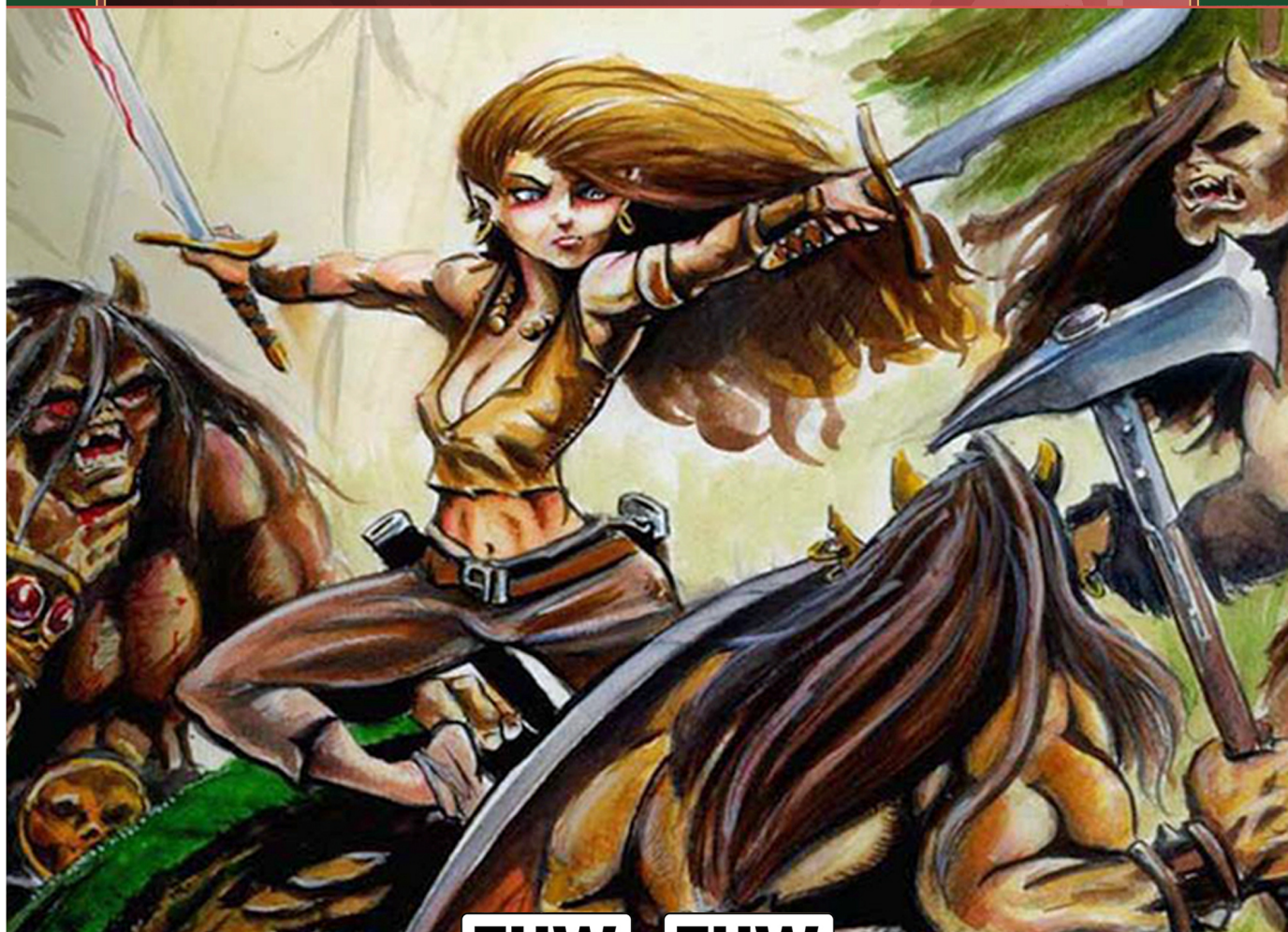


# SWORDPLAY 2015



**THW**  
ROLEPLAYING

**THW**  
GAME DESIGN

# WELCOME TO THE WORLD OF Two Hour WARGAMES!

***SWORDPLAY 2015*** IS AN INTRODUCTION TO TWO HOUR WARGAMES. IT'S A COMPLETE GAME – NOT A TEASER – AND IS FREE. ***SWORDPLAY 2015*** IS A SET OF MAN-TO-MAN COMBAT RULES THAT CAN BE PLAYED IN A VARIETY OF PERIODS AND WITH ANY FIGURES YOU MAY ALREADY HAVE.

***SWORDPLAY 2015***, LIKE ALL THW GAMES, CAN BE PLAYED SOLO, COOPERATIVELY – ALL PLAYERS ON THE SAME SIDE – OR COMPETITIVELY – HEAD TO HEAD. INSIDE YOU'LL FIND:

- THE CURRENT REACTION SYSTEM, USED IN ALL TWO HOUR WARGAMES, THAT ALLOWS YOU TO LEARN ONE SET OF MECHANICS TO PLAY A VARIETY OF PERIODS.
- QUICK GAME MECHANICS THAT YIELD REALISTIC SHOOTING AND MELEE RESULTS.
- THREE SCENARIOS THAT CAN BE PLAYED OVER AND OVER WITH NO TWO GAMES EVER BEING THE SAME.
- CHARACTER ADVANCEMENT BASED ON YOUR SUCCESS IN EACH GAME.
- AN EASY TO USE CAMPAIGN SYSTEM THAT GENERATES YOUR NEXT GAME BASED ON HOW WELL YOU'VE DONE.
- WAYS TO GENERATE YOUR CHARACTERS AND YOUR OPPONENTS – WHETHER FANTASY OR HISTORICAL IN NATURE.
- ALL THIS AND MORE...

***SWORDPLAY 2015*** LETS YOU TO LEARN THE CURRENT VERSION OF THE REACTION SYSTEM USED BY THW WITHOUT SPENDING A DIME. WHILE OUR COUNTERPART ***CHAIN REACTION*** IS ABOUT MODERN FIREARMS, ***SWORDPLAY 2015*** IS ALL ABOUT HAND-TO-HAND COMBAT WITH SWORD AND SHIELD.

***SWORDPLAY 2015*** GIVES YOU A CHANCE TO SEE IF YOU LIKE THE REACTION SYSTEM, BEFORE TRYING ONE OF OUR PERIOD SPECIFIC GAMES. THINK OF ***SWORDPLAY 2015*** AS A PREVIEW OF OUR OTHER PERIOD SPECIFIC GAMES LIKE ***WARRIOR HEROES LEGENDS***, ***CAPTAINS AND KINGS***, AND ***2 HOUR DUNGEON CRAWL***.

***TWO HOUR WARGAMES –  
LEARN ONE SET OF MECHANICS, PLAY MANY PERIODS.***

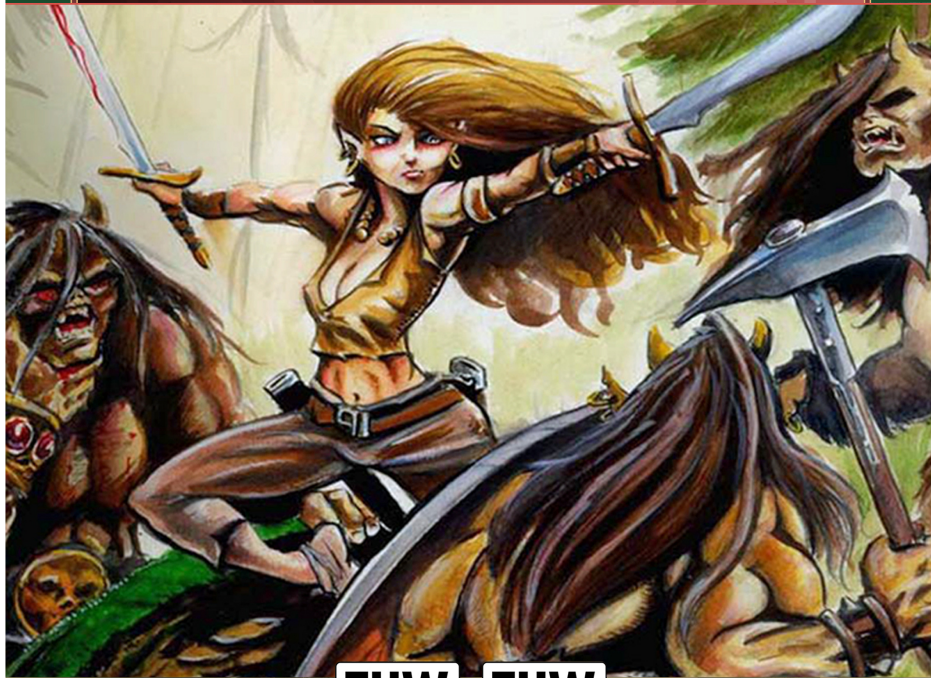
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**2HW – SP  
FREE**





# **SWORDPLAY 2015**



**THW**  
ROLEPLAYING

**THW**  
GAME DESIGN

**WRITTEN BY ED TEIXEIRA**

**COVER ART BY KIM ALLMAN**

**COVER LAYOUT AND DIGITAL EDITING BY CRAIG ANDREWS**

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### SPECIAL THANKS TO:

**Kim Allman:** For a great picture for the cover.  
**Ken Hafer, Bob Minadeo and Ron "Baddawg" Strickland:** For insisting that, *It's not just a gang warfare game.*  
**The THW Guys on the Group and Forum:** For the constant support.  
**And Lil...**

# 1.0 PROLOGUE

Before we get into *Swordplay 2015* let's give you a little history. Many of you have probably heard of *Chain Reaction*, but for those of you that haven't, this is for you.

## 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 the US market 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 *Chain Reaction*. World War 2, Dark Future, and police actions were common, but there were also 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 *Chain Reaction* 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*. With bigger battles came the need for smoother mechanics and less bookkeeping. Seeing how there was minimal book keeping in *Chain Reaction* 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. While *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 had seen the company explode to over thirty titles and a Yahoo Group of over 5000 members. As THW gained 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 next 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 THW Forum and ask. You'll usually get an answer within 24 hours.

## “WHAT A LONG STRANGE TRIP IT’S BEEN.”

\*\*\*\*\*

## ALERT! ALERT! WE'RE AT IT AGAIN!

## 2015

*NUTS! – Final Version, Larger Than Life – Director's Cut* and *2 Hour Dungeon Crawl* has caused a dilemma. There are a few things in them that really make the THW mechanics work even better. Not big changes, just a few minor ones. We've folded some of the mechanics into a simpler format, resulting in fewer tables. I'm not about to issue new editions of the current books, the ones with the *CR 3* mechanics, but I want to get the changes to everyone and get it to them for free. That's what this book is doing.

Here's the beauty of the THW system. You can use these tweaks with any of the THW rule sets if you want to, just bring them over; it's your game.

## 2.0 INTRODUCTION

*Swordplay 2015* is the companion to *Chain Reaction 2015*. While *Chain Reaction* focuses on modern firepower, *Swordplay 2015* covers sword and shield combat. *Swordplay 2015* is a set of man-to-man combat rules that can be played in a variety of periods and with any figures you may already have.

Games are usually finished in two hours or less, hence the company name. *Swordplay 2015*, like all THW games, can be played solo, cooperatively – all players on the same side – or competitively – head to head.

Before we go into detail about the game let's explain the cornerstone of all THW games, *the Reaction System*.

Traditional games use a turn sequence known as “IGO, UGO”. This means that I move my figures, fire, we do some melee and maybe you do a morale test or two.

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.

You'll see what I mean as you read along.

### 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. 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.

## 3.0 YOUR ROLE

Your role in *Swordplay 2015* is up to you. Here are some suggestions:

- You can play as a loner, going on Encounters on your own.
- You can play as a Leader of a Band with as many figures as you like; we recommend one per each point of Rep (5.3), including your own.
- You can play a variety of periods.
- You can play historical or fantasy.
- The bottom line is you can play it any way you like because it's your game.

## 4.0 NEEDED TO PLAY

You will need a few things to play *Swordplay 2015*. They are:

- Six-sided dice, referred to as d6. It is best to have at least six of these and the more you have, the quicker games will play.
- One ruler or measuring device, ideally one per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- A 3'x3' flat surface, but you can play with a larger one if desired.

### 4.1 THE DICE

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

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

#### 4.1.1 PASSING DICE

This way to use the dice is to roll one or more d6 and compare each die score individually to the *Target Number*. The Target Number can be Reputation (5.3) or something entirely different.

- If the d6 score is *equal or less* than the Target Number, the d6 has *passed*.
- If the score is *greater* than the Target Number, the d6 has *not passed*.
- You can only pass 2, 1, or 0d6 regardless of the number you actually roll.
- Isn't passing 0d6 like failing the dice? No, because we count how many you *pass*.

*Example – An Orc Archer (Rep 4) comes under fire and must take a Received Fire Test (7.7). The Target Number for the test is his Reputation (4). He rolls 2d6 and scores a 1 and a 5. As the 1 is equal or lower than the Rep of 4, 1d6 has been passed. Looking on the Received Fire Test under the Pass 1d6 column we see that the Orc must return fire counting the Rush Shot penalty.*

## 4.1.2 COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting *successes*.

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

*Example: The Soldier enters melee and rolls 4d6. He scores a 1, 3, 3, and 4. He has scored three successes (1, 3, and 3).*

## 4.1.3 POSSIBILITIES

When you see numbers in parenthesis, such as (1 – 2), this means there is a chance of that event happening, based on a 1d6 roll.

*Example – The Knight has a One Hand (1 – 3) or Two Hand Melee Weapon (4 – 6). I roll 1d6 and score a 5, the Knight has a Two Hand Melee Weapon.*

## 4.1.4 READING AND ADDING THE DICE

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

## 4.1.5 1/2D6

When asked to roll a 1/2d6, here's how we do it:

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

## 4.1.6 HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left-hand corner of each table. There will usually be a number, 1 or 2, telling you how many d6 to roll.

In some cases there may be a word like Rep or Target. That means 1d6 for each point of that word.

*Example – A Warrior (Rep 4) must roll an In Sight Test. Looking on the In Sight Test (Table 7.6.3) we see the word Rep in the upper left corner so I toss 4d6.*

*Later he must take a Reaction Test versus his Rep. There is a 2 in the upper left-hand corner so I roll 2d6.*

## 4.2 FIGURES AND TERRAIN

As mentioned earlier you can play *Swordplay 2015* with any kind of figures. You can even play with cardboard counters.

Terrain can be as simple as using books or as elaborate as finely detailed models, it's up to you.

### 4.2.1 BASING FIGURES

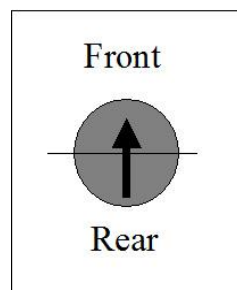
Each figure represents one man. The easiest way to base your figures for *Swordplay 2015* is one figure on a round or square base as either style will work.

### 4.2.2 DEFINING FACING

Charging or shooting to the rear of an enemy depends upon the physical location of the attacker. To qualify as a rear attack the attacker must begin and end its movement behind the front facing of the target.

- The front facing is defined as 180 degrees to the front of the figure.
- The rear facing is defined as 180 degrees to the back of the figure.

The following illustration defines the front and rear facings. See the section on Shields (5.7) for more information.



## 4.3 TABLES

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

*Swordplay 2015* may seem to have a lot of tables, but in reality you will be using two or three of them 95% of the time and those that you do use are easily memorized. Other THW titles will have more tables, mostly covering designing your Encounters and for determining the actions of your enemy when playing solo.



*Swordplay 2015* is like a toolbox. You may not need all the tools, but they are there if you do!

## STOP!

*Swordplay 2015* can be played in three ways:

- Solo, against the game mechanics.
- Cooperatively, with everyone on the same side against the game mechanics.
- Head to head, against your friends.

*Swordplay 2015* is played with six-sided dice called d6.

You can play in any scale, with figures or counters. You can play with as many or as few figures as desired.

*Passing dice* is when you roll a d6 and compare it to a Target Number like Rep. Score equal or less and you have passed; score greater than the Target Number and you have not. You can pass 2d6, 1d6 or 0d6.

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

*Possibilities* are the numbers in parenthesis next to an event. Scoring that number means the event has happened.

Rolling a 1/2d6 is easy. Just roll 1d6 and divide the score in half, then round up. What is a 5?

## 5.0 DEFINING THE FIGURES

*Note that the words figure and character are interchangeable.*

*Swordplay 2015 – 2015* 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 type of *Weapon* does it have?
- What type of *Armor* does it have?
- Is it carrying a *Shield*?

## 5.1 STARS AND GRUNTS

There are two types of figures, called *Stars* and *Grunts*.

### 5.1.1 STARS

This figure represents you, the player. We suggest your Star begins with a Reputation of 5.

### 5.1.2 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.

### 5.1.3 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 Reaction Tests.

*Grunts will behave in a realistic manner that balances a desire to stay alive with the desire to do their job.*

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

## 5.2 STAR ADVANTAGES

As a Star in *Swordplay 2015* you have four important advantages. These are:

- Star Power.
- Larger Than Life.
- Cheating Death.
- Free Will.

### 5.2.1 STAR POWER

Usually reserved for Stars, but sometimes found in some Grunts, 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 becomes a -1 to Rep if in Melee or a Duck Back if fired on.

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 Out of the Fight and 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 one Out of the Fight result to a Duck Back result.
- The 4 and 5 have no effect but are retained.
- The 6 has no effect, but is discarded for the remainder of the Encounter.

*However, this won't do the Star much good since he is still Out of the Fight. It's time to try another Star Advantage, Larger Than Life.*

## 5.2.2 LARGER THAN LIFE (LTL)

Swordplay 2015 can be used to capture the cinematic flavor of heroic fantasy and medieval movies where the Star is a *larger than life* character. Here's how we do it:

- Stars *cannot* be killed by anyone with a Rep lower than the Star.
- The worst result a Star could receive would be *Out of the Fight*.

*Example- Otto, the Captain of the Guard (Rep 5) is shot by an enemy crossbowman (Rep 4). The enemy scores an Obviously Dead result. Otto uses his Star Power, but to no avail. He 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.

## 5.2.3 CHEATING DEATH

Another Star Advantage is Cheating Death. Here's how we do it:

- 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 until he qualifies to increase his Rep (13.2).

*Example - Otto (Rep 5) is shot by an English Archer (Rep 5). The archer scores an Obviously Dead result. Otto uses his Star Power, but to no avail. He then 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.

## 5.2.4 FREE WILL

The last Star Advantage is Free Will. Here's how we do it:

- Stars will take Reaction Tests just like Grunts.
- Instead of rolling any d6 the Star can choose to pass 2, 1, or 0d6.
- This applies when taking the Received Fire and Man Down Tests (7.7). It does not apply to the In Sight Test (7.6).

*Example - Otto (Rep 5) is shot at by the enemy. He is a Star so can choose his reaction on the Received Fire Reaction Test. He chooses to pass 2d6 and returns fire.*

*Later Otto must take an In Sight Test. He cannot use his Free Will, but must roll 5d6 instead.*

## 5.3 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. Knights and veteran Warriors would have a Reputation of 5.
- **REP 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.
- **REP 3** – These are troops with limited combat experience or desire to fight. Peasants and some Goblins would have a Reputation of 3.

*Remember, Stars always start with a Rep of 5.*

## 5.4 CLASS

All characters are one of the two following Classes.

### 5.4.1 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 armed troops can be mounted on horses or similar beasts, but usually are not. Whether mounted or not, missile troops strive to stay away from melee.

### 5.4.2 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 armed troops can be mounted on horses or similar beasts. Regardless of what they are armed and armored with they share one common trait, bravery.

## 5.5 WEAPONS

Most characters are assumed to have a weapon of some sort whether a ranged one or one 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 a One Hand Melee 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 (7.9) and Melee (7.10).

*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.*

## 5.6 ARMOR

It is easy to get carried away with arguing the merits of the different armor types used in ancient and medieval times, let alone in fantasy games. In *Swordplay 2015* we have simplified it to three types mirroring those in *Rally Round the King*, our big battle unit based set of rules and *Warrior Heroes – Legends*, our fantasy RPG set of rules. They are:

### 5.6.1 ARMOR CLASS 2 (AC 2)

The character is lightly armored or completely unarmored. Leather would be an example of AC 2.

- Figures hitting targets wearing AC 2 with missile fire will count +2 when rolling on the Ranged Combat Damage Table (Table 7.9.7).
- Figures winning a melee against targets wearing AC 2 will count as scoring one success more on the Melee Damage Table (Table 7.10.5).

*Example – The Warrior (AC 2) is hit by an arrow from a short bow. The shooter rolls 1d6 and scores a 2. This is modified to a result of 4.*

*Later he is beaten in melee. The winner scored one success more than the Warrior which is increased to two successes more.*

### 5.6.2 ARMOR CLASS 4 (AC 4)

The character is heavily armored. Chainmail would be an example of AC 4.

- Figures hitting targets wearing AC 4 with missile fire will count +1 when rolling on the Ranged Combat Damage Table (Table 7.9.7).
- Figures wearing AC 4 will count a -1 to their Rep when taking a physical related Challenge (Table 7.13).

### 5.6.3 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 a -2 to their Rep when taking a physical related Challenge (Table 7.13).
- Figures winning a melee against targets wearing AC 6 will count as scoring one success less on the Melee Damage Table (Table 7.10.5).

*Example – The Vampire Lord (AC 6) loses a melee by one success. This is reduced to 0 due to the AC of 6, so the melee result is immediately refought with neither figure suffering any loss in Rep (7.8).*

## 5.7 SHIELD

In *Swordplay 2015* some figures will carry a shield to protect themselves from injury. Here's how we do it:

- A figure counts his shield only when attacked to the front and not to the rear.
- 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.
- Shields are *only* used when using a One Hand Weapon and *cannot* be used when using a Two Hand Weapon.
- However, a mounted character using a lance (Two Hand Weapon) is considered shielded during the first round of melee.
- Characters using two One Hand Weapons are considered to be shielded in melee with one of the weapons used for parrying attacks.

### STOP!

Your personal figure is a Star and should start at Rep 5. All the other figures, friend or foe, are Grunts. Stars have four Star Advantages.

Star Power can reduce damage. If you roll your Star Power d6 and score a "6", what happens? When fired at Star Power reduces an Out of the Fight result to Duck Back. How is this different than losing a melee?

What is the difference between Cheating Death and Larger Than Life?

Free Will lets you choose to pass 2d6, 1d6 or 0d6 on your Received Fire and Man Down Reaction Tests.

What are the two types of 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.

## 6.0 GETTING STARTED

This section will explain some of the games that *Swordplay 2015* can be used for and 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!

### 6.1 WHAT ARMY?

Some books will have Lists that describe what the figures in a particular army is armed with and looks like. But because *Swordplay 2015* covers so many periods we've taken a different approach. Play with the figures you already have!

Want to play Normans versus Saxons or maybe Orcs versus Goblins? No problem. Heck you can even play Orcs versus Normans if you want. Just use the definitions of Rep, Weapons, Armor, etc. found in the rules and you can make up any army you want. It's that simple.

*Okay – If you really want them, we slipped in four basic Army Lists for you to use (Tables 6.1). ☺*

### 6.2 FORMING YOUR BAND

In *Swordplay 2015* the game revolves around you, the other characters that make up your Band, and those of your opponents. Let's define the Band:

- Every Band has one Leader.
- The rest of the members are non-Leader Grunts.

#### 6.2.1 RECRUITING YOUR FIRST BAND

You will start the game alone, but you can recruit Grunts to join you. 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 (13.2) so will the number of Grunts in your Band.
- Consult the Recruiting Table (Table 6.2.1).
- Roll 1d6 and read the result as rolled.
- Go down the left-hand column to the appropriate row and across to the appropriate column for the type of Grunt you're recruiting. This will give you its Rep.
- Grunts are always assumed to have the weapon represented on the figure.
- You cannot have Grunts with a higher Rep than yours. If your Rep goes down, any Grunt with a higher Rep than yours leaves your group!

## 6.2.1 RECRUITING TABLE

<b>1</b>	<b>RECRUITING</b>
	<i>(Read the result as rolled)</i>

#	MISSILE CLASS	MELEE CLASS
1	3	3
2	3	4
3	4	4
4	4	4
5	4	4
6	5	5

## STOP!

You start the game as a Rep 5 Star.

You can recruit up to one Grunt per point of Rep, less one. As your Rep changes you can add or must subtract Grunts.

You can never have Grunts with a higher Rep than your own.

## 6.3 GROUPS

A *group* is any number of individual figures that operate together during a turn. *The smallest group is one figure; there is not a maximum.*

At the start of the Encounter (game) each side must deploy their figures into groups. Each group will automatically have a Leader (6.4) and figures in a group do not have to have the same Rep.

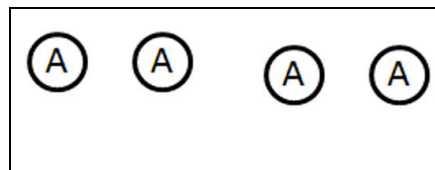
### 6.3.1 FORMING AND SPLITTING GROUPS

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 do so by a Reaction Test.

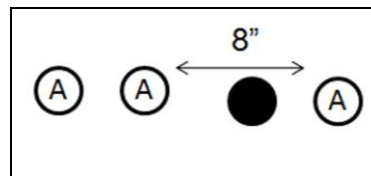
### 6.3.2 GROUP COHESION

A group consists of one or more figures with one being the group Leader. To qualify as a group the following two requirements must be met.

- Remain within 4" of one or more figures in the group.
- Have a Line of Sight (LOS) to one or more figures in the group and/or be in LOS of one or more figures in the group.



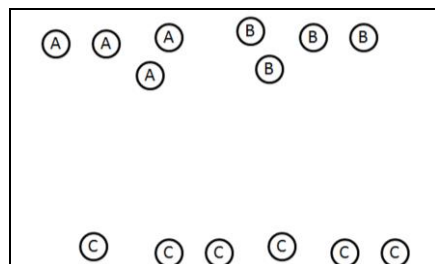
In this picture we see a four figure group. All of the figures are within 4" of another figure and LOS.



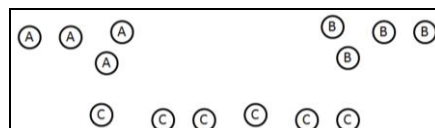
In this picture one member of the group has been hit and is out of the fight or obviously dead. The link between figures is now broken. There are now two groups that will activate separately.

### 6.3.3 LARGE GROUPS

You can make large groups of multiple groups just as you do with multiple figures. This could also occur when two Non-Player groups decide to band together under one Leader.

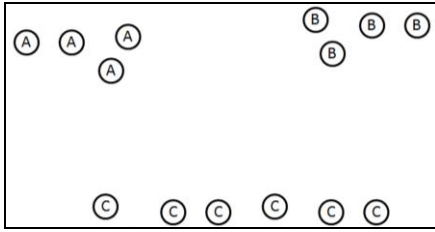


In the picture above we see three groups. Groups A and B are grouped together as they are within 4" and LOS so will activate at the same time. Group C is more than 4" from A and B so will activate separately.



In this picture groups A and B start the turn apart in separate groups. Group C activates and moves within 4" of the other groups. The Leader is now in charge of all three groups and they can activate at the same time.





In this picture the groups from the previous example activate at the same time and groups A and B move away. As none of the groups are within 4" of each other the figures are now in three groups and will activate separately.

## 6.4 LEADERS

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

- The Star is always the Leader when in a group.
- A Temporary Leader is the figure in the group with the highest Rep and only acts as a Leader when the Star is not with the group.

### 6.4.1 LEADER FUNCTIONS

Star Leaders have two specific functions they will use to affect their group. Here's how we do it:

- All Leaders allow for all figures in their group to activate when it does.
- The Star Leader is allowed to use Leader Die to inspire his group when taking Reaction Tests.

Temporary Leaders do not use Leader Die, but allow for all figures in his group to activate when he does.

### 6.4.2 USING LEADER DIE

When the Star Leader is part of a group he is allowed to roll a Leader Die to help inspire the group when taking certain Reaction Tests. Here's how we do it:

- Leader Die is used when the group must take the Received Fire Reaction Test (Table 7.7.1). A (LDR) will be found next to this Reaction Test.
- To use Leader Die throw 1d6, read the result as rolled and compare the result to the Rep of the Leader.
  - If the result is passed 1d6; add this to the number of d6 passed by each figure in the group.
  - If the result is passed 0d6; nothing is added.
- Leader Die is used even if the Leader does not need to take the test.
- Leader Die is not used when the Leader is by himself.

*Example - Bulah (Rep 4) is the leader of a group composed of three Rep 3 Orcs. Two members of the group come under fire and they must take the Received Fire Test.*

*I roll 2d6 for the two Orcs under fire and score a 5 and a 3. This means that they have passed 1d6.*

*I now roll 1d6 for the Leader Die Bulah is with the group. I score a 4 so have passed 1d6. This is added to the group result so they have passed 2d6.*

*Reaction dice are rolled for the group, but applied individually to only the figures taking the test.*

### 6.4.3 MULTIPLE LEADERS

In situations where more than one Leader is present only the Rep of the highest Leader is used for Activation.

*Example – A Star Leader joins a group in his army. The group will use his Leader Die and Rep as long as he is carrying on (7.8) with the group. Once he leaves or is disabled, the group Leader will use his Rep to activate.*

## STOP!

Groups are formed and disbanded as needed and consist of multiple figures. The smallest group is one figure. There is no limit on the maximum as long as they qualify as a group. What two requirements must be met to be part of a multi-figure group?

Leader Die is used by rolling 1d6 versus the Rep of the Star Leader.

## 7.0 RULES OF WAR

Now let's go over the rules in the order that you will use them during the game.

### 7.1 TURN SEQUENCE

*Swordplay 2015* is played in turns, with one phase of Activation per side. Although Encounters (games) can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins each player chooses a different colored d6 to represent their side.

*Example - I choose a blue d6 and Jim Bob Joe chooses yellow.*

- At the start of each turn both dice are rolled. This is called rolling for Activation.
- If the die scores are the same (doubles) re-roll them.
- The higher score determines which side will activate its groups first.

*Example - The two dice are rolled and a Blue 5 and a Yellow 4 are rolled. I scored higher so I can activate my groups first.*

- Only groups with a Leader whose Rep is equal to or higher than its 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 Yellow 4 were rolled. My side scored higher so I activate first. I can activate only groups that are led by a Rep 5 or higher Leader.*

- 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 the active side's groups have been activated the other side can activate one group at a time based on the result of its activation die roll.

*Example: A Blue 5 and a Yellow 4 were rolled. I went first and have finished activating all the groups I wanted to. It is now Jim Bob Joe's turn. He can activate only groups that are led by a Rep 4 or higher Leader.*

- After both sides have activated all of their eligible groups and all reactions have taken place the turn is over and Activation dice are rolled again – signifying the start of a new turn.

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

## 7.1.1 MANY TURNS INTO ONE

With the Reaction System – allowing players to react to what the other player does when it isn't their turn – we are combining *traditional* game turns into longer *THW* turns. This means:

- No artificial stopping of action.
- Longer turns, but shorter games.
- You're always involved in the turn, no waiting for the other player to finish his turn.

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.

## 7.2 ACTIONS

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

- Move up to the normal 8" or a successful Fast Move, ending its move facing as desired.
- Charge into Melee (Table 7.10.2).

### 7.2.1 OTHER ACTIONS

When active, figures can do the following actions in addition to those previously listed and still make a normal move.

- Pick up dropped weapons or other items.
- Reload a weapon.

## 7.3 FIRING

In addition to the previous actions, figures can fire during the turn at the following times:

- Once when active, if loaded.
- When called upon by any Reaction or Charge into Melee Test, if loaded.

## 7.4 MOVEMENT

There are two types of movement, voluntary, when the figure is *active*, and involuntary when caused by a Reaction Test.

### 7.4.1 NORMAL MOVEMENT

Normal movement for all figures is 8".

### 7.4.2 FAST MOVE

If desired a figure can attempt to move faster than normal speed. Here's how we do it:

- Declare the intent of any figures in the *group* that want to Fast Move.
- Roll 2d6 for the group and compare each die score *individually* to the Rep of each figure Fast Moving.

- For each d6 passed, the figure is allowed to add 4" to its move.
- Figures declaring a Fast Move will count as moving fast regardless of the actual distance moved.

*Example – A group of three figures want to Fast Move. I roll 2d6 and score a 4 and 5. Here's how the group will move.*

*The Rep 5 passes 2d6 and can move 16".*

*The Rep 4 passes 1d6 and can move 12".*

*The Rep 3 passes 0d6 and can move 8". All count as Fast Moving.*

## 7.4.3 GOING PRONE

Figures can go prone at any time during their turn. Here's how we do it:

- Active figures can *choose* to go prone or can be forced to go prone by a reaction result.
- Going prone ends their movement.
- To regain their feet takes half of their movement distance.
- Prone figures cannot fire.

## 7.4.4 MOUNTING AND DISMOUNTING

When active a character can mount or dismount his horse or beast. 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 only moving half your total Fast Move.

## 7.4.5 INVOLUNTARY MOVEMENT

Figures can be forced into involuntary actions and movement due to the results of a Reaction Test (Table 7.7.1). The possible involuntary actions and moves are as follows.

**DUCK BACK** – Figures that Duck Back are seeking cover and safety. Here's how we do it:

- Move to the nearest cover within 6", ending its turn. This can be in any direction, even forward.
- If no cover is available within 6" the figure will halt in place, ending its turn.

- It may not fire until active or directed to by a subsequent Reaction Test.
- Figures in Duck Back behind cover cannot see or be seen by the cause of the test.

**LEAVE THE BATTLEFIELD** – Remove the figure from the table.

**RETURN FIRE** – The figure immediately returns fire at the cause of the test.

**RUSH SHOT** - The figure immediately returns fire at the cause of the test, but takes the Rush Shot penalty.

## STOP!

Each turn starts with two different colored d6 being rolled.

What happens if *doubles* are rolled?

High score activates first. Only groups with a Leader having a Rep equal or greater than the d6 result can activate.

After a group has activated and all reactions it caused are resolved, the next group can activate.

Review the actions available to each figure when active.

Normal movement is 8" and Fast Move can be up to 16".

Dismounting is free, but mounting costs 4" of movement.

## 7.5 THE REACTION SYSTEM

This section covers the heart of the THW system. It's called the *Reaction System*. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress during the fight.

Reaction Tests represent immediate unthinking reactions to certain events. Here's a real life example. You're in the kitchen and grab a pot. It's hot and you immediately let go of it. That's a reaction. Next you grab a towel and then grab the pot. That's an action.

Figures take Reaction Tests during the game when called upon. Let's look closer at each Reaction Test – In Sight (7.6), Received Fire (7.7), and Man Down (7.7).

## 7.6 IN SIGHT

Let's explain the difference between being In Sight and Out of Sight.

### 7.6.1 IN SIGHT OR OUT OF SIGHT

Figures are *always* in sight or out of sight

A figure is in sight when:

- An enemy figure can trace a Line of Sight (7.9.3) to that figure, from figure base to figure base. This applies even if that figure is in cover, concealed or both.

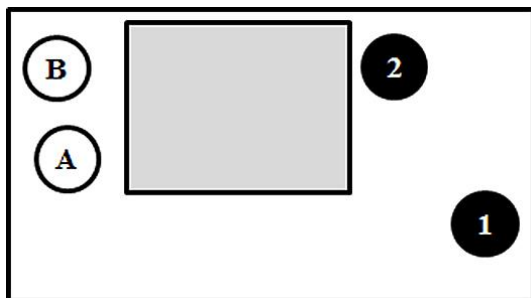
A figure is out of sight when:

- It cannot be seen because of intervening terrain.
- 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 any other figure in the way.

### 7.6.2 TRIGGERING AN IN SIGHT TEST

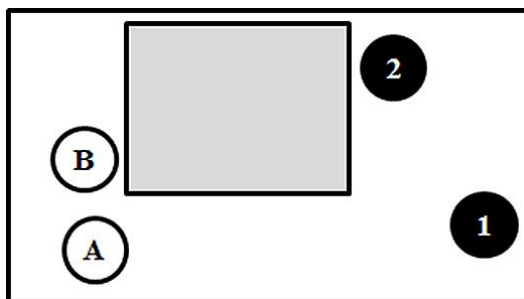
Here's how an In Sight Test is triggered:

- Whenever a group has an opposing group enter into its Line of Sight or LOS, and the opposing group was not seen previously during this activation phase, the In Sight Test has been triggered. *Note that not all figures in the group will qualify to take the In Sight Test.*



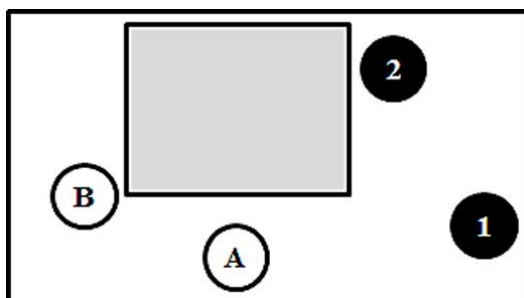
*In this picture the white side cannot be seen by "1" or "2".*

- 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 "1" triggering the In Sight Test.*

- Once the test is triggered the triggering group is allowed to move all of its figures (whether they triggered the In Sight or not) up to two additional inches (free). 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 "1" while "B" moves to the edge of the house so "B" can see "1"; also putting "B" into sight of "1".*

### 7.6.3 TAKING THE IN SIGHT TEST

*The In Sight Test is a Reaction Test taken differently than the other two – Received Fire and Man Down.*

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

- Consult the In Sight Table (Table 7.6.3).
- *The Leader of each group with LOS takes the In Sight for the whole group.* If the Star Leader does not have LOS the highest Rep figure that does, counts as the Temporary Leader.
- Each Leader starts with 1d6 per level of their Rep.
- Modify the number of d6 each Leader rolls, by any applicable Circumstance.
- The Leaders roll their modified d6 total looking for successes, a score of 1, 2 or 3.

- Only one side can win the In Sight Test. The moving side wins the In Sight only if they score more successes.
- If the number of successes is equal, the non-moving side wins the In Sight.
- With multiple In Sights at the same time, it's not if you win, but if you lose. So if you beat one group, but lose to another, you lost the In Sight and can only react. After *all* In Sight actions are done, you react.

*Example – Groups A and B come into sight of group 1. Group A scores 4 successes, group 1 scores 3 successes, and group B scores 1 success.*

*Group A wins the In Sight as it scored more successes than group 1. Group 1 reacts. Group B cannot act as it scored fewer successes than group 1, but it could active fire if it were active. If it had scored more successes than group 1 it could have acted along with group A. After both groups had finished their In Sight actions, group 1 would have reacted.*

## 7.6.4 RESOLVING IN SIGHT ACTIONS

Each figure in the winning group can now act. Here's how we do it:

- Missile figures that are loaded will fire.
- Melee figures in charge reach will take the Charge into Melee Test (Table 7.10.2).
- If a figure cannot fire or Charge into Melee it will Duck Back if in enemy ranged weapons range.
- Otherwise the figure will Carry On.

## 7.6.5 ADDING TO ONGOING IN SIGHTS

There may be a time where a character that was not involved in an In Sight, becomes involved in it. The newly involved character makes an In Sight Test. If it beats the opponent's original In Sight result, it takes its In Sight Action

## 7.6.6 COMPLETED IN SIGHTS

Once all figures in the winning group have completed their actions and appropriate Reaction Tests are taken, the active side continues its part of the turn. This could be additional movement and/or active fire.

## STOP!

Take two figures and place them on the table, out of sight of each other. Both are Rep 4.

Roll 2d6 for Activation. Move the active figure into sight. Once the In Sight is triggered the figure can move 2" more before the In Sight is taken.

Take the In Sight Test for both sides. Did you modify the number of d6 rolled any the applicable Circumstance?

Just to recap. The In Sight is taken by the Leader in the group with a qualifying LOS. This means that a Temporary Leader could take the test. What is a Temporary Leader?

## 7.7 REACTION TESTS

There are two additional Reaction Tests the In Sight. They are:

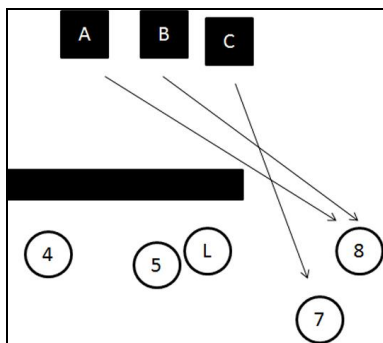
- **RECEIVED FIRE TEST** – The figure was shot at and did not get hit.
- **MAN DOWN TEST** – The figure is within 4" and LOS of a friendly figure that was hit by fire.

### 7.7.1 HOW TO TAKE A REACTION TEST

Here's how these Reaction Tests are taken.

- Consult the Reaction Tests Table (Table 7.7.1)
- Determine what is causing the test; Fired On, Man Down or a combination of both. If more than one cause, you still roll 2d6, but apply the worse result.
- Determine which figures in the group must take the test. Note that there will be times when some figures will take the test and others will not, as when figures are shot at while others are not.
- Start with 2d6 for the group taking the test.
- Modify the number of d6 by any applicable Circumstance.
- Roll the modified total of d6.
- Determine how many d6 were passed based on the individual Rep of each figure taking the test. *This may result in figures in the same group behaving in different ways.*
- Go down the left-hand column to the appropriate row and across to the appropriate column.
- Immediately carry out the result.





In the picture above we see the white group come into sight of three enemy figures. After the white group has moved 2 additional inches, only 7 and 8 are involved in the In Sight Test. After taking an In Sight Test, figures "A", "B" and "C" fire at "7" and "8". Note that the white Leader was not involved in the test and the higher Rep between 7 and 8 was used instead.

Both 7 and 8 are missed and they take a Received Fire Test for being fired on. 2d6 are rolled and a 5 and a 3 are scored. As the Leader is within 4" and part of the group that was fired on he is allowed to roll one Leader Die. He rolls a 4 and passes 1d6. Adding the pass 1d6 result means soldier 7 passes 2d6, so returns fire while soldier 8, due to a lower Rep, returns fire, but counts the Rush Shot penalty.

### 7.7.2 MULTIPLE RESULTS

There may be times when a figure qualifies for more than one Reaction Test and scores more than one result, sometimes conflicting. Here's how we do it:

- One set of d6 are rolled.
- Apply the results to each cause of the test.
- Take the worse result.

See the Status and Actions section (7.8) for more details.

### 7.7.3 COMPLETING REACTIONS

There may be times when a figure is carrying out a Reaction Test and may be forced to take another test prior to completion of the first. When called for, the figure immediately takes the new Reaction Test, cannot score better than the first result, but can score worse.

*Example - A figure takes a Received Fire Test and scores a result of Duck Back. The figure moves towards cover and into the sight of another enemy figure triggering an In Sight Test. The enemy fires and misses the ducking back figure before it has completed its move. The ducking back figure takes a new Received Fire Test and passes 2d6 which would allow him to return fire. However, he cannot score better than the Duck Back result, so continues on towards cover.*

## 7.8 STATUS AND ACTIONS

The Reaction Tests and Melee can change the status of a figure or 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. This is the best status the figure can have. A figure is considered to be carrying on if it is *not* doing any of the following. We have ranked them from best to worst.

- Return Fire.
- Rush Shot.
- Duck Back.
- Leave the Battlefield.
- -1 to Rep.
- Out of the Fight.
- Obviously Dead.

**-1 TO REP** – The character has its Reputation reduced by 1 point by losing a round of Melee. After the melee is over, the character's Rep returns to what it was prior to the melee, even if it went Out of the Fight.

**DUCK BACK** – Figures that Duck Back are seeking cover and safety. Here's how we do it:

- Move to the nearest cover within 6", ending its turn. This can be in any direction, even forward.
- If no cover is available within 6" the figure will halt in place, ending its turn.
- It may not fire until active or directed to by a subsequent Reaction Test.
- Figures in Duck Back behind cover cannot see or be seen by the cause of the test.

**LEAVE THE BATTLEFIELD** - Remove the figure from the table.

**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.

**RETURN FIRE** – The figure immediately returns fire at the cause of the test.

**RUSH SHOT** - The figure immediately returns fire at the cause of the test, but takes the Rush Shot penalty.

## STOP!

One set of d6 are rolled for each group taking the Reaction Tests, but the results are applied to the Reps of each figure separately. This means that figures in the group may behave differently.

Take three figures and place them on the table. They are a Rep 5 Leader, a Rep 4 Soldier, and a Rep 3 Soldier. All three are fired on. The dice are rolled and a 4 is scored for the Leader Die. The other d6 result in a 4 and 6. Look on the Received Fire Test and see how the three Soldiers react.

How many d6 did each pass?

- Thrown weapons must be recovered.
- Bows can fire when active and in reaction, even more than once in the same turn.
- Crossbows and slings must reload.
  - The figure fires its weapon.
  - The *next time* it activates the figure can reload the weapon. He cannot do anything else.

*Example – The active French Crossbowman fires his crossbow as directed by a Charge into Melee result. After melee is over, the French Crossbowman is active but cannot reload. He can when next active.*

*The active English archer fires his longbow as directed by a Charge into Melee result. After the melee he can also active fire.*

## 7.9 RANGED COMBAT

There are two ways to inflict damage in *Swordplay 2015*. The first is by ranged weapons fire and the other is by melee (hand-to-hand combat).

Each weapon is defined by type and in some cases weapons have been lumped into broader categories. Weapons are defined by three characteristics.

**TYPE** – What it is.

**RANGE** – The range listed for every weapon is its *effective range*, which is the range that *the shooter feels he has a reasonable chance of hitting the target*. This range is considerably shorter than most weapons' maximum ranges.

**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.

### 7.9 RANGED WEAPONS TABLE

TYPE	RANGE	2H	RELOAD
Bow.	24/12 <sup>(1)</sup>	Y	-
Crossbow.	24/12 <sup>(1)</sup>	Y	Y
Sling.	12	-	Y
Throwing axe or spear.	6	-	<sup>(2)</sup>

(1) Shorter listed range for crossbow and bow is for when firing while mounted. (2) Must be retrieved to be thrown again.

#### 7.9.1 RELOADING

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

#### 7.9.2 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 2015*.

#### 7.9.3 LINE OF SIGHT

To shoot something you must first be able to see it. A straight line from the shooter to the target is called a Line of Sight or LOS. Here's how we do it:

- Line of Sight extends across the whole table and is blocked by friendly figures, terrain, buildings and sometimes weather.
- LOS is to the front of the figure up to a 180 degree arc.
- In nighttime LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS between figures inside woods is reduced to 12" in the daytime and 6" at night. If at the edge of the woods the figure can see and be seen from outside the woods as normal.
- LOS in *inclement weather* such as fog, rain or snow, is reduced to 12" in the daytime and 6" at night.

#### 7.9.4 COVER OR CONCEALMENT

There will be times when a character will be in cover, concealment or both. Cover and concealment are different.

- *Concealment* makes you harder to see, but does not stop an arrow. Concealment comes into play when taking the In Sight Test.

- *Cover* stops an arrow from hitting parts of your body, so it makes you harder to be hit. Cover comes into play on the Ranged Combat Table (Table 7.9.6).

So how do you tell which is which? Consult the Cover or Concealment Table (Table 7.9.4). Players should match the terrain on the table with the type that best resembles it on the Cover or Concealment List *before* the game begins.

## 7.9.4 COVER OR CONCEALMENT TABLE

#	COVER OR CONCEALMENT
TYPE	RESULT
Buildings, Inside.	<i>Stationary figures</i> inside of buildings are in cover and concealment. <i>Moving figures</i> inside buildings are concealed.
Cart or Wagon, Inside.	Figures inside are in concealment.
Cart or Wagon, Behind.	Figures behind are in cover.
Woods or Rocky.	<i>Stationary figures</i> inside woods or rocky areas are in cover and concealment. <i>Moving figures</i> inside woods or rocky areas are concealed.

## 7.9.5 TARGET SELECTION

Figures match up one on one when targeting each other whether firing or charging into melee. The firing side when shooting or the charging side if going into melee determines target allocation.

All figures must be targeted at least once before being targeted a second or third time by other figures.

Figures in reaction will always target the figures that shot at them.

When taking an active fire the player may choose his targets.

## 7.9.6 SHOOTING A WEAPON

Here's how to shoot a weapon.

- First establish a LOS between the shooter and the target figure.
- Consult the Ranged Combat Table (Table 7.9.6).
- Roll 1d6 and read the result as rolled.
- Add the d6 to the shooter's Reputation to arrive at a total. There is no need to modify the total as it is built into the table.

- Go down the left-hand column to the appropriate row then across to see the result.

*Example – Sir Billy Pink (Rep 5) fires his crossbow at Jacque who is in cover. Billy rolls a 3. The die is added to the Rep of Billy (5), which results in an 8; a miss as Jacque is carrying a shield and being fired to the front.*

## 7.9.7 DETERMINING DAMAGE

Each time a figure is hit the shooter rolls on the Ranged Combat Damage Table (Table 7.9.7). Here's how we do it:

- Consult the Ranged Combat Damage Table (7.9.7).
- Roll 1d6. Modify the result by any applicable Circumstance and go down the left-hand column to the appropriate row and across to see the result.

*Example – Robin has hit an AC 2 Rep 4 Soldier with his Longbow. Robin rolls 1d6 and scores a 4. As the Soldier is wearing AC 2 this is modified into a 6. The Soldier is Obviously Dead.*

*However, he is a Star so can roll his 4d6 Star Power d6. He scores a 1, 2, 5 and 6. The 1 and 2 reduces the Obviously Dead result to a Duck Back. The 6 is lost for the remainder of the Encounter.*

## 7.9.8 AUTO-KILL OR CAPTURE

If an active figure comes into contact with an Out of the Fight figure he can choose to automatically dispatch the figure or capture it. If captured the figure must be guarded by at least one armed figure. Each armed figure can guard up to six enemy figures.

## 7.9.9 PITIFUL SHOT

Rep 3 and 2 figures are allowed to use the *pitiful shot* rule. Here's how we do it:

- Whenever a figure fires and rolls a "6", but still cannot hit the target, such as when a target is in cover, he is allowed to roll 1d6 again.
- If the score is equal to or lower than his Rep a hit is scored.
- Otherwise, treat the result as a miss requiring the target to take a Received Fire Test.

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

## STOP!

Ranged weapons are defined by the distance they can fire out to (Range), whether it must be used with two hands, and if it needs to be reloaded.

To shoot you need a clear LOS the target.

Roll 1d6 and add the result to the Rep of the shooter.

Take out two figures. One is a Rep 3 AC 4 with a crossbow the other a Rep 4 AC 2 with a bow. Place them out of sight of each other.

Roll activation and move the active figure into sight. Take the In Sight Test. Resolve any fire and damage. Repeat with the other figure to see how AC affects damage.

## 7.10 MELEE

When figures come into contact they can enter into melee (hand-to-hand combat).

### 7.10.1 MELEE WEAPONS

There are two types of hand to hand weapons.

- **One Hand Weapon** – Those used with one hand. A spear with a shield is used with one hand. Using a one hand weapon gives the user +1d6 in melee.
- **Two Hand Weapon** – Those used with two hands. A spear used without a shield is used with two hands. Using a two hand weapon gives the user +2d6 in melee.

### 7.10.2 CHARGE INTO MELEE TEST

The only way to enter melee, is via the Charge into Melee Test. Here's how we do it:

- The test is taken by the figure and not the group.
- The figure can be active or inactive.
- The test can be taken at any time during the turn.
- 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.
- Move the charger to 1" from the target. It's now time to take the actual test.

*Example – A Roman slinger comes into sight of two Germans. The Germans win the In Sight and decide to Charge the Roman. All three roll the Charge into Melee Test and the Roman results are applied separately to each German.*

### 7.10.3 HOW TO CHARGE INTO MELEE

Once the charger is moved to within 6" of the target the Charge into Melee Test is taken. Here's how we do it:

- Consult the Charge into Melee Table (Table 7.10.2).
- Each figure starts with 2d6.
- Modify the number of d6 by any applicable Circumstance.
- Roll the modified number of d6 versus the Rep of the figure.
- Determine how many d6 each figure has passed.
- Go down the left-hand column to the appropriate column then across to the appropriate column.
- Immediately carry out the results.
- If charged by more than one figure, the target will apply its result against all of the figures separately. This may mean the target could fire but only at one target.

*Example – The two Germans charge the Roman. The Roman passes 2d6; one German passes 2d6, and the other 1d6. According to the test he is allowed to fire at both, but can only fire at one. He fires at the German that passed 1d6. If he fired at the other he would count the Rush Shot penalty.*

### 7.10.4 MELEE COMBAT

After the Charge into Melee Test is resolved the charger is moved into contact with the target. Now it's time to melee. Here's how we do it:

- Consult the Melee Combat Table (Table 7.10.4).
- Each figure starts with 1d6 for each point of Rep.
- Modify the number of d6 by any applicable Circumstance.
- Each figure rolls its modified number 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, immediately re-fight the melee.
- If one figure scores more successes he has won the melee.

### 7.10.5 MELEE DAMAGE

The figure that scores more successes than his opponent has won the melee and can inflict damage. Here's how we do it:

- Consult the Melee Damage Table (Table 7.10.5)
- Roll 1d6 and add the number of successes the winner rolled more than the loser.
- Go down the left-hand column to the appropriate row and across to see the result.
- Immediately carry out the result.

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

*Pink starts with 5d6 for Rep and adds the following modifiers: +1d6 for using a One Hand Weapon. He rolls 6d6 and scores a 1, 2, 2, 3, 4 and 5 for four successes.*

*The Orc starts with 4d6 for Rep and adds the following modifiers: +2d6 for a Two Hand Melee Weapon. He rolls 6d6 and scores a 1, 2, 4, 4, 4 and 6 for 2 successes.*

*Pink scores two more successes than the Orc. He adds 1 success as the Orc has AC 2. He rolls 1d6, scoring a 3. Adding the 2 more successes he scored over the Orc and the +1 success for the Orc wearing AC 2 gives Billy a result of 6. Looking on the Melee Damage Table we see that the Orc is Obviously Dead.*

*If Billy had scored lower than the Orc's Rep of 4, another round of melee would immediately be fought with the Orc counting a -1 to his current Rep.*

### 7.10.6 MULTIPLE FIGURE MELEES

A figure may be meleed by more than one figure at the same time. Here's how we do it:

- Up to three figures can melee one figure.
- The side with more figures decides in what order its figures will attack.
- Attacks are carried out one on one.

## 7.11 RETRIEVING WOUNDED

Characters can attempt to recover their wounded during the Encounter. Here's how we do it:

- When active or when Ducking Back in reaction, a Grunt will roll 1d6 versus its Rep.
  - If pass 1d6 it will attempt to retrieve wounded friends.
  - If pass 0d6 they will not.
- Stars can always choose to retrieve wounded.
- Now move the figure into contact with the wounded figure.
- Pick up the wounded figure, reduce the remaining movement by 2", and move the remaining distance.
- Figures carrying wounded can take the Fast Move Test, but can only pass 1d6.
- Figures cannot fire weapons when retrieving wounded figures, but will count the Rush Shot penalty.
- Figures charged while retrieving wounded 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.

## 7.12 AFTER THE BATTLE

If you are keeping the same characters to use in multiple Encounters you must see if the wounded and those that left the battlefield return. Here's how we do it:

- Consult the After the Battle Recovery Table (Table 7.12).
- Roll 2d6, read each result as rolled and compare it to the Rep of the figure.
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row, then across and immediately carry out the result.

### 7.12 AFTER THE BATTLE RECOVERY TABLE

2 AFTER THE BATTLE RECOVERY (Taken vs. Rep)	
# DICE PASSED	RESULT
2	Figure returns to the Band
1	Out of the Fight returns to the Band. Those that left the battlefield do not return.
0	Figure does not return.



## 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?

## 7.13 CHALLENGE

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

- Decide on what the *challenge* is.

*Example – I want to jump from the roof of a building to the street below.*

- Decide what a *success* looks like.

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

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

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

- Consult the Challenge Test Table (Table 7.13).
- Modify the Rep of the Challenger by any applicable Circumstance.
- Roll 2d6 versus the modified Rep of the challenger and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the result.
- Immediately carry out the result.

## 7.13 CHALLENGE

**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
Challenger has a tool that will make the Challenge easier.	+1
Challenger wearing AC 4 and doing a physical Challenge.	-1
Challenger wearing AC 6 and doing a physical Challenge.	-2

#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.

## 8.0 BUILDINGS

We handle buildings in an abstract and simple way so as not to slow down game play.

### 8.1 BUILDING SIZE AND AREA

Buildings come in different sizes with the larger ones being composed of more than one area. Here's how we do it:

- Buildings that are roughly 6" x 6", when playing with 28mm figures, are small and have one area.
- Buildings that are considerably bigger will have multiple areas. You can tell this by looking at the building and deciding the number of areas before the Encounter.
- Additional floors above the ground floor will also count as additional areas.

## 8.2 ENTERING AND EXITING

Figures may enter or exit a building when active or inactive. Here's how we do it:

- Entering or exiting through a door reduces movement by 2".
- Entering or exiting through a window reduces movement by 4".
- Moving between floors takes one turn of activation or reaction.

## 8.3 COVER OR CONCEALMENT

Buildings can provide cover and concealment to those inside. Unless specified as being at a window or door, figures inside buildings cannot be seen. Refer to the Cover or Concealment Table (Table 7.9.4) for more info.

## 8.4 BURNING BUILDINGS

There may be a time when you want to set fire to a building. Here's how we do it:

- Take a Challenge Test. A success means you have lit a fire.
- Next turn of Activation move to the building.
- Take a very easy Challenge if the building is thatch or similar.
- Take a very difficult Challenge if the building is wood or stone – yes, you are catching the roof of the stone building on fire.
- A success means the building is on fire.
- One area of a building will burn down per turn of Activation.
- Burned out areas must be vacated.

## 8.5 FIRING FROM BUILDINGS

Figures inside a building can fire at targets outside. Here's how we do it:

- Up to two figures can fire from a door or window.

## 9.0 TERRAIN

Encounters may specify what the terrain will look like, but in general just populate the board with appropriate scenery.

*We recommend using whatever you already have.*

## 9.1 SETTING UP THE TABLE

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'.

## 9.2 GENERATING TERRAIN

Unless previously determined by the scenario, players should use the following system to generate terrain for the battlefield.

1 - Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section. 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

2 – Determine the overall terrain type of the battlefield. You can base this on the actual terrain that the forces fought over or simply roll 1d6 and read the result as rolled.

- 1 – 3 = Clear.
- 4 = Settlement.
- 5 = Wooded.
- 6 = Mountainous.

*Example – I have divided the table into nine sections, but do not know what type of terrain it will have. I roll 1d6 and score a 4. I will use the Settlement area column to determine the actual terrain in each section.*

## 9.3 TYPES OF TERRAIN

There are four types of terrain. They are-

**Clear:** This terrain is flat and does not conceal or provide cover.

**Settlement:** This represents areas with buildings.

**Wooded:** This represents dense wooded or jungle areas that slow travel and obscure vision.

**Mountain:** These are legitimate mountains that hinder or prevent movement through them.

### 9.3.1 HOW MANY PIECES OF TERRAIN?

After you have determined the overall type of terrain on the battlefield it's time to see what the table will look like. Here's how we do it:

- Start from section number one and work your way to section number nine.
- Roll 1d6, read the result as rolled and consult the Terrain Generator Table (Table 9.3.1).
- Go down the left-hand column to the appropriate row and across to the appropriate column for the overall type of terrain.
- This tells you the type of terrain that occupies at least 75% of that section.

### 9.3.1 TERRAIN GENERATOR TABLE

<b>1</b>	<b>TERRAIN GENERATOR</b>
<i>(Read the result as rolled)</i>	

#	CLEAR	SETTLEMENT	WOODED	MOUNTAIN
1	Clear	Clear	Clear	Impassable
2	Clear	Clear	Clear	Clear
3	Clear	Clear <sup>(B)</sup>	Woods	Impassable
4	Clear <sup>(B)</sup>	Clear <sup>(B)</sup>	Woods	Woods
5	Hill	Hill	Woods <sup>(B)</sup>	Woods
6	Woods	Woods	Wooded Hill	Impassable

*(B) See the Building section (9.4.3)*

*Example – I have determined that the overall terrain type of the board will be clear. I roll 1d6 on the Terrain Generator Table for section one and score a 3, clear terrain. I roll a 4 for section two, clear with a chance of buildings. I continue to roll until all nine sections are full.*

## 9.4 TERRAIN & SCENERY

This section describes terrain and what effects it may have on your figures. Each area of terrain must cover at least 75% of the section that it is in. The boundary of the terrain area should be easy to distinguish.

### 9.4.1 CLEAR

These are open areas that do not provide cover or concealment.

### 9.4.2 HILL

These are elevations that slope down in two directions and blocks Line of Sight between figures on opposite sides of its crest or ridgeline.

- Figures within 1" of the crest or ridgeline of the hill are considered to be in cover to those on the opposite side. They can see and be seen from the other side.

### 9.4.3 IMPASSABLE

These are the bases of inaccessible mountains or sheer cliff sides.

- Movement through Impassable terrain is not allowed.

### 9.4.4 WOODS

These include woods, marshes and areas of rough terrain providing cover and concealment.

- Movement is reduced to half speed.
- Visibility between figures inside these terrain features is limited to 12" in the daytime and 6" at night.
- Those inside one inch of the edge of these terrain features count as concealed and in cover. They can see out and be seen from outside the area.
- Those farther inside from the edge cannot be seen from anyone outside of the terrain.

### 9.4.5 BUILDINGS

When a result of (B) is rolled on the Terrain Generator Table there will be buildings in the section. Here's how we do it:

- There will be 3 + 1/2d6 buildings if a Settlement section, 1/2d6 if not.

After you have determined the number of buildings check the Building Types Table (Table 9.5) to see what they are.

## 9.5 TYPES OF BUILDINGS

Once you know how many buildings are in a section we must determine what types they are. We recommend using buildings you already have; just be sure to divide them into 6" x 6" areas. Otherwise, here's how we do it:

- Roll 1d6 for each building.
- Read the result as rolled and consult the Building Type Table (Table 9.5).
- Go down the left-hand column to the appropriate row then across to the appropriate column for the overall terrain type.
- Place that type of building in the center of the section, if it is the first one placed. Otherwise place it 1/2d6" from another in any direction.
- Taller buildings are placed towards the center of the section.
- Buildings with an \* are wooden (1 – 5) or stone (6).

### 9.5 BUILDING TYPE TABLE

<b>1</b>	<b>BUILDING TYPE</b>
<i>(Read the result as rolled)</i>	

#	CLEAR OR WOODED	SETTLEMENT
1	One area – one floor. *	One area – one floor. *
2	One area – one floor.	One area – one floor.
3	One area – one floor.	Two areas – one floor.
4	Two areas – one floor.	Two areas – one floor.
5	Two areas – one floor.	Two areas – two floors. *
6	Two areas – two floors. *	Two areas – two floors. *

## STOP!

Buildings can be divided into more than one area. We use roughly 6" x 6" per area, but just be sure to let everyone know how many areas each building has.

Review the process for burning down a building.

The table is always divided into nine equal sections. They do not have to be square just as long as they are equal in size.

You can choose your terrain or randomly generate it.

What terrain reduces movement through it by half?

## 10.0 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 *Swordplay 2015* does all that for you.

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

## 11.0 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, its composition and location. PEFs are used in every Encounter. Here's how we do it:

- Roll 1d6. The score indicates which numbered section of the table will contain a Possible Enemy Force or (PEF).
- Place a marker of any type in this section of the board to represent the 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 feature is present, place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the board.
- It is possible to have more than one PEF in the same section.
- PEFs have a Rep of 4.
- Once the PEF has been resolved it is removed from the table.

### 11.1 PEFs AND BUILDINGS

The first time coming within 12" and LOS to a building a PEF is generated inside the building. Resolve it normally. If the PEF did not resolve as an enemy:

- The first time the building is entered resolve a PEF using 3d6, counting the lowest two results.
- Resolve a PEF for each level of the building.

## 11.2 PEF MOVEMENT

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

- When the enemy is active, start with the PEF farthest from any player group.
- Consult the PEF Movement Table (Table 11.2).
- Roll 2d6 and compare the scores versus its Rep of 4.
- Determine how many d6 were passed.
- Go down the left-hand column to the appropriate row and across to see the result.
- Immediately carry out the result.
- Any contact that the PEF causes must be resolved prior to moving the next PEF, the next one farthest from any player group.

### 11.2.1 SPECIAL PEF MOVEMENT

PEFs do not suffer any terrain movement penalties.

## 11.3 RESOLVING PEFs

When a player group and a PEF have a LOS it's time to resolve the PEF. Here's how PEFs are resolved:

- Consult the PEF Resolution Table (Table 11.3).
- Be sure that there is a valid LOS to the PEF. PEFs in cover can be seen while those with cover between the tester and the PEF cannot.
- Roll 2d6 versus the PEF Rep of 4.
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the result.
- Immediately carry out the result.
- Remove the PEF marker.

## 11.4 WHO ARE THEY?

This will depend upon the period and army you are fighting. But here are some guidelines:

- If desired, use the Army Lists (Tables 6.1) provided in the book. Just roll 2d6 per figure, add the results together, and this tells you the stats for that figures.
- If not using existing Army Lists, 75% of your enemy will be their most common Class. If that's Melee figures, then that's what you'll use.
- The other 25% will be the opposite Class. Continuing the above example, that'd be Missile figures.
- Rep is determined normally using the Rep section (5.3).

## 11.5 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:

- Use the Army Lists (Tables 6.1) as a template for your own figures. Maybe use the Feudal List (Table 6.1.1) for Normans or Medieval English.
- Before the game generate your Non-Player enemies. That includes Rep, weapon, armor, etc.
- Do this for about six figures. Be sure to assign each figure a number from one to six.
- When you meet enemies just roll 1d6, that many times, to see which of the pre-generated enemy figures you have met.
- Save the info on all PEFs you use as they can be used over and over. Here's an example of a Feudal army like Normans.

#	REP	CLASS	WEAPON	ARMOR
1	3	Melee	Spear	AC 2 w/Shield
2	4	Missile	Crossbow	AC 4
3	4	Missile	Bow	AC 2
4	4	Melee	Spear	AC 4 w/Shield
5	4	Melee	Sword	AC 4 w/Shield
6	5	Mtd. Melee	Lance & Sword	AC 4 w/Shield

*Example – I resolve a PEF as two more than the triggering group. I have 3 figures so will roll 1d6 five times. I score a 6, 5, 5, 3, 2, and 1. I pull those figures out to use. In addition, I write them down on an index card and in future games pull them out when needed instead of rolling.*

## 11.6 HOW THE ENEMY MOVES

When PEFs are deployed they will move according to the PEF Movement Table (Table 11.2).

When PEFs are resolved and figures placed on the table these non-player figures use the NP Movement Table (Table 11.6). Here's how we do it:

- Start with the Non-Player group with the Leader with the highest Rep.
- Consult the NP Movement Table (Table 11.6).
- Start with 1d6.
- Modify the number of d6 to be rolled by any applicable Circumstance.
- Roll the modified number of d6 versus the Rep of the group's Leader.
- Determine how many d6 were passed.



- Go down the left-hand column to the appropriate row, then across to the appropriate column.
- Immediately carry out the result.

## 11.6 NP MOVEMENT

<b>1</b>	<b>NP FORCE MOVEMENT</b> <i>(Taken versus Rep)</i>
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CIRCUMSTANCE	RESULT
Mounted Melee	+1d6
Outnumber enemy by 2:1 or greater.	+1d6

# D6 PASSED	RESULT
1	<b>Melee Class</b> – Move directly to charge the closest player group. <b>Missile Class</b> – If unloaded will reload. If loaded and in range will fire. If loaded and out of range, will move into range and fire.
0	<b>Melee Class</b> – Halt in place. <b>Missile Class</b> – If unloaded will reload. If loaded and in range will fire. If loaded and out of range, will halt in place.

*Example – Activation dice are rolled and the enemy activates first with a score of 4. This means that only enemy groups with a Rep 4 or higher Leader can activate. I start from high to low and the Rep 5 group goes first. I roll a 5, passing 1d6. The Melee figures will move to charge while the Missile figures will fire first.*

## 12.0 ENCOUNTERS

We call your *Swordplay 2015* games Encounters. We have provided you with three Encounters. They are:

- Explore.
- Raid.
- Defend.

Explore will be your first Encounter.

- If you win your next Encounter is a Raid.
- If you lose your next Encounter is Defend.

## 12.1 EXPLORE

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

### 12.1.1 OBJECTIVE

- Your objective is to recon the table.
- To be successful *you* must spend *one turn of activation* within in the center of each section on the table. Once you have accomplished this you must return by exiting the table from the edge that you entered.

### 12.1.2 FORCES

- You can use up to your whole Band.
- Decide who the enemy are, based upon the type of game you are playing. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

### 12.1.3 TERRAIN

- The board is divided into nine sections and terrain generated normally (9.2).

### 12.1.4 DEPLOYMENT

- Your Band will enter the board from the edge bordering sections 7, 8, and 9.
- PEFs are generated and deployed as outlined in the PEF section (11.0).

### 12.1.5 SPECIAL INSTRUCTIONS

- Move your Band onto section 7, 8, or 9, or any combination of those sections if you choose to split your Band.
- After you have entered the table, place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (Table 11.2).
- Resolve PEFs as needed (Table 11.3).
- Use the NP Movement Table when needed (Table 11.6).
- Play continues until the player has accomplished his objective, been destroyed, or leaves the table.

## 12.2 RAID

In the Raid Encounter you are attacking the enemy for a specific reason.

- If you win your next Encounter is a Raid.
- If you lose your next Encounter is an Explore.

### 12.2.1 OBJECTIVE:

- You can raid for a variety of reasons; rescue, capture an enemy, search a deserted village for wine, the reasons are endless. Feel free to provide the reasons why!
- You must accomplish what you set out to do if you are raiding.

### 12.2.2 FORCES

- You can use up to your whole Band.
- Decide who the enemy are, based upon the type of game you are playing. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

### 12.2.3 TERRAIN

- The board is divided into nine sections and terrain generated normally (9.2). There will be 1/2d6 buildings in section 2.

### 12.2.4 DEPLOYMENT

- You enter the table through sections 7, 8 or 9.
- PEFs are generated and deployed as outlined in the PEF section (11.0).

### 12.2.5 SPECIAL INSTRUCTIONS

- Set up your force in sections 7, 8, or 9, or any combination of those sections if you choose to split your force.
- After you have set up your force, place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (Table 11.2).
- Resolve PEFs as needed (Table 11.3).
- Use the NP Movement Table when needed (Table 11.6).
- Play continues normally until the player has accomplished his objective, been destroyed, or leaves the table.

## 12.2.6 FINDING THE OBJECTIVE

In this Encounter there will be a specific objective. This could be an enemy to take as a prisoner, a hostage or maybe a treasure. Here's how we do it:

- When a PEF is resolved as enemy figures, roll 1d6 and read the result as rolled.
- If the score is equal or less than the number of PEFs resolved, the objective is with these enemies.
- If the score is greater than the number of PEFs resolved, treat it normally.
- If you resolve all PEFs and have not found your objective, it will be with the last one. Remember that buildings generate PEFs (11.1).

## 12.3 DEFEND

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

- If you win your next Encounter is an Explore.
- If you lose your next Encounter is Defend.

### 12.3.1 OBJECTIVE

- Your objective is to prevent the enemy from achieving their objective.

### 12.3.2 FORCES

- You can use up to your whole Band.
- Decide who the enemy are, based upon the type of game you are playing. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

### 12.3.3 TERRAIN

- The board is divided into nine sections and terrain generated normally (9.2). There will be 1/2d6 buildings in section 8.

### 12.3.4 DEPLOYMENT

- You can set up anywhere you want in sections 7, 8 or 9.
- PEFs are generated and deployed as outlined in the PEF section (11.0).

### 12.3.5 SPECIAL INSTRUCTIONS

- Set up your force in sections 7, 8, or 9, or any combination of those sections if you choose to split your force.
- After you have set up your force, place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (Table 11.2).
- Resolve PEFs as needed (Table 11.3).
- Use the Non-Player Movement Tables when needed (Table 11.6).
- Play continues normally until the player has accomplished his objective, been destroyed, or leaves the table.

### 12.3.6 WHAT IS THEIR OBJECTIVE?

In this Encounter there will be a Non-Player objective. This could be to kill or capture your Grunts or recover something or rescue someone. Here's how we do it:

- When the first PEF is resolved as enemy figures, roll 1d6 and read the result as rolled.
  - If a success (score of 1, 2 or 3) is rolled the Non-Player objective is to kill or capture your Grunts.
  - If a failure (score of 4, 5 or 6) is rolled the Non-Player objective is to rescue or recover someone or something from the buildings; your choice.
  - Use the Finding the Objective procedure previously outlined when this is the objective (12.2.6).

## 13.0 AFTERWARDS

*Use this section only if you choose to use the same characters for multiple Encounters.*

After the Encounter is over it's time to see what happens to you and your Band members after the After the Battle Recovery Test has been taken.

### 13.1 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 (Table 13.1).
- Roll 2d6 versus the Rep of your Star.
- Determine how many d6 are passed.
- A result of "6" is always a failure.
- Go down the left-hand column to the appropriate row and across to see the results.

### 13.1 NEW RECRUITS TABLE

**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.

### 13.2 INCREASING REP

The Reps of you and your Band members could improve after an Encounter. After each *successful* Encounter it is possible that the Rep of a character could increase. All of the following requirements must be met for the Encounter to be considered a success for that character. It is possible that an Encounter may be a success for one character and not another! Here's how you were successful – you must have all of the following:

- Fired at the enemy and scored a hit or engaged in melee.
- Did not receive a result of Out of the Fight.
- Did not receive a result of Leave the Battlefield.
- Did not leave any Out of the Fight Band members behind.

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

- If the score is higher than the current Rep the Rep will go up one level.
- If the score is a "6" the Rep will go up one level regardless of the current level.
- 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.

### 13.3 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.
- Receives a result of Leave the Battlefield.
- Left an Out of the Fight Band member behind.

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 the current level. This can be attributed to stress, illness, or anything else you decide it to be.
- You can never have a Rep lower than “2”.
- Any other result and you are fine.

### STOP!

After the Encounter you could recruit new Grunts.

If you do well you and your group members could increase in Rep.

If you do poorly you and your group members could decrease in Rep.

## 14.0 STEP-BY-STEP

Here's a step-by-step outline that will help you to get started. After a few games it will become second nature and you won't need it anymore. In fact, you may choose not to use some parts, but if you do, they're there!

### 14.1 AT THE START

1. Your Star starts with a Rep of 5 (5.1.1).
2. Choose your Class (5.4).
3. Choose your Weapons (5.5).
4. Choose your Armor (5.6) and if you want a Shield (5.7).
5. Decide what type of Band you will have. This will define your enemies as well.
6. Recruit your Band (Table 6.2.1).

### 14.2 DURING THE ENCOUNTER

1. Choose the Encounter you want to play (12.0).
2. Follow the Encounter instructions and play the game.

### 14.3 AFTER THE ENCOUNTER

1. All characters that went Out of the Fight or left the battlefield will take the After the Battle Recovery Test (Table 7.12).
2. Check to recruit new Grunts (13.1).
3. Adjust Reps as needed (13.2).

## 15.0 DESIGNER NOTES

*SWORDPLAY 2015* is an introduction to the Reaction System used by Two Hour Wargames. That is why it is so basic in nature. The other THW games provide much more detail and period specific flavor. If you liked *Swordplay 2015*, then *Warrior Heroes – Legends* or *Rally Round the King* might be for you.

*The Reaction System is not for everyone.* You'll find that you do not have total control of your forces; this isn't chess. You will often not know what you're facing and this can lead to unwinnable situations. But you will be presented with challenges every Encounter and the tension that comes from uncertainty. But like I said, not everyone is going to like it.

And that's why we decided to make *Swordplay 2015* free.

### 15.1 MY GAME, YOUR GAME

Games are a reflection of what the writer believes combat is all about. So feel free to tweak rules as you like as the game mechanics are pretty tight and won't suffer from it. Just remember that changing one rule may cause something else to change in an unexpected way. If you get to a point where all your tweaks are confusing you, go back to the original rules and start over. Remember the goal is to have fun. Well, at least that's what I think it is.

The game is actually pretty simple once you've played it a few times. Start small, use the Stop boxes and you'll be fine. Check out the THW Forum. It's a great place to get questions answered and very much alive. The group is full of knowledgeable and helpful gamers and you can usually get answers within 24 hours.

Take care and just play the game!

Ed 8/10/2015

## **6.1 ARMY LISTS**

### **6.1.1 FEUDAL**

#	TYPE	CLASS	REP	ARMOR	WEAPON
2	Knights	Mounted Melee	5	AC 4 + Shield	Lance and Sword
3	Mounted Crossbow	Mounted Missile	4	AC 2	Crossbow and Sword
4	Mounted Sergeants	Mounted Melee	4	AC 4 + Shield	Lance and Sword
5	Heavy Infantry	Melee	4	AC 4 + Shield	Spear
6 to 9	Infantry	Melee	3	AC 2 + Shield	Spear
10 to 12	Crossbowmen	Missile	4	AC 2	Crossbow and Sword

### **6.1.2 NORTHMEN**

#	TYPE	CLASS	REP	ARMOR	WEAPON
2 or 3	Fanatics	Melee	6	AC 2	Two-Handed Axe
4 to 7	Warriors	Melee	4	AC 2 + Shield	Spear or Sword
8	Veterans	Melee	5	AC 4 + Shield	Spear
9	Nobles	Melee	5	AC 4	Two-Handed Axe
10 to 12	Archers	Missile	4	AC 2	Bow and Sword

### **6.1.3 ELVES**

#	TYPE	CLASS	REP	ARMOR	WEAPON
2 or 3	Scouts	Missile	5	AC 2	Bow and Sword
4 to 6	Archers	Missile	5	AC 2	Bow and Sword
7 to 9	Soldiers	Melee	5	AC 4 + Shield	Spear
10	Guard	Melee	6	AC 4 + Shield	Spear
11 or 12	Fanatics	Melee	6	AC 2	Two-Handed Axe

### **6.1.4 GOBBOS AND ORCS**

#	TYPE	CLASS	REP	ARMOR	WEAPON
2 to 4	Gobbo Archers	Missile	3	AC 2	Bow and Sword
5 to 6	Goblins	Melee	3	AC 2 + Shield	Spear
7 to 8	Orcs	Melee	4	AC 2 + Shield	Spear
9	Trolls	Melee	5	AC 6	Two-Handed Axe
10	Riders	Melee	5	AC 4 + Shield	Spear
11 to 12	Greater Orcs	Melee	5	AC 4 + Shield	Spear

### 7.6.3 IN SIGHT

<b>REP</b>	<b>IN SIGHT</b>
<i>(Looking for successes)</i>	

<i><b>CIRCUMSTANCE</b></i>	<i><b>MOD</b></i>
<b>Concealed</b> - Enemy is concealed.	-1d6

### 7.6.4 RESOLVING IN SIGHT ACTIONS

- Missile figures that are loaded will fire.
- Melee figures in charge reach will take the Charge into Melee Test (Table 7.10.2).
- If a figure cannot fire or Charge into Melee it will Duck Back if in enemy ranged weapons range.
- Otherwise the figure will Carry On.

### 7.9.5 COVER

<b>#</b>	<b>COVER OR CONCEALMENT</b>
----------	-----------------------------

<i><b>TYPE</b></i>	<i><b>RESULT</b></i>
Buildings, Inside.	<i>Stationary figures</i> inside of buildings are in cover and concealment. <i>Moving figures</i> inside buildings are concealed.
Cart or Wagon, Inside.	Figures inside are in concealment.
Cart or Wagon, Behind.	Figures behind are in cover.
Woods or Rocky.	<i>Stationary figures</i> inside woods or rocky areas are in cover and concealment. <i>Moving figures</i> inside woods or rocky areas are concealed.

### 7.7.1 REACTION TESTS

<b>2</b>	<b>REACTION TESTS</b>
<i>(Taken versus Rep)</i>	
<i>Stars may exercise Free Will</i>	

<i><b>CIRCUMSTANCE</b></i>	<i><b>MOD</b></i>
If in cover.	+1d6

<i><b>#D6</b></i>	<i><b>RECEIVED FIRE (LDR)</b></i>	<i><b>MAN DOWN</b></i>
<i><b>PASSED</b></i>		
2	<b>Mounted Melee</b> that can, will charge.  <b>Missile</b> that can, will Return Fire.  <b>Others</b> will Carry On.	<b>All</b> will Carry On.
1	<b>Missile</b> that can, will Rush Shot.  <b>Missile</b> that can't, will Duck Back. Roll to retrieve wounded.  <b>Others</b> will Carry On.	<b>All</b> – If twice more friends Out of the Fight or Obviously Dead: <ul style="list-style-type: none"> <li>• Leave the Battlefield.</li> </ul> <b>Otherwise:</b> <ul style="list-style-type: none"> <li>• Duck Back. Roll to retrieve wounded.</li> </ul>
0	<b>Missile</b> will Leave the Battlefield.  <b>Melee</b> will Duck Back. Roll to retrieve wounded.	<b>All</b> will Leave the Battlefield

## 7.9 RANGED WEAPONS

TYPE	RANGE	2H	RELOAD
Bow.	24/12 <sup>(1)</sup>	Y	-
Crossbow.	24/12 <sup>(1)</sup>	Y	Y
Sling.	12	-	Y
Throwing axe or spear.	6	-	<sup>(2)</sup>

(1) Shorter listed range if mounted. (2) Must be retrieved to be thrown again.

### 7.9.6 RANGED COMBAT

<b>1</b>	<b>RANGED COMBAT</b>
	<i>(Read the result as rolled)</i>

#	RESULT
3 to 7	SHOOTER MISSED
8	SHOOTER MISSED IF <ul style="list-style-type: none"> <li>Fast Moving.</li> <li>Rushed Shot.</li> </ul> TARGET WAS MISSED IF <ul style="list-style-type: none"> <li>Shielded.</li> <li>Charging.</li> <li>In Cover.</li> <li>Fast Moving.</li> </ul> OTHERWISE – HIT.
9	SHOOTER MISSED IF <ul style="list-style-type: none"> <li>Fast Moving.</li> <li>Rushed Shot.</li> </ul> TARGET WAS MISSED IF <ul style="list-style-type: none"> <li>Shielded.</li> <li>In Cover.</li> </ul> OTHERWISE – HIT.
10+	SHOOTER HITS TARGET

### 7.9.7 RANGED DAMAGE

<b>1</b>	<b>RANGED COMBAT DAMAGE</b>
	<i>(Read the result as rolled)</i>

CIRCUMSTANCE	MOD
AC 2 Target	+2
AC 4 Target	+1

SCORE	RESULT
"6"	Obviously Dead.
Rep or higher, but not a "6".	Out of the Fight.
Lower than Rep.	Duck Back.

## 7.10.2 CHARGE

<b>2</b>	<b>CHARGE INTO MELEE</b>
	<i>(Taken versus Rep)</i>

CIRCUMSTANCE	MODIFIER
Target in cover.	+1d6
Target charged to flank.	-1d6
Target charged to rear.	-2d6
Mounted charging unmounted.	+1d6

#D6	CHARGER	TARGET
<b>PASSED</b>		
Pass more d6 than opponent	<b>Target</b> may not fire.  <b>Charger</b> moves into melee. No Reaction Tests taken.	<b>Target</b> fires.  <b>Charger</b> moves into melee. No Reaction Tests taken.
Pass same number d6 as opponent	<b>Target</b> Rushes Shot.  <b>Charger</b> moves into melee. No Reaction Tests taken.	<b>Target</b> Rushes Shot.  <b>Charger</b> moves into melee. No Reaction Tests taken.



## 7.10.4 MELEE COMBAT

<b>REP</b>	<b>MELEE COMBAT</b>
<i>(Looking for successes)</i>	

<i>MELEE WEAPON</i>	<i>MOD</i>
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon.	+2d6
<i>CIRCUMSTANCE</i>	<i>MOD</i>
<b>Bigger</b> – Usually a Troll, Ogre or similarly significantly bigger figure.	+1d6
<b>Fanatic</b> – Berserker troops or similar	+2d6
<b>Missile Class</b> – Missile Class figure in melee.	-1d6
<b>Mounted Charging</b> – Figure is mounted and charging.	+1d6
<b>Prone</b> – Attacking a prone opponent.	+1d6
<b>Shielded</b> - If being attacked to the front while using a shield. <sup>(1)</sup>	+1d6

*(1) Using two One Hand Weapons counts as using a shield.*

## 7.10.5 MELEE DAMAGE

<b>1</b>	<b>MELEE DAMAGE</b>
<i>(Read result as rolled)</i>	

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
Each success scored more than the opponent.	+1
AC 2 Loser	+1 success
AC 6 Loser	-1 success <sup>(1)</sup>

*(1) If reduced to same number of successes as loser, immediately refight a round of melee.*

<i>SCORE</i>	<i>RESULT</i>
6 or higher	Obviously Dead.
Rep or higher, but not 6 or higher.	Out of the Fight.
Lower than Rep	Loser -1 to Rep. Immediately fight another round of melee.

## 7.12 AFTER THE BATTLE

### RECOVERY

<b>2</b>	<b>AFTER THE BATTLE RECOVERY</b>
<i>(Taken vs. Rep)</i>	

<i># DICE PASSED</i>	<i>RESULT</i>
2	Figure returns to the Band.
1	Out of the Fight returns to the Band. Those that left the battlefield do not return.
0	Figure does not return.

## 11.2 PEF MOVEMENT

**2**

### PEF MOVEMENT

*(Taken versus the Rep of 4)*

#D6 PASSED	RESULT
2	The PEF moves 8" directly towards the player ending in cover if possible.
1	The PEF moves 4" directly towards the player ending in cover if possible.
0	PEF does not move.

## 11.3 PEF RESOLUTION

**2**

### PEF RESOLUTION

*(Taken versus PEF Rep of 4)*

#D6 PASSED	RESULT
2	<b>Contact!</b> You have run into enemy. Roll 1d6: 1 = Two less than the triggering group. 2 = One less than the triggering group. 3 = Same number as the triggering group. 4 = Same number as the triggering group. 5 = One more than the triggering group. 6 = Two more than the triggering group. <b>Can never run into less than one enemy.</b>
1	<b>Something's out there!</b> Resolve the next PEF with 3d6 counting the lowest two scores.
0	<b>False alarm!</b> Just a case of nerves. If this is the last PEF and no enemy has been contacted, count as if passed 2d6.

## 11.6 NP MOVEMENT

**1**

### NP FORCE MOVEMENT

*(Taken versus Rep)*

CIRCUMSTANCE	RESULT
Mounted Melee	+1d6
Outnumber enemy by 2:1 or greater.	+1d6

#D6 PASSED	RESULT
1	<b>Melee Class</b> – Move directly to charge the closest player group. <b>Missile Class</b> – If unloaded will reload. If loaded and in range will fire. If loaded and out of range, will move into range and fire.
0	<b>Melee Class</b> – Halt in place. <b>Missile Class</b> – If unloaded will reload. If loaded and in range will fire. If loaded and out of range, will halt in place.