

THE SWORD MARCHES: Metal Sword & Sorcery Skirmish Wargames

FOREWARD

Over a century ago, three alien wizards from a nightmare dimension used their fell magics to tear a fracture in the fabric of their reality as they fled from unspeakable horrors...

As their spells combined they could not contain the raw power unleashed by their aberrant thaumaturgy and what was meant to be a small portal to a less dangerous world became a tri-dimensional fracture that brought about the end of the Old Realms.

Now, the cataclysm known as The Fracture of Worlds marks the darkest time of all histories. This convergence of dimensions brought about a dark age of death, destruction, and untold madness. As time passed, the survivors from this disaster rebuilt their combined planes and have overcome much of the chaos that held sway for most of the last century.

The epicenter of the Fracture was a vast area known as the Madlands, and nestled in the center of that chaotic wasteland lays a pocket of city-states, warring tribes, wandering horrors, and secret societies in the lands known as *The Sword Marches*...

WHAT'S AN 'ASHCAN'?

An Ashcan was a rough cut comic book that would be published in an unfinished version as a place holder for Copyrights and such. This Play Test Ashcan of The Sword Marches is unfinished and still under design development. As we go to print down the road, this will no longer be relevant. In the interim, play these rules to DEATH!!!

From this point on, you have what currently stands as the core rules. Play Test updates will be made on a regular basis as we move closer to publication.

This Play Test Rulebook has 3 sections. Section 1 has everything you need to know about building your Warband. Section 2 is all of the core mechanics of how to play the game. Section 3 has two starting scenarios called Adventures.

All the TABLES will be in a separate download document. The TABLES will give you a glimpse of the 'Rest of the Rules' that will appear as we release more Play Test information, or in final publication.

How to Use This Book

The Sword Marches contains everything needed to play Fantasy skirmish wargames. The rules are designed for Campaign play but may also be used for standalone battles.

Players may also opt to play without some of the Factions or Origin types that are tied to the setting, and use these rules to play Fantasy skirmish wargames in other settings of their choosing.

SECTION 1: Warband Muster

MODELS

In The Sword Marches you command a Warband assembled by a powerful Warlord to fight against all foes in pursuit of fame and fortune.

To assemble these forces you will need more than the models representing your Warriors. Each figure in The Sword Marches has a Profile that numerically quantifies its usefulness and abilities in the game. Each Player will have an equal number of Silver Pieces with which to hire his Warband and equip them with the necessary tools of their trade.

Once both Players have created their Warbands and recorded their statistics on their Warband Musters they may set up a game and begin play.

What You See Is What You Get

Also known as 'WYSIWYG' by most gamers, this is the principle that your model must have the Weapons, Armor, and Gear they are equipped with appropriately sculpted/modeled on the miniature.

The other exception to this rule is Gear with the Small Trait. These items do not need to be represented on the miniature in order to have them in the game.

Moving Models

When moving models, a Player will measure from the 'leading' edge of the model's base to the point of its final position. The leading edge is always the edge of the model that is facing in the direction it will travel during its movement. Pick up the model and place its leading edge to the terminal point. Always measure from the same leading edge, not front to back.

No model may Move within 1" of any enemy model unless it is executing a Charge Action or is allowed to do so by some rule or game effect.

POSITION AND CONDITION

During play, a model will change its position on the board, and possibly his condition of function.

All models have a 360° field of vision and Movement. A model does not have a 'facing' to any particular side and is free to move and draw a LoS in any direction.

Ready, Active, Shocked, Broken & Wounded Conditions

Models will be in one of three conditions throughout the game; Ready, Active, or Shocked.

Ready Models

All models begin the game Ready; they are positioned upright on their bases and are 'ready' to receive orders.

When you order an Action Token to a model in the Orders Phase, it gains the Active label. All Active models are considered to be Ready as well, but Ready models are not Active unless they have an Action Token ordered to them.

When a model executes its Action, the Token is removed and it loses the Active label, but keeps the Ready condition.

Shocked Models

When a model suffers an Injury from a Damage Check, it becomes Shocked or Wounded.

When a model becomes Shocked, it gains that label. Active models that become Shocked lose their Action Token immediately.

Shocked models are laid on their side on the table top. Additionally, Shocked models are Combat/2 for all Checks. Shocked models do not benefit from Concealment, but will be able to benefit from Cover if available.

A Shocked model that is Shocked a second time in the same Turn is automatically Wounded and removed from play.

A Broken model that becomes Shocked is Wounded and removed from play. A Shocked model that becomes Broken is also automatically Wounded and removed from play.

Shocked models *do not* count when checking for Target Priority, Panic from Outnumbered, and Engaged with Multiple Opponents rules.

If a model is Shocked while Engaged in Close combat, it remains Engaged until all other opponents Move more than 1" away from this model, or until it Recovers and successfully executes a Disengage Action as normal.

Broken Models

Whenever a model fails to pass a Panic Check, it becomes Broken. The model is going to try and run away, fleeing all dangers, as fast or as soon as it can.

Place a Broken Token next to this model and leave it there until it leaves the table edge, becomes Injured, or executes a Steady Action.

Broken models may be targeted and Attacked normally by other models. They are CBT/2 for all Checks and may only execute a Steady Action if a Token is Ordered to it while Broken.

During the Random Movement sub-step, make a Random Check for each Broken model on your Warband. Move the model that number of inches toward the nearest table edge avoiding all Obstacles, Impassable Ground, and coming within 1" of enemy models.

If a Broken model's base edge crosses the table edge, remove the model from play. It counts as a Wounded model for any Rout Checks a Player is required to make. However, models that leave play this way do not make a Trauma Check in the After Action Report of a Campaign game.

If the Random Check result was zero, then the model is still Broken, but freezes and does nothing. It remains Broken and if still Ready next Turn, it makes another Random Check during the Random Movement sub-step.

Wounded Models

Wounded models are removed from the game board entirely and are out of play.

RATINGS, TRAITS & GEAR

All models have the three main components listed on their Profile which are their Ratings, Traits, and Gear. The Warband Muster will have a section for each member of your Warband that you will fill out and use as a reference during play.

Ratings

There are three Ratings in the Game that numerically define the pertinent abilities of each model. The Ratings have a minimum and maximum range between 1 (lowest) and 7 (highest). Some Traits or game effects will modify a Rating under defined circumstances. A Rating may be modified above the maximum Rating for a model's type. The most a Rating can be reduced to is zero (0).

Combat, Command, & Constitution

Combat Rating – This Rating encompasses a model's training, experience, and overall effectiveness in battle. This Rating is abbreviated as **CBT**.

Command Rating – This Rating represents a model's mental faculties, force of will, and ability to exert influence over others. This Rating is abbreviated as **CMD**.

Constitution Rating – This Rating defines a model's physical fitness, strength, and ability to resist injury and hardship. It is abbreviated as **CON**.

Rating Modifiers

There are only two types of modifiers that will increase or decrease a model's Ratings. The first is a bonus and the second is a penalty.

When applying Modifiers to a Rating for any Check, always add the bonuses first, and use the new total as the full Rating.

Once all bonuses have been added, if any game state, condition, or rule gives that model a penalty, then take the full modified Rating number and divide it by 2, rounding down all fractions.

For example, if a model has a CBT Rating of 4 and a +3 bonus on its shooting Action then it has a total of a CBT 7. Once the distance to the target is measured, the Player sees that his model is at Long Range and suffers a Long Range penalty of CBT Rating divided by 2 and rounded down. This would take the 7 divide it by 2 to get 3.5, then drop the fraction for a final modified CBT 3 for his Check.

Whenever a penalty is applied to a Rating it is written as the Rating's name followed by a /2. This is referred to as a 'Ratings half' penalty. The above example would be a CBT/2 Penalty on the 7 resulting in the final number being a 3.

TRAITS

Traits represent special training, advantages, or abilities that further define models from each other. These enhancements add, modify, or defy the written rules in order to simulate their effects in the game.

Models are not required to have any Traits.

Models are restricted to a maximum number of Traits they can have when first hired onto a Warband. These are called Trait Slots. In subsequent Campaign games they can use Experience Points to buy additional Traits, with the maximum number of Trait Slots instead being equal to their CMD Rating for the remainder of the Campaign.

When first hired onto a Warband, Warlord models have 3 Trait Slots, Champions have 2 Trait Slots and Warriors have 1 Trait Slot.

GEAR

Gear is the summary of all Weapons, Armor, Shields, and Equipment that aid a Warband in its ventures. Like Ratings and Traits, Players spend Silver Pieces on Gear.

Once a Player has finished this last step of purchasing Gear for his models, his Warband is ready to go looking for Treasure amidst the battlefields of the Sword Marches...

Gear Encumbrance

Models can only carry so much Gear into a fight. If they become too encumbered by Weapons, Armor, and other Equipment they are not able to fight effectively.

Each model may only have a number of pieces of Gear equal to its CON Rating. Each different piece of Gear counts as a single item for Encumbrance purposes regardless of whether it requires one or more hands to use.

Gear with the Heavy Trait count as 2 pieces for Encumbrance limits and makes the model subject to the restrictions of the Heavy Gear Trait.

Some Weapons and Gear will be so negligible in their size and weight that they do not count against a model's Encumbrance. These items will be identified by having the Light Trait in their Gear description and on the Gear Tables.

PRE-GAME CALCULATIONS

To speed play, it is recommended that Players pre-calculate the three following attributes on their Warband Musters beforehand.

Base Close Combat Attacks

This is the model's *unmodified* CBT/2 Rating, with a minimum of 1. Traits that increase or modify a model's CBT Rating *do not* factor into this calculation. Only an effect that increases a model's Base Attacks would apply to this number.

Base Damage

The Base Damage (abbreviated as DMG) for each type of Weapon used is prefigured and entered on the Warband Muster where appropriate.

For Close combat Weapons, add the model's CON Rating to the DMG Rating of the Weapon. This total becomes its new DMG Rating.

For Ranged combat Weapons the DMG Rating listed for the Weapon is the only number used.

The DMG Rating is added to any Damage Bonus from a successful Attack when calculating Damage Checks in combat.

Armor Rating

Armor and Shields each have their own Armor Rating, abbreviated as ARM. Add all Armor and Shield Armor Ratings together. This new total is entered on the Warband Muster as the model's new ARM Rating.

In The Sword Marches the maximum Armor Rating for any model is 10. Any ARM Rating above that is discarded.

SOUND THE MUSTER

Each Player has a number of starting Silver Pieces to use in hiring his Warband based on the type of Chronicle the Players have agreed to play. Silver Pieces represent the financial backing of the Warlord's Faction. Any unused Silver Pieces can be banked on the Warband Muster for use later in the Campaign. Henceforth, they are abbreviated as SP's.

Required Models

Players must have 1 Warlord model type to lead their Warband. Including their Warlord, each Warband must have a minimum of 3 models and up to a maximum of 15. In addition to the Warlord, the other models may be a mix between Champions and Warriors. See the Warband Organization Table for all minimums and maximums.

CHOOSE YOUR WARLORD'S CHRONICLE

The Sword Marches is a Narrative Campaign Game where Players create a lively backstory for their Warlord and its Retinue and carry that story and the development of that Warband from Adventure to Adventure. In the 'Metal Sword & Sorcery' genre, daring leaders fight insurmountable odds to reach their goals. The Sword Marches Warlords have the same opportunities for fortune and fame!

Chronicle Stages

Like their literary counterparts, Warlords in the Marches can be played at three different levels, or Stages, of their personal story. The Upstart Stage is for Adventures in the early days of the Warlord's career. Here the Warband is smaller and the stakes tend to be higher, as the loss of an ally or follower can spell disaster for the group.

The Blooded Stage represents the middle part of the Chronicle where the Warlord and its allies are in their fighting prime, capable of dealing with greater challenges from enemies and creatures they encounter along the way.

Finally, the Legend Stage is that period where the Warband is at its peak strength having conquered lands and seen their Warlord rise in status on the world stage. This period is the fulfillment of the Warlord's journey and will be the final piece of the narrative story.

Players must first choose which Chronicle Stage they are going to use to start their Campaign. Once decided they consult the Warlord Chronicle Table to see how many starting Silver Pieces they get and what size of Game Board they are recommended to use for Games set in that Stage. This table will also show the Starting Ratings Maximums by model type for starting the Campaign. All Stages have the same Starting Traits Maximums as listed on the table.

The Campaign book will detail how Warbands advance to the next Chronicle Stage, but for now it is important just to know that as a Warband gains Experience, Injuries, and Treasure from its Adventures it will reach a point where it moves into the next Stage of its Chronicle.

WARLORD ARCHETYPE

The first thing a Player must decide in building the Chronicle of his Warlord is what Warlord Archetype his leader will have. An Archetype is a thematic representation of the story thus far and of the singular personality that has forged the Warband and set out on the path to greater glory.

Each Player must select one Archetype from the 12 listed below. This Archetype may change the rules for this single model, or may alter the way its Warband is Mustered and used in a Game. Once this Archetype is chosen it may not be changed until the Warband has reached the next Chronicle Stage based on its Renown Rating.

If a Player wants to change the Warlord Archetype when his Warband reaches the next Chronicle Stage he may do so unless it would violate the way the Warband is structured. For example, if a Warlord in the Upstart Chronicle Stage took the Grizzled Veteran Archetype which allowed it to start with more than 2 Champion models it could not change from that Archetype later on because it would violate the normal Warband restriction of 0-2 Champions

allowed. The Player would need to voluntarily dismiss any extra Champion models if he wanted to Change the Archetype. This is allowed but once done may not be later altered.

Finally, if a Warlord does change its Archetype at a new Chronicle Stage it cannot change back to the previous Archetype upon reaching a subsequent Chronicle Stage. For example, if a Warlord took the Cunning Barbarian Archetype at the Upstart Stage, then changed it to Battle Sage at the Blooded Stage, it could not change back to the Cunning Barbarian when reaching the Legend Stage.

Archetypes

Battle Sage – *This Warlord is a scholar of battles and has spent extra time honing its range of useful combat skills.*

This Warlord's Maximum Starting Traits number and Campaign Maximum Traits number are increased by +1 point each.

Chosen One – *A leader of some repute amongst its peoples, this Warlord has been anointed to accomplish some great task or quest on behalf of its peers.*

This Warlord may have up to 2 Traits from the same Cascade Trait list.

Cunning Barbarian – *Considered a crude and uncivilized brute, this underestimated Warlord is sly and cunning beyond measure.*

This Warlord adds its CON/2 Rating number of Action Tokens to its Tactical Pool in every Orders Phase unless it is Wounded.

Eldritch Master – *Steeped in esoterica and masterful at the Intangible Arts, this Warlord acts as a conduit to otherworldly energies that empower its own magic and that of its allies.*

This Warlord and models on its Warband gain a +1 CMD Rating bonus to any Power Checks they make while this Warlord is not Wounded.

Far Traveler – *A vagabond and wanderer of strange, faraway lands, this traveler has obtained talents beyond its ken.*

This Warlord may buy a single Trait from one of the two remaining Trait Lists that are not allowed for its Origin Type.

Fearsome Adversary – *This Warlord has a far reaching reputation for being a powerful conqueror and merciless victor.*

When an enemy Warband makes its Rout Checks, it adds +1 Wounded model to the opposed Check number unless this Warlord is Wounded.

Grizzled Veteran – *The scars on the inside of this hardened leader outmatch those it bears on its flesh. Tried in the fires of battle and the horrors of the Madlands, this Warlord leads a seasoned cadre of blooded fighters who win the day at all cost.*

In addition to this Warlord, the Warband must have 2+ Champions and may have 0-3 Warriors. This Warband's Maximum Total Models is 10. This Warband may not have Hirelings.

Mercenary Captain – *This leader is a true Dog of War who sells its Warband's skill-at-arms to the highest bidder.*

The Maximum number of Hirelings allowed on this Warlord's Warband is equal to its CMD Rating +3 models. Hirelings in its Muster count toward the 2+ Warrior model requirement.

Outland Marauder – *Bored with the bellscape of the Madlands, and seeking riches and glory in the Marches, this Warlord's savagery defies Death at every turn.*

Whenever this model is Wounded, if the result of the Damage Check made against this model is a tie with this model's Resistance Check result, then the Wounded result becomes a Shocked result instead.

Promised Messiah – *Ancient prophecy foretold of this savior's arrival. Now followers flock to their leader with fervor and ever growing numbers in pursuit of their common goals.*

In addition to this Warlord, the Warband must have 2+ Warriors and may have 0-1 Champion. The Warband's Maximum Total Models is 20.

Relentless Crusader – *Unwavering in purpose and intensity of task, this fervent crusader will stop at nothing to win the day for its chosen cause.*

While this Warlord is not Wounded, its Warband's Rout Check Threshold is 50%+. Against a Rival Warband its Rout Check Threshold is 75%+.

Vengeful Revenant – *Unwanted by the Grave, this Warlord thinks it is feared by the Afterlife...and rightfully so...*

This Warlord adds +1d10 to its Trauma Check die roll, and chooses which result to use for the Trauma Check final result.

CHOOSE YOUR WARBAND'S FACTION

Factions represent the dominant organizations or alliances that exist in the Sword Marches setting. They are archetypal and can be personalized by each Player to form their own unique variant or to play as written.

Each Faction has a Rival Faction that will alter the Rout Check conditions of a battle, as well as increase the Experience points gained for taking them out.

Finally, each Faction will have certain Traits that represent their unique methods or fighting styles. These Traits may only be purchased by members of that Faction.

FACTIONS

Fighting Companies – The Sword Marches were named as such for the preponderance of Fighting Companies that plied their blood-stained trade for centuries throughout the region.

Whether a hapless band of mercenaries and n'er do wells or professional soldiers without a patron, these are the bands that do the dirty work of killing and conquering throughout this perilous land. As such they tend to attract the best and deadliest of warriors in the realm.

Rival Faction: Other Fighting Company Warbands

Guilders - In all ages wealth is power. The faction known as the Guilders holds more cumulative wealth than all the other factions combined. Built on the bones of the craft guilds of old, the highest members of this organization are veritable merchant princes whose authority, reach, and influence cross borders, fortress walls, and transcend religious dogma.

Guilders are interested in accumulating and controlling the wealth of the world. They fund Explorers' Guilds and Fighting Companies with an eye toward finding and retrieving greater riches. They have the largest number of Alchemists at their command whose transmutation of precious metals is held in guarded secrecy.

Rival Faction: Wold Walkers

Lords of Entropy – Centuries ago a dark cabal of inhuman creatures formed a murder cult centered on the extermination of other intelligent beings who had banded together in civilized lands. After some time the free peoples of the Marches began to see that the monstrous invasions, infestations, and assaults on their societies were far too organized to be haphazard events.

The Lords of Entropy are shrouded in mystery and obfuscation. When their fell plots are disrupted by the March Wardens or other groups defending civilization, the members of this cabal disappear back into the shadows to again plot the overthrow of all governments and religious orders. For theirs is the right to rule!

Rival Faction: March Wardens

March Wardens - Between the settled fortress-cities of the Sword Marches lay the farms and free towns that stand alone against the darkness. These communities, and the travelers of their byways, have a group of vigilant protectors who intervene when the odds favor the darkness. These are the March Wardens, and their ranks consist of paladins, knights, rangers and priests who protect the people and places forgotten by the rulers of the City-States.

Rival Faction: Lords of Entropy

Reliquarians - This secretive order holds that knowledge is power to a fanatical degree. Obsessed with the retrieval and ownership of ancient magic items, relics, and arcana this organization uses subterfuge and guile to amass raw magical power. Consisting primarily of sages, bards, wizards, historians, and antiquarians this order not only seeks knowledge of lost magical items and spells, but of ancient lore, historical records and all useful knowledge. The enforcement arm of this group is a cabal of arcane tricksters known as Ribaulds.

Rival Faction: The Regency

The Regency - Behind the kings, potentates, tyrants, and other figureheads of state are the true powers behind the throne. These bureaucrats, aides, viziers and councilors run the day to day operations of their realms. Quietly working behind the scenes, this organization makes policy, deposes ineffective leaders, and silently charts the course of the remaining civilized lands. This political powerhouse has a diverse membership that has connections in every government, guildhall, militant or religious order, and town council. Others cross them at their peril.

Rival Faction: Reliquarians

Wold Walkers - Off the beaten path made by more civilized folk, the Wold Walkers patrol the broken crags, deep forests, and wild places of the Marches. Travelers and pioneers set a place at their tables and campfires to give thanks and respect to these stalwart defenders of the wildlands. Consisting of a loose alliance of rangers, druids, barbarians, Nature priests, and bards the Wold Walkers share news, troop movements of hostile forces, and aid and defend those who fall prey to the evils of the road.

Rival Faction: Guilders

PICK YOUR STRONGHOLD TYPE

Each Warband ventures forth from their base of operations known as a Stronghold. Each Player must choose the type of Stronghold they operate from and may not change it for the life of the Warband.

Strongholds confer their Feature to the Warband immediately and for as long as the Warband stays together. Players must select any one Stronghold Type of their choosing, and are not required to select one that matches the theme of their Warband's Faction or Origin Types.

Stronghold Types & Features

- **Maritime – A Girl in Every Port:** Models in this Warband may purchase 0-1 Trait from any other Faction Trait list. This may be done when first hired or, if during a Campaign, at any time thereafter.
- **Mercantile – Merchant Prince:** When first hired, this Warband may include 0-2 pieces of Scarce Gear instead of the usual 0-1. In Campaign games this Warband adds +1d10 to its Checks for Scarce items.
- **Mercenary - Glory Hounds:** This Warband may have 0-3 Champion models instead of the usual 0-2.
- **Military - War College:** If the Warlord of this Warband is unable to make a Rout or Strategy Check, then any friendly Ready Champion model may do so as if it were the Warlord, but using its own CMD Rating for the Check.
- **Monastic - Second Sight:** A Warband from this Stronghold starts each Game with a free Break Token to use Once per Game.
- **Municipal - Pulling Strings:** When this Warband's Warlord is making the Strategy Check to determine Adventure, it rolls 2d10 and uses the highest result.
- **Mystical - Signs & Portents:** Once per Game this Warband's Player may declare one of his model's Actions Unbreakable.

CHOOSE YOUR MODEL TYPES

Warlords

Your Warlord is the leader of your Warband. Your Warband can only have one Warlord Type model. Warlords have access to the best Ratings, Traits, and Gear of any model on their Warband.

A Warlord model has a Command Radius equal to its CMD Rating in inches. Model's in the Warlord's Warband with a lower CMD Rating may substitute the CMD Rating of their Warlord for all Panic Checks, if they are within its Command Radius. This Command Radius is not usable when this model is Broken, Shocked or Wounded.

Champions

Warbands can have between 0-2 Champions who are battle tested and experienced combatants or specialists. They have access to more Traits and better Ratings than their fellow Warband mates and after the Warlord they get the best pick of the treasure.

Warriors

Warriors are the rank and file members of every Warband. These models make up the main bulk of a Warband's numbers and vary widely in their skills and quality. There is no limit to the number of Warriors on a Warband up to the maximum number of models allowed.

CHOOSE YOUR MODELS' ORIGIN TYPES

Once the Faction and Stronghold types have been determined, Players will then proceed to hire models to their Warband Muster. They do this by first choosing from one of the three Origin Types for each of their models. Origin Types describe the general nature of the warrior being recruited to the Warband.

Players may have any mix of the three Origin Types among the models on their Warband Muster. There are no restrictions to how many of each Type may be hired, except where noted below.

Some Origins or sub-types are limited in number on a Warband Muster. This will be shown as zero to a set number which is the maximum of that sub-type that can be on the Warband at any time. For example, a Warband is limited to have 0-3 Supernatural (Avatar or Mystic) models.

ORIGIN TYPES

Human

Humans are the largest group of intelligent creatures in the realm that encompasses the Sword Marches. They are ambitious, adaptable, and aggressive in their pursuits, whether physical, mental, or social. As the dominant race, they also have the greatest amount of social and physical diversity compared to other groups or creatures.

While less physically advantaged compared to other non-human races in the Marches, Humans have put their determination and focus into becoming masters of a single craft and train relentlessly to give themselves an edge in battle against more naturally or magically gifted foes.

The Human Origin Type confers the following:

- **Background:** Each Human model must select one of the following Backgrounds which is then listed in parenthesis after 'Human' on the Warband Muster:
 - **Athletic:** This model's Background Rating is Combat. Its Starting Maximum CBT Rating is one point higher than normal for its Model Type.
 - **Imperious:** This model's Background Rating is Command. Its Starting Maximum CMD Rating is one point higher than normal for its Model Type.
 - **Tough:** This model's Background Rating is Constitution. Its Starting Maximum CON Rating is one point higher than normal for its Model Type.
- **Apprenticeship:** When first hired, this model may buy a single Stackable Trait at up to a +2 bonus level by paying the EXP amount as SP added to the SP of the +1 level. This does not apply to new Stackable Traits later purchased during a Campaign. On the Muster entry write Apprenticeship and then the chosen Stackable Trait in parenthesis with the bonus listed after. For example, Apprenticeship (Man-at-Arms)+2.
- **Wound Threshold:** 5+.

Demi-Human

If Humans are the standard by which the other intelligent races in the Sword Marches are judged, then Demi-Humans would seem to be touched by the Gods in comparison. These races have natural abilities that are above those of the average Human. As such, these races share much of the same physiology as their Human counterparts, but have certain talents that set them apart and make them somewhat superior to Mankind.

Most humanoid races in the Marches are represented by the Bloodlines in this Origin Type. There is no set fantasy race that is tied to these, so Players are free to interpret these rules as they will with the type of models they recruit with this Origin.

The Demi-Human Origin confers the following:

- **Bloodline:** Each Demi-Human model must select one of the following Bloodlines which is then listed in parenthesis after 'Demi-Human' on the Warband Muster:
 - **Feral:** This model's Close combat Weapon Base Damage is increased by +1 point. This model is Immune (Panic from Outnumbered). When Charging this model's Weapon Reach is increased by +1 point.
 - **Graceful:** This model's base Move is 8". When moving within Difficult Ground this model's Move is 4". If this model receives a CBT/2 penalty, it rounds fractions up instead of down.
 - **Stout:** This model is Immune (Fatigue, Heavy, Poison). This model's Wound Threshold is 7+. Any +4" bonus to this model's Move is reduced to +2" instead.
- **Militia:** When first hired this model may purchase 0-1 Martial Trait.
- **Wound Threshold:** 6+.

Supernatural

Creatures that are infused with magical energies or other preternatural abilities have the Supernatural Origin Type. These beings have gifts beyond the reach of mortal ken, and are usually obviously inhuman. They do not have the same physical needs that Humans and Demi-Humans have and are somewhat feared because of these unnatural advantages.

This Origin Type can be used to represent any kind of inhuman being such as extra planar entities, undead creatures, powerful sorcerers whose very flesh is imbued with preternatural energies, and constructs empowered by magic to walk among mortals.

The Supernatural Origin confers the following:

- **Caste:** Choose one Caste from the list below and place it in parenthesis after 'Supernatural'. A Warband may not have more than a combined total of 3 models with the Avatar or Mystic Caste.
 - **0-3 Avatar:** This model has a Wound Threshold of 7+ and is Immune (Panic).
 - **0-3 Mystic:** This model bends mystical energy around itself which confuses its enemies and inhibits their attacks. This model may use its CMD/2 number of dice when making any Defense Checks. Cover will add its bonus to this model as normal.
 - **Soldier:** If this model receives a CON/2 penalty, it rounds fractions up instead of down. This model Recovers at the end of the Turn in which it became Shocked.

- **No Mortal Coil:** This model is Immune (Fatigue, Gas, Poison).
- **Wound Threshold:** 6+.

- Cold
- Diabolic
- Fire
- Mystical
- Primeval
- Undead

TRAITS

Traits come in five categories or types. Each model Origin Type can buy Core Traits normally. Martial Traits are only available to Humans. Inborn Traits are only available to Demi-Humans. Arcanum Traits are only available to Supernaturals. Faction Traits are only available to models from a specific Faction.

Models may not take a Trait more than once unless that Trait requires they choose a sub-type. Each different sub-type counts as a separate Trait, even though it's the same type of Trait unless stated otherwise.

Cascade Traits

Each main category of Trait has a single Cascade Trait. This is a subtype listed in bold italics which represents additional Traits to choose from that have a common theme. A model that qualifies to use a Cascade Trait consults the Trait's entry in the rules, and then is allowed to purchase a single Trait from the designated sub-list. A model may never have more than one Cascade Trait.

For example, Jason wants to build a Vampire Warlord. After he buys the Warlord's Ratings, he moves on to Traits. Since the model is a Supernatural (Avatar) it gains access to the Core and Arcanum Trait lists. Jason looks at the Traits Table and sees that the Cascade Trait for the Arcanum category is ***Undead***. He then looks to see that the Vampire Trait is on that list and buys it for his Warlord. He enters Vampire on his Warband Muster.

Stackable Traits

Stackable Traits, indicated by the (S) after the name, may have higher levels of bonus added later as explained in the Campaign book. Stackable Traits when first purchased are at the +1 bonus level for their type and may never exceed the +3 level if increased later with Experience Points in a Campaign. Human models may purchase their initial bonus for a single Stackable Trait at the +2 level from their Apprenticeship feature. Use the Experience Point cost listed for that level but pay for the extra level with Silver Pieces instead of EXP.

For example, Mike wants to make his Warlord a Human (Tough) barbarian type. He decides that he wants his Warlord to have Man-at-Arms+2 to start as his Apprenticeship feature Trait. So he can spend 15 Silver Pieces to start out with Man-at-Arms+2.

Source Traits

Source Traits are unique in that they define a type of energy or origin point that is used to define what a model is made of, aligned to, or emanates. Source Traits are associated with the model itself, while Gear Traits are associated with the features of a piece of Gear.

Source Traits act as key words used to trigger Immune or Vulnerable Traits for the most part. When they have an actual effect other than as a key word they are listed as a Gear Trait. For example, the Fire Source Trait looks for models that have the Immune (Fire) or Vulnerable (Fire) Traits. It does not confer the damage bonus that the Fire Gear Trait does. However, the Fire Gear Trait will trigger a model's Immunity or Vulnerability in addition to its other effect.

The list of Source Traits is as follows:

- Abomination
- Ascendant

Constitution Traits

Constitution Traits are a special category of the two Traits mentioned above in the Source Trait section. They are Immune and Vulnerable. These are not purchased by any model and are always included in other Traits instead.

Immune – This represents the ability of models or Gear to be totally unaffected by a given type of attack or effect source. When listed as either a Source Trait or Gear Trait, the type of Source, condition, or Gear Trait listed in parenthesis after, is what the model ignores. This can be a type of damage, condition or other effect. No damage is done from any Attack bearing the type or types listed in parenthesis.

For example, Immune (Panic) means that model never has to take a Panic Check. Immune (Fire) means the model is unaffected by any attack or condition that bears the Fire Source or Gear Trait, etc.

Vulnerable – A model with this Trait is very susceptible to certain types of damage from a specific Source. Damage sustained from this Source will be far more grievous than it would be for someone not so Vulnerable.

The Vulnerable Trait will have the Source of the Vulnerability listed in parenthesis indicating the type of Attacks from that Source Trait or Gear Trait that will trigger this Trait. For example, Vulnerable (Fire) would trigger any time the model was successfully hit by an Attack bearing the Fire Source or Gear Trait.

Vulnerable models make their Resistance Checks against these Attacks with a CON/2 penalty. Calculate this penalty and then add any Armor Rating for the final result.

If an Attack has more than one Trait that triggers multiple Vulnerable Traits on the Defending model, there is no additional effect.

CORE TRAITS

Man-at-Arms (S) – *In regions as deadly as the Sword Marches, few survive without training in the art of self-defense, or vigorous offense, with a melee weapon. This warrior is trained to use a hand weapon in both roles.*

When making Attack and Defense Checks in Close combat with a Close combat Weapon this model gains a +1 CBT Rating bonus per level of this Trait.

This bonus does not add to CBT for computing a model's number of Base Close combat Attacks. That number is based on the model's unmodified CBT Rating.
5 SP/10 EXP/10 EXP

Marksman (S) – *Some warriors are better suited to using bows or crossbows to bring down their foes. Some prefer javelins or throwing axes to fend off nearby opponents. This warrior is trained to use all manner of missile weapons in battle.*

When making Attack Checks with a Ranged Weapon this model gains a +1 CBT Rating bonus per level of this Trait.
5 SP/10 EXP/10 EXP

Two Weapon Fighting – *The elite Warblades cult from Swordbeim practice the mastery of fighting with two bladed weapons. This model has had similar training and can use this technique to deadly effect with Weapons of its choosing.*

This model may fight in Close combat with two single handed Close combat Weapons. The controlling Player decides which Weapon is the Primary and which is the Secondary. Use the Weapon Profile of the Primary Weapon, and re-roll the lowest Close combat dice result before choosing which dice to use to resolve the combat.
10 SP

Valor (S) – *Since the time of the Fracture, the Sword Marches has been plagued with all manner of hostile and terrifying monstrosities and otherworldly beings. Seasoned soldiers come to expect these encounters and have steeled themselves to the task of overcoming their fear and showing true valor in battle.*

When making a Panic Check this model gains a +1 CMD Rating bonus per level of this Trait. This bonus may only be added when using this model's CMD Rating, not when using its Warlord's Command Radius. This Trait does not increase a Warlord's CMD Rating when using its Command Radius.
5 SP/5 EXP/5 EXP

Vocation - This Trait gives the model access to choose and purchase one Vocation Trait of its Player's choice from the Vocation Trait sub-list.

MARTIAL TRAITS

Exploit - This Trait gives the model access to choose and purchase one Exploit Trait of its Player's choice from the Exploit Cascade Trait sub-list. Only one Exploit Trait may be purchased by a model.

Hack & Slash – *The Swordfang Nolander tribe is renowned for the speed with which their barbarian warriors rush their foes. These killers hack and slash their way to victory time and again. Their training has been mimicked by many fighting schools throughout the Marches.*

When executing a Charge Action this model may add +4" to its Charge Move distance. It may not use this if subject to the Heavy Trait. This model may not use this extra Charge Move distance to enter Difficult Ground.
15 SP

Sharpshooter – *Every Summer Solstice, the Rangers Lodges gather for their Conclave and compete with each other in the ways of woodcraft, wilderness lore, and combat. The most prestigious contest is in archery, where feats of mastery at hitting a concealed target with an arrow or bolt reign supreme.*

When executing a Take Aim Action against a target enemy model this Trait negates any Concealment that target model may have.
25 SP

INBORN TRAITS

By the Ancestors – *Each bloodline has deep connections to the legendary feats of their ancestors. When faced with life ending violence this model reaches into its inner reserves of strength or agility in a last great effort to avoid death.*

Once per Game this model may increase its Wound Threshold number when resolving the result of a single Damage Check made against it. The amount of the increase is equal to the Rating/2 number based on its Bloodline Type: Feral and Stout models use their CON/2 Rating; Graceful models use their CBT/2 Rating.

This ability may be used after determining the result of the Damage Check made against this model, but before applying the type of Injury originally indicated. This can turn a Wounded Result into a Shocked result instead.
20 SP

Monstrous - This Trait gives the model access to choose and purchase one Monstrous Trait of its Player's choice from the Monstrous Cascade Trait sub-list. Only one Monstrous Trait may be purchased by a model.

More Than Human – *Demi-Humans often consider themselves more gifted by the gods than their Human counterparts. This haughty attitude can sometimes manifest itself in the thick of battle.*

Once per Game, this model may add a +3 bonus to any Check that is made with its Bloodline Rating. Add the bonus before rolling any dice.

The Bloodline Rating for Graceful is CBT; for Stout CMD; and for Feral is CON.
5 SP

ARCANUM TRAITS

Horrible Stench - *A powerfully pungent, acrid, noxious, or putrid odor reeks from this warrior.*

Enemy models that are Engaged with this model in Close combat are CBT/2 for all Attack and Defense Checks as they choke and gag on the Horrible Stench. This applies even if the Engaged models Attack or Defend from models other than this one.

Models with Immune (Gas) are not affected by this Trait. Inured to its own foulness, this model is also Immune (Gas).
35 SP

Mystic Shroud – *Strands of mystical energy surround this being and distort the perceptions of its enemies when they try to harm it in battle.*

Whenever an enemy model targets this model with a Ranged Attack, it adds this model's CMD Rating as additional inches to the total actual distance between both models for determining any Long Range penalty.

When comparing Weapon Reach in Close combat, this model will automatically win the contest over all Engaged enemy models. If another enemy model has this Trait then the model with the higher CMD Rating wins. If this is a tie then the Attacker is still At Risk as usual.
15 SP

Undead - This Trait gives the model access to choose and purchase one Undead Trait of its Player's choice from the Undead Cascade Trait sub-list. All Traits on the sub-list have the Undead Source Trait as well. Only one Undead Trait may be purchased by a model.

VOCATION TRAITS

Fighting Man – *There is no shortage of Fighting Men in the Sword Marches. Whether trained in a proper Fighting Company like the True-Bolds or Gruffjacks, or conscripted from the ranks of watchmen and guards that patrol the walls and streets of the Fortress-Towns and City-States, these hardened soldiers are quick to take advantage of an opportunity in a fight, and are accustomed to the weight and heft of heavy weapons, armor, and shields.*

When executing a Close combat Break Action, this model gains a +3 CBT Rating bonus. This may only be used Once per Turn.

This model is Immune (Fatigue, Heavy).
10 SP

Ranger – *Rangers' Lodges dot the Marches and act as waystations, rumor mills, and safe havens from the dangers of the road.*

This model treats all Difficult Ground as Open Ground, and all Impassable Ground as Difficult Ground for all Actions that have a Move component.

When this model's base is wholly within Area Terrain, all enemy Ranged Attacks targeting this model are made at a CBT/2 penalty regardless of the actual Range.
15 SP

EXPLOIT TRAITS

Just Won't Die! – *Some warriors are so tough and determined to win that they are able to shrug off wounds that would fell lesser foes.*

It takes 3 Shocked results in the same Turn to cause an automatic Wound on this model.
20 SP

Mighty Thews – *This fighter has thick, corded muscles that deliver powerful strikes in combat.*

When making Close combat Attacks with a Close combat Weapon, this model's Weapon gains the Impact Gear Trait. This model is Immune (Fatigue, Heavy).
10 SP

MONSTROUS TRAITS

Insectoid – *Whether survivors of the Sectican Wars or active members of the Arachnarchy, the insectoid races of the Marches are quietly making their intentions known.*

Able to lift burdens many times its normal strength, this model is Immune (Fatigue, Heavy) and gains a +2 increase to its Encumbrance maximum.

This model treats all Obstacles and Difficult Ground as Open Ground.

When executing Climb Actions, the maximum Climb distance is 6" rather than 4", and it gains a +3 CBT Rating bonus to its Terrain Checks.

All Close combat Attacks this model makes have the Poison Gear Trait and it is Vulnerable (Cold).

This model may purchase 0-1 Monstrous Hide Augmentations from the Inborn Arsenal Table.
15 SP

Reptilian – *Whether this warrior is one of the Dragonkin known as the Vol-Draakiir or a sibilant member of the Ophidimen, it is an inscrutable and deadly warrior.*

Reptilians have a natural camouflage that makes them hard to spot at distance. When this model is targeted by an enemy model for a Ranged Attack, measure its actual distance from the shooter, then add +4" to that distance. Use this newly modified distance for calculating any Long Range penalties.

Reptilians are inscrutable creatures and are not easily rattled. Once per Turn this model may re-roll a failed Panic Check from Losses.

All Close combat Attacks this model makes have the Poison Gear Trait and it is Vulnerable (Cold).

This model may purchase 0-1 Monstrous Hide Augmentations from the Inborn Arsenal Table.
15 SP

UNDEAD TRAITS

Ghoul – *Some practitioners of the Dark Arts fall sway to The Hunger which consumes the souls of all who succumb to its cannibalistic cravings. Intelligent*

creatures begin to eat their own and dig up fresh graves to strip the fetid meats and effluvia from the corpses interned within. These unfortunate beings are reborn as pawns of The Hunger and are thereafter known as Ghouls.

This model has a Move of 8" and treats all Obstacles 2" or less as Open Ground.

This model has a thickened hide and filthy, disease laden claws that can flay meat to the bone. This model is Immune (Vicious) and any Close combat Attacks it makes with or without a Close combat Weapon have the Vicious and Poison Gear Traits. It is Vulnerable (Ascendant).

This model may purchase the Toughskin Monstrous Hide Augmentation from the Inborn Arsenal Table. The ARM Rating from that Augmentation does not combine with any ARM Rating from Gear other than Shields.
25 SP

Wight – *When the fleshless corpses of humans and demi-humans are animated by dark magic, they rise into unlife as Skeletons. The champions of these fell constructs are imbued with greater power and filled with eternal malice. They are called Wights and wreak havoc upon the living at every opportunity.*

This model has preternatural quickness which increases its Weapon Reach in Close combat by +1 point.

Animated by fell sorcery this model is Immune (Panic, Vicious) and Vulnerable (Ascendant). Additionally, this model's Wound Threshold is increased by +1 point.

This model radiates enervating magic from the Netherium that saps the strength and vigor of its foes. All Close combat Attacks this model makes have the Diabolic and Poison Source Traits.
25 SP

FACTION TRAITS

Fighting Company

To Victory! – *Many Fighting Companies have a battle cry they shout before charging their foes. Regardless of the actual phrase, it sometimes is the difference between defeat and victory.*

When executing a Charge Action this model's Weapon Reach is increased by +3 points.
15 SP

Guilders

Highborn – (Warlord or Champion models only) *The Merchant Princes of Tideport deem themselves superior to their subjects in every way. This warrior is counted among those 'noble' houses and haughtily holds to those tenets thereby having little regard for the 'hired help'.*

When Engaged in Close combat with a model of a lower Type than itself, this model gains a +1 bonus to all CBT Checks including Attack and Defense rolls.

A Warlord with this Trait gets this bonus when Engaged against a Champion or Warrior; a Champion gets this bonus against Warriors. Warriors gain no benefit from taking this Trait.

This model is Immune (Panic from Losses) when triggered by friendly models of a lower Type, as detailed above.
5 SP

Lords of Entropy

Fanatic – *The Sword Marches are fraught with numerous perils that give pause to even the bravest souls. Some warriors are so dedicated to their cause that fear is wholly replaced by a fanatic zeal which inures them to the horrors they must face.*

This model is Immune (Panic).
20 SP

March Warden Traits

Belay Order (Warlord model only) – *A true leader of battle hardened troops, this Warlord can change tactics swiftly to counter the maneuvers of the enemy.*

Once per Turn, instead of executing an Action from a friendly Active model, you may execute a Belay Order Action.

This model must target two friendly models within its Command Radius. It must target a friendly model that is Active and one friendly model that is Ready. None of the models may be Engaged in Close combat.

To execute this Action, remove the Action Token from the Active model and put it on the Ready model. The Ready model is now Active. This ends the Belay Order Action and Priority passes back to the other Player.

This model need only be Ready to use this Trait, as the re-ordering of the Action Token counts as an Action instead. Also, neither of the friendly models must be close to each other, just within the Command Radius of this model.

This Trait may not be used to give an Action Token to a model that received one from another Trait or effect this Turn.
20 SP

The Regency

Kingmaker – (Warlord model only) – *The Regency is renowned for their mastery of skullduggery and subterfuge. Their leadership is taught to maneuver those in their charge as befits the strategy at hand.*

As its Action, this model may remove its Action Token and place it on any friendly Ready model within its Command Radius. To use this Trait neither model may be Engaged in Close combat.

Once this Action Token is placed on the target friendly model, this Action ends and Priority passes back to the other player.

This Trait may not be used to give an Action token to a model that received one from another Trait or effect this Turn.
20 SP

Wold Walkers

Hunter – *Practiced at stalking its prey while on the move, this hunter is expert at keeping its eyes on the target.*

When making a Mobile Fire Action with a Ranged combat Weapon this model does not suffer the RoF/2 penalty.
15 SP

GEAR

Gear is the composite term that summarizes the Weapons, Armor, and Equipment carried by the members of your Warband. This section will detail the important points of different types of Gear and the rules for using these instruments of war in your games.

The Weapon Profile

Weapons, like models, have a profile that lists their game effects. Additionally, they may also have Gear Traits that further define their performance in game terms.

Each Weapon Profile consists of three parts. The first is the Effective Range for missile Weapons or the Weapon Reach if used in Close combat. The second is the Rate of Fire or the number of the model's Close combat Attacks; and finally the Damage Rating of the Weapon.

Effective Range/Weapon Reach

The first number is the Effective Range or Weapon Reach number depending on whether this is a Ranged or Close combat Weapon.

If a Weapon has a number that is greater than 3 in its first slot, then it is a Ranged Weapon. No Close combat Weapons have a Reach number greater than 3. Some Ranged Weapons have a Reach of 4, and can be used in Close combat. They are the only exception to this rule.

Rate of Fire/Close Combat Attacks

As with the first statistic this slot has a reference that is different for Ranged Weapons than it is for Close combat Weapons.

If there is a number in this slot, then it is the Rate of Fire of the Weapon when using a Standing Fire Action. If the letter 'C' is listed instead, then it is a Close combat Weapon and uses the Base Attacks of the model as detailed in the Close combat Action section.

Base Damage

In all cases the last slot on the Weapon profile is Base Damage. This is added to a model's CON Rating if this is a Close combat Weapon. If a Ranged Weapon, then this number is the only Base Damage number used. Thrown Weapons have their own rules as noted later.

ARMOR AND SHIELDS

Armor Rating

Armor and Shields have an Armor Rating abbreviated as ARM. Add the Rating of all Armor and Shields together for the model's total Armor Rating. The maximum Armor Rating a model may have is 10. Any excess points are lost, and are not used for any ARM/2 calculations.

A model's Armor Rating is added to the model's CON when making Resistance Checks against an enemy Damage Check.

Regardless of other Encumbrance limits, a model may only have one type of Armor, one type of Shield, and one type of Helmet.

EQUIPMENT

Equipment is the catch-all term for any useful items that a warrior might carry into the conflict. Some of these items are universal, while others are specific to certain types of models or specialists.

Some items of equipment are small and unobtrusive, while others are counted as standard Gear. This will be noted by the Small Trait on those items that don't need to be represented on the model.

Gear Traits

Weapon Profiles have special abilities and unique parameters that are represented in the game with their own category of Traits. Some pieces of Armor, Shields, and other Equipment also have Traits. Collectively these are called Gear Traits. Some Gear Traits will be identical in effect to Source Traits. These are interchangeable.

2-Hands - This Weapon requires both hands to use. No other hand held item may be used when this item is being used.

Entangle – This Weapon ensnares its target making it difficult to move and fight normally. When an Attacker succeeds in hitting a Defender with this Weapon, the Defender becomes inhibited by the Weapon and is at a CBT/2 penalty for all subsequent Combat Checks and is subject to the Heavy Trait until the end of the Turn. If the model using this Weapon succeeds in making a Counter-Attack against an Attacker, the Attacker becomes Entangled after the Damage Check has been resolved.

Fatigue - This Weapon is unwieldy and hefty. A model wielding a Weapon with this Trait may not Counter-Attack in Close combat.

Flail – The following Trait may be purchased as an upgrade for the Bludgeon for +3 SP's or Great Bludgeon for +5 SP's if the figurine is appropriately modeled with a flail. Doing this does not change the Encumbrance of either Weapon.

This Weapon negates the Shield Trait of enemy models while making Attack Checks in Close combat with them. The opposing model still benefits from the Armor Rating of the Shield, but the Shield Trait is negated, disallowing any opportunity for a re-roll from that Gear Trait.

Heavy – A model with Gear that has this Trait is burdened by its weight and cannot Hustle. Items of Gear with this Trait count as 2 items when determining a model's Encumbrance.

Helmet – Perhaps the most important protection a warrior has when fighting in the Sword Marches is some form of helmet. This could range from a leather coif to a full great helm on the model, but both provide some degree of protection to the head.

A model with any type of protective head covering or Helmet wins any tie when comparing an Attacker's Damage Check result and this model's Resistance Check result. For example, if an Attacker's result is the same as the Defender's result, then the normal Shocked condition would become No Effect instead.

Impact - Models hit by this Weapon are ARM/2 for their Resistance Check.

Light – This Gear does not count toward Encumbrance limits.

Penetrating - This Weapon has a high penetration which negates a target model's Cover, if any. It does *not* negate Concealment. This Weapon reduces a target model's Armor Rating to zero.

Piercing – This Weapon fires very powerful ammunition at short ranges. When making a Ranged combat Attack at up to Effective Range/2, the Defending model is at an ARM/2 penalty.

Quick – A Weapon with this Trait is light and fast in the hand of a trained swordsman. The Weapon Reach of this Weapon is increased by +1 when the model executes a Charge Action.

Riposte – When a model with this Weapon is an Active Defender and checks for a Counter-Attack, use the Attacker's modified base CBT/2 Rating instead of full CBT when determining if there is a Counter-Attack.

Scarce - This represents Gear that is hard to find or obtain. A Warband may only start with a single piece of Scarce Gear. Warbands with the Mercantile Stronghold Type may start the Game with 0-2 pieces of Scarce Gear.

If a Player wants to purchase a piece of Scarce Gear in a Campaign then Players make a Random Check in the After Action Report for each Scarce piece of Gear they would like to buy. This should be done in the Commerce step.

Only 3 attempts to find a Scarce item may be made per Player, per After Action Report between games. The Player must state first what type of Scarce Gear he is looking to obtain. Then both Players make a Random Check as noted above. For the first attempt the Random Check result must be 3+ to find that Gear. If the result was 3 or more, then the first piece of Scarce Gear may be purchased.

The second Random Check follows the same method listed above but requires a result of 5+ to obtain the desired Gear.

A third attempt sees the number jump to 7+ for success.

The Player seeking the Scarce Gear must declare what he is searching for each time he attempts the Random Check. Also, he may declare different pieces of Scarce Gear before each Random Check, whether or not he was successful in previous attempts.

Once the above process is complete, the Player must pay the Supply Point costs and may add the Gear to his Warband Muster and assign it to an appropriate model.

Shield – A Shield is a defensive device worn on the forearm that is used to fend off attacks. A Shield has an Armor Rating that is added to any Armor worn on the rest of the body.

If a model equipped with a Shield is Active when it becomes a Defender in Close combat, it may re-roll its lowest d10 Defense Check result and apply the new result normally for calculating its Defense Check score. Once this model loses its Action Token for any reason, it may not use this benefit until it again becomes an Active Defender in Close combat.

Silent – Whenever this Weapon is used to make a Ranged combat Attack while the model is in Ambush, if the Ranged Attack misses its target then the model remains in Ambush and is not automatically Detected.

Slow – This Weapon takes considerable time to load and fire. Because of this, its wielder does not have time within the course of its Action to Move or Take Aim. This Weapon may only use the Standing Fire Ranged combat Action.

Small – This Gear is not subject to the WYSIWYG rules.

Starmetal – Once in a great while a glowing star will fall from the Heavens and leave behind a scattered trail of meteoric iron, or Starmetal as it has been called by the ignorant and superstitious. When forged into arms and armor it becomes apparent that its properties are truly superior to ordinary metals.

Starmetal increases a Close combat Weapon's Base Damage by +1 point. It increases Armor, Shield, Buckler, and Helmet Armor Ratings by +1 point.

Thrown – A Thrown Weapon performs differently than other types of Ranged Weapons. The Weapon Profile for these Weapons on the Weapon Chart is for Close combat only. The Ranged combat profile varies according to the following rules:

A Weapon with this Trait is treated as a Ranged Weapon for all Traits or effects that pertain to such.

Weapons with this Trait have an Effective Range in inches equal to the wielding model's CON Rating. The Long Range penalty applies normally. Maximum Long Range is the model's CON Rating x 2. Javelins are CON Rating x 3.

If the Rate of Fire listed on its Profile is a C then its Rate of Fire is 1, except for a Knife which is RoF 2.

Knives, Spears, Javelins, and Throwing Edges all use the Attacker's CON/2 for their Base Damage Rating when used for a Ranged combat Attack. Others use the number listed on their Weapon Profiles.

Unarmed – The model is not equipped with a Close combat Weapon and is fighting barehanded, tentacled, etc. This model fights in Close combat at CBT/2 and does its CON/2 Base Damage. Here's a tip, buy a knife...

Unwieldy – This Weapon is not designed for use up close. It functions normally for the first turn of each Close combat Engagement, but then becomes subject to a CBT/2 penalty if used in subsequent Turns. The model using this Weapon may switch to another Close combat Weapon after the initial Engagement Action if such are available and the controlling Player so chooses.

The model equipped with this Weapon may not cross Obstacles or use it while in Difficult Ground.

Versatile – This Weapon can be wielded either in a single hand, or in two hands. It's Profile and Gear Traits are based on the single handed use. If this model declares it's using the Weapon as a 2-hand Weapon, then its Weapon Reach and Base Damage are both increased by +1 point. While being used with both hands, it retains any Gear Traits listed for single handed use.

Vicious – This Weapon causes grisly damage when connecting with exposed flesh. Any Damage Bonus caused by a Weapon with this Trait is increased by +2 points.

Common Close Combat Weapons

Bastard Sword

This Weapon may be used one-handed or two-handed at the discretion of the wielder. This covers all hand-and-a-half swords, bastard swords, or 'long' swords.
25 SP

Bladed War Spear

The Reaver Knights of Kor-Zakür wield these versions of pike that have long cutting edges instead of short leaf-shaped tips. This design reduces their effectiveness as pike but gives them more room for slicing and flaying the flesh of their foes.
18 SP

Bludgeon

This category includes heavy, single-handed hafted Weapons designed to create a severe effect upon their targets. This group includes all maces, hammers, and picks.
5 SP

Cleaver

This is a single handed chopping Weapon with a heavy blade. It includes single-handed battle axes, hatchets, cleavers, and heavy single edged swords such as the Scimitar, Khopesh, Machaira, Falcata, and Falchion.
5 SP

Flail

A Flail consists of any Weapon held in one hand that has a chain or swivel allowing the striking head of this blunt implement to whip around an enemy's Weapon or shield on its path of destruction.
8 SP

Great Bludgeon

This is a two-handed version of any Weapon from the Bludgeon category.
15 SP

Great Cleaver

This Weapon category covers all large, two-handed versions of heavy edged cutting Weapons that are listed under the Cleaver Weapon category.
15 SP

Great Flail

This is the larger two-handed version of the footman's Flail.
18 SP

Great Spear

This spear sits in length between a Pike and a common single-handed Spear. Gripped with two hands like a Pike, it is easier to use and maneuver due to its shorter length and handier balance.
12 SP

Great Sword

This is the classic two-handed sword. Contrary to common misconception, many of these Weapons were well balanced for attack and defense. This covers all long, two-edged cut and thrust swords.
15 SP

Halberd

Halberds combine the chopping power of an axe with the reach and nimbleness of a spear. This Weapon includes all halberds, bills, glaives, pole-axes, or any other pole arm that resembles these Weapons.

A skilled Halberdier will use its Weapon's blade and hooks to snag Weapons, shields, and legs to trip or unbalance his opponent.
15 SP

Javelin

This is a light throwing spear. This Weapon is designed for range and accuracy over weight and impact.

Purchase of this Gear gives the model an unlimited supply to throw in every game.
5 SP

Knife

Next to a fist, a Knife is the most common basic Weapon soldiers have used to get the job done. This includes all small hand blades between 4 and 12 inches.

This model is considered to have sufficient knives to throw in every game.
1 SP

Pike

The pike is a sharp metal spear point placed on the end of a wooden shaft that ranges from 16 to 22 feet in length. It is unwieldy and requires both hands to use effectively. The Pike's greatest attribute is that its reach keeps the user from harm's way at least temporarily. This category includes all long spears, sarissas, and Weapons that fall into the parameters listed above.

12 SP

Spear

This is a sharp metal head placed on a wooden shaft that ranges from 6 to 10 feet in length. It is the shorter version of the Pike. As such it is not as unwieldy as its bigger cousin.

This category includes all spears, tridents, spontoons, and half-pikes.
10 SP

Staff

Another basic Weapon, the ubiquitous staff is always reliable. This includes all variations of a two-handed wooden stick between 5- 8 feet in length.
2 SP

Sword

Called the King of Weapons, with hundreds of variations, this Weapon category is probably the broadest reaching. This category includes all single-handed, double-edged blades, balanced for attack and defense, between 16 to 48 inches in length. Examples include all short, broad, and long swords.
5 SP

Throwing Edge

This category covers all balanced, edged, thrown Weapons designed for this purpose. It includes hatchets, throwing axes proper, throwing stars, etc.

Purchase of this Gear gives the model an unlimited supply to throw in every game.
3 SP

Common Ranged Combat Weapons

Bow

One of the oldest Weapons known to man or elf, the bow is versatile and reliable. This includes all medium sized bows of all compositions.
10 SP

Crossbow

This crossbow requires less training than a regular bow, and is easier to use than a heavier version.
10 SP

Heavy Crossbow

This is the larger, heavier version of a Crossbow. It is a staple Weapon throughout the Sword Marches and requires little training to use. It is slow and cumbersome and loading it during a fight is a real bitch.
15 SP

Long Bow

In the hands of a trained archer, this Weapon is devastating on the battlefield.
15 SP

Scarce Close Combat Weapons

Warblade

The first Warblades were forged in the Faewold long ago. Like the Fae'dred smiths who forged them, these blades are swift and unforgiving.
15 SP

Scarce Ranged Combat Weapons

War Bow

Crafted by master bowyers, this Weapon is designed to blend the speed of a bow with the power of a crossbow at closer ranges. These Weapons are used most often by Rangers Lodges.
25 SP

Common Armor & Shields

Leathers

Commoners, conscripts, rogues, and brigands typically wear this type of protection.

This Armor is nothing more than a leather jerkin or pieces of hardened leather covering vitals only.
5 SP

Piece Metal Armor

Gladiators in the Fighting Pits of Kam-Gatho have made this type of armor popular among warriors who need to stay nimble yet also want to protect key areas of their bodies.

This protection has a base of leather, padded cloth, or hide armor and small areas of metal plates or chain mail interspersed to cover key areas of the body.
10 SP

Half Metal Armor

Most warriors in the Marches wear this level of protection which gives them the defensive strength of metal plates with half of the weight.

This is a mix of Armors, basing with cloth or leather and adding metal plates or chain mail over the top in larger amounts. This also includes breastplates, scale mail, chain mail, and other heavier armors that only cover half of the body.
20 SP

Full Metal Armor

Paladins, Warmasters, and Knights all train to live and fight in their full plate armors. Some are engraved or lacquered with elaborate designs or emblems of their City-State, family crest, or Knightly order.

This armor consists of layered leather, padded cloth, or hide armor underneath a full suit of chainmail or plate armor.
30 SP

Buckler

The buckler is a small shield or target that is used to actively deflect melee strikes. It is not of sufficient size to provide any useful defense against ranged attacks like its larger cousins. This category covers all bucklers and small shields regardless of material composition.
5 SP

Shield

Shields do relatively the same thing regardless of size or composition; they act as a barrier used to deflect attacks.

Shields come in two sizes: standard and large. The standard shield is the most common size, as represented by most kite and round shields that are worn on the arm. Large Shields are favored among the Hurcaan.

5 SP for Shield/10 SP for Large Shield

Helmet

Fighting men of all periods have used the ubiquitous helmet to protect their heads from injury.

A model must have some form of protective head gear on its miniature to have this Gear. However, certain types of head gear are made of stiff leather, or conceal metallic skull caps.

A model that makes a Damage Check against a model wearing a Helmet must *exceed* the Total Resistance Score in order to Shock the model. If it only *equals* the score it is No Effect.

5 SP

Equipment

Extra Rations

Nothing improves a Warband's morale and fitness like an abundance of good quality food.

Extra Rations must be purchased for all models in a Warband. If this has been done, then this Warband's Player gains one extra Break that can be used Once per Game.

Extra Rations only work for *one* game at a Supply Point cost of 5 points per model in the Warband. They can only be purchased if the Warband does not have any at that time and may not be purchased in multiples.

5 SP/each model

SECTION 2: Warlord's Tactics

The Sword Marches is a man-to-man Fantasy skirmish wargame that uses model soldiers and scenery to create small unit battles on the tabletop.

What You Will Need to Play

In addition to this rule set, you will need the following items to play this game:

- **Miniatures** – Games of The Sword Marches are played with miniature figurines that represent each member of a Warband. These are referred to in the rules as 'models' and includes the miniature's base.
- **A game board** – The Sword Marches is best played on a square 4' x 4' table top.

- **Dice** – The Sword Marches use ten-sided dice for all purposes. Players may want more on hand to speed up play.
- **Measuring tape or ruler** – All Movement, shooting, and other tabletop measurements are done in inches. Players will need a tape measure, ruler, or other device to measure these units.
- **Terrain Pieces** – With a setting like The Sword Marches, you will need a variety of suitably themed terrain or scenery with a Fantasy theme. Terrain should cover 60-75% of the game board.
- **Paper & Quill** – You will need to keep track of your Warband and its development from game to game.
- **Tokens** – You will need some small Tokens to use as Action Tokens during play, as well as Smoke, Event, and Broken Tokens. You will also need some way to indicate which Player has the Edge and the Break for the Turn.

GAMING LORE

These are 'meta' rules that apply to everyone at all times, except where noted in the rules. This section will cover the common mechanisms of The Sword Marches system as well as terms and abbreviations used later.

Action

An Action is what models use to do things in the game. It is noted by placing an Action Token next to a model so that it may execute one of the allowed Actions during that Turn.

Labels

Some game mechanics will look for a specific game state or model condition in order to be used. To identify what the rule is searching for, we use Labels. These are capitalized words that only apply during certain times. For example, when a model executes an Action to make an attack, it gains the Attacker label. Once it has this label, any rules that pertain to an Attacker will apply to that model. Once the Attacker's Action has ended, that model loses this Label and the game moves on from there.

Pre-Measurement

Players are *never* permitted to pre-measure any distances in the game. Any and all Actions must be declared prior to measuring the range for any reason.

Types of Players

- **Owning Player** – The owning Player is the Player who owns the model being discussed.
- **Primary Player/ Priority Player/ Player with Priority** – When a Player is taking an Action within a turn, he has Priority. Once the Action has been executed to completion, Priority passes to the other Player. The Player that currently has Priority is also called the Primary Player.
- **Secondary Player** – This is the Player who doesn't have Priority during the execution of the Action by the Primary Player.

MAKING CHECKS

The Sword Marches uses a series of opposed rolls to resolve any uncertain outcome or event. This method requires both Players to roll dice, add their modifiers and compare results. The rules will refer to this as making a type of Check, such as a Damage Check, Random Check, or Rout Check, etc. Each type of Check will state what modifiers or factors are added to the dice results for each Player as well as what the outcome of success or failure is likely to be.

All Checks regardless of type have several rules in common. These rules govern the type of Check, the Rating and modifiers used by the Priority Player who is making the Check, as well as the Rating and modifiers used by the Secondary Player for his opposed roll results.

In all cases, the following rules apply:

1. Only the Player with Priority may initiate a Check. The Secondary Player will also make an opposed Check but only in reaction to the Primary Player initiating this exchange.
2. All Checks and opposed Check rolls are made using a *single* d10 from each Player. Attack & Defense Checks in both Close and Ranged combat use multiple dice. Certain game effects, Traits, or Gear will add d10's as described.
3. To make a Check, both Players consult the rule to see what Rating and any modifiers will be used to make the Check, as well as what Ratings, modifiers, or set factors will be added to the result of the opposed roll.

Unless specifically stated all Checks are made with any applicable modifiers. If the base Rating is to be used, then it will be stated that it is an 'unmodified' Ratings Check. For example, making an Attack Check allows for all bonus and penalties to modify the Rating in use for the Check. Making an unmodified Attack Check specifically restricts the Check to the Combat Rating of the model without any modifiers.

4. Both Players make their rolls and add their Ratings/Modifiers/Factors to those numbers to make up their total result. They then compare results. If the Primary Player making the Check has a total result that **equals or exceeds** the total result of the Secondary Player, then the Check has passed and any effects of that Check are immediately applied.

If the total result of the Check is **less than** the total opposed Check result, then the attempt has failed and any consequences for that apply immediately.

TYPES OF CHECKS

Each Check will appear in the rules where they are further explained and are summarized below.

Combat Check

Whenever a model executes a Close or Ranged combat Action it will make an Attack Check against the target of the Attack known as the Defender. The Defender will make a Defense Check. These Checks will be further explained in the Combat Actions chapter. Disengage Checks to leave Close combat are also included here.

Damage Check

When a model successfully hits its target with an Attack, it will then make a Damage Check against it to see if the hit caused any Injury. The Damage Check is compared to the Defender's Resistance Check. If the Damage Check meets or beats the Resistance Check total, then the Defender is either Shocked or Wounded depending on the

amount which the Resistance Check was exceeded by the Damage Check total. This Check will be further explained in the Combat Rules section.

Difficulty Check

Sometimes the opposed roll is made with a fixed level of Difficulty. When this occurs the only modifier for the opposed roll will be the number listed in brackets after the word Difficulty. For example, Difficulty (3) would be a d10 roll + 3; Difficulty (5) would be a d10+5, etc.

Gear Check

Gear in The Sword Marches is not always reliable. To use, recover, or repair certain types of Gear and Artifacts models will need to make a Gear Check as described in later sections.

Panic Check

When a model encounters highly stressful situations in a battle, it may be forced to take a Panic Check. This is further outlined in the Panic Checks chapter.

Power Check

Model's that use Esoteric Traditions are often called upon to make a Power Check before their Magic Spell, Mystic Rite, or Alchemical Formulae can take effect. This is fully described in detail in the Esoteric Traditions section.

Random Checks

There are times when it is necessary to generate a random number to satisfy a situation during play. To do this, both Players roll a d10 without any modifiers. Take the lower roll and subtract it from the higher result. If both rolls are the same number the result is zero.

This Random Check will therefore generate a number between zero and nine to be used as described by the rule that called for the Random Check.

Rout Check

When a Warband takes a number of casualties from combat the remaining members of the team must pass a Rout Check at the start of each Turn or withdraw from the battle ceding victory to their opponents.

Strategy Check

In the Orders Phase both Warlords will make a Strategy Check using their Command Ratings. This is done as one Check without Priority existing between the Players.

Terrain Check

Whenever a model attempts to traverse an obstacle or gap in the terrain, it will need to make either a Climb or Jump Check. If the Check is failed, then the model will need to make a Falling Check to see how much damage it takes from the fall.

Trauma Check

Wounded models are subject to a Trauma Check in the After Action Report to determine if there are lasting injuries or death from becoming Wounded during play.

RE-ROLLS AND MULTIPLE DICE

Sometimes Players may be allowed to re-roll one or more of their dice in hope of getting a better result. When this happens, the second result is final. No one can re-roll the result of a re-roll.

When making combat Checks, Players may have models with one or more Base Attack or Defense dice to roll. In this instance, Players roll all dice and take their highest result, discarding the remainder unless they are able to re-roll one of the dice. When this happens, the re-roll takes place first, and once that result is determined, the Player may choose between the re-rolled result and the other highest dice result if the re-roll is in fact higher.

At times a Player may be allowed to roll an extra die for a Check that normally only allows for a single die to be used. The extra die/dice are rolled with the original and the highest result is taken. If a re-roll is then allowed for the lowest dice result, then the rules above are applied.

THE TURN SEQUENCE

In The Sword Marches, each 'Turn' of the game will have three Phases that help keep the game going in an orderly fashion. Both Players participate in each Phase, but at different times.

The three Phases in order of sequence are Mettle, Orders, and Action. Both Players work through each Phase completely before moving on to the next. Once all three Phases have been completed, the Turn ends and another Turn will begin. The Players then repeat the process until victory conditions have been met.

THE METTLE PHASE

The first Phase of each Turn is the Situation Report, or Mettle Phase. This is the period when certain game states are checked. These states are checked and resolved in the following order:

1. Rout Checks
2. Panic Checks
3. Random Movement
4. Recover Shocked Models

When all sub-steps are completed, this Phase ends.

Rout Checks

At the start of the Mettle Phase, any Player who has had 25% or more of his starting number of models Wounded or removed from play, must take a Rout Check. If two Rival Warbands are fighting, then 50% or more is used instead.

Rout Checks are made by the Warlord of the Warband required to make the Check. The number of models Wounded for that Warband is added to the opposed d10 roll for calculating the final result of the Check.

For example, if a Warband of 8 models had 3 Wounded and out of the game at the start of a Mettle Phase, then the Warlord of that Warband would need to pass a Rout Check for his team to stay in the game. The controlling Player rolls his d10 and adds his Warlord's CMD Rating to the roll for his total Check result. The opposing Player would count the number of Wounded models from the controlling Player's Warband, which for this example is 3 models, and add that number to the d10 roll for the opposed Check result.

If the Rout Check is passed, then the Warband stays in the game. If it is failed, then that Warband has lost the Game and play ends.

Warlord Condition

In order for a Warband's Warlord model to be able to use its CMD Rating for a Rout Check it must be Ready or Shocked. If it is Broken or Wounded then it cannot make the Check.

If the Warlord is not able to make the Rout Check then that Player only rolls a d10 for the Check.

Multiple Rout Checks

Sometimes both Players will be required to make a Rout Check. When this happens, make the Checks as noted above, starting with the Player who had the Edge last Turn. Once this is done the other Player makes his Rout Check.

If both Players pass their Rout Checks, then the game continues normally. If both Players fail their Rout Checks, then the game ends in a Draw.

If one passes and one fails, then the game ends with the passing Player declared as the Winner.

PANIC CHECKS

This sub-step looks for any models that are subject to making a Panic from Outnumbered Check. The Player who had the Edge last Turn makes his Checks first, followed by the Player who had the Break last Turn.

Once all Panic from Outnumbered Checks have been made, any models who failed their Checks are then subject to Random Movement as noted below.

RANDOM MOVEMENT

Models that are subject to Random Movement are no longer directly controlled by their owning Player. They will move about the battlefield in an erratic and sporadic manner.

A number of game states can cause a model to move randomly. Of them, the most common will be the failure of a Panic Check.

Random Movement is determined by the Players making a Random Check and its result is the distance Moved. The direction of that Movement is determined by whatever caused the Random Movement to occur as further describe in the Panic Checks section.

Broken Models

Broken models move a random number of inches in the Random Movement sub-step of the Mettle Phase. Starting with the Player that had the Edge last turn, alternately resolve the Random Movement for each model that is Broken. Do this until both Players have moved all of their Broken Models.

Random Movement and Terrain

Due to the mad scramble that comes from being Broken, a model executing Random Movement ignores the penalties associated with all Terrain, except for Impassable Ground and Obstacles. Broken models will move around Impassable Ground and Obstacles by the most direct route.

Recover Shocked Models

In this sub-step, each Player will Recover his Shocked models to the Ready condition.

Recovery happens automatically, and is mandatory. Each Player must finish Recovering his models before the next Phase can begin.

Wounded models have already been removed from play and cannot be Recovered.

THE ORDERS PHASE

The Orders Phase is where Players determine who has the initiative, or Edge, and who has the interrupt, or Break, for the Turn. This Phase is used to grant Action Tokens to models to be executed in the Action Phase.

The Orders Phase has the following sub-steps:

1. Strategy Check
2. Generate Tactical Pools.
3. Order Actions.
4. Convert Tactical Dice,

THE STRATEGY CHECK

The Strategy Check is an opposed roll between both Players using their Warlord's CMD Rating. The Player with the highest result has the Edge for the Turn. The other Player has the Break. Subtract the lower result from the higher one. The difference is the number of Bonus Action Tokens the Edge Player adds to his Tactical Pool in the Orders Phase sub-step 2.

A Player's Warlord must be Ready to use its CMD Rating for the Check. If either Warlord model is Shocked, Broken, or Wounded its CMD Rating may not be used. If no Warlord is Ready and able to make the Strategy Check, that Warband's Player only rolls a single d10 with no other modifiers for his result.

Intruder and Sentry in First Turn

In the first Turn of an Adventure no Strategy Check is made. Instead, Tactical Pools are generated normally without the bonus Action Token potential of a normal Strategy Check, since none is needed. Players may convert any excess Action Tokens into Tactical Dice as usual.

The Intruder Player gets one additional Tactical Die he can use this first Turn. This extra Tactical Die will not allow a Player to exceed the 3 Tactical Dice limit per Turn. Once the first Turn is completed, Players will continue the Game using the normal rules for the Orders Phase to determine which Player has the Edge and Break, etc.

Edge Turnover

When one Player has the Edge for two Turns in a row, the other Player automatically gets the Edge for the following Turn without a Strategy Check being made. When this happens, both Players use the same rules noted above for the Intruder and Sentry in the Game's first Turn.

Additionally, if there is a tie in the total scores when making the Strategy Check, then the Player who had the Break last Turn gets the Edge this Turn automatically, following the rules above for Edge Turnover.

Generate Tactical Pools

After the Strategy Check, Players generate their Tactical Pools. A Tactical Pool is merely the collection of a Player's available Action Tokens in one place so each Player may Order them to their own models and convert any excess Tokens into Tactical Dice.

At the start of the Game both Players add up the number of models in their Warband and cross reference that with their Warlord's CMD Rating on the Tactical Pool Table. This is the number of base Action Tokens they place in their Pool each Orders Phase. This number remains constant throughout the Game as long as the Warlord is not Wounded and removed from play.

Any bonus Action Tokens from the Strategy Check are added to this number for the Warband's total Tactical Pool Action Token number each Turn.

Wounded Warlord Tactical Pools

When a Warlord is Wounded and removed from play it will impact the Warband's Tactical Pool generation in subsequent Turns. When this occurs, and if the Warband hasn't Routed, then its Player will consult the Wounded Warlord Tactical Pool Table to find the number of Action Tokens generated instead for the remaining Turns in the Game.

Order Actions

The Player with The Edge gets to decide whether he or his opponent will begin placing Action Tokens on models.

Once this has been decided, the Player who will start takes a single Action Token from his Tactical Pool and places it next to one of his Ready models regardless of where they are on the Game table.

After that Player places an Action Token, his opponent places one next to one of his Ready models. Players will then alternate the placement of Action Tokens one at a time until all Tokens are placed next to their own Ready models. A model may only be Ordered a single Action Token in this manner.

If one Player has fewer Tokens to place from his Tactical Pool, then once he has placed his last Token, the other Player may simply place all of his remaining Tokens. If both Players have a number of Tokens in their Tactical Pools equal to the remaining number of models in their respective forces, then both Players place all of their Tokens simultaneously.

Tactical Dice

Once Players have given each Ready model on their Warband an Action Token in the Orders Phase, if there are any Tokens remaining, they may be converted into Tactical Dice.

For every 3 full Action Tokens remaining in a Player's Tactical Pool he may convert them into a single Tactical Die. A Tactical Die is a d10 that may be added to any Check this Player's models will make during the Turn. Once used, the Tactical Die is removed from play.

All excess Action Tokens that don't convert to Tactical Dice are lost. All Tactical Dice that are not used by the end of the Turn are also lost.

A Player may never have more than 3 Tactical Dice from converting excess Action Tokens per Turn. No more than one Tactical Die can be added to any given Check per model per Turn. It is rolled at the same time as the other dice in the Check and performs normally when calculating results.

THE ACTION PHASE

Unlike previous Phases, the Action Phase has one sub-step: Execute Actions. However, before this can be done, the Player with The Edge must first decide whether he will start the execution process, or have his opponent start.

Players go back and forth each executing one Action then passing back to the other. Once all Actions on the board have been executed, the Action Phase ends.

If one Player finishes executing all of his Actions and the other Player still has Actions to execute, the Player with Actions remaining may execute these in any order he chooses and does so before the turn is completed, following the normal declaration and execution process.

The Edge

The Edge represents the initiative or advantage your Warlord has over its opponent's forces during that Turn.

In addition to adding +3 Action Tokens to its Tactical Pool, the Player with The Edge gets to execute its first Action in a Turn without checking for a Break. This is referred to as an Unbreakable Action and should be referred to as such when declaring that first Action.

The Break

The Break represents the sudden interruptions or simultaneous events that can occur during a skirmish.

The Break is only used during the Action Phase to interrupt the Primary Player's declared Action. A model may only execute one Break Action per Turn. If a Secondary Player has additional Break Tokens to use in the same Turn he may do so, but only with models who have not already declared a Break Action.

If a model declares an Action and there is a Break, when the Breaking Player asks if there is a Break during his declaration, the original model interrupted may not execute a Break back. A different model from that Player's Warband would need to be used to execute the second Break.

Declaring Actions

When a Primary Player wants to execute an Action, he must follow these steps exactly:

1. He must first indicate which of his Active models will be executing an Action.
2. He then must declare the type of Action, for example, Charge, Move, Climb, Standing Fire, etc. and nominate any required target model(s).
3. Next, he asks the Secondary Player if there is a Break.
4. If there is no Break, then the Primary Player removes his model's Action Token and executes the declared Action.
5. If there is a Break in the Action, then this Action halts until the Break is executed. Leave the Action Token on the declaring model and resolve the Break Action immediately.

Executing the Break Action

A Break Action is declared and executed exactly like a normal Action. The only difference is that it comes as an interrupt to the other Player's attempt at executing an Action.

Since it ascribes to the normal Action rules, a Break Action can be interrupted by a Break Action from the opposing Player's Warband.

Once all Break Actions have been executed, the Primary Player whose model was first interrupted by a Break may now declare any Action it can legally execute for that model. It does not have to declare the same Action as it did prior to the Break.

Executing Actions

Each Action describes what the model can do in play. It should be noted that each Action is executed to completion before any other Actions can be declared. If an Action has multiple steps, all are completed before the whole Action is considered fully executed.

Forfeiting an Action

If a Player has Priority but does not want to do anything with his models, he may Forfeit his Action by removing an Action Token from a model and declaring that he is Forfeiting. Priority immediately passes back to his opponent. No break is checked for when a Forfeit is declared.

Models Engaged in Close combat must first pass a CMD Difficulty (5) Check before they can Forfeit their Action.

Play resumes normally with the passing of Priority after a Forfeit. If the Player that executed a Forfeit receives Priority again that Turn, and has Active models, he may declare Actions with them or Forfeit, whichever he chooses.

A Player may Forfeit multiple times during a Turn as he sees fit. However, if a Player forfeits all of his Actions in a single Action Phase, then he Forfeits the *entire game and loses!*

Types of Actions

There are two categories of Actions: Standard and Combat. Standard Actions do not involve attacking opposing models, while Combat Actions are attempting to do that very thing.

Standard Actions

- **Move** – All models have a Move distance of 6". This distance may be increased by an Origin type, Trait, or Gear. If it is increased, then it applies to any Move component found in Actions that include Movement.

No model may Move through another model. There must be sufficient space to clear all bases and Terrain features.

- **Hustle** – This is a Move Action that adds +4" to the model's Move distance. It cannot be used if the model is subject to the Heavy Trait. Models may not Hustle into Difficult or Impassable Ground.
- **Ambush** – An Ambush Action is a normal Move Action that allows a model to hide from sight. To do this the model must end its Move within 1" of Terrain that provides it Concealment from all enemy models.

A model using this Action cannot be seen by enemy models and cannot be targeted while remaining in Ambush.

Models in Ambush remain so until one or more of the following takes effect:

1. The controlling Player decides to Move the model out of Ambush or executes any other Action other than to Forfeit;
2. The model in Ambush no longer has Concealment from all enemy models;
3. If an enemy model comes within its base CBT Rating in inches to the model in Ambush then it is detected and is no longer in Ambush.

When a model in Ambush is detected, it still gets any Concealment and Cover against the model that detected it until the detecting model has executed its Action completely.

- **Climb** – A Climb Check is a type of Terrain Check that lets a model scale up or down a vertical surface that is greater than 2" in height or depth. The Terrain Chapter explains how to execute a Climb Action.

- **Jump** – When a model needs to cross a gap on the battlefield that is greater than 1”, it will need to execute a Jump Check. This is also a type of Terrain Check covered later in that chapter.
- **Steady** – When a model is Broken as a result of Panic, it will continue to flee the game board during the Random Movement sub-step of the Mettle Phase. In order to stop this model from fleeing off the table, a Player must execute a Steady Action with that model. Once done, the model is no longer Broken, and may Move up to 3” toward the nearest Concealment or Cover it can find.

Combat Actions

While Standard Actions are rather straightforward, Combat Actions have additional rules that determine how they are executed. The Combat Rules section that follows covers all of these circumstances.

Whenever a Combat Action is declared, the Priority Player must also state which Weapon will be used for its Attack Check in Close combat, the Secondary Player must also state which Weapon his Defender will use when making its Defense Check.

- **Mobile Fire** – Taking this Ranged combat Action allows the model to either make a normal Move and then shoot its Ranged Attack, or shoot its Ranged Attack and then make a normal Move. Either way, the Ranged Weapon Attack will suffer a Rate of Fire/2 penalty.

Unlike other Combat Actions, if the model executing a Mobile Fire Action cannot draw a LoS to its intended target at the declaration of this Action then it must declare a target once it has finished its Move component of this Action.

- **Standing Fire** – Executing a Standing Fire Action allows the model to sacrifice mobility for an increased amount of shots. This model may not Move, but can use its Weapon’s full Rate of Fire for the Ranged combat Attack.
- **Take Aim** – The model is spending its whole Action taking careful aim on a single target with a Ranged combat Attack. Its Weapon’s Rate of Fire is reduced to 1 and it gets a +3 bonus to its CBT Rating for this Ranged Attack.
- **Charge** – This Action is how models become Engaged in Close combat. A Charge Action allows the model to move up to its normal Move distance and make its full number of Base Close combat Attacks at a +1 CBT Rating bonus.

All Charge Actions follow a straight line to the target model being Charged. The model Charging *must* take the most direct route possible; it cannot deviate from the straight line Charge.

If a model cannot make a straight line Charge to the target model, then the Charge cannot be declared.

If the Charging model does not have sufficient Movement to cover the distance to come within 1” of the target model, then the Charge cannot complete and the model is Moved the full distance and stops, ending its Action.

- **Stand & Fight** – This Action can only be taken by a model Engaged in Close combat. The model does not Move and gets to make its full number of Close combat Attacks against a single Engaged enemy model.

- **Disengage** - This Action is an attempt made by the model to withdraw from Close combat in good order and without opening itself up to a free Counter Attack from the enemy.

The Primary Player rolls a d10 and adds the model’s full modified CBT Rating for a total result. The Secondary Player takes the highest modified CBT Rating amongst his Engaged models, and adds a +1 bonus for each of his additional models also Engaged. This number is added to a d10 roll for the opposed result.

Both Players compare their results. If this model passed its Disengage Check, then it moves out of Close combat in any direction that moves it away from the models it was Engaged with, up to its Move distance.

If this model does not pass its Disengage Check, then its Action ends immediately and it remains in Close combat.

If this model’s Disengage Check failed by more than its unmodified CBT Rating, then it receives a Counter-Attack from the enemy model that was used for the opposed roll.

Combat Rules

The following are the rules for executing combat Attack Actions, whether for Ranged or Close combat.

1. Choose an Active friendly model and declare the type of Action to be executed (Charge, Standing Fire, etc.) and pick a target model of the Attack.
2. Check for a Break in the Action. If no Break, then proceed to the next step. If there is a Break, then resolve it first.
3. Move to the Attack Step.

THE ATTACK STEP

The model executing the Action becomes the Attacker and the target model becomes the Defender.

The Priority Player (the one who controls the Attacker) will check Line of Sight, Target Priority, and Range to the target model.

Line of Sight

Models in The Sword Marches have a 360° field of view. However, what a model can see is restricted by the Terrain and models on the game board.

A Line of Sight is a direct visual line from the model executing the Action to the target of that Action, whether for shooting or charging into combat. Line of Sight is abbreviated as LoS hereafter.

This means that you must draw a LoS from your models ‘eyes’, visor, eye-stalk, etc. to the Target’s Body Proper, and not from any other part of the model.

A Player may check a LoS any time he desires by stooping over the table. If there are questions about what a model can see, use a string or laser pointer to check the LoS without pre-measuring the distance. A Player may only use a device to check LoS once he has declared a Ranged or Close combat Action.

Body Proper

A model’s Body Proper includes the entire model and base, plus any Gear that is worn, such as Armor and Shields, and anything attached to them like feathers, plumes, ribbons, etc.

If from your model's eye point of view you can draw an uninterrupted line to *any* part of the target model's Body Proper, you have a LoS.

Weapons that are held in hands/tentacles/appendages are not counted as the model's Body Proper.

Target Priority

Models executing a Ranged or Close combat Action *must* target the *closest* enemy model they have LoS to when declaring their Action.

In both cases enemy models that are Shocked or Broken may be ignored for Target Priority purposes.

If there are enemy models equidistant from the Attacking model, then the Priority Player gets to decide which model is the target.

Models Engaged in Close combat may be ignored for Target Priority purposes.

Also, models Engaged in Close combat may not be targeted for Ranged combat Actions.

For Ranged combat Actions, a closer model with Concealment may be ignored for Target Priority in order to target a model without Concealment that is farther away.

If more than one target enemy model has Concealment, then the Target Priority rules are unchanged.

A model in Concealment and Cover that is closer than another farther enemy model with no Cover may be ignored in favor of models that are easier to target and potentially hit even if they are farther away.

Cover Adjustment

A Cover Adjustment is a 1" Move that a model may make in relation to a piece of Terrain. It only happens under two circumstances: the first is when a model becomes a target of a Ranged Attack; the second is when a model is declaring a Charge. The following rules apply by Cover Adjustment type:

- **Type 1 - Ranged**

If a Ranged Attack is declared against a potential Defending model, and that Defending model is within 1" of a suitable piece of Terrain, it gets a free Cover Adjustment and may Move to touch the Terrain piece nearby in an attempt to gain Cover from that Terrain. If more than one piece of Terrain is within 1", then the Defending model's controlling player may choose the direction of the 1" Move. This Cover Adjustment is free, happens in response to the target model becoming a Defender, and takes place right at the start of the Attack Step.

A Cover Adjustment happens after the model becomes a target and gains the Defender label but before the Attack Check is made. A model using this rule may not Move to a position that takes it out of the Line of Sight established by the Attacker.

A Cover Adjustment may be made into Area Terrain in order to gain the favorable benefit of Cover if it qualifies as such.

- **Type 2 - Charge**

When a model that has Cover from Terrain declares a Charge Action and the Terrain providing it Cover would prevent it from making a direct line Charge because part of the model's base is physically blocked by the Terrain, it may use 1" of its Charge Move distance to

make a Cover Adjustment to clear the Terrain and allow it to finish its direct line Charge. If the model's base cannot clear the Terrain with this adjustment then it cannot complete the Charge Move.

Elevated Position

If the base of a model is 2" or higher than the top of an enemy model's Body Proper then it may ignore Target Priority for Ranged combat Actions and may target any enemy model to which it can draw a LoS.

Range

Once LoS and Target Priority have been determined, the Priority Player may measure the distance between the leading base edge of his Attacker to the nearest base edge of the target Defender.

Once the actual range has been determined the rest of the Action will be resolved as noted hereafter based on whether the Attack was a Ranged or Close combat Action.

Make Attack & Defense Checks

The next part of the Attack Step is for the Attacker and Defender to apply any modifiers to their CBT Ratings and make their Attack & Defense Checks.

The Attacker rolls its dice, takes the single highest die result and adds its modified CBT Rating to it for its Attack Check result.

The Defender rolls its dice and takes the single highest die result, adding its modified CBT Rating to it for the Defense Check result.

Compare Attack & Defense Results

Both Players now compare their results. If the Attack Check result *equals or exceeds* the Defense Check result, the Attack succeeds. If the Attacker's result is *less than* the Defender's result then the Attack failed.

If the Attack Action included a Movement component and that Movement was not done prior to a failed Attack result, complete the Movement before ending the Action.

A successful Attack will move to the next step: the Damage Check.

Damage Bonus

If the Attack Check result *exceeded* the Defense Check result, then the Attacker has a Damage Bonus. This represents how well the Attacker did in hitting the enemy model in a weak or vulnerable spot.

Each point the Attack Check result *exceeds* the Defense Check result by is one point of Damage Bonus.

If the Attacker's result *equaled* the Defender's, then the Attack succeeds but does not confer a Damage Bonus.

The Damage Check

The Damage Check is an opposed roll that determines the degree of injury caused against the Defender by a successful Attack.

The Attacking model takes its Base Damage for the Weapon used, adds any Damage Bonus to this, and combines those numbers with the roll of a d10 for the Damage Check result.

The Defender takes its model's CON Rating, adds any Armor Rating the model has, and combines these numbers with the roll of a d10 for his Resistance Check result.

Determine Injury Results

Both Players now compare the two results. If the Damage Check is *less than* the Resistance Check, then the Attack did little damage to the Defender resulting in No Effect.

If the Damage Check result *equals or exceeds* the Resistance Check result then the Defender becomes Shocked. It has been hurt sufficiently to drop it to the ground. It is Injured and is combat ineffective. If the model was Active when it became Shocked, immediately remove its Action Token.

If the Damage Check result *exceeds* the Resistance Check by the Defender's Wound Threshold number or more, then it has been Wounded and is removed from play

After applying all Damage Check results and resolving any included Movement, the Attack Step ends and Priority passes to the other Player.

RANGED COMBAT SPECIFIC RULES

Range Categories

The first number in the Ranged Weapon Profile, and also the first Range category, is Effective Range. It is the farthest distance in inches that the Weapon may be fired at maximum efficiency for accuracy and damage.

The second Range category is Long Range. A model is firing at Long Range if the distance to the target is over the Effective Range of its Weapon, or 20", whichever is reached *first* when measuring distance to the target.

Finally, the last range category is Point Blank Range. This is equal to the model's modified CBT Rating or less in inches.

Long Range Maximum Distance

All Weapons can fire at Long Range up to a maximum distance of 2 times the Weapon's Effective Range.

All shots fired at greater than this maximum distance automatically miss.

Rate of Fire

Rate of Fire indicates the number of d10's that a Player will roll when resolving a Ranged Attack with that Weapon. The Player rolls that number of d10's and takes the highest result to determine his Attack Check result against his target.

Ranged Combat Modifiers

There are two basic modifiers that apply to an Attacker executing a Ranged combat Action. The first is the Range penalty and the second the Movement penalty.

Long Range Penalty

All Ranged combat Actions directed toward targets that are at Long range from the firing model are at a CBT/2 penalty.

Movement Penalty

If the shooting model has taken a Mobile Fire Action, then its Weapon's Rate of Fire will suffer for the inaccuracy of firing while moving.

All Ranged Weapons that execute a Mobile Fire Action suffer a RoF/2 penalty that is not reduced below a 1.

Defending Against Ranged Attacks

Models Defending against a Ranged Attack will either be in the Open or in Concealment. Models in the Open will Defend against a Ranged Attack at their CBT/2 Rating and may only roll a single d10 for their Defense Check.

Models in Concealment defend at their full CBT Rating against Ranged Attacks but still only roll a single d10 for their Defense Check.

Concealment

When an Attacking model draws a LoS to a Defending model, if *any* part of the target model's Body Proper is obscured by *any* type of Terrain it gets Concealment. Models never provide Concealment for other models.

Cover

If a model has Concealment from a piece of Terrain, he may also have Cover. If the Terrain that provides Concealment consists of metal, wood, stone, or other durable materials, and the Defending model is within 1" of that Terrain, it benefits from also having Cover.

Models Engaged in Close Combat never benefit from Cover.

When a Defending model has Cover it gets to roll one extra d10 when making its Defense Check. It uses the single highest result of all dice rolled to calculate its Defense Check result.

Point Blank Shooting

If a Ranged Attacker is within its CBT Rating in inches from its target it is firing at Point Blank Range. The Attacker cannot be Engaged with the target model.

Shots fired Point Blank will negate a target model's Concealment if it has any (see Concealment section above). The target will still benefit from Cover, if applicable.

Shooting into Close Combat

Attackers cannot target enemy models that are Engaged in Close combat with friendly models.

CLOSE COMBAT SPECIFIC RULES

Engaged

When a Charging model's base comes within 1" of the target Defending model, both models are said to be *Engaged*. Base contact is not required. A model may only Move within 1" of an enemy model this way.

Weapon Reach

Each Close combat Weapon will have a Reach number in the first slot on its Weapon profile where the Effective Range number would be for a Ranged Weapon. This number will range from 0-3, and represents the varying lengths of handheld Weapons. Some Ranged Weapons can be used in Close combat and have an effective Weapon Reach of 4 when doing so.

When an Attacker successfully Charges a Defender, compare the Weapon Reach number from the first slot on the Weapon Profile for all Engaged combatants. If the numbers are equal, then proceed with the resolution of the Charge Action normally. If one model has a higher number, the following rules apply:

- If the Attacker's Reach number is higher, then it is not At Risk during the resolution of its Charge Action.
- If the Defender's Reach number is higher, then the Attacker is at a CBT/2 penalty for its Attack Check against this Defender.

At Risk

Fighting in hand-to-hand combat puts both the Attacker and Defender directly in harm's way. A model executing a Close combat Action is At Risk unless something removes this condition from it. An At Risk Attacker can be hit by a Counter-Attack from a Defender.

When an At Risk Attacker misses with an Attack, it must check to see if it has opened itself to a Counter-Attack.

If the Attack failed by an amount greater than the Attacker's unmodified CBT Rating, then the Defender gets a Counter-Attack against the Attacker.

Only a model that is Active or Ready at the time it becomes a Defender, may put an Attacker At Risk. Shocked or Broken models may not.

Counter-Attacks

If a Counter-Attack occurs, treat it like a normal Damage Check from the Defender against the Attacker. Compare the difference in Attack & Defense Scores for determining any Damage Bonus. If a Damage Bonus occurs its total is divided by two and rounded down. The Damage Check is resolved normally with the Defender making the Check against the Attacker's Resistance Check result.

Counter-Attacks are considered to be normal Attacks for all rules purposes. Any modifier or effect that applies to a Close combat Attack will also apply to a Counter-Attack.

Only Active or Ready models may Counter-Attack. This is a response to the missed Attack and does not use an Action from the Defender.

Engaged with Multiple Opponents

A model may become Engaged with more than one opposing model. Any time a model is within 1" of two or more enemy models it is Engaged with Multiple Opponents.

Whenever a model is Engaged with Multiple Opponents, it is at CBT/2 penalty for all Attack and Defense Checks he makes while so Engaged.

Shocked or Broken models do not count for multiple Engagement purposes.

When Engaged with Multiple Opponents that have different Conditions, a model must target Attacks against any Ready or Active models before targeting any Shocked or Broken opponents still Engaged with the model.

Diving Charge

A model may make a Diving Charge if it executes a Charge Action and drops down from an Elevated Position during the Charge Move. The model must make a normal Terrain Check if its drop is more than 2" of vertical distance. If it fails the Check, then its Diving Charge fails as well and it resolves a Falling Damage Check for the distance dropped and the model ends its Action at the bottom of the vertical distance it was trying to cover.

If the model passes the Terrain Check or is not required to make one, then the Diving Charge will succeed. Complete the Charge Action normally. Do not count vertical distance dropped against the total movement of the Charge.

All Defending models that become Engaged with the model making the Diving Charge suffer a CBT/2 penalty for the duration of this Action. This happens after the models become Engaged, but before any Attacks are resolved. Weapon Reach is then compared and combat proceeds normally from there.

TERRAIN

Battles in the Sword Marches take place in a variety of different landscapes. From ancient ruins and installations found in the Sword Marches to the badlands between settled regions, the effects of Terrain will impact how the game is played.

Open Ground

Open Ground is the term used when describing clear tabletop space. This is any area that has a flat, even, level surface that has no appreciable angle/slope or debris. In other words, this is ground that does not impede or hinder Movement in any way.

All Actions executed in Open Ground are done at their full effect without any reduction in the distance traversed.

Difficult Ground

Difficult Ground is Terrain that is harder to traverse and will hinder Movement. It varies widely, with the common factor being that models must move carefully through this type of feature.

Types of Difficult Ground:

- Hills, steep slopes, mountains.
- Water features of any kind.
- Ice or snow covered areas.
- Muddy, boggy, or marshy areas.
- Rubble, broken, or rocky areas.
- High grass or reeds, forest/woods, and any entangling vegetation.
- Any condition that would slow travel for a model as defined by the Players.

Difficult Ground will usually cover an area as opposed to being a singly placed element.

If a model begins its Move outside of Difficult Ground, it may travel its full distance into Difficult Ground. If a model begins its Move wholly or partially within Difficult Ground, then it may only move 3", even if this would bring the model out of the same Difficult Ground where it started.

If a model has sufficient initial Move to clear the Difficult Ground completely, it may not Move through to the other side. It must stop its Move just inside the Difficult Ground. It will then move up to 3" out of the Terrain on the following Turn if it so chooses.

Charging models may only move up to 6" into Difficult Ground during the execution of that Action. Any excess Move distance the model has is lost, even if its base Move is higher.

Obstacles

Obstacles are pieces of scenery that form vertical barriers or hindrances to a model's Movement. Fences, walls, hedges, stacks of hay, or treasure chests are all examples of Obstacles.

A piece of scenery may not be more than 1 1/2" in width to be counted as an Obstacle.

An Obstacle that is 1" or less in height is treated as Open Ground.

Obstacles greater in height than 1" but not more than 2" are considered to be Difficult Ground, but have different rules to Move over. Obstacles greater than 2" in vertical height must be Climbed.

If the model starts its Move touching the Obstacle, then it can move up to 3" from the other side of the Obstacle.

If the model is not touching the Obstacle when it starts its Move then it moves up to the Obstacle and ends its Movement.

Obstacles that are above ground will block LoS. If a model's base is touching the Obstacle, and the Obstacle's height is 2" or less, then the model may see over it and draw a LoS from its position. It is assumed it has found some way of seeing past the wall, hedge, etc., by either looking through an opening or peering over the top. This means that opposing models on the other side of the Obstacle can also draw a LoS to this model, though Concealment and Cover may apply as normal.

Impassable Ground

This type of ground is physically imposing and very, very difficult to traverse. Models cannot enter Impassable Ground unless allowed to by a Trait or game effect.

Types of Impassable Ground:

- Sheer cliffs, outcroppings or inclines.
- Volcanic flows or deep water features.
- Impenetrable forests or rock formations.
- Thick vegetation or structures.

Area Terrain

Area Terrain is typically any large defined area of similar terrain of varying height and dimension that is not so easily represented in game terms.

Woods, ruins, buildings, jungle, craggy rocks, and like types of scenery count as Area Terrain. These are typically represented by some irregular patch of scenery, such as a stand of trees, field of rubble, etc. All Area Terrain is also Difficult Ground. Players will need to define what pieces of their scenery are considered Area Terrain before the game begins.

Line of Sight & Area Terrain

All Area Terrain modifies LoS for models that are wholly within the border of the feature. Models outside of the edge or border of the Area Terrain can see into the feature up to 2" and draw a LoS to models wholly or partially visible in that area. All LoS is blocked over 2" into the edge of the feature from models outside.

Models inside the feature that are partially or wholly within 2" of the edge of the feature can see out and draw LoS normally to targets outside the Area Terrain. Models that are not within 2" inside the feature cannot see or draw LoS to models outside the Area Terrain.

Models wholly within a piece of Area Terrain have their visibility reduced to 2" for all LoS purposes.

No models may draw LoS through a piece of Area Terrain. If two models are separated by Area Terrain, but it is less than 2" in width between them they cannot establish a LoS to each other.

Area Terrain, Concealment & Cover

Models wholly within the boundaries of Area Terrain have Concealment. If a model is within Area Terrain that consists predominately of wood, metal, or stone, the model gets Cover.

If a model is within Area Terrain and can draw a LoS to a Target model that is outside Area Terrain, the Target gets Concealment, unless the firing model is touching the inside closest edge of the Area Terrain.

TERRAIN CHECKS

Models that encounter gaps in the ground or sheer surfaces that they wish to traverse must pass a Terrain Check in order to safely negotiate the scenery in their path.

A Terrain Check is used to execute Climb and Jump Actions. To execute the Terrain Check the Primary Player uses his model's CBT Rating plus a d10. The Secondary Player measures the distance to be climbed up or down or jumped over, and rounds *up* to the nearest full inch. That number is what is added to a d10 for the opposed roll.

Sometimes a Terrain Check will be made to avoid a hazard. When this is the case, the opposed roll will have a Difficulty Number listed instead of using a measurement to determine the factor.

Players compare their results. If the Terrain Check is passed, then the model may proceed to Move as noted below for each different Action type. If the Check was failed, then the Model remains in place if it was attempting to Climb up and its Action ends. If Climbing down a surface or Jumping across a gap then failure will cause the model to be subject to a Falling Check as noted below.

Climb Action Rules

A model that wants to execute a Climb Action must obey the following rules:

- It must start the Action phase with its base touching the surface it wants to Climb.
- The Obstacle or wall, etc. must not be more than 4" high/low.
- It must be Active.
- The Model cannot Climb if subject to the Heavy Trait.
- If the surface being Climbed is an Obstacle that is greater than 2" in height, then the model will be placed on the ground opposite where it started the Climb on a successful Terrain Check.
- On a successful Terrain Check, place the model at the top or bottom of the surface Climbed if not an Obstacle, with its base edge touching the edge that was Climbed. The model's Move ends there.

Jump Action Rules

When a model wants to Jump down a drop that is 2" or less, it may do so as a normal Move as part of another Action without taking the Jump Action if two conditions exist:

- The model is in Open Ground before and after the Jump down.
- It is only executing a Charge, Move, or Mobile Fire Action.

If these two conditions are met, then the model may move, jump down, and continue moving from the point where it landed and finish its Move distance from there. The 2" or less distance it jumps down *does not* count toward its total Movement distance.

A model may only make a safe jump down from a height of 4" or less. Jumping from a height greater than this is an automatic failure and the model becomes subject to a Falling Check.

A model can also use a Jump Action to cross a horizontal gap in the ground or between buildings, etc. It can only be attempted if the following conditions are met:

- The model is Active.
- The model is not subject to the Heavy Trait.
- The model starts and completes the Jump in Open Ground.
- The model must start the Jump with its base within 1" of the edge of the gap. There must be enough space on the opposite side of the gap to accommodate the model's entire base.
- The gap distance cannot exceed 4".

If the model successfully passes its Terrain Check, then it is placed on the opposite side of the gap with its base edge touching the edge of the gap. If it fails the Check, then it falls into the gap landing half way between both edges at the bottom of the board and is subject to a Falling Check.

Falling Check

When a model that is Climbing down or Jumping down or across a gap fails its Terrain Check, it becomes subject to an immediate Falling Check.

A Falling Check is made by the Secondary Player against the Primary Player's model that failed the Terrain Check.

The Secondary Player measures the distance from the where the model's base started its Action to where it lands at the lowest point on the tabletop allowed by the scenery.

The Secondary Player rounds the total distance *up* to the nearest inch and uses that number to make the Falling Check against the model.

The Falling Check is a Damage Check against the model. The Primary Player who owns the model will make the opposed roll using only the model's CON Rating. No Armor Rating is added.

Resolve the Damage Check results normally.

Shocked Models and Falling

Whenever a model becomes Shocked within 1" of the edge of a surface that is more than 2" in height above the ground level, then it will need to pass a Terrain Check in order to avoid falling down that height.

This Check is made once the Injury has been assessed. The Shocked model makes a Terrain Check Difficulty (5). If it passes, then nothing else happens. If it fails, then it falls the distance indicated by the Terrain, and a separate Falling Check is made immediately. If it passes, then nothing else happens.

PANIC CHECKS

When combatants witness the horrors of combat, they must resist the urge to panic and run. Panic Checks are used throughout the game to capture the desperation and fear of fighting in perilous lands of the Sword Marches.

All Panic Checks are made using the model's CMD Rating. The opposed roll is Difficulty (5) unless stated otherwise.

If the Panic Check is passed then the model is unaffected. If the Panic Check fails, then that model becomes Broken as described below.

Panic from Losses

Whenever a friendly model is Wounded, Players will look to see if there is any friendly Active or Ready models within 3" of the Wounded model's base prior to removing it from play. If there are not, then remove the model from the game as usual. If there are, then each friendly model will need to make a Difficulty (5) Panic Check.

If a model that is subject to a Panic Check from Losses is Engaged in Close combat, it automatically passes its Check.

If the Panic Check fails, then the Players will immediately make a Random Check and move the model that number of inches directly away from the Wounded friendly model that caused the Panic Check, avoiding all enemy models, as well as Difficult and Impassable Ground. After that, use the rules below for Broken models.

Panic from Outnumbered

In the Panic Check step of the SitRep Phase, any model that is Engaged in Close combat with two or more enemy models and does not have any Active or Ready friendly models from its Warband within 3" is forced to take a Panic Check from being Outnumbered.

This is a Difficulty (5) Panic Check with a +1 increase to the Difficulty number for each additional enemy after the first that is Engaged with the model making the Check.

If the Panic Check fails, then the model not only becomes Broken, but is also forced to Disengage from the enemy models that caused the Panic Check by Outnumbering the model. This Disengage Check does not require an Action and is mandatory. Resolve the Disengage Check normally but resolve the outcome as noted below.

Both Players compare their results. If the Broken model passed its Disengage Check, then it moves up to its Move distance directly away from the enemy models that caused the Panic Check, avoiding all other enemy models, as well as Difficult and Impassable Ground. After that, use the rules for Broken models normally.

If this model does not pass its Disengage Check, then it gets cut down in its attempt to flee and is removed from play as a Wounded model. In a campaign game the secondary Player decides which of his models counts the Wounded model for Experience Points.

