one in detail.

CARRY ON

The tester continues the fight and can act when active and react when called upon.

CHARGE

The tester and target take the Charge into Melee Test *(page, 21).*

COHESION TEST

One or more figures in the group have caused the *entire group* to immediately take a Cohesion Test *(page, 16).*

DUCK BACK

Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until next active or if caused by a subsequent Reaction Test. Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.

Mounted figures will move to the nearest cover within 12" but will not go prone nor dismount.

FIRE

The tester must fire at the figure that caused the Reaction Test. If a figure cannot fire it will behave as directed by the Reaction Test.

RUNAWAY

The running away figure is immediately removed from the table but may suffer a Parting Shot *(page, 19)*. Those that cannot Runaway, such as when having their backs to impassable terrain or surrounded by enemies with less than a 2" gap between them, will surrender instead.

RUSH SHOT

The figure must fire but counts the *rushing the shot* penalty.

STOP!

Grab two d6 of different colors. Grab two figures from opposing sides and place them on the table 12" from each other. One side will use one colored d6 while the other side will use the other. Both sides have a Rep of 4.

Roll for activation. Which side scored the higher number? Can that figure activate? Did you roll *doubles*? If so what happens?

Take a Fast Move Test. If you rolled a 3 and a 6 how far can the figure move? What if it was mounted?

After you have done these actions it's time to move on to the next section, In Sight.

IN SIGHT

The In Sight Test is a Reaction Test that is taken differently than all the rest. First let's explain the difference between being In Sight and not being In Sight.

IN SIGHT OR NOT

Figures are *always* in sight or not.

A figure is in sight when:
- An enemy figure can trace a line of sight *(page, 18)* to that figure. This still applies even if that figure is *in* cover or concealed or both.
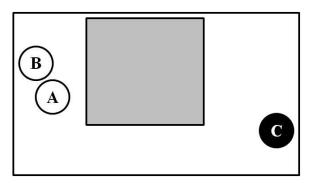
A figure is not in sight when:
- It cannot be seen because of intervening terrain. Figures in Duck Back *behind* cover also fall into this category.
- It cannot be seen due to weather or light restrictions such as being too far away to see the enemy at night.
- It cannot be seen due to a friendly figure in the way.

TRIGGERING AN IN SIGHT TEST
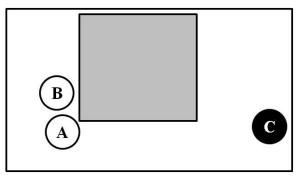
Here's how an In Sight Test is triggered:
- Whenever a figure has an opposing figure enter into its LOS, and the opposing figure was not seen previously during this activation phase, the in Sight Test has been triggered.
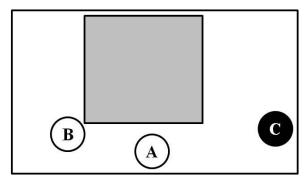
In the first picture the white side cannot be seen by the other side, C.

- The In Sight Test is triggered as soon as *any* figure in a moving group comes into sight.

In the second picture white activates and figures A and B move forward. A comes into sight of C triggering the In Sight Test.

- Once the test is triggered the moving group is allowed to move its figures up to two additional inches. This movement could result in the figure going out of sight.
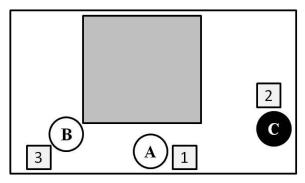
The In Sight is triggered and the figures in the triggering group are allowed to move two additional inches before the test is resolved. Figure A moves closer to C while B moves to the edge of the barn so B can see C; also putting B into sight of C.

TAKING THE IN SIGHT TEST

After the triggering group has moved up to two additional inchers *all figures* in sight of an enemy or having the enemy in sight will take the test. Here's how we do it:

- Each figure on both sides rolls 1d6 per level of their Rep.
- Consult the In Sight Test.
- Modify the number of d6 each figure rolls by any applicable circumstances.
- There is no maximum number of d6 that can be rolled.
- There is no minimum number of d6 that can be rolled and there may be times when the figure reaches 0d6. At this time he counts as if scoring zero successes.
- All figures roll their modified d6 total looking for successes (score of 1, 2 or 3).
- Place a d6 with the number of successes scored, facing up, and next to the figure. This is for ease of play. When the figure resolves their action remove the d6.
- The highest number of successes can act first moving down to the last and lowest.

In the previous picture all of the figures have rolled their d6 and counted their successes, scores of 1, 2, or 3. Each has placed a d6 next to them with the number of successes each one scored. B will act first (3 successes), then C (2 successes), and finally A (1 success).

REP	IN SIGHT
	(Looking for successes)
	A score of 1, 2, or 3 is a success

CIRCUMSTANCE	MOD
Active - Character is active and moved	-1d6
Concealed - Enemy is concealed or in cover	-1d6
Ducking Back - Figure is Ducking Back	(1)
Runaway - Character is Running Away	(1)

(1) Ducking Back or Running Away figure cannot act and will complete its reaction instead.

RESOLVING IN SIGHT ACTIONS

Once the order of In Sight actions is determined, by rolling successes, it's time to carry out the In Sight actions. Here's how we do it:

- Starting with the figure that scored the most successes consult the In Sight Resolution Table. Note that those with the same number of successes will resolve their action at the same time.
- Stars can choose to do one of the following actions.
  - Fire.
  - Charge into Melee.
  - Duck Back.
  - Finish its Move.
  - Runaway.
- Grunts will roll 1d6 versus their Rep.
  - If they pass 1d6 they will act based on the Available Actions found on the In Sight Resolution Table.
  - If they pass 0d6 they will Duck Back.

IN SIGHT RESOLUTION TABLE

WHEN IT'S YOUR TURN TO ACT

Stars:

- Can choose to Fire, Duck Back, Charge into Melee, Finish its Move, or Runaway.

Grunts:

- Roll 1d6 versus Rep.

- Pass 1d6- Go to Available Actions Table.

- Pass 0d6 – Duck Back.

AVAILABLE ACTIONS

Missile weapon loaded and in range:
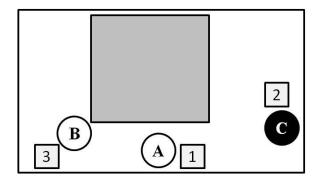
- Fire.

Missile weapon unloaded:

- Attempt to reload.

Other:

- If in Charge Reach will charge.

- If out of Charge Reach will Carry On.

Example - In the previous picture B goes first. He is a Grunt so rolls 1d6 and passes 1d6. He looks down the Available Actions on the In Sight Resolution Table for what will apply. He has a loaded bow so will fire. He scores a hit and C goes down. B removes his d6 signifying that he has done his action. C has his d6 removed as he has lost his chance to act due to being hit. A now acts and rolls 1d6. He also passes so is free to act. He is in Charge Reach of C but C is not an eligible target as he cannot respond. A will therefore carry on. A and B can now finish their movement.
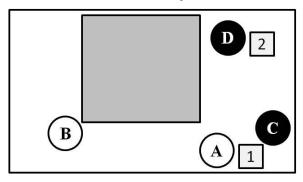
LOSS OF ACTION

If a figure cannot perform an action when it is his turn he forfeits his action.

Example - Figure B fires and hits Figure C who goes down and is stunned. C has his d6 immediately removed and must forfeit his action.

ADDING TO ONGOING IN SIGHTS

There may be a time where a character that was not involved in an In Sight suddenly becomes involved in it. In this case the new figure takes the In Sight and will take action depending upon how many successes were scored and in order based on the remaining characters.

Example - Continuing the previous example figure A acts and moves towards C and now comes into the sight of figure D. D now joins the In Sight Test and rolls his d6. He scores 2 successes. As this is more successes than figure A he is allowed to carry out his action before figure A can. D rolls 1d6 and passes. Looking at the In Sight Resolution Table he decides to charge. Both D and A will now take the Charge into Melee Test.

COMPLETED IN SIGHTS

Once all figures that have taken the In Sight Test have completed or forfeited their actions, appropriate Reaction Tests are taken and the Active side continues his part of the turn.

MOVING AND IN SIGHT

After the In Sight Test is completed and all actions taken, figures in the moving group that triggered the test can continue their movement and active fire if they have not already done so. This movement could trigger a new In Sight Test

NEW IN SIGHTS

New figures coming into sight of an opposing group, even if from the same group that triggered the previous In Sight, will trigger a new In Sight Test.

REACTION

This section covers the heart of the Two Hour Wargames system. It is called the *Reaction System.* Figures will take Reaction Tests during the game when called upon as circumstances arise. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress during the fight. Here's a list of the Reaction Tests in *Swordplay:*

- Received Fire *(page, 15).*
- Man Down *(page, 15).*
- Recover From Knock Down *(page, 15).*
- Cohesion Test *(page, 16).*

All of the tests are grouped together on the individual Quick Reference Sheets in the rear of the book.

EXCEPTIONS

Reaction Tests are taken when called for with the following two exceptions:

- When figures roll on the Charge into Melee Table *(page, 21),* they may be directed *not* to take Reaction Tests. This is the only time that Reaction Tests are not taken when usually called for.
- All Reaction Tests, except for the Recover From Knock Down Test, that are called for by any action taken during the In Sight process are not taken until after all figures have acted. The Recover From Knock Down Test is always taken immediately when called for.

Example - Billy Pink and a Dwarf come into sight and take the In Sight Test. Billy Pink scores more successes so act first. He charges the Dwarf and both sides take the Charge into Melee Test. The Dwarf fires and misses. Normally this would cause a Received Fire Test to be taken but this Reaction Test is postponed until the In Sight is fully resolved.

HOW TO TAKE A REACTION TEST

Here's how a Reaction Test is taken.

- Reaction Tests are taken by groups.
- Determine which figures in the group must take the test or tests.
- Start with 2d6 or 3d6 if the figure is a Fanatic, Troll, or Greater Ogre.
- Add 1d6 if the figure is in cover and taking the Received Fire or Man Down Test.
- Add the Leader Die if applicable.
- Roll the modified number of d6 versus the Rep of each figure taking the test.
- Determine how many d6 each figure passed.
- Consult the appropriate test and immediately carry out the result.

Example - A Soldier, Rep 4, must take the Man Down Test so rolls 2d6 versus its Rep. He scores a 3 and 5 and passes 1d6. Looking on the Soldier QRS, the Man Down Test under pass 1d6, I see that if there are no others carrying on he will Duck Back. However, there is another Soldier within 4"so he carries on.

RECEIVED FIRE

Whenever a figure receives fire it will immediately take the Received Fire Reaction Test, unless it occurs during In Sight Resolution. More than one figure firing at the *same target at the same time* will cause only one Received Fire Test to be taken.

MAN DOWN

Each time a figure sees a friendly figure within 4" get knocked down and Stunned, Out of the Fight, or Obviously Dead it will immediately take the Man Down Test unless it occurs during In Sight Resolution.

RECOVER FROM KNOCK DOWN

Whenever a figure is Knocked Downed from a Ranged Combat or Melee result it will immediately take this test, even if it occurs during In Sight Resolution, and carry out the result.
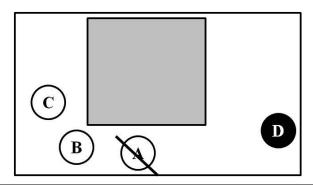
Example – James Robert Joseph is hit by archery fire and Knocked Down. He rolls 2d6 versus his Rep of 3 and scores a 4 and 2. James is now Out of the Fight.

COHESION TEST

The Cohesion Test is taken differently than all of the other Reaction Tests and taken for the following reasons:

- When any figure in a group calls for it due to a Received Fire or Man Down Test result.

The Cohesion Test is taken by the whole group whether or not they were involved in the triggering Reaction Test.

Example - Figure A is shot and Knocked Down, Stunned. B must take the Man Down Test and passes 0d6. This causes the whole group B and C to take the Cohesion Test. I roll another set of 2d6 and score a 5 and 3. B is Rep 3 so passes 1d6 and runs away while C is Rep 5, passes 2d6 and Carries On.

MULTIPLE TESTS

There may be times when a figure qualifies for more than one Reaction Test. In these cases one set of d6 are rolled for the figure and the results applied to *all* the tests with the *worst* result being counted. The only exception is when a Cohesion Test is called for a second set of d6 are rolled and applied.

Example - Three Elf Archers fire at three Goblins. One hit is scored. The remaining Goblins now roll 2d6 versus their Rep and apply the results to the Man Down Test and the Received Fire Test. The Goblins must take the worst result.

REACTION TEST RESULTS

Here are the Reaction Test results from best to worst:

- Charge.
- Carry On.
- Duck Back.
- Runaway.

STATUS AND ACTIONS

The Reaction Tests can change the status of a figure and force it to act in a certain way. Here we will explain the terms found on the Reaction Tests.

CARRY ON – The figure is in good order and can act and react as desired. A figure is considered to be *carrying on* if it is *not* doing any of the following.

- Duck Back
- Obviously Dead
- Out of the Fight
- Runaway.
- Stunned

CHARGE - If able to reach 6" from an enemy both will go to the Charging into Melee Table *(page, 21).*

COHESION TEST - The figure immediately causes the group to take the Cohesion Test *(page, 16).*

DUCK BACK – Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until active or caused by a subsequent Reaction Test. Figures that Duck Back and reach cover cannot see or be seen by the cause of the test but those that drop in place prone can.

Mounted figures will move to the nearest cover within 12" but will not go prone nor dismount.

FIRE - The figure fires his weapon if able. If not it will halt in place unless directed to act differently by a Reaction Test result.

OBVIOUSLY DEAD – The figure has taken damage that is so severe it is obvious that the figure is dead.

OUT OF THE FIGHT – The figure has taken serious damage and cannot continue the battle. He cannot move on his own and must be retrieved by others. If contacted by an enemy he is considered to be captured or dispatched as desired.

RUNAWAY - Figure has quit the encounter and is removed from the table. Those that caused this result are allowed a *parting shot* if they are able to do so. Parting shots do not cause a Received Fire Reaction Test and always count as a Rushed Shot.

RUSH SHOT - The figure immediately fires counting the Rushed Shot penalty.

STUNNED – Figure may not act or react until having spent one full turn of activation doing nothing. Those contacted by enemies while stunned can be captured or dispatched as desired.

STOP!

Take out two opposing figures and place them 12" apart. Both are Rep 4.

Roll activation. Who goes first? Did you roll *doubles*? If you did what happened.

Assume that the active figure has fired at the inactive figure and has missed. What Reaction Test is taken? Review the three different results for the test when passing 2d6, 1d6, and 0d6.

One set of d6 are rolled for the whole group but not all figures in the group may have to take a Reaction Test. There's one exception where all figures in the group take the test. Which one is it?

Remember that taking the time to review and do these little exercises will make the rules easier to understand and your games more fun.

Let's see how to do Ranged Combat.

RANGED WEAPONS

There are two ways to inflict damage in *Swordplay*. The first and most common way is through melee (hand to hand combat) and the other is through ranged weapons fire. Each weapon is classified by type and in some cases weapons have been lumped into broader categories. If you do not see your weapon listed simply use the one that is closest to it. Ranged weapons are defined in the following ways:

Type – By the type of weapon it is.

Impact – The damage a hit from the weapon may do.   The greater the Impact number the weapon greater the chance of the weapon doing damage. Note that figures wearing AC 2 *increases* the Impact of the weapon by one while wearing AC 6 *decreases* the Impact by one.

Range – The range listed for every weapon is its effective range or the range that the firer feels he has a reasonable chance of hitting the target.

2H – Weapons with a "Y" in this column on the Weapons Table require two hands to be used. Otherwise one hand is all that is needed.

Reload – Weapons with a "Y" in this column must be reloaded after each time it is fired. Otherwise it is a thrown weapon and must be recovered to use again.

LIST OF WEAPONS

Here's a brief description of the ranged weapons that are available for use. If a weapon does not appear on the list simply use the stats for a similar weapon.

Axe, throwing – Hand axe thrown prior to melee.

Crossbow – Slow loading but easy to use ranged weapon with good stopping power.

Dart – Light weapon tossed just prior to melee.

Javelin – Light spear that can either be tossed or used in melee.

Longbow – Powerful ranged weapon with excellent stopping power and rate of fire but required years of training to master.

Short Bow – Smaller bow with limited stopping power but easier to master.

Sling – Short ranged weapon that fired rocks.

RANGED WEAPONS TABLE

TYPE	IMP	RANGE	2H	RELOAD
Axe, throwing	3	6	—	-
Crossbow	3	24/12	Y	Y
Dart	1	4	—	-
Javelin	2	12	—	-
Longbow	3	24	Y	Y
Short Bow	2	24/12	Y	Y
Sling	2	12	—	Y

Shorter listed range for crossbow and short bow is for when firing while mounted.

RELOADING

Some weapons are required to reload after each shot. Here's how we do it:

- The figure fires its weapon.
- The *next time* it activates the figure rolls 2d6 versus its Rep.
- Determine how many d6 are passed.
- Immediately carry out the results.

2	RELOAD TABLE
	(Taken versus Rep)

# D6 PASSED	RESULT
2	*All* reloaded and can immediately be fired.
1	*Crossbows* are reloaded but may not fire until next active. *All others* are reloaded and can fire in reaction or when next active.
0	*All* are not reloaded.

Example – The French Crossbowman fires his crossbow as directed by a Charge into Melee result. After melee is over, the French Crossbowman is active and retires 6".

The next time he activates he rolls 2d6 versus his Rep of 4 and scores a 3 and 6. He passes 1d6 so can fire again when next active or in reaction.

SHOOTING

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in *Swordplay*.

LINE OF SIGHT

To shoot something you must first be able to see it. *Figures can only see things through their front facing*. A straight line from the shooter to the target is called a Line of Sight or LOS. Line of Sight extends across the whole table and is blocked only by friendly figures, terrain, buildings, and sometimes weather.

- In nighttime the LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them.

- LOS in woods or rough terrain is reduced to 12" in the daytime and 6" at night. If at the edge of the woods then the figure may see and be seen from outside the woods.

- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12" in the daytime and 6" at night.

COVER OR CONCEALMENT

In *Swordplay* figures may be protected or obscured by terrain, obstacles or other items. Here's how to determine which is which:

- Figures that are moving in woods, buildings, etc. are considered to be *concealed.*
- Figures that are stationary in woods, buildings, etc. are considered to be in *cover.*

SHOOTING A WEAPON

First establish a LOS between the shooter and the target figure. Then-

- Roll 1d6 and add the result to the shooter's Reputation.
- Compare the total to the Ranged Combat Table. There is no need to test any modifiers prior to rolling as the modifiers are already built into the hit table.

1	RANGED COMBAT
	(Read result as rolled)

#	RESULT
7 or less	SHOOTER MISSED
8	SHOOTER MISSED IF • Moved Fast • Rushed Shot. TARGET WAS MISSED IF • Shielded. • Charging. • Concealed. • In Cover. • Prone. • Moved Fast. OTHERWISE – HIT.
9	SHOOTER MISSED IF • Moved Fast. • Rush shot. TARGET WAS MISSED IF • Shielded. • In Cover. OTHERWISE –HIT.
10+	SHOOTER HITS TARGET

- *Missed* – The target is missed but must take a Received Fire Test.
- *Rush Shot* – The target is missed because the shooter is rushing his shot.

- *Shielded* – The target is missed because he has a shield between himself and the shooter.
- *Moving Fast* – The target is missed because it or the shooter is Moving Fast.
- *Charging* – The target is missed because he is charging the shooter.
- *Concealed* – The target is missed because he is concealed.
- *In Cover* - The target is missed because he is in cover.
- *Prone* - The target is missed because he is prone.
- *Hit* – The target is hit.

Example – Robin Hood fires his Longbow at the Sheriff who is in cover. Robin rolls a 3. The score is added to his Rep of 5. This results in a score of 8 which is a miss because the Sheriff is in cover.

DETERMINING DAMAGE

Each time a figure is hit the shooter must roll on the Ranged Combat Damage Table. Here's how we do it:

- Roll 1d6 and compare the score to the Impact of the weapon.
- If the target is wearing AC 2 increase the Impact by one.
- If the target is wearing AC 6 decrease the Impact by one.
- Read the result in the left hand column of the Ranged Combat Table.

1	RANGED COMBAT DAMAGE
	(Read result as rolled)

CIRCUMSTANCE	MODIFIER
AC 6 Target	Count Impact at one lower [1]
AC 2 Target	Count Impact at one higher [1]

(1) If reach zero then count as a miss with the target taking a Received Fire Test instead.

SCORE	RESULT
"1"	Target Obviously Dead
Impact or less but not a "1"	Target is Out of the Fight.
Higher than Impact	Target is knocked down and immediately takes Recover From Knocked Down Test.

Example – Robin has hit a Soldier with his Longbow. Robin rolls 1d6 and scores a 4. This is higher than the Impact of 3 so the Soldier is knocked down and must take the Recover From Knock Down Test. The Soldier immediately takes the test, passes 2d6 and is stunned.

AUTO-KILL OR CAPTURE

If an active figure comes into physical contact with a Stunned or Out of the Fight figure he may choose to either automatically dispatch the figure or instead capture him (tie up, etc.).

Example – Robin activates and runs up to the Stunned Soldier and chooses to capture him.

PITIFUL SHOT

Rep 3 figures and *only* Rep 3 figures are allowed to use the *pitiful shot* rule. Here's how we do it:

- The Rep 3 shoots his weapon and rolls a "six".
- This gives him a total of nine.
- If he cannot hit the target he is allowed to roll 1d6.
- If he scores a 3 or less he has hit the target. Any other score is still a miss and the target must take the Received Fire Test.

Example – Charles (Rep 3) fires at Robin who is in cover. He scores a 6 but still cannot score a hit. He can use the Pitiful Shot rule and rolls another 1d6 and scores a 2. Robin has been hit.

PARTING SHOT

Those that have caused a figure to Runaway are allowed to take a Rushed Shot at the target *if* the shot is called for. Parting shots do not cause a Received Fire Reaction Test and are taken at the point the shot is called for.

STOP!

Before going any farther take two sides of two figures each and do the following:

Place each side 12" from each other.

Give them a variety of ranged weapons.

Roll an In Sight Test.

Resolve the In Sight Test. Remember that all figures will take the test.

Have each figure shoot at each other with each of the different weapons.

Resolve damage for each hit.

Take any Received Fire or Man Down Tests.

Roll Recover From Knock Down Tests as needed.

When you're done move on to the Melee Section, you're almost finished.

MELEE

When figures come into contact via a Charge into Melee Test they can enter into melee (hand-to-hand combat). Note that if a figure is stunned or out of the fight you can move into contact with the figure and auto-kill or capture it *(page, 19)*.

MELEE WEAPONS

There are four classes of melee weapons. They are:
- *Unarmed (U) –* You do not have anything to fight with except fists and feet. Unarmed characters in melee do so with a -1d6 penalty.
- *Improvised Weapons (IW) –* Improvised weapons are those that are not designed as weapons but will work in a pinch. One example would be a scythe or hunk of wood. Those using an improvised weapon will not receive a bonus or penalty in melee.
- *One Hand Weapons (HW) –* Melee weapons used with one hand such as a sword. These give the user a +1d6 in melee.
- *Two Handed Weapons (THW) –* Those requiring two hands to use such as a two-handed axe. These give the user a +2d6 bonus in melee.

Note that some weapons such as along spear can be used with either one hand (usually with a shield) or with two hands (cannot get the benefit of using a shield).

CHARGE INTO MELEE TEST

The only way to enter melee is via the Charge into Melee Test. The test is only taken if the following circumstances apply:
- The figure can be active or inactive.
- The Charge into Melee Test may be taken by individual figures as an In Sight action or by the group if active.
- The test can be taken at any time during the turn or due to a Reaction Result. Chargers can declare a charge at any time during their turn even if the target of the charge was out of LOS at the start of the charger's turn. The charging figure must have a clear LOS to the target figure at the time it charges.
- The figure must be able to reach a spot 6" from the actual target. Whether or not it has enough distance to reach the target is irrelevant, it need only be able to reach a spot 6" from the target.

Example - Four Romans come into sight of two Gallic Warriors. All of the figures take the In Sight Test. The figures can charge or shoot when it is their turn to act.

Later the Romans start the turn in sight of another group of Gauls. This time they activate and declare their intent to charge as s group. One set of dice are rolled and applied to each figure individually with the same applying to the target group.

HOW TO CHARGE INTO MELEE

Here's how the Charge into Melee Test is taken:
- When a figure has LOS to a target and can move to 6" from the target, even if a Fast Move is required, the charge is declared.
- If the charger takes a Fast Move and comes up short it cannot melee and forfeits any active fire.
- Move the charger to 6" from the target.
- Each figure starts with 2d6. *Note that if they were charging as a group one set of dice would be rolled and applied to each figure individually.*
- If charged by more than one figure the target rolls one set of dice and applies the results against all of the figures that are charging it. The target will apply the results against each target as determined.
- Adjust the number of d6 rolled by any applicable circumstances.
- All figures take the Charging into Melee Test at the same time.
- Determine how many d6 are passed for each figure.
- Consult the Charge into Melee Table.
- Go down the left hand column to the number of d6 more that were passed.
- Go across to the column based upon whether the Charger or Target passed more d6.
- Immediately carry out the results.

2	**CHARGE INTO MELEE**
	(Taken versus Rep)

CHARGER IS:	MODIFIER
Fanatic, Troll or Greater Ogre	+1d6
Cavalry	+1d6
Charging onto the Rear	+2d6
Charging together and outnumber targets 3 to 1 or more	+1d6
TARGET IS:	**MODIFIER**
Fanatic, Troll or Greater Ogre	+1d6
Cavalry	+1d6
Missile needing to reload	-1d6
In cover	+1d6

CHARGE RESOLUTION TABLE

#D6 PASSED	CHARGER	TARGET
2 or more than opponent	Target Runs Away. Charger occupies the spot that the target vacated.	Target fires. Charger Halts in place and takes appropriate Reaction Tests.
1 more than opponent	Target fires. Charger moves into melee. No Reaction Tests taken.	Target fires. Charger moves into melee. No Reaction Tests taken.
Same number as opponent	Target fires. Charger moves into melee. No Reaction Tests taken.	Target fires. Charger moves into melee. No Reaction Tests taken.

Example - In the previous picture the In Sights have been taken and the order of action determined. B will go first and declares a charge. He moves to 6" from C and both roll on the Charge into Melee Test versus their Reps. After the d6 are rolled the end result is C passing 1d6 more than B does. Looking on the Charge into Melee Table under the

Target column and the passed 1 more than opponent row we see that the Target can fire. C fires and misses, no Reaction Test is taken and B comes into contact with C. Melee now begins. Note that it is possible that A could charge when it is its turn to act. In this case a new Charge into Melee Test would be taken and C could not fire as he would be unloaded.

Example - In this example we see that A and B can act at the same time. They both declare a charge and each rolls their own set of d6 on the Charge into Melee Table. C does the same. In this example C passes 1d6 more than B but A passes 2d6 more than C. Looking at the table we see that C can fire at B but cannot fire at A. If A had scored a result where C could have fired at it then C would fire at the closest target.

IN SIGHTS AND CHARGE INTO MELEE

Figures that are the target of a charge do not forfeit their In Sight action.

Example - Two Warriors activate and come into sight of Yeoman Billy Pink. They all take their In Sight Tests and one Warrior goes first. He charges Billy, both sides take the Charge into Melee Test and Billy is allowed to fire. He shoots and kills the charging Warrior. It is now Billy's turn to take his In Sight action. Billy rolls 1d6 and passes 0d6 so Ducks Back.

MELEE COMBAT

Any charger that passes the Charge into Melee Test is moved into contact with the target. Now it's time to melee.

- Each figure starts with 1d6 for each point of Rep.
- Add or subtract d6 based on any applicable melee weapon or circumstance.
- Each figure rolls its modified total of d6 counting all successes (scores of 1, 2 or 3).
- Compare the number of successes scored by each figure.
- If both sides score the same number of successes then they are evenly matched. The figures remain in melee and when active may either break off the melee or continue the melee.
- If one figure scores more successes he counts the number of successes more than his opponent as the Impact of the weapon.
- Adjust this up by one of the target is wearing AC2 or down if the target is wearing AC 6. If the result is now zero successes more the result is switched to Evenly Matched and no damage is delivered.
- Now roll 1d6 versus this number of successes and consult the Melee Damage Table *(page, 22)*.
- Regardless of the number of figures attacking one figure (up to four with two to the front and two to the rear) melees are resolved one figure versus one figure. The side with more figures decides in what order his figures will attack.

REP	MELEE COMBAT

(Looking for successes)

A score of 1, 2, or 3 is a success

MELEE WEAPON	MOD
Unarmed	-1d6
Improvised weapon or Missile troops	0d6
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon	+2d6
CIRCUMSTANCE	MOD
Evenly Matched - Attacking an enemy that scored a result of evenly matched this turn during a melee.	+1d6
Mounted - Mounted attacking non-mounted enemy	+1d6
Prone - Attacking a prone enemy	+2d6
Shielded - If being attacked to the front while using a shield. [1]	+1d6

(1) Using two swords counts as using a shield.

1	MELEE DAMAGE

(Read result as rolled)

CIRCUMSTANCE	MODIFIER
AC 6 Target	Count as scored one success lower [1]
AC 2 Target	Count as scored one success higher

(1) If reach zero then count the melee result as Evenly Matched

SCORE	RESULT
Score more successes than opponent	**Roll 1d6** versus the number of successes scored more than opponent. **"1":** Opponent Obviously Dead. **Equal to successes more but not "1":** Opponent Out of the Fight. **Score higher than more successes:** Opponent knocked down and immediately takes Recover From Knock Down Test.
Same number of successes as opponent	**Evenly matched.** Remain in melee and when active may either break off the melee or continue the melee.

Example – A Soldier (Rep 4) is in melee with a Warrior (Rep 3).

The Soldier starts with 4d6 for Rep and adds the following modifiers: +1d6 for using a one handed melee weapon, a sword. He rolls 5d6 and scores a 1, 2, 2, 3, and 5 for four successes.

The Warrior starts with 3d6 for Rep and adds the following modifiers: +0d6 for an Improvised Weapon, a stick of wood, rolls 3d6 and scores a 1, 2, and 4 for 4 successes.

The Soldier scores two more successes than the Warrior and consulting the Melee Results Table rolls 1d6 versus the number of successes he scored more. He scores a 2 and has knocked him down and Out of the Fight.

If he had scored the same number of successes the two would be locked into melee. If there had been a second enemy attacking either of them the melee would be immediately resolved with the new enemy counting a +1d6 for being Evenly Matched.

STOP!

Before going any farther take two figures (Rep 4) and do the following.

Place them 6" from each other.

Give them different melee weapons.

Take a Charge into Melee Test.

Resolve a melee.

Do this a second time with two figures charging one figure. Did you roll one set of d6 for the target when taking the Charge into Melee Test and apply them individually to both chargers?

Resolve a multi-figure melee.

When you're done move on to the Breaking Off Melee Section.

BREAKING OFF MELEE

Anytime a Star that is still in melee, from a result of Evenly Matched, becomes active it may choose to end the melee by moving at least 2" away from the enemy. It can do this unless blocked by terrain such as when having their back to a wall. When breaking off a melee the figure cannot do anything else that turn of activation.

GRUNTS BREAKING OFF MELEE

Anytime a Grunt that is still in melee, from a result of Evenly Matched, becomes active it must test to see if it will choose to end the melee by moving 5+1/2d6" away from the enemy. It will do this unless blocked by terrain such as when having their back to a wall. When breaking off a melee the figure cannot do anything else that turn of activation and ends its turn with its back towards the enemy.

Here's how it's done:
- The Grunt rolls 1d6 versus its Rep.
- If it passes 1d6 it remains in melee.
- If it passes 0d6 it breaks off the melee.

Example – A Soldier (Rep 4) and an Orc (Rep 5), both Grunts, are in melee having scored a result of "Evenly Matched". The Orc activates first and must check to see if he continues the melee. The Orc rolls 1d6 and scores a 6, breaking off the melee. He moves 6" away (5+1/2d6") away to cover.

RETRIEVING WOUNDED

Players can attempt to recover their wounded during the Encounter. Here's how to retrieve a wounded character:
- Figure moves adjacent to the wounded figure.
- Figure picks up the wounded figure and reduces current movement by 2" and may move its remaining distance.

- Figures carrying wounded can take the Fast Move Test but will only count the result of the best d6.
- Figures can fire weapons when retrieving wounded figures but will count the Rush Shot penalty.
- Figures charged while retrieving wounded will drop the wounded. Stars can choose to keep the wounded but will melee at a -2d6.

AFTER THE BATTLE

After every battle, if you decide you want to keep the Grunts that you have, each Out of the Fight and Runaway must see what has become of them. Prisoners need not be checked unless desired. Here's how we do it:
- Roll 2d6 versus the Rep of the figure.
- Determine how many d6 are passed.
- Consult the After the Battle Recovery Test and carry out the results.

2	AFTER THE BATTLE RECOVERY
	(Taken vs. Rep)

#D6 PASSED	RESULT
Pass 2d6	All return at normal Rep.
Pass 1d6	Out of the Fights return at normal Rep. Runaways return at -1 to Rep prior to battle.
Pass 0d6	Out of the Fight becomes Obviously Dead while those that Runaway will not return.

Example – Charles (Rep 3) went Out of the Fight and after the game I roll 2d6 to see what happened to him. I roll a 4 and 2 passing 1d6. Charles comes back at a Rep of 3. Gunther (Rep 4) ran away and after the game I roll 2d6. I roll a 5 and 3 passing 1d6. Gunther comes back but at a Rep of 3. Remember that if your Star Cheated Death he will come back at one Rep lower than when he started the Encounter!

STOP!

Place two figures in melee. Roll Activation. Did you roll *doubles*? What happened?

Determine if the active figure will Break Off the Melee. How is this done if it is a Star? If the figure is a Grunt?

Now roll twice on the After the Battle Recovery Table for a Rep 4 Runaway and a Rep 3 Out of the Fight figure.

That's it; you've finished the tabletop rules. If you've done the exercises you should have a pretty good grasp of how the rules are played. What follows will be informational. Just read it and apply it during your game.

CHALLENGE

There may be times during the game when you want to do something out of the ordinary or not covered by an existing rule. Here's how we do it:

- Decide on what the *challenge* is.

Example – I want to jump from the roof of a hut to the roof of an adjoining hut.

- Decide what a *success* looks like.

Example – If I am successful I will make it onto the roof uninjured.

- Decide what the *consequences* of failure will be.

Example – If I fall I will damage a leg and reduce my movement by half.

- Roll 2d6 versus the modified Rep of the challenger and determine how many d6 are passed.
- Consult the Challenge Test and immediately carry out the result.

2	CHALLENGE TEST
	(Taken vs. Rep)
	A score of "6" is always a failure

CIRCUMSTANCE	MODIFIER TO REP
Challenge is very easy	+1
Challenge is very difficult	-1

# D6 PASSED	RESULT
2	Character completes the challenge successfully.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again.
0	Character fails and suffers consequences.

FIGHTING THE BATTLE

Now that you know all the rules it's time to set up and play your first game. First start with a flat space at least 3'x3'.

SETTING UP THE TABLE

We recommend that you set up the table as you like with the pieces you may already have. But if needed you can use the following system to generate terrain for the battlefield.

Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the board is square but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine equal sections.

1	2	3
4	5	6
7	8	9

PLACING TERRAIN

After you've divided the table into nine sections it's time to see what the terrain will be like. Here's how we do it:
- Start in section one.
- Roll 2d6, add the scores, and consult the Terrain Generator Table to see the type of terrain for that section.
- Do the same until all nine sections have been filled.
- The terrain piece or pieces should be big enough to cover at least 75% of the section.

2 — TERRAIN GENERATOR TABLE
2d6 added together

#	TYPE OF TERRAIN
2	Rough
3 to 6	Clear
7 or 8	Woods
9	Clear (1)
10 to 12	Hill

(1) There is one (1-3), two (4-5) or three (6) buildings present.

TERRAIN & SCENERY

This section describes terrain and what effects it may have on your figures. For ideas on terrain and buildings I suggest watching movies of the appropriate genre. The types of terrain are as follows:

Clear terrain: Open, empty area without any LOS obstructions.

Wooded area: Woods or jungles.
- Moving through woods is at normal speed.
- Figures moving in woods count as concealed.
- Figure stationary in woods count as in cover.
- Visibility from figure to figure with both inside woods is reduced to 12" in the daytime and 6" at night.
- Those inside and within 1" of the edge of woods *can see and be seen*. Those farther inside from the edge cannot.

Hills: Elevations in the land.
- Figures on opposite sides of the high point or crest of the hill have their LOS to each other blocked.
- Figures within 1" of the crest can see over the hill normally. Those farther back cannot.
- Movement up and down hills is at normal speed.

Rough: Areas with broken rocks, wetlands, or ruins.
- Moving through rough area is at normal speed but Fast Moving is not allowed.
- Figures moving in rough areas count as concealed.
- Figures stationary in rough areas count as in cover.
- Visibility from figure to figure with both inside rough area is reduced to 12" in the daytime and 6" at night.
- Those inside and within 1" of the edge of the rough area *can see and be seen*. Those farther inside from the edge cannot.

BUILDINGS

The type of material that a building is made from determines its Defensive Value or DV. Figures inside or behind a building will be in cover when shot at. However, any building hit by a weapon with a higher Impact than the DV of the building will cause the figures inside or behind to take damage normally. Here are building DVs:
- *Grass or similar material* – Made of grass or other organic materials and have a DV of 1.
- *Typical frame structure* – Made of wood or lightweight materials providing a DV of 2.
- *Soft fieldworks* – Sandbags or similar stacked to provide cover and have a DV of 3
- *Stone* – Stone structures have a DV of 4.

BUILDING AREAS

In addition to their DV, each building is also rated as having one or more *areas*. Model buildings (and real ones too!) come in many shapes and sizes. For game purposes each floor is considered a separate area.

Sometimes a building may sustain a catastrophic hit in a building area causing it to collapse. If an area that collapses has another area above it, that area will also collapse. All figures in either area will suffer an Impact 3 hit rolled on the Ranged Damage Table.

ENTERING AND EXITING BUILDINGS

Figures may enter or exit a building at a reduction of 2" if through a doorway. If doing so through a window that will end their move and they cannot shoot.

Example – Charles can move 12" as she passed 1d6 on a Fast Move test. She moves 6" to the door, subtracts 2" for passing through the door, and continues 4" more.

MOVEMENT INSIDE BUILDINGS

Movement in buildings is at normal speed.

Movement between levels whether up or down costs half the move distance.

Example – Gunther starts his turn on the first floor. He becomes active and spends 4" of movement going up to the next floor.

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PLAYING THE GAME

</div>

As you may or may not know all Two Hour Wargames can be played solo, same side (cooperatively) and head to head (competitively).

THE NOT SO GOOD OLD DAYS

In the *not so good old days* when you were forced to play a game solo it was pretty bleak. There weren't any good mechanics to recreate a live opponent. You were honor bound to make the best move for each side and surprise was out of the question. Not to mention the work of setting up a battle, let alone a campaign.

First you had to figure out what type of battle you were going to fight. Then what type of terrain you would be fighting over and what each side had in the way of numbers and troop types. The list goes on and on. Once you were done and all set up to play you gave it a whirl but it usually ended up as a boring game if you finished it at all.

SOLO

Now it's not only possible to play solo it's also a joy. Why? Because we've done all the work for you and with the Reaction System and using PEFs we've added the element of surprise to your solo games.

From deciding the forces involved to the scenario you play, all you have to do is bring out the figures and generate everything by rolling some dice and consulting some tables. *And by doing this no two games will ever be alike.*

SAME SIDE

Play on the same side? No way. *That was until Two Hour Wargames came along.* So we've explained how THW handles solo play so now let's explain *same side* gaming. What's it good for?

Usually when you teach someone a game you go easy on them or beat the stuffing out of them. Neither option is too attractive.

But now you can play *with* them and beat the stuffing out of the game instead. Now you can sit around with a few of your buds and play *together* instead of against them. And it's a great way to get new players into the game whether it's your friend, your kids, wife or girlfriend. Give it a try!

HEAD TO HEAD

So we've talked about solo and same side playing. That's where this section really comes into play for generating your battles.

But what about those times when you want to play head to head? It's real simple.

- Agree on the Encounter Type *(page, 28)* and what role each player will play.
- Decide what forces each player will use.
- Each player receives three PEFs.
- Each player notes what each PEF, numbered 1 to 3, actually are. They can be actual troops or empty decoys.
- PEFs are placed as outlined in the Encounter and PEFs are used to replace the figures of the entering force. When resolved the forces are revealed without rolling on any table.
- Follow the Special Instructions for the Encounter as written.

PEFs, Encounter Type, what the…?

No worries, just keep reading.

Now that we've explained the ways to play the game let's get started with the best part of *Swordplay* . Let's talk about Campaigns.

CAMPAIGNS

Campaigns can be as simple or as detailed as *you* want. The choice is up to you. Feel free to use as little or as much of the following rules for your battles and campaigns. In this part you will learn how to link your Encounters together into a continuous campaign where the result of one affects the course of the next. Think of it as chapters in a book. A story, your story!

YOUR ROLE

Your role in the Campaign is as follows:
- Lead or send your band on Encounters.
- Keep the band together.
- Keep them and yourself alive.

KEEPING IT TOGETHER

Grunts will join you for a variety of reasons. If you're in the military they may be transferred to your unit. If you have a gang they may join for self-defense or for a feeling of belonging. In any case Grunts can stay or leave your band after each Encounter. Here's how we see if they do:
- After every Encounter all Grunts will take the Stay or Go Test.
- Start with 1d6 per each point of your Rep.
- Modify this total by any applicable circumstances. The modifiers may apply to one Grunt and not another when taking the test.
- Roll the modified total number of d6 and count how many successes (score of 1, 2 or 3) are scored.
- Next each member rolls 1d6 per point of Rep.
- Count how many successes (score of 1, 2 or 3) are scored by each member.
- Compare the number of successes scored by you to each member separately.
- Consult the Stay or Go Table and immediately carry out the results.

REP — STAY OR GO
(Counting successes)

STAR CIRCUMSTANCES	MODIFIER
If you went Out of the Fight	-1d6
If one or more Grunts went OOF or OD	-1d6
Grunt had his mind "poisoned" after last Encounter.	-1d6
For each 3 consecutive months that the Grunt has been in the band	+1d6

# OF SUCCESSES	STAR	GRUNT
Score twice as many successes than the other side.	Grunt stays and does not take this test after the next Encounter.	The Grunt leaves the group. And "poisons" the minds of any other group members that have an equal or lower Rep.
Score more successes than the other side.	The Grunt stays.	The Grunt leaves.
Both sides score zero successes	If the last Encounter was a Success the Grunt stays. If a Failure the Grunt leaves.	If the last Encounter was a Success the Grunt stays. If a Failure the Grunt leaves.

TIME IN THE CAMPAIGN

Time in *Swordplay* is easy to track. Once a month you can have an Encounter *(page, 28)*.

CAMPAIGN TURN SEQUENCE

Let's explain the Campaign Turn sequence that will happen every month. Here's how we do it:
- At the start of each month consult the Next Encounter Table to see what type of Encounter you will have.
- Play out the Encounter.
- Take the Stay or Go Test.

ENEMY ACTIVITY LEVEL

Not all Encounters have the same chance of running into enemies. This is determined the Enemy Activity Level or EAL. The EAL is a number representing the chance of running into enemies with the greater the number the greater the chance of it happening. Here's how we do it:
- If using the Next Encounter Table the EAL will already be generated for you.
- If not then roll 2d6.
- The higher result is the EAL.
- The EAL may never be more than 5.

Example – I need to determine the EAL of the next Encounter. I roll 2d6 and score a 2 and 4. The EAL is 4.

ENCOUNTERS

It's time to go over the Encounters found in *Swordplay*. They are;
- *Patrol (page, 28).*
- *Raid: Attack (page, 29)*
- *Raid: Defend (page, 30).*

PRESENTATION

Although they may be different from each other Encounters are always presented in the same form.
- ***Encounter Name -*** This tells you the type of Encounter it will be and brief description.
- ***Objective -*** This tells you how to be successful.
- ***Forces -*** This tells you the forces involved.
- ***Terrain -*** This outlines the terrain of the table.
- ***Deployment -*** This tells you where the forces and PEFs are placed.
- ***Special Instructions -*** This is information that is not covered in the other sections.

PATROL

The Patrol Encounter requires you to scout the tabletop and report back with information about what you have found. *This will be your first Encounter.*

OBJECTIVE
- Your objective is to scout the table.
- To be successful *you, the Star, must* be stationary for *one full turn of activation* with LOS to the center of each section of the table. Once you have accomplished this you must report back by exiting the table from the edge that you entered.

FORCES
- You may use as much or as little of your band as desired.
- Do not worry about gathering the enemy as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN
- Generate terrain as you normally would *(page, 24).*

DEPLOYMENT
- No figures start on the table.

- Your band will enter from the table edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS

- The Encounter takes place during the day.
- Move your band onto sections 7, 8, 9 or any combination of those sections if you choose to split your force.
- Generate PEFs normally *(page, 30)*.
- Resolve PEFs as needed *(page, 31)*.
- Play continues until the player has scouted every section of the table, been destroyed, or chooses to leave the table.

NEXT ENCOUNTER

What happens after your first Encounter? What is next? Here's how we do it:

- After *each* Encounter consult the Next Encounter Table to see what your next Encounter will be.
- Start in the column that is labeled Last Encounter.
- Go down to the type of Encounter you just completed.
- Go across to the appropriate counter whether you were a Success or Failure.
- This tells you the next Encounter you will have and if the Enemy Activity Level will change.

X	NEXT ENCOUNTER	

LAST ENCOUNTER	SUCCESS	FAILURE
Patrol	Raid: Attack EAL stays same	Raid: Defend EAL goes up 1
Raid: Attack	Raid: Attack EAL goes up 1	Patrol EAL goes down1
Raid: Defend	Patrol EAL goes down 1	Raid: Defend EAL stays same

Example - I just had a successful Patrol Encounter. The EAL was 3. I now will have a Raid: Attack Encounter with an EAL of 3.

RAID: ATTACK

In the Raid: Attack Encounter you will be the raiding side.

OBJECTIVE

- Your objective is to enter the enemy buildings and capture prisoners or loot them.
- Once you have accomplished this you must exit the table from the edge that you entered to be successful.

FORCES

- You may use as much or as little of your band as desired.
- Do not worry about gathering the enemy force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- Generate terrain as you normally would *(page, 24)*.
- Place one (1-5) or two (6) buildings in section 2 as the objective that must be raided.

DEPLOYMENT

- No figures start on the table.
- Your band will enter from the table edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS

- The Encounter takes place during the day (1-5) or night (6).
- Move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- Generate PEFs normally *(page, 30)* but place one of the PEFs inside each building. *These do not move.*
- Resolve PEFs as needed *(page, 31)*.
- When one or more player figures moves to within LOS of a building resolve the PEF that is inside.
  - The figures, if any, will be inside the building if any shots have been fired. If no shots have been fired roll 1d6 for each figure.
    - If an even number is scored the figure is inside the building and may (1-3) or may not (4-6) be looking out of a window or door facing the player figures.
    - If an odd number is scored the figure 1+1d6" outside the building and it

may(1-3) or may not (4-6) be facing the player figures.

- When a raiding figure enters an empty building roll 1/2d6. This is the number of uninterrupted turns of activation a figure must spend inside the building to loot it.
- Play continues until the player has looted the buildings, captured prisoners, been destroyed, or chooses to leave the table.

RAID: DEFEND

In the Raid: Defend Encounter you will be the defending side.

OBJECTIVE

- Your objective is to prevent the enemy from successfully raiding your dwelling or capturing members of your band.
- To be successful you must have prevented the raiders from looting and/or capturing members of your band. If they do either or both you have failed.
- The Encounter is over when you have chased off or destroyed all enemy forces and PEFs on the table.

FORCES

- You may use as much or as little of your band as desired.
- Do not worry about gathering the enemy force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- Generate terrain as you normally would *(page, 24)*.
- Place one (1-5) or two (6) buildings in section 2 as the objective that must be defended.

DEPLOYMENT

- You are allowed to choose which end of the table has sections 1, 2, and 3. Once the terrain has been set place your force in sections1, 2, or 3 or any combination of those sections if you choose to split your force.
- No enemy start on the table.

SPECIAL INSTRUCTIONS

- The Encounter takes place during the day (1-5) or night (6).
- Generate *(page, 30)* and have the PEFs enter through sections 7, 8, or 9 at random.
- Resolve PEFs *(page, 31)* as needed.
- Play continues normally until the player has driven off all enemy forces and PEFs, been destroyed, or chooses to leave the table.

PEFS

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has. By using PEFs we create an uncertainty as to size of the enemy force, its composition and location. Heck a PEF could even be just a case of nerves! PEFs are used in every Encounter.

GENERATING PEFS

Here's how PEFs are generated in the encounter.

- After the terrain has been set, forces generated, and the player side has *entered or been placed on the table* it's time to generate the PEFs.
- Roll 1d6. The score indicates which numbered section of the table could contain a Possible Enemy Force or (PEF).
- Place an enemy figure of any type or PEF marker in this section of the table to represent the possible PEF.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the table. It is possible to have more than one PEF in the same section.

PEF MOVEMENT

PEFs move just like they were actual figures. Here's how we do it:

- When the opposing side activates start with the PEF that is closest to any player group.
- Roll 2d6 versus the Enemy Activity Level *(page, 28)* of the Encounter *(page, 28)*.
- Determine how many d6 are passed.
- Consult the PEF Movement Table *(page, 31)* and carry out the results. PEFs will move the full distance and do not suffer terrain penalties.

- If the PEF must be resolved it is done prior to moving the next PEF.
- When the PEF has finished move on to the next PEF that is closest to any player group.
- Continue until all PEFs have had a chance to move.

2	**PEF MOVEMENT**
	(Taken versus the Enemy Activity Level)

#D6 PASSED	RESULT
2	If there are other PEFs on the table roll 1d6: • (1-2) - PEF moves 16" directly towards nearest PEF and stops 4" away. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times. If no other PEFs are on table roll 1d6: • (1-2) - PEF splits into two separate PEFs. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times.
1	If there are other PEFs on the table roll 1d6: • (1-3) - PEF moves 8" directly towards nearest PEF and stops 4" away. • (4-6) - PEF moves 8" towards nearest enemy through cover at all times. If no other PEFs on table roll 1d6: • (1) - PEF splits into two separate PEFs. • (2-6) - PEF moves 8" towards nearest enemy through cover at all times.
0	PEF doesn't move.

RESOLVING PEFS

Here's how we resolve PEFs:
- The PEF is active and moves into LOS of a player group *or* an active player group moves into LOS of the PEF. In either case this will trigger PEF Resolution.
- Roll 1d6 for the appropriate EAL and consult the PEF Resolution Table.

1	**PEF RESOLUTION**			
	(Result read as rolled)			

#	EAL 1	EAL 2	EAL 3	EAL 4	EAL 5
1	X	X	X	X	X
2	X	X	X	X	B
3	X	X	A	B	B
4	X	A	B	B	B
5	A	B	B	B	C
6	B	C	C	C	C

A – SOMETHING'S OUT THERE!

Something's out there! Increase the EAL by one level for the remainder of the game.

B – CONTACT!

You have run into enemies. Here's how we do it:
- Roll 2d6, add the scores, and consult the How Many Grunts Table. Re-place the PEF with that many figures. Place them in cover if there is any, in the open if not. Both sides immediately take the In Sight Test.

C – HERE THEY COME!

You have run into enemies, lots of them. Here's how we do it:
- Roll 2d6, add the scores, and consult the How Many Grunts Table. Re-place the PEF with that many figures. Place them in cover if there is any, in the open if not. Both sides immediately take the In Sight Test.
- Now do it again but be sure this group is 6" to the left (1-3) or right (4-6) of the first group.
- The opposing side will have one NP Star Leader. This Leader will be in the group when you roll your first C result. If you have not rolled a C result he will be in the last PEF that you resolve.

X – NOTHING BUT NERVES!

There's nothing out there, no worries mate.

2	HOW MANY GRUNTS
	(Add the scores together)

#	NUMBER OF ENEMY
2	1/2 as many as the party with a minimum of 1.
3	As many as the party less 2 with a minimum of 1.
4	As many as the party less 2 with a minimum of 1.
5	As many as the party less 1.
6	As many as the party.
7	As many as the party.
8	As many as the party.
9	As many as the party plus 1.
10	As many as the party plus 2 more.
11	As many as the party plus 2 more.
12	1/2 as many more than the party with a minimum of 2 more.

HOW THE ENEMY MOVES

When PEFs are first deployed they will move according to the PEF Movement Table *(page, 32)* starting with the closest PEF or group of enemy figures and continuing in order.

When PEFs are resolved and figures placed on the table these non-player figures use the NP Movement Table when they activate. If playing against another person this table is not used. Here's how we do it:

- Start with 2d6.
- Modify the number of d6 by any applicable circumstances.
- Roll the modified number of d6 versus the Rep of the group's Leader.
- Determine how many d6 were passed.
- Consult the NP Movement Table and immediately carry out the results. Note that this may require an additional 1d6 roll.

2	NP FORCE MOVEMENT TABLE
	(Taken versus Rep of the Leader)

CIRCUMSTANCE	MODIFIER
The group is in cover	+1d6
If the NP group has twice as many figures than the closest player group	+1d6

# D6 PASSED	RESULT
2	Immediately move towards the closest enemy group. Missile troops will fire and reload normally while melee troops will advance to charge.
1	Halt in place. Missile troops will fire and reload normally.
0	Halt in place and do nothing.

EPILOGUE

That's it. Hope you enjoy the rules. If you are interested in vehicles, campaigns, character advancement, scenarios, air power, artillery, tons of army lists and more detail about a specific period then check out the THW website.

But if you're happy with what you have right here in your hands then that's good too. After all, it really is about playing the game. Take care,

Ed 2/2012

2 — PEF MOVEMENT
(Taken versus the Enemy Activity Level)

#D6 PASSED	RESULT
2	If there are other PEFs on the table roll 1d6: • (1-2) - PEF moves 16" directly towards nearest PEF and stops 4" away. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times. If no other PEFs are on table roll 1d6: • (1-2) - PEF splits into two separate PEFs. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times.
1	If there are other PEFs on the table roll 1d6: • (1-3) - PEF moves 8" directly towards nearest PEF and stops 4" away. • (4-6) - PEF moves 8" towards nearest enemy through cover at all times. If no other PEFs on table roll 1d6: • (1) - PEF splits into two separate PEFs. • (2-6) - PEF moves 8" towards nearest enemy through cover at all times.
0	PEF doesn't move.

1 — PEF RESOLUTION
(Result read as rolled)

#	EAL 1	EAL 2	EAL 3	EAL 4	EAL 5
1	X	X	X	X	X
2	X	X	X	X	B
3	X	X	A	B	B
4	X	A	B	B	B
5	A	B	B	B	C
6	B	C	C	C	C

A – SOMETHING'S OUT THERE!

Something's out there! Increase the EAL by one level for the remainder of the game.

B – CONTACT!

You have run into enemies. Here's how we do it:

- Roll 2d6, add the scores, and consult the How Many Grunts Table. Re-place the PEF with that many figures. Place them in cover if there is any, in the open if not. Both sides immediately take the In Sight Test.

C – HERE THEY COME!

You have run into enemies, lots of them. Here's how we do it:

- Roll 2d6, add the scores, and consult the How Many Grunts Table. Re-place the PEF with that many figures. Place them in cover if there is any, in the open if not. Both sides immediately take the In Sight Test.
- Now do it again but be sure this group is 6" to the left (1-3) or right (4-6) of the first group.

X – NOTHING BUT NERVES!

There's nothing out there, no worries mate.

2 — HOW MANY GRUNTS
(Add the scores together)

#	NUMBER OF ENEMY
2	1/2 as many as the party with a minimum of 1.
3	As many as the party less 2 with a minimum of 1.
4	As many as the party less 2 with a minimum of 1.
5	As many as the party less 1.
6	As many as the party.
7	As many as the party.
8	As many as the party.
9	As many as the party plus 1.
10	As many as the party plus 2 more.
11	As many as the party plus 2 more.
12	1/2 as many more than the party with a minimum of 2 more.

2 — NP FORCE MOVEMENT TABLE
(Taken versus Rep of the Leader)

CIRCUMSTANCE	MODIFIER
The group is in cover	+1d6
If the NP group has twice as many figures than the closest player group	+1d6

#D6 PASSED	RESULT
2	Immediately move towards the closest enemy group. Missile troops will fire and reload normally while melee troops will advance to charge.
1	Halt in place. Missile troops will fire and reload normally.
0	Halt in place and do nothing.

REP — IN SIGHT
(Looking for successes)

A score of 1, 2, or 3 is a success

CIRCUMSTANCE	MOD
Active - Character is active and moved	-1d6
Concealed - Enemy is concealed or in cover	-1d6
Ducking Back - Figure is Ducking Back	(1)
Runaway - Character is Running Away	(1)

(1) Ducking Back or Running Away figure cannot act and will complete its reaction instead.

IN SIGHT RESOLUTION

WHEN IT'S YOUR TURN TO ACT

Stars:

- Can choose to Fire, Duck Back, Charge into Melee, Finish its Move, or Runaway.

Grunts:

- Roll 1d6 versus Rep.
- Pass 1d6- Go to Available Actions Table.
- Pass 0d6 – Duck Back.

AVAILABLE ACTIONS

Missile weapon loaded and in range:

- Fire.

Missile weapon unloaded:

- Attempt to reload.

Other:

- If in Charge Reach will charge.
- If out of Charge Reach will Carry On.

RANGED WEAPONS TABLE

TYPE	IMP	RANGE	2H	RELOAD
Axe, throwing	3	6	—	-
Crossbow	3	24/12	Y	Y
Dart	1	4	—	-
Javelin	2	12	—	-
Longbow	3	24	Y	Y
Short Bow	2	24/12	Y	Y
Sling	2	12	—	Y

Shorter listed range for crossbow and short bow is for when firing while mounted.

1 — RANGED COMBAT
(Read result as rolled)

#	RESULT
7 or less	SHOOTER MISSED
8	SHOOTER MISSED IF • Moved Fast • Rushed Shot. TARGET WAS MISSED IF • Shielded. • Charging. • Concealed. • In Cover. • Prone. • Moved Fast. OTHERWISE – HIT.
9	SHOOTER MISSED IF • Moved Fast. • Rush shot. TARGET WAS MISSED IF • Shielded. • In Cover. OTHERWISE –HIT.
10+	SHOOTER HITS TARGET

1 — RANGED COMBAT DAMAGE
(Read result as rolled)

CIRCUMSTANCE	MODIFIER
AC 6 Target	Count Impact at one lower (1)
AC 2 Target	Count Impact at one higher (1)

(1) If reach zero then count as a miss with the target taking a received Fire Test instead.

SCORE	RESULT
"1"	Target Obviously Dead
Impact or less but not a "1"	Target is Out of the Fight.
Higher than Impact	Target is knocked down and immediately takes Recover From Knocked Down Test.

2 — RELOAD TABLE
(Taken versus Rep)

# D6 PASSED	RESULT
2	*All* reloaded and can immediately be fired.
1	*Crossbows* are reloaded but may not fire until next active. *All others* are reloaded and can fire in reaction or when next active.
0	*All* are not reloaded.

CHARGE INTO MELEE

2	CHARGE INTO MELEE
	(Taken versus Rep)

CHARGER IS:	MODIFIER
Fanatic, Troll or Greater Ogre	+1d6
Cavalry	+1d6
Charging onto the Rear	+2d6
Charging together and outnumber targets 3 to 1 or more	+1d6
TARGET IS:	**MODIFIER**
Fanatic, Troll or Greater Ogre	+1d6
Cavalry	+1d6
Missile needing to reload	-1d6
In cover	+1d6

CHARGE RESOLUTION TABLE

#D6 PASSED	CHARGER	TARGET
2 or more than opponent	Target Runs Away. Charger occupies the spot that the target vacated.	Target fires. Charger Halts in place and takes appropriate Reaction Tests.
1 more than opponent	Target fires. Charger moves into melee. No Reaction Tests taken.	Target fires. Charger moves into melee. No Reaction Tests taken.
Same number as opponent	Target fires. Charger moves into melee. No Reaction Tests taken.	Target fires. Charger moves into melee. No Reaction Tests taken.

REP	MELEE COMBAT
	(Looking for successes)
	A score of 1, 2, or 3 is a success

MELEE WEAPON	MOD
Unarmed	-1d6
Improvised weapon or Missile troops	0d6
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon	+2d6
CIRCUMSTANCE	**MOD**
Evenly Matched - Attacking an enemy that scored a result of evenly matched this turn during a melee.	+1d6
Mounted - Mounted attacking non-mounted enemy	+1d6
Prone - Attacking a prone enemy	+2d6
Shielded - If being attacked to the front while using a shield. [1]	+1d6

(1) Using two swords counts as using a shield.

1	MELEE DAMAGE
	(Read result as rolled)

CIRCUMSTANCE	MODIFIER
AC 6 Target	Count as scored one success lower [1]
AC 2 Target	Count as scored one success higher

(1) If reach zero then count the melee result as Evenly Matched

SCORE	RESULT
Score more successes than opponent	***Roll 1d6*** versus the number of successes scored more than opponent. *"1":* Opponent Obviously Dead. ***Equal to successes more but not "1":*** Opponent Out of the Fight. ***Score higher than more successes:*** Opponent knocked down and immediately takes Recover From Knock Down Test.
Same number of successes as opponent	*Evenly matched.* Remain in melee and when active may either break off the melee or continue the melee.

CHALLENGE TEST

2	CHALLENGE TEST
	(Taken vs. Rep)
	A score of "6" is always a failure

CIRCUMSTANCE	MODIFIER TO REP
Challenge is very easy	+1
Challenge is very difficult	-1

#D6 PASSED	RESULT
2	Character completes the challenge successfully.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again.
0	Character fails and suffers consequences.

2　　**MISSILE REACTION TESTS**

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover	*If in range and loaded–* Fire. *If outside range or unloaded –* Carry On.	*If in range and loaded–* Rush Shot. *If outside range or unloaded – Duck Back.*	*All -* Take Cohesion Test.
MAN DOWN * (LDR) +1d6 if in cover	*All -* Carry On.	*If no others carrying on within 4" -* Runaway. *Otherwise -* Carry On.	*All -* Take Cohesion Test.
COHESION TEST (LDR) * Taken by group	*All -* Carry On.	*If more friends Stunned, Out of the Fight, Obviously Dead or Ran Away -* Runaway. *Otherwise -* Carry On.	*All -* Runaway.
RECOVER FROM KNOCK DOWN	*Stunned -* Figure may not act or react until having spent one full turn of activation doing nothing.	*All -* Out of the Fight.	*All -* Obviously Dead.

2　　**NOBLE REACTION TESTS**

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover	*If in charge reach –* Charge into Melee. *If outside charge reach –* Advance half normal move.	*If in charge reach –* Charge into Melee. *If outside charge reach –* Carry On.	*All -* Take Cohesion Test.
MAN DOWN * (LDR) +1d6 if in cover	*All -* Carry On.	*If no others carrying on within 4" -* Duck Back. *Otherwise -* Carry On.	*All -* Take Cohesion Test.
COHESION TEST (LDR) * Taken by group +1d6 if Religious Orders	*All -* Carry On.	*If twice the number more friends Stunned, Out of the Fight, Obviously Dead or Ran Away -* Runaway. *Otherwise -* Carry On.	*All -* Runaway.
RECOVER FROM KNOCK DOWN	*Stunned -* Figure may not act or react until having spent one full turn of activation doing nothing.	*All -* Out of the Fight.	*All -* Obviously Dead.

2   PEASANTS REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover	*If in range and loaded–* Rush Shot. *If outside range, unloaded or unarmed–* Duck Back.	*If in range and loaded–* Duck Back. *If outside range, unloaded or unarmed–* Take Cohesion Test.	*All -* Runaway.
MAN DOWN * (LDR) +1d6 if in cover	*All -* Carry On.	*If no others carrying on within 4" -* Runaway. *Otherwise -* Carry On.	*All -* Take Cohesion Test.
COHESION TEST (LDR) * Taken by group	*All -* Carry On.	*If any friends Stunned, Out of the Fight, Obviously Dead or Ran Away -* Runaway. *Otherwise -* Carry On.	*All -* Runaway.
RECOVER FROM KNOCK DOWN	*Stunned -* Figure may not act or react until having spent one full turn of activation doing nothing.	*All -* Out of the Fight.	*All -* Obviously Dead.

2   SOLDIERS REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover	*If in charge reach –* Carry On. *If outside charge reach –* Carry On.	*If in charge reach –* Carry On. *If outside charge reach –* Duck Back.	*All -* Take Cohesion Test.
MAN DOWN * (LDR) +1d6 if in cover	*All -* Carry On.	*If no others carrying on within 4" -* Duck Back. *Otherwise -* Carry On.	*All -* Take Cohesion Test.
COHESION TEST (LDR) * Taken by group	*All -* Carry On.	*If twice more friends Stunned, Out of the Fight, Obviously Dead or Ran Away* Runaway. *Otherwise -* Carry On.	*All -* Runaway.
RECOVER FROM KNOCK DOWN	*Stunned -* Figure may not act or react until having spent one full turn of activation doing nothing.	*All -* Out of the Fight.	*All -* Obviously Dead.

2	WARRIORS REACTION TESTS
	* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover +1d6 if Fanatic, Troll or Greater Ogre	*If in charge reach –* Charge. *If outside charge reach –* Carry On.	*If in charge reach –* Carry On. *If outside charge reach –* Duck Back.	*All -* Take Cohesion Test.
MAN DOWN * (LDR) +1d6 if in cover +1d6 if Fanatic, Troll or Greater Ogre	*All -* Carry On.	*If no others carrying on within 4" -* Duck Back. *Otherwise -* Carry On.	*All -* Take Cohesion Test.
COHESION TEST (LDR) * Taken by group +1d6 if Fanatic, Troll or Greater Ogre	*All -* Carry On.	*If more friends Stunned, Out of the Fight, Obviously Dead or Ran Away* Runaway. *Otherwise -* Carry On.	*All -* Runaway.
RECOVER FROM KNOCK DOWN	*Stunned -* Figure may not act or react until having spent one full turn of activation doing nothing.	*All -* Out of the Fight.	*All -* Obviously Dead.

2	NP FORCE MOVEMENT TABLE
	(Taken versus Rep of the Leader)

CIRCUMSTANCE	MODIFIER
The group is in cover	+1d6
If the NP group has twice as many figures than the closest player group	+1d6

# D6 PASSED	RESULT
2	Immediately move towards the closest enemy group. Missile troops will fire and reload normally while melee troops will advance to charge.
1	Halt in place. Missile troops will fire and reload normally.
0	Halt in place and do nothing.

2	AFTER THE BATTLE RECOVERY
	(Taken vs. Rep)

# D6 PASSED	RESULT
Pass 2d6	All return at normal Rep.
Pass 1d6	Out of the Fights return at normal Rep. Runaways return at -1 to Rep prior to battle.
Pass 0d6	Out of the Fight becomes Obviously Dead while those that Runaway will not return.

FEUDAL

#	TYPE	REP	ARMOR	WEAPON
2	Mounted Knights (Nobles)	5	AC 4 + Shield	Lance (2HW) and Sword (1HW)
3	Mounted Crossbow (Missile)	4	AC 2	Crossbow
4	Mounted Sergeants (Soldiers)	4	AC 4 + Shield	Lance (2HW) and Sword (1HW)
5	Heavy Infantry (Soldiers)	4	AC 4 + Shield	Spear (1HW w/shield, 2HW without shield)
6 to 9	Infantry (Soldiers)	3	AC 2 + Shield	Spear (1HW w/shield, 2HW without shield)
10 to 12	Crossbowmen (Missile)	4	AC 2	Crossbow

NORTHMEN

#	TYPE	REP	ARMOR	WEAPON
2 or 3	Fanatics (Warriors)	5	AC 2 + Shield	Spear (1HW w/shield, 2HW without shield)
4 to 7	Warriors (Warriors)	4	AC 2 + Shield	Spear (1HW w/shield, 2HW without shield) or Sword (1HW)
8	Veterans (Warriors)	5	AC 4 + Shield	Spear (1HW w/shield, 2HW without shield)
9	Household (Nobles)	5	AC 4	Two-hand Axe (2HW)
10 to 12	Archers (Missile)	4	AC 2	Short Bow

DWARVES

#	TYPE	REP	ARMOR	WEAPON
2 to 4	Crossbows (Missile)	4	AC 4	Crossbow
5 to 9	Soldiers (Soldiers)	5	AC 4 + Shield	Spear (1HW w/shield, 2HW without shield)
10	Anvil Guard (Nobles)	5	AC 6	Two-hand Axe (2HW)
11 or 12	Fanatics (Warriors)	5	AC 2	Two-hand Axe (2HW)

ELVES

#	TYPE	REP	ARMOR	WEAPON
2 to 6	Archers (Missile)	5	AC 2	Longbow
7 to 9	Soldiers (Soldiers)	5	AC 4 + Shield	Spear (1HW w/shield, 2HW without shield)
10	Guard (Soldiers)	5	AC 6 + Shield	Spear (1HW w/shield, 2HW without shield)
11 or 12	Fanatics (Warriors)	5	AC 2	Two-hand Axe (2HW)

GOBLINS

#	TYPE	REP	ARMOR	WEAPON
2 to 5	Archers (Missile)	3	AC 2	Short Bow
6 to 7	Goblins (Warriors)	3	AC 2 + Shield	Spear (1HW w/shield, 2HW without shield)
8	Greater Ogres (Warriors)	4	AC 6	Two-hand Axe (2HW)
9	Mounted Wolf Riders (Missile)	4	AC 2 + Shield	Javelin
10 to 12	Greater Goblins (Warriors)	4	AC 4 + Shield	Spear (1HW w/shield, 2HW without shield)

ORCS

#	TYPE	REP	ARMOR	WEAPON
2 to 4	Archers (Missile)	4	AC 2	Short Bow
5 to 7	Orcs (Warriors)	4	AC 2 + Shield	Spear (1HW w/shield, 2HW without shield)
8	Trolls (Warriors)	4	AC 6	Two-hand Axe (2HW)
9	Mounted Wolf Riders (Warriors)	5	AC 4 + Shield	Javelin and Sword (1HW)
10 to 12	Greater Orcs (Nobles)	5	AC 4 + Shield	Spear (1HW w/shield, 2HW without shield)

A NOTE ON ARMY LISTS

This is not the definitive list of Army Lists. More will be coming but players can easily make their own lists or take those from other rules sets.

Where's my machine gun?

When Chain Reaction came out ten years ago the unique Reaction System took the gaming world by surprise. That led to CR 2.0 and now CR 3.0 which you can get free at our website. But hey, that's all about modern guns.

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Just play the game!

SWORDPLAY
FINAL VERSION