2D6
SWORD
&
SORCERY

SOMETIMES I JUST WANT TO PLAY AN EASY GAME.

EASY, BUT FUN. EASY, BUT STILL A CHALLENGE. ONE WHERE I HAVE HEROES SAVING THE DAY, MAGIC USERS TOSSING COOL SPELLS, AND A WAY TO HAVE MY GUYS GET BETTER WHEN THEY DO GOOD.

ONE WHERE ALL I NEED TO PLAY IS ON TWO PAGES. ONE WHERE I DON'T HAVE TO DIG THROUGH A SPELL BOOK, OR MEMORIZE HOW MUCH DAMAGE MY SWORD DOES, OR COUNT GOLD. EASY, BUT STILL A CHALLENGE.

I LIKE DETAILED GAMES. CRUNCHY ONES WHERE I TRACK THINGS AND TAKE SOME TIME TO SET UP TO PLAY. BUT SOMETIMES I JUST WANT TO PUSH LEAD AND HAVE FUN. WHERE I CAN USE ANY FIGURES I ALREADY HAVE. HECK, I WANT ONE WHERE I DON'T EVEN NEED FIGURES TO PLAY! OKAY, NOT ALL THE TIME, BUT SOMETIMES. ☺

I WANT A GAME WHERE I CAN TEACH MY KID OR A NEW PLAYER HOW TO PLAY IN TEN MINUTES. I WANT A GAME WHERE WE CAN EVEN PLAY ON THE SAME SIDE AGAINST THE GAME OR ONE I CAN PLAY SOLO WHEN I WANT TO. I WANT AN EASY, BUT GOOD, GAME TO PLAY. I WANT …

2D6 SWORD & SORCERY!

****

2HW – 2d6 S&S

FREE

2D6
SWORD
&
SORCERY

2HourWARGAMES

JUST PLAY THE GAME

WRITTEN BY ED TEIXEIRA

COVER ART BY SADE

DIGITALLY EDITED BY CRAIG ANDREWS

TABLE OF CONTENTS

INTRODUCTION

You could call *2d6 Sword & Sorcery* a *Beer & Pretzels* game and you'd be right. *2d6 Sword & Sorcery* is easy to play, but fun. It's easy to play, but still a challenge. It's for when you want to play a game without needing to put too much effort into playing it.

2d6 Sword & Sorcery is aimed at the casual or new gamer with little or no experience. It's perfect for playing solo or on the same side with your friends. It doesn't take much time to learn yet is a fun little game. No two games will ever play out the same.

We've made the game simple by using troop Classes to defined figures instead of weapons. Missile guys shoot, Melee guys melee, and Casters cast spells. Easy to use and memorize tables without modifiers makes game play fast. And you only need to roll 2d6.

2d6 Sword & Sorcery is an easy way to get into Two Hour Wargames. If you liked playing *2d6 Sword & Sorcery* you might want to check out our other games starting with *Swordplay*.

http://www.twohourwargames.com/swordplay.html

Now let's get started!

WORD OF ADVICE

Be sure to read the rules one section at a time and do the review and easy exercises in the Stop boxes. We've broken the rules down into smaller pieces to make it easier to learn. Yes, I know some of you may have "experience", but you still should use the Stop boxes as our mechanics may be a bit different than what you've experienced.

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 check out the THW Forum link below for answers to questions and free downloads.

http://site.twohourwargames.com/forum/index.php

You can expect a response within 24 hours.

YOUR ROLE

Your role in *2d6 Sword & Sorcery* is up to you. Here are some suggestions:

- You can play as a loner, going on Encounters (page 15) on your own.
- You can play as a Leader of a Band (page 5).
- You can play solo or same side against the game mechanics or head to head against others.
- The bottom line is you can play it any way you like because it's your game.

NEEDED TO PLAY

You will need a few things to play *2d6 Sword & Sorcery*. They are:

- Six-sided dice, referred to as d6. It is best to have two per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice. Heck, you can even play with pen and paper.
- A 12" x 12" flat surface.

THE DICE

During the game you will be required to roll dice in one of two ways. Here's how we do it:

- When the table says – Taken versus Rep – roll 2d6 and compare each score versus the Rep (page 4) of the figure. If the d6 score is equal or less than the Rep, the d6 has been passed. You can pass 2d6, 1d6, or 0d6.

Example – An archer (Rep 4) wants to fire on the Shooting Table (page 19). I roll 2d6 and score a 1 and 5 – passing 1d6.

- When the table says – Adding the results together – roll 2d6 and add the results together.

Example – The archer scores a hit on the Shooting Table and must now check for damage on the Shooting Damage Table (page 19). I roll 2d6 and score a 4 and 5 for a total of 9.

FIGURES

As mentioned earlier you can play *2d6 Sword & Sorcery* with any kind of figures. You can even play with cardboard counters.

Each figure represents one man or creature. The easiest way to base your figures for *2d6 Sword & Sorcery* is one figure on a round or square base as either style will work.

DEFINING THE FIGURES

Note that the words figure and character are interchangeable.

2d6 Sword & Sorcery is played with individual figures that are defined in the following ways.

- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- What is its *Class*?
- What is its *Armor Class*?
- Is it a *Leader*?

STARS AND GRUNTS

We use two types of figures, called *Stars* and *Grunts.*

- **STARS** – This figure represents you, the player. We suggest your Star begins with a Reputation of 5.
- **GRUNTS** – These are the figures that do not represent a player. They may be friends or foes and will come and go as the game progresses. Grunts are controlled by the game mechanics.

WHY USE STARS?

One question that may be asked is why do we use Stars in THW? It's to give the player personal control of his character.

Remember that all Grunts are controlled by the game mechanics.

But Stars? That's you. You will see that you have more freedom, as in real life, to do what you want, as well as some distinct advantages that separate you from the Grunts.

STAR ADVANTAGES

As a Star in *2d6 Sword & Sorcery* you have two important advantages – Star Power and Free Will.

STAR POWER

Star Power is the ability of a character to ignore normally disabling damage. Here's how we do it:

- Stars start each Encounter (game) with 1d6 of Star Power for each point of Rep. So a Rep 5 Star starts with 5d6 Star Power.
- Whenever a Star takes damage it rolls its *current* Star Power d6. 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 the d6 is removed from the character's Star Power *for the rest of the Encounter.*

Damage is reduced in the following ways:

- An Obviously Dead result becomes an Out of the Fight result.
- An Out of the Fight result from shooting becomes no effect.
- An Out of the Fight in Melee becomes a -1 Rep, the lowest you can score when in melee.

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 missile fire. He takes one 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, 4, 5, and 6.
- One "2" reduces the Obviously Dead result to an Out of the Fight result.
- The other "2" reduces the Out of the Fight result to no effect.
- The 4 and 5 have no effect, but are retained.
- The 6 has no effect, but is discarded for the remainder of the Encounter.

FREE WILL

The Star can choose to leave or have his side leave the Battle Board when taking the Will to Fight Test (page 20) without rolling any dice.

REPUTATION

Reputation or *Rep* represents a combination of experience, morale and motivation. Rep is an expression of a figure's overall fighting quality. Both Stars and Grunts use Rep. There are three possible starting levels of Reputation:

- *REP 5* – These are *veterans* of numerous successful Encounters.
- *REP 4* – These are *experienced* men and women that have been in combat.
- *REP 3* – These are *raw* troops with little combat experience or desire to fight.

Remember, Stars always start with a Rep of 5.

INCREASING REP

You can play the game as a one off or a campaign where your Encounters are linked together where the results of one affects the next. If you do, the Reps of you and your Band members could improve after an Encounter. The figure must accomplish *all* of the following requirements. Here's how we do it:

- The figure shot at an enemy and scored a hit or engaged in melee.
- The figure did not receive a result of Out of the Fight (page 10).
- The figure did not leave the table.
- Did not use any Star Power d6.

If the figure accomplished all of the previous requirements it can test to see if its Rep increases. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- If the score is higher than the current Rep or a "6", the Rep will go up one level regardless of the current Rep.
- Any other result and the Rep remains the same.
- Your character can grow to as high a Rep as desired as there isn't a maximum. There is, however, Obviously Dead (page 10).

DECREASING REP

Just as Rep can go up when you have a successful Encounter it can go down if the Encounter was a failure. It is possible that an Encounter may be a failure for one character and not another. Here's how you were a failure – you only need to have *one* of the following:

- Received a result of Out of the Fight.
- Left the table.

If the Encounter was a failure the character rolls 1d6.

- If the score is a "1" the Rep will go down one level regardless of its current level. This can be attributed to stress, illness, or anything you decide it to be.
- You can never have a Rep lower than "3".

- Any other result and you are fine.

CLASS

All characters are one of the three following Classes. *Stars can choose their Class.*

- *MISSILE* – Missile characters are those armed with ranged weapons with the intent to defeat their enemies by showering them with missile fire from a distance. Missile troops are armed with bows, crossbows, slings or similar weapons.
- *MELEE* – Melee characters are those armed with melee weapons who strive to charge into combat and deliver damage to their foes in hand to hand combat. Melee troops are armed with swords, spears, and other weapons used in hand to hand combat.
- *CASTER* – Caster characters are those that cast Spells. Casters count as Missile troops when in melee (page 11).

ARMOR CLASS

We use three different Armor Classes (AC) in *2d6 Sword & Sorcery*. Armor comes into play on the Shooting Damage (page 19) and Melee Damage (page 20) Tables. *Stars can choose their Armor Class.*

- *AC2* – Light armor – leather or lighter armor with or without a shield.
- *AC4* – Medium armor – metal or similar armor with or without a shield.
- *AC6* – Heavy armor – heavy metal with or without a shield.

LEADERS

Bands will always have a Leader. Here's how we do it:

- The Star is always the Leader of the Band when on the Battle Board (page 5).
- A Temporary Leader is the figure with the highest Rep in the Band when a Star is not on the Battle Board or is Out of the Fight.

LEADER FUNCTION

The Leader's Rep is used when rolling on the Action (page 19) and Will to Fight (page 20) Tables.

STOP!

You can play the game solo or with everyone on the same side against the game mechanics or head to head against others.

You will need 2d6 to play. Passing d6 is scoring the Rep or less on the d6.

You can use any figures you want; paper counters, or you can even play with pen and paper. Just play!

Your personal figure is a Star. You get 1d6 Star Power for each point of Rep. Score a 1, 2 or 3 and reduce damage by one step. If you score a 4 or 5 the damage stays. Score a 6 the damage stays and you lose the d6 for the rest of the game.

Grunts are all the other figures whether friends or enemies.

Reputation reflects how good a figure is. Your Star starts with Rep 5. Reps can increase or decrease depending on how well you do during your games.

Caster can cast Spells. Missile troops fire ranged weapons and melee troops try to enter hand to hand combat.

There are three Armor Classes – AC 2, AC 4, and AC 6.

Stars are always the Leader. If they are not on the Battle Board, are Out of the Fight, or Obviously Dead the figure in the Band with the highest Rep is the Temporary Leader.

We use Leader Rep when taking the Action (page 19) and Will to Fight Tests (page 20).

RECRUITING THE BAND

You start the game alone or you can recruit Grunts to form a Band. Here's how we do it:

- Your Band can be as large as your Rep, including yourself. This means you can recruit your Rep, less one, Grunts. As your Rep goes up or down so will the number of Grunts in your Band.
- Consult the Recruiting Table.
- Roll 2d6, add the results together and read the result as rolled.
- Go down the left-hand column to the appropriate row and across to see the stats for your Grunt.
- Do this for each Grunt you want to recruit.
- You cannot have Grunts with a Rep equal or higher than yours. If your Rep goes down any Grunt with an equal or higher Rep leaves your group! This can also occur if the Grunt has its Rep increase to higher than yours.

2   RECRUITING

(Adding the results together)

#	TYPE	CLASS	REP	AC
2	Raw	Caster	3	2
3	Experienced	Missile	4	4
4	Raw	Missile	3	2
5	Experienced	Missile	4	2
6	Raw	Melee	3	4
7	Raw	Melee	3	2
8	Experienced	Melee	4	2
9	Experienced	Melee	4	4
10	Veteran	Melee	5	4
11	Veteran	Melee	5	6
12	Experienced	Caster	4	2

Example – The Rep 4 Grunt has a successful Encounter and rolls 1d6, scoring a 5. His Rep now increases to 5. As this is now equal to the Leader's Rep, he leaves the Band.
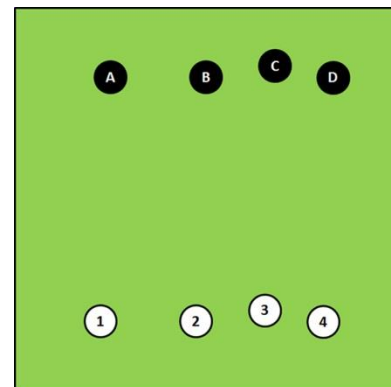
THE BATTLE BOARD

We call the 12" x 12" area that the game is played on the Battle Board. This can be as simple or as elaborate as you like, with or without pieces of terrain on it. Here's how we do it:

- Depending upon the Encounter (page 15) one side will be starting on the Battle Board (defender) and the other side will move onto it (attacker).
- Place the moving side within 3" of one board edge.
- Place the defending side within 3" of the opposite edge.

Example – The black side is moving and enters the Battle Board. The white side is set up on the opposite edge. Always try and match up opposing figures across from each other with the Leader always in the center.

TURN SEQUENCE

When one side enters the Battle Board combat begins. Here's how we do it:

- The moving side enters the Battle Board.
- After the figures have been placed on the table the Leader of each side rolls 2d6 versus their Rep.
- Determine how many d6 are passed (page 2) and consult the Action Table. This determines which side will activate and act first.

2	ACTION
	(Taken versus Rep)
	Score of "6" is always a failure.
	Mounted figures will roll 3d6 counting all 3 results.

| #D6 PASSED	RESULT
More d6	Side that passed more d6 becomes *active* and will act.
Same number of d6	Higher Rep acts. If equal Reps the moving side becomes *active* and will act.

- The active figures will now act, in order by Class. Here's how we do it:
  - Casters go to the Casting Table (page 20).
  - Missile troops go to the Shooting Table (page 19).
  - Melee troops go to the Charge Table (page 19).
- After all spell casting, shooting and melees have been finished the inactive side takes the Will to Fight Test (page 20).
- If the inactive side remains on the table it becomes active and follows the procedure as outlined.
- Play continues until only one side remains on the table.

MOVEMENT

Movement on the Battle Board is unlimited.

ACTION

When a side is active, match up (target) all of its figures against an inactive figure on the other side or an active figure if casting a Defend Spell. After all inactive figures have been targeted the active side can target one or more inactive figures multiple times.
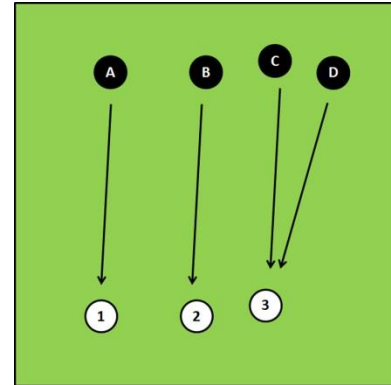
Example – The black side won on the Action Table and is active. Figure A targets figure 1, figure B targets figure 2, and figure C targets figure 3. As all of the figures on the inactive side have been targeted, figure D can double up on figure 3.

STOP!

Your Band can have one figure per each point of your Rep. This includes you.

Use the Recruiting Table and roll up your four Grunts. What if you roll a Grunt with a Rep equal or higher than yours? You can't have him, simply re-roll. Be sure to have at least one Missile Class and Caster Class figure.

Your games are played on a 12' X 12" Battle Board. You don't need terrain pieces but you can use it if you want.

Set out your Band on the Battle Board and set up five enemy figures of similar Reps and Classes on the opposite side.

Roll for Action to see who is active. Match up the figures against each other. Leave the figures out as you will be using them in the next Stop box.

CASTING

Casters can cast a variety of spells. There are three types of spells.

DAMAGE SPELL

The Damage Spell is the most powerful spell. It is used to cause damage, often fatal damage, to the target. A successful Damage Spell allows the Caster to roll on the Casting Damage Table (page 20).

DAZZLE SPELL

The Dazzle Spell is used to stop the target from acting. A successful Dazzle Spell forces each target to forfeit its current action if active or its next one if inactive.

DEFEND SPELL

The Defend Spell is used to protect one or more targets, including the Caster. A successful Defend Spell increases the Rep of each target by 1 point of Rep. The Caster will always have the Defend Spell affect himself before others.

CASTING SPELLS

Casters cast spells when active and when directed by the Charge Table (page 19). Here's how we do it:

- Consult the Casting Table.
- Choose which target the Caster wants to cast against. Note that if successful he can also target figures to the left and right of the original target. These are always the closest figures. Just be sure to add targets evenly from each side.
- Roll 2d6 versus the Rep of the Caster.
- Determine how many d6 the Caster passed.
- Go down the left-hand column to the appropriate row then across to see the results.
- Immediately carry out the results.

2	**CASTING**
	(Taken versus Rep)
	Score of "6" is always a failure.

#D6 PASSED	**RESULT**
2	***Success!*** Affects a number of Targets equal to the current Rep of the Caster. • **Dazzle Spell** causes the Targets to remain in place and forfeit current or next action. • **Damage Spell** causes the Caster to roll on Shooting Damage Table against all affected Targets. • **Defend Spell** causes Targets to count as 1 Rep higher on the current turn of activation.
1	***Partial Success!*** Affects one Target. • **Dazzle Spell** causes the Target to remain in place and forfeit current or next action. • **Damage Spell** causes the Caster to roll on Shooting Damage Table against the Target. • **Defend Spell** causes the Caster to count as 1 Rep higher on the current turn of activation.
0	***Disaster!*** Spell fails and the Caster's Rep is reduced by 1 point for remainder of the Encounter.

CASTING DAMAGE

When a Damage Spell is successfully cast we must determine what damage each target has taken. Here's how we do it:

- Consult the Shooting Damage Table (page 9).
- Add Rep and AC of each target. This is its Defensive Value.
- The shooter rolls 2d6 versus the Defensive Value.
- Go down the left-hand column to the appropriate row and across to see what damage, if any, has occurred to the target.
- The Caster applies the result to the Defensive Value of each target individually.
- Go down the left-hand column to the appropriate row for each target, then across to see the results. This means that some targets could be damaged and some not.
- Immediately carry out the results.

Example – The Rep 4 Caster wants to cast a Damage Spell. He targets the opposing Leader. I roll on the Casting Table and pass 2d6. This means the spell affects four targets so I add one figure to the target's left and two to its right.

I roll 2d6 for the Caster on the Shooting Damage Table and score a total of 7. There are four Rep 4 targets. Three are wearing AC 2 which gives them a Defensive Value of 6. They are all Obviously Dead!

The 4th Rep 4 target is wearing AC 4 so with a Defensive Value of 8, he is unaffected.

NPC SPELL CASTING

Non-Player Casters will roll to see what spell they will use when casting. Here's how we do it:

- Consult the NPC Spell Casting Table.
- Roll 2d6 versus the Rep of the Caster.
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row then across to see what spell will be cast.

2	NPC SPELL CASTING
	(Taken vs. Rep)

# D6 PASSED	SPELL CAST
2	Damage Spell.
1	Dazzle Spell.
0	Defend Spell.

Example – Fizzbo is a NP Caster. His side won the Action roll so he will go first. I roll 2d6 versus his Rep of 4. Scoring a 1 and 5, Fizzbo will attempt a Dazzle Spell.

STOP!

There are three types of Spells. Damage Spells cause damage to the enemy by using the Casting Damage Table (page 8). Dazzle Spells cause the targets to forfeit their action. How do Defense Spells work?

Go back to the Battle Board. If the NPC side is active, use the NPC Spell Casting Table to see what spell the Caster will cast. If you are active, cast a Damage, Defense, and Dazzle Spell using the Casting Table. How do you determine the Defensive Value of a figure?

Remember when you cast a Damage Spell you only roll once for damage and apply the result to each target individually.

Any Rep lost by a Caster is not recovered until after the Encounter is over, not after the fight on the Battle Board. Casters are powerful but very fragile!

SHOOTING

Missile troops can melee but should do so only as a last resort. Missile troops can shoot from afar.

COVER

We use Cover in *2d6 Sword & Sorcery*. Whether or not a Battle Board has Cover is determined by the terrain generated for the Encounter (page 15).

HOW TO SHOOT

For simplicity we categorize all missile weapons together. When directed by the Action or Charge Table Missile troops can shoot. Here's how we do it:

- When directed by the Action Table the shooter can target any figure it desires on the Battle Board subject to target rules (Action page 6).
- Consult the Shooting Table.
- The shooter rolls 2d6 versus its Rep and determines how many d6 are passed.
- Go down the left-hand column to the appropriate row and read the results.
- If a hit is scored go to the Shooting Damage.

2	SHOOTING
	(Taken versus Rep)
	Score of "6" is always a failure.

#D6 PASSED	RESULT
2	Hit. Go to Shooting Damage Table.
1	Miss if target charging or in Cover. Otherwise go to Shooting Damage Table.
0	Miss.

Example – An archer is being charged by an Orc. The Orc rolls on the Charge Table (page 19) and passes 1d6. This means the archer can fire. He rolls 2d6 versus his Rep of 4 and scores a 1 and 4. Looking on the Shooting Table on the pass 2d6 row we see that the archer has scored a hit on the Orc! We now go to the Shooting Damage Table.

SHOOTING DAMAGE

When a hit is scored on the Shooting Table the shooter rolls to see if any damage has occurred. Here's how we do it:

- Consult the Shooting Damage Table.
- Add Rep and AC of the target. This is its Defensive Value.
- The shooter rolls 2d6 versus the Defensive Value.
- Go down the left-hand column to the appropriate row and across to see what damage, if any, has occurred to the target.

2	SHOOTING DAMAGE
	(Adding the results together)
	Defensive Value = Target Rep + AC

#	RESULT
More than DV	Target Obviously Dead.
Equal to DV	Target Out of the Fight.
Less than DV	No effect.

Example – Continuing the previous example, the archer can now roll on the Shooting Damage Table. First we must find out the Defensive Value of the Orc. Adding its Rep (4) to its AC (4) gives us a result of 8.

The archer rolls 2d6 and scores a 6. Looking on the Shooting Damage Table we see this is now effect. Uh, oh, time to melee.

DAMAGE

We use three types of damage in *2d6 Sword & Sorcery*.

OUT OF THE FIGHT

The figure has taken damage and falls to the ground. It cannot continue the fight. If an active figure comes into contact with an Out of the Fight figure it can choose to automatically dispatch the figure or capture it. This is done by taking it off the Battle Board (page 5) or holding the Battle Board after the fight.

OBVIOUSLY DEAD

The figure has taken so much damage that it is obvious that the figure is dead.

-1 TO REP

During Melee the figure can have its current Rep reduced by 1 point. Losing Rep is cumulative so it is possible for a figure to have its Rep reduced drastically. If a figure reaches "0" Rep it is Out of the Fight. If opposing figures reach "0" Rep at the same time, ignore the result and fight another round of melee. Continue until only one figure is left. After a figure has completed all of its melees for the turn of activation, any lost Rep is recovered.

CHARGE

To melee the enemy you must come into contact and that is done by rolling on the Charge Table. Here's how we do it:

- Only an active figure can charge.
- Consult the Charge Table,
- Roll 2d6 versus the Rep of the charger.
- Determine how many dice are passed.
- Go down the left-hand column to the appropriate row and across to see the results.
- This could mean that the charger charges into contact, gets shot at or a spell cast on him before moving into contact, or the charger doesn't charge and forfeits its action instead.
- Note that if a figure is charged by more than one figure and it could be allowed to shoot or cast. When this occurs it can only do it once, at the figure it desires.

2	CHARGE

(Taken versus Rep)

Mounted Chargers will roll 3d6 counting best 2d6 results.

#D6 PASSED	RESULT
2	Opponent cannot shoot. Go into contact and fight Melee.
1	Opposing Caster can cast a Damage spell while opposing Missile Class can shoot. If survive, go into contact and fight Melee.
0	Remain in place and forfeit action.

Example – The Orc decides to charge the archer. I roll 2d6 on the Charge Table versus its Rep of 4 and score a 1 and 6. Passing 1d6 allows the archer to fire at the Orc. He fires and hits, but doesn't cause any damage. The Orc moves into contact and melee is now fought.

STOP!

Return to the Battle Board. Have the active Missile men shoot. What table do you use? For this example all figures count as being in Cover.

Review how the Shooting Damage Table is used. If I score a 2 and 6 against a Rep 4 AC 4 target, what happens? What happens if I score a 3 and 6? What happens if I score a 2 and 4?

Charge with all eligible Melee troops. If you pass 1d6 the target of the charge could shoot or cast a spell upon you, but you alone. Move all successful chargers into contact and leave the figures on the Battle Board.

MELEE

Once contact is made the melee begins. Here's how we do it:

- Consult the Melee Table.
- Each figure rolls 2d6 versus its Rep. This is the only table where both sides roll!
- If fighting more than one figure all figures roll at the same time and the defender applies his scores to all of the attackers.
- Determine how many d6 each figure passed.
- Go down the left-hand column to the appropriate row. *One figure could pass more d6 than the other or the two figures could pass the same number of d6.*
- Immediately carry out the results. This could result in the loser going Out of the Fight, losing 1 point of Rep, or both figures losing 1 point of Rep.

2	MELEE
	(Taken versus Rep)

#D6 PASSED	RESULTS
Pass 2d6 more	Opponent Obviously Dead.
Pass 1d6 more	Missile troop or Caster winner: • Fight another round of melee with both figures counting a -1 to Rep. Melee troop winner rolls 1d6: • If score is higher than loser's AC = Out of the Fight. • If score is equal or less than loser's AC = Fight another round of melee with loser counting a -1 to Rep.
Pass same	All troop types will fight another round of melee with both figures counting a -1 to Rep.

Example –Sir Billy Pink (Rep 5) is in melee with an Orc (Rep 4).

Pink rolls 2d6 and scores a 1 and 5, passing 2d6. The Orc rolls 2d6 and scores a 1 and 5, passing 1d6. Looking on the Melee Table we see Billy must roll 1d6 versus the AC (4) of the Orc. I roll 1d6 and score a 3 – less than the AC. The Orc drops to Rep 3 and another round of melee is fought.

Another round is immediately fought and the Orc wins the melee by passing 1d6 more. Billy has an AC of 6 and the Orc scores a 5. Billy's Rep drops by 1 point to 4.

Another round of melee is fought. Billy, now Rep 4, passes 2d6. The Orc, now Rep 3, passes 0d6 and goes Obviously Dead! As the melees are over, Billy's Rep returns to 5

RETRIEVING WOUNDED

Characters can attempt to recover Out of Fight figures during the Encounter. Here's how we do it:

- When active move the figure into contact with the wounded figure.
- Pick up the wounded figure.
- When next active or forced to leave the table by a failed Will to Fight Test (page 20) the figure carries off the wounded figure.
- Figures cannot fire weapons when retrieving figures.
- Figures charged while retrieving figures will drop the wounded.
- Figures fired on while retrieving wounded will count as if in Cover, with any result of miss due to cover counting as a hit on the wounded figure. Roll for damage normally on the Shooting Damage Table (page 19).

WILL TO FIGHT

After all spells have been cast, shooting resolved, and melees completed, the inactive side must see if it remains on the table. Here's how we do it:

- Consult the Will to Fight Table.
- Roll 2d6 versus the Rep of the Leader and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the results. This may result in none, one or two figures leaving the Battle Board.
- Stars can use Free Will (page 3).

2	WILL TO FIGHT

(Taken versus Rep of the Leader)

Score of "6" is always a failure.

#D6 PASSED	RESULTS
Pass 2d6 more	Carry On.
Pass 1d6 more	One figure leaves the table. Lowest Rep Caster will leave first, followed by lowest Rep Missile, then lowest Rep Melee.
Pass same	Two figures leave the table. Lowest Rep Caster will leave first, followed by lowest Rep Missile, then lowest Rep Melee.

Example – Three Gobbos are inactive and must now take the Will to Fight Test. I roll 2d6 versus the Rep of the Leader (4) and score a 1 and 5. Passing 1d6 we see that one Gobbo will leave. The Leader stays as he is a Rep 4 Melee troop. The other two are Rep 3 but one is a Missile troop – he leaves the field and the battle continues.

AFTER THE BATTLE

If you are keeping the same characters to use in multiple Encounters you must see if the Out of the Fight and those that left the tab le will return. Here's how we do it:

- Consult the After the Battle Recovery Table.
- Roll 2d6 versus the Rep of each qualifying figure. Determine how many d6 each figure passed.
- Go down the left-hand column to the appropriate row and determine the results.
- Immediately carry out the results.

2	AFTER THE BATTLE RECOVERY

(Taken vs. Rep)

#D6 PASSED	RESULT
2	Figure returns to the Band
1	Recovered Out of the Fight figures return to the Band. Those that left the table before the Leader left do not return.
0	Figure does not return.

Example – The archer left the table and the soldier went Out of the Fight. Lucky for him, his side won the fight and they recovered him. I roll 2d6 versus the Rep 3 archer and score a 1 and 6. Passing 1d6 I see that the archer never returns. I roll 2d6 versus the Rep 3 soldier and score the same results – passing 1d6. I see that the soldier returns to the Band.

STOP!

The Melee Table is the only table where both sides roll 2d6 and consult the table to see what happens. What if there are two figures meleeing one figure?

Any -1 to Rep results are cumulative. It is possible to have Rep reduced to "0", which is Out of the Fight. Melees arte fought until one figure or the other wins.

Fight the melees. After all melees are done, all -1 to Rep losses are recovered.

Now that all melees are over take the Will to Fight Test. Who takes it? Review the results if passing 2d6, 1d6, and 0d6. How does a Star's Free Will (page 3) work.

If the side passes the Will to Fight, continue the game with the inactive side now becoming active. Fight the battle until it is over. When is it over?

TERRAIN

Encounters may specify what the terrain on the Battle Board will be. As terrain models are used for visual effect only you can use whatever you already have.

GENERATING TERRAIN

Unless previously determined by the Encounter, players can use the following system to generate terrain for the Encounter. Here's how we do it:

- Roll 1d6 and read the result as rolled.
  - 1 – 4 = The terrain in the Encounter is Clear.
  - 5 – 6 = The terrain in the Encounter is Cover.

CLEAR

This terrain is flat and does not provide cover to figures when on the Battle Board. Could be a street, grass, or even roof tops

COVER

This terrain has plenty of obstacles to hide behind and figures on the Battle Board counts as being in cover. This comes into play on the Shooting Table (page 19).

PLAYING THE GAME

As you may or may not know, all THW games can be played solo, same side (cooperatively) and head to head (competitively). Feel free to play anyway you like.

The solo and same side rules are brilliant. You do not draw a card to see if a group moves; nor do you have to "make the best decision" for the non-player enemy. The game mechanics in *2d6 Sword & Sorcery* does all that for you.

Playing with everyone on the same side is also great for teaching the game to newcomers and non-gamers. Playing solo and same side starts with PEFs.

PEFS

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has before and during the Encounter. By using PEFs we create an uncertainty as to the size of the enemy force and its composition. Heck a PEF could be a false alarm and just a case of nerves! Here's how we do it:

- PEFs have a Rep of 4.
- Depending upon the Battle Board, there can be two or three PEFs.
  - Clear Battle Boards have two PEFs.
  - Cover Battle Boards have three PEFs.
- The last PEF always contains the objective of the Encounter.
- PEFs will be resolved one after the other.
- Resolving a PEF will result in either contact or no contact with the enemy.
- All contact must be resolved before moving on to the next PEF.
- After all PEFs are resolved the Encounter is over.

RESOLVING PEFS

Before moving onto the Battle Board the PEFs must be resolved, from first to last. Here's how we do it:

- Consult the PEF Resolution Table.
- Roll 2d6 versus the PEF Rep of 4 and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the results.
- If contact occurs, set up the Battle Board.
- If not, resolve the next PEF.

2	**PEF RESOLUTION**
	(Taken versus PEF Rep of 4)

# D6 PASSED	**RESULT**
2	*Contact!* You have run into enemy. Roll 1d6: 1 = Two less than your figures. 2 = One less than your figures. 3 = Same number as your figures. 4 = Same number as your figures. 5 = One more than your figures. 6 = Two more than your figures. ***Can never run into less than one enemy.***
1	*Something's out there!* Resolve all subsequent PEFs using 3d6 counting the lowest two scores.
0	*False alarm!* If this is the last PEF and no contact has occurred, count as if passed 2d6.

WHO ARE THEY?

This will depend upon the enemy you are fighting. You can use the following Enemy Table or the Lists we've provided (pages 17 - 18). Here's how we do it:

- Consult the Enemy Table.
- Roll 2d6 for each figure you need. Add the scores together and go down the left-hand column of the appropriate row. This tells you the stats for the figure.
- Repeat the process for each enemy you need.

2	ENEMY			
	(Adding the results together)			
#	**TYPE**	**CLASS**	**REP**	**AC**
2	Raw	Missile	3	2
3	Experienced	Missile	4	4
4	Raw	Melee	3	2
5	Raw	Melee	3	4
6	Experienced	Melee	4	2
7	Experienced	Melee	4	2
8	Experienced	Melee	4	4
9	Experienced	Melee	4	4
10	Veteran	Melee	5	4
11	Veteran	Melee	5	6
12	Experienced	Caster	4	2

LOADING UP PEFS

Here's a shortcut we highly recommend. It's called "loading up" PEFs and will save you a lot of time. Here's how we do it:

- Before the game generate your Non-Player enemies from the Enemy Table or Lists. Be sure to do at least 7 figures.
- Line them up from best to worse with the second and fifth figure being a Missile troop and the sixth a Caster.
- When you contact the enemy, start from the first figure and going towards the seventh, grab the number of figures you need.
- After the battle place them in order again, but behind any figures you haven't used.
- Continue to do this for the whole Encounter. This will give you a wide variety of enemy groups.

STOP!

Each Encounter will have Clear or Cover terrain on its Battle Boards unless specified differently by the Encounter. What type is it if I roll a 4?

There will be two PEFs to resolve when the Encounter has Clear terrain. How many does Cover terrain have? The last PEF resolved is always the objective. The last PEF always counts as passed 2d6 on the PEF Resolution Table (page 19) if not contact has occurred prior.

Use the Enemy Table or Lists to generate the stats for your enemies.

How do you load up PEFs?

ENCOUNTERS

We call your *2d6 Sword & Sorcery* games Encounters. We have provided you with three Encounters. They are:

- Explore.
- Raid.
- Defend (page 16).

Explore will be your first Encounter. After that we use the Next Encounter Table to see what your next Encounter will be. Here's how we do it:

- Go to the left-hand column and down to your last Encounter.
- Go across to the appropriate column depending upon if you succeeded or failed in the last Encounter. This tells you what Encounter is next.
- If desired, just play what you want instead – it's your game!

X	NEXT ENCOUNTER	
LAST MISSION	**IF SUCCEEDED**	**IF FAILED**
Explore	Raid	Defend
Raid	Raid	Explore
Defend	Explore	Defend

EXPLORE

You are traveling the area looking for opportunities that may arise.

OBJECTIVE

- Your objective is to resolve *all* of the PEFs found in the Encounter.

FORCES

- You can use up to your whole Band.
- Enemy forces will be generated normally (page 14).

TERRAIN

- The terrain will be Clear (1 – 3) or Cover (4 – 6).

DEPLOYMENT

- Your Band will enter all Battle Boards.

SPECIAL INSTRUCTIONS

- Resolve two or three PEFs (page 13) depending if the terrain is Clear or Cover.
- If contact occurs move to the Battle Board.
- Resolve all battles generated by the PEFs.

- Play continues until the player has accomplished his objective, been destroyed, or leaves the Battle Board.

RAID

In the Raid Encounter you are attacking the enemy camp.

OBJECTIVE:

- Your objective is to drive the enemy from their camp, located on the last Battle Board.

FORCES

- You can use up to your whole Band.
- Enemy forces will be generated normally (page 14).

TERRAIN

- The terrain will be Clear (1 – 4) or Cover (5 – 6). The camp Battle Board will be Cover regardless of the terrain generated.

DEPLOYMENT

- Your Band will enter all Battle Boards.

SPECIAL INSTRUCTIONS

- Resolve two or three PEFs (page 13) depending if the terrain is Clear or Cover.
- If contact occurs move to the Battle Board.
- Resolve all battles generated by the PEFs.
- The camp will always be resolved as passing 2d6 on the PEF Resolution Table (page 19).
- Play continues until the player has accomplished his objective, been destroyed, or leaves the Battle Board.

DEFEND

In this Encounter the enemy is out to destroy or drive you off the field. You must stop them from accomplishing their objective.

OBJECTIVE

- Your objective is to resolve *all* of the PEFs found in the Encounter and not be driven off the Battle Board.

FORCES

- You can use up to your whole Band.
- Enemy forces will be generated normally (page 14).

TERRAIN

- The terrain will be Clear (1 – 4) or Cover (5 – 6).

DEPLOYMENT

- Your Band starts on the Battle Board.

SPECIAL INSTRUCTIONS

- Resolve two or three PEFs (page 13) depending if the terrain is Clear or Cover.
- When resolved as contact, the enemy forces enter the Battle Board.
- Resolve all battles generated by the PEFs.
- Play continues until the player has accomplished his objective, been destroyed, or leaves the Battle Board.

AFTERWARDS

Use this section only if you choose to use the same characters for multiple Encounters – called a Campaign.

After the Encounter is over and the After the Battle Recovery Tests have been taken, it's time to see what happens to you and your Band members.

REP ADJUSTMENT

Check to see if you or your Grunts have their Rep increase or decrease (page 4).

NEW GRUNTS

When your Band takes losses you may be allowed to recruit more Grunts. Here's how we do it:

- Consult the New Recruits Table.
- Roll 2d6 versus your Rep.
- Determine how many d6 are passed and go down the left-hand column to the appropriate row.

- Go across to see if any new Grunts can be recruited.
- Use the Recruiting Table (page 5) to generate the stats for each new recruit.

2	**NEW RECRUITS**
	(Taken vs. Rep)
	A result of "6" is always a failure.

# D6 PASSED	RESULT
2	You can recruit new Grunts to bring your Band up to full strength.
1	You can recruit one new Grunt.
0	No new recruits available.

STOP!

There are three types of Encounters. Your first is Explore and the next is determined by using the Next Encounter Table (page 15).

On a Raid the camp Battle Board is always the last one and counts as Cover for terrain.

On the Explore and Raid Encounters you move onto the Battle Board. On the Defend Encounter you start and stay on the Battle Board with the enemy coming to you.

After the Encounter, not after each battle, adjust any Reps to your Band if needed. If you take losses during an Encounter, you may be able to recruit new Grunts.

ARMY LISTS

Want to be more specific, but still stay easy to play? Use these fantasy Army Lists. Here's how we do it:

- After you resolve a PEF as contact, come on over to the lists and pick whichever one you want to use.
- Roll 1d6 for each Grunt you need.

DWARVES – BLACK MOON

#	TYPE	CLASS	REP	AC
1	Experienced	Missile	4	2
2	Experienced	Missile	4	2
3	Experienced	Melee	4	4
4	Experienced	Melee	4	4
5	Veteran	Melee	5	4
6	Elite	Melee	6	2

DWARVES – RED SUN

#	TYPE	CLASS	REP	AC
1	Experienced	Missile	4	4
2	Experienced	Missile	4	4
3	Veteran	Melee	5	4
4	Veteran	Melee	5	4
5	Elite	Melee	6	6
6	Elite	Melee	6	2

ELVES – BLACK MOON

#	TYPE	CLASS	REP	AC
1	Veteran	Missile	5	2
2	Experienced	Melee	4	2
3	Veteran	Melee	5	2
4	Experienced	Missile	4	2
5	Veteran	Melee	5	4
6	Elite	Melee	6	4

ELVES – SILVER

#	TYPE	CLASS	REP	AC
1	Veteran	Missile	5	2
2	Veteran	Missile	5	4
3	Veteran	Missile	5	4
4	Veteran	Melee	5	4
5	Veteran	Melee	5	4
6	Elite	Melee	6	4

GOBLINS

#	TYPE	CLASS	REP	AC
1	Raw	Missile	3	2
2	Raw	Melee	3	2
3	Raw	Melee	3	2
4	Raw	Melee	3	2
5	Veteran	Melee	5	4
6	Experienced	Melee	4	4

ORCS

#	TYPE	CLASS	REP	AC
1	Veteran	Melee	5	2
2	Experienced	Melee	4	2
3	Elite	Melee	6	4
4	Experienced	Missile	4	2
5	Veteran	Melee	5	4
6	Veteran	Melee	5	4

WERERATS

#	TYPE	CLASS	REP	AC
1	Experienced	Melee	4	4
2	Raw	Melee	3	2
3	Raw	Missile	3	2
4	Veteran	Melee	5	4
5	Raw	Melee	3	2
6	Veteran	Melee	5	4

CREATURE LIST

Here's a quick and easy Creature List. Remember that we're only concerned with Class, Rep and AC so you won't see any special abilities or other defining characteristics. Here's how we do it:

- After you resolve a PEF as contact, come on over to these lists and roll to see what you have met.
- Roll 1d6 and read the result as rolled.
- Go down to the corresponding list.
- Roll 2d6, add the results together, and go down the left-hand column to the appropriate row.
- Go across to see what you have run into.
- Where a (1) appears next to its name that means will only meet one of them. You're welcome!
- When meeting the other Creatures, there will be one of them at the listed Rep and the rest 1 point of Rep lower – but never lower than Rep 3.
- See List – roll for them on the appropriate Army List.

2 — CREATURE LIST 1
(Adding the results together)

#	TYPE	CLASS	REP	AC
2	Bear	Melee	4	4
3	Birds, Giant	Melee	5	2
4	Cats, Great	Melee	5	2
5	War Dogs	Melee	4	2
6	Wolf	Melee	4	2
7	Gi-Ant	Melee	4	6
8	Giant Rats	Melee	5	4
9	Spider, Giant	Melee	4	4
10	Mushroom Men	Melee	4	4
11	Wererats	See List	x	x
12	Lizard Men	Melee		4

2 — CREATURE LIST 2 – 3
(Adding the results together)

#	TYPE	CLASS	REP	AC
2	Beastmen	Melee	5	2
3	Beastmen	Melee	5	2
4	Dwarves – Black Moon	See List	x	x
5	Dwarves – Red Sun	See List	x	x
6	Elves – Black Moon	See List	x	x
7	Elves – Silver	See List	x	x
8	Orcs	See List	x	x
9	Goblins	See List	x	x
10	Orcs	See List	x	x
11	Wererats	See List	x	x
12	Lizard Men	Melee		4

2 — CREATURE LIST 4 – 5
(Adding the results together)

#	TYPE	CLASS	REP	AC
2	Elemental [1]	Melee	6	6
3	Giant, Troll	Melee	6	4
4	Lycan	Melee	6	4
5	Minor Demon [1]	Melee	6	6
6	Serpent, Giant [1]	Melee	6	6
7	Wraith	Melee	6	6
8	Giant, Hill	Melee	7	6
9	Major Demon [1]	Caster	7	6
10	Treeman/First One [1]	Melee	7	6
11	Giant, Mountain [1]	Melee	8	6
12	Dragon, Mature [1]	Melee	10	6

2 — CREATURE LIST 6
(Adding the results together)

#	TYPE	CLASS	REP	AC
2	Skeletons	Special	3	4
3	Zombies	Melee	3	2
4	Ghoul	Melee	4	2
5	Mummies	Melee	4	2
6	Witch	Caster	4	2
7	Giant, Ogre	Melee	5	4
8	Hydra [1]	Melee	8	6
9	Liche	Caster	5	4
10	Necromancer	Caster	5	4
11	Petty Demon	Melee	5	4
12	Vampire	Melee	5	4

2   PEF RESOLUTION

(Taken versus PEF Rep of 4)

# D6 PASSED	RESULT
2	*Contact!* You have run into enemy. Roll 1d6: 1 = Two less than your figures. 2 = One less than your figures. 3 = Same number as your figures. 4 = Same number as your figures. 5 = One more than your figures. 6 = Two more than your figures. ***Can never run into less than one enemy.***
1	*Something's out there!* Resolve all subsequent PEFs using 3d6 counting the lowest two scores.
0	*False alarm!* If this is the last PEF and no contact has occurred, count as if passed 2d6.

2   ENEMY

(Adding the results together)

#	TYPE	CLASS	REP	AC
2	Raw	Missile	3	2
3	Experienced	Missile	4	4
4	Raw	Melee	3	2
5	Raw	Melee	3	4
6	Experienced	Melee	4	2
7	Experienced	Melee	4	2
8	Experienced	Melee	4	4
9	Experienced	Melee	4	4
10	Veteran	Melee	5	4
11	Veteran	Melee	5	6
12	Experienced	Caster	4	2

2   ACTION

(Taken versus Rep)

Score of "6" is always a failure.

Mounted figures will roll 3d6 counting all 3 results.

#D6 PASSED	RESULT
More d6	Side that passed more d6 becomes *active* and will act.
Same number of d6	Higher Rep acts. If equal Reps the moving side becomes *active* and will act.

2   CHARGE

(Taken versus Rep)

Mounted Chargers will roll 3d6 counting best 2d6 results.

#D6 PASSED	RESULT
2	Opponent cannot shoot. Go into contact and fight Melee.
1	Opposing Caster can cast a Damage spell while opposing Missile Class can shoot. If survive, go into contact and fight Melee.
0	Remain in place and forfeit action.

2   SHOOTING

(Taken versus Rep)

Score of "6" is always a failure.

#D6 PASSED	RESULT
2	Hit. Go to Shooting Damage Table.
1	Miss if target charging or in Cover. Otherwise go to Shooting Damage Table.
0	Miss.

2   SHOOTING DAMAGE

(Adding the results together)

Defensive Value = Target Rep + AC

#	RESULT
More than DV	Target Obviously Dead.
Equal to DV	Target Out of the Fight.
Less than DV	No effect.

2	CASTING

(Taken versus Rep)

Score of "6" is always a failure.

#D6 PASSED	RESULT
2	*Success!* Affects a number of Targets equal to the current Rep of the Caster. • **Dazzle Spell** causes the Targets to remain in place and forfeit current or next action. • **Damage Spell** causes the Caster to roll on Shooting Damage Table against all affected Targets. • **Defend Spell** causes Targets to count as 1 Rep higher on the current turn of activation.
1	*Partial Success!* Affects one Target. • **Dazzle Spell** causes the Target to remain in place and forfeit current or next action. • **Damage Spell** causes the Caster to roll on Shooting Damage Table against the Target. • **Defend Spell** causes the Caster to count as 1 Rep higher on the current turn of activation.
0	*Disaster!* Spell fails and the Caster's Rep is reduced by 1 point for remainder of the Encounter.

2	NPC SPELL CASTING

(Taken vs. Rep)

# D6 PASSED	SPELL CAST
2	Damage Spell.
1	Dazzle Spell.
0	Defend Spell.

2	MELEE

(Taken versus Rep)

#D6 PASSED	RESULTS
Pass 2d6 more	Opponent Obviously Dead.
Pass 1d6 more	Missile troop or Caster winner: • Fight another round of melee with both figures counting a -1 to Rep. Melee troop winner rolls 1d6: • If score is higher than loser's AC = Out of the Fight. • If score is equal or less than loser's AC = Fight another round of melee with loser counting a -1 to Rep.
Pass same	All troop types will fight another round of melee with both figures counting a -1 to Rep.

2	WILL TO FIGHT

(Taken versus Rep of the Leader)

Score of "6" is always a failure.

#D6 PASSED	RESULTS
Pass 2d6 more	If one or more friends have already left the table, count as passing 1d6. Otherwise, Carry On.
Pass 1d6 more	One figure leaves the table. Lowest Rep Caster will leave first, followed by lowest Rep Missile, then lowest Rep Melee.
Pass same	Two figures leave the table. Lowest Rep Caster will leave first, followed by lowest Rep Missile, then lowest Rep Melee.