

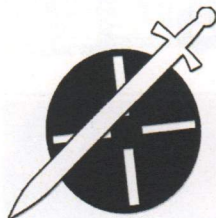
Shields & Swords II



SERIES RULES - DESIGNED BY TOM RUSSELL

1.0 Introduction & Intent	2	8.0 Shield Wall Phase	6
2.0 Components	2	9.0 Fire Phase	6
3.0 Sequence of Play	3	10.0 Horse Phase	6
4.0 Command Phase	3	11.0 Initiative Phase	7
5.0 Move Phase	4	12.0 Common Terrain Features	7
6.0 Withdraw Phase	4	13.0 Victory Points	7
7.0 Combat Phase	4	CHARTS AND TABLES	BACK

1.0 INTRODUCTION & INTENT



Shields & Swords II is a refinement and evolution of the engine that powered a handful of designs that were published by Flying Pig Games and Tiny Battle Publishing. The games in this new series retain some of the key ideas of its predecessor, along with its simplicity and focus. There are however some important, if sometimes subtle, changes, so even if you've played games using the previous system, you'll want to give these rules a thorough read-through before you start pushing counters around. This new ruleset is not backwards-compatible with the S&S I games.

And for those of you who are brand-new, this is a low-complexity, quick-playing, coarse-grain look at medieval linear warfare that strives to be mussless and fussless. Command Markers dictate which actions are performed by which Units in a given turn; troop discipline and leadership quality is abstracted via the mix of Command Markers each player has available, and the number that can be played for a given Wing. Other than that, it generally utilizes concepts common to other historical wargames.

Please note that scale, both in terms of distance-per-hex and men-per-counter, varies wildly from one battle to the next. Troop estimates from the period are dodgy at best, and primary sources can differ wildly on who was there, where "there" was, and even who won. (For example, Saucourt-en-Vimeu is a decisive Frankish victory in every account except the *Annals of St. Bertin*, which records it as being a humiliating defeat.) The aim of the series is not to capture the minutia of what happened, but to create a plausible and playable version of the events that captures the broad strokes. The Units for opposing sides are merely representative of possible troop numbers in relation to one another.

2.0 COMPONENTS

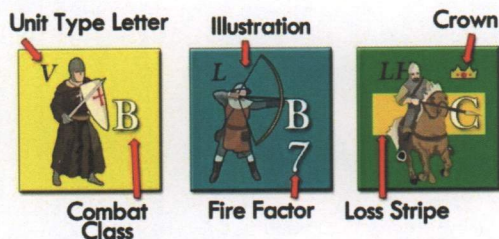
Each battle is played with one or more mapsheets, a set of counters, and these rules. Each battle will also have their own special rules. Combat is resolved using an eight-sided die.

2.1 Mapsheet

A hex-grid is superimposed over each mapsheet to regulate movement, combat, and terrain.

2.2 Unit Counters

Each Player will control certain Units per the Battle Rules. Units are represented by double-sided counters which impart certain pieces of information about their capabilities.



The **background color** indicates to which Wing the Unit belongs, which determines when and how it can move and fight.

The Unit's **Combat Class** can range from "AA" (very good) to "D" (very bad). Some Units may have a number under their Combat Class; this is a **Fire Factor**.

A **crown symbol** on the reverse side of the Unit's counter indicates that the Unit is led by or otherwise contains a powerful Noble whose capture and ransom (or execution) is desirable for the opposing army.

Each Unit belongs to a **Unit Type**, indicated by the illustration on the Unit's counter, and reinforced by a one- or two-letter code in the upper-left corner.

- **Veteran (V):** Game term for the well-disciplined, well-armed, and well-experienced.
- **Levy (L):** Game term for peasants wielding little more than farm implements; that is, axe-fodder.
- **Infantry (I):** Game term for well-drilled if lightly-armored soldiers and militia.
- **Heavy Horse (HH):** Game term for heavily-armored men who ride on heavily-armored horses.
- **Light Horse (LH):** Game term for lightly-armored cavalry, adept at screening and skirmishing.

When these rules refer to a Horse Unit without specifying Heavy or Light, we are referring to *both* Heavy and Light Horse Units.

Units typically have two Steps of Strength. When it suffers a Step-Loss, it is flipped to its reverse side, as indicated by a **loss stripe**. Reduced Units that take another Step-Loss are Eliminated. Single-Step Units are blank on the reverse. Once the game has begun, neither Player may examine the reverse sides of the Unit Counters.

2.3 Command Markers

Each Player will have a pool of *Command Markers* used to determine which kinds of actions, or *Phases*, can be assigned to a Wing during his Turn. Command Markers are double-sided, limiting the combination of actions which are available. For example, in many games the reverse side of the Combat Command Marker will be the Withdraw Command Marker, and so in many cases a Wing will be unable to both Withdraw and perform Combat in the same Turn (which makes sense).

2.4 Initiative Marker

The Initiative Marker may be used by the player who possesses it to take a second full turn in a row; when he does so, his opponent takes possession of the marker. The battle rules will indicate which player starts with Initiative.

2.5 Suppression Markers

Suppression Markers are placed during the Fire Phase and provide a bonus to enemies that target that Unit in Combat. Suppressed Units can only move one hex.

2.6 UTMM & CRT

Combat is resolved using the *Unit Type Modifier Matrix (UTMM)* and the *Combat Results Table (CRT)*.

3.0 SEQUENCE OF PLAY

A battle is played in a series of alternating **Player Turns** until one of the battle's ending conditions are met. Each Player Turn comprises the following phases, performed in the following order:

- **COMMAND PHASE (4.0):** The Player assigns Commands to his Wings.
- **ACTION PHASES:** The Player carries out the Commands he assigned, in the following order:
 - Fire Phase (9.0)
 - Horse Phase (10.0)
 - Withdraw Phase (6.0)
 - Shield Wall Phase (8.0)
 - Move Phase (5.0)
 - Second Move Phase (5.7)
 - Combat Phase (7.0)
 - Second/Pitched Combat Phase (7.7)
- **INITIATIVE PHASE (11.0):** If the Player holds the Initiative Marker, he may Declare Initiative at the end of his Turn. If he does not Declare Initiative, or does not hold the marker, play passes to his opponent.

4.0 COMMAND PHASE

The rules for each battle will indicate which Command Markers a Player has access to, and how many Command Markers he can play for each of his Wings on a single

Player Turn. This will determine which Action Phases he will perform on his Player Turn. The chosen Commands are placed in front of him, and remain in place for the duration of the Player Turn. At the start of his next Player Turn, he will take the previously played Command Counters back into his possession; Command Counters are never lost or expended unless specified in the battle rules.

4.1 Wings

Each Player will control one or more Wings. Each Wing is considered a distinct entity for the purposes of Command; phases chosen for one Wing are not performed for another. If a player assigns the same Command to more than one Wing, then each Wing resolves the chosen action in the same phase.

4.2 Wing Integrity (Levies and Infantry)

At the beginning of each Phase, a Player must ascertain that his Levy and Infantry Units for a given Wing satisfy one of the following two conditions:

- If there are Veteran/Horse Units remaining for that Wing, the checking Unit is within six hexes of one such Unit, *or*
- If there are no Veteran/Horse Units remaining for that Wing, the checking Unit is within four hexes of *two* other Units for that Wing.

Units that do not satisfy these conditions at the start of any Phase during the owning Player's Player Turn are eliminated. These eliminations *do* count toward Victory Conditions.

4.3 Bonus Phases



Though a Player may have two of the same Command Marker in his pool, he cannot play the same side of the same Command Marker on a single Wing, e.g., he cannot play two "Move" Command Markers on the same Wing. However, he may play a Bonus

Phase Marker (if he has one) in conjunction with another Command to modify it:

- **Bonus + Move:** The Wing performs a second Move Phase immediately after the first.
- **Bonus + Combat:** The Wing *either* performs a second Combat Phase immediately after the first, or performs a single Pitched Combat Phase.
- **Bonus + Withdraw:** Withdrawing Units belonging to the chosen Wing may Withdraw *two* hexes.
- **Bonus + Fire:** Firing Units add one to their roll.
- **Bonus + Horse:** The Wing's Heavy and Light Horse increase their CC by two and one Combat Classes, respectively, when Charging.
- **Bonus + Shield Wall:** Units in EZOC may also Withdraw one hex when forming Shield Wall.

5.0 MOVE PHASE



A Wing may perform one or two Move Phases in a Player Turn. These Move Phases are distinct and separate. During a single Move Phase, any, all, or none of the Units for a given Wing may move up to three hexes, provided their movement is not restricted by enemies, terrain (12.0), Shield Wall, or Suppression.

5.1 Stacking Limit

Only one Unit may occupy a given hex. A Unit may move *through* a hex occupied by a friendly Unit, but may not end its movement within that hex. A Unit may never move through or enter a hex occupied by an enemy Unit.

5.2 Zones of Control

Each Unit exerts a *Zone of Control (ZOC)* into the six hexes surrounding it. When a Unit enters an *Enemy Zone of Control (EZOC)* they must end their Movement for the current Move Phase. Units that begin the Move Phase in EZOC may not move. Units may not move through a friendly Unit's hex if that hex is in EZOC.

5.3 Map Edge

Units may not leave the map for any reason during any phase. If a Unit is required to retreat off the map as a result of Combat, they suffer a Step-Loss instead.

5.4 Reinforcements

Some battles allow for reinforcements. The first hex entered counts as one of the three hexes that Unit may move in a Phase.

5.5 Shield Wall & Suppression

Units in Shield Wall may not move during the Move Phase. Suppressed Units may only move one hex.

5.6 Second Move Phase

The first Move Phase must be completely resolved for all relevant Wings before a second Move Phase is performed.

6.0 WITHDRAW PHASE



A Wing may perform one Withdraw Phase during a Player Turn. During this Phase, any, all, or none of the Units for that Wing which begin the Phase in EZOC may move one hex (two if the Bonus counter is used), provided they move away from EZOC, never enter EZOC, and end the Phase completely free of EZOC.

7.0 COMBAT PHASE



A Wing may perform one or two normal Combat Phases, or one Pitched Combat Phase, during a Player Turn. Combat is never mandatory.

7.1 Procedure

Each Combat Phase is resolved as a series of Attacks. Each Attack is declared and resolved separately; the Player is not required to declare all Attacks for a Phase ahead of time. If a Combat Phase is chosen for multiple Wings, they are resolved in the same Combat Phase (but see 7.2). Each Attack is resolved by performing the following steps in order:

1. Declaration
2. CC Determination
3. DRM Determination
4. Attack roll
5. Results

7.2 Declaration

Each Attack is commenced by declaring the target of the Attack, and identifying the Units who will be Attacking. During a single Combat Phase, each Unit may participate in one, and only one, Attack: each friendly Unit may only Attack once, and each enemy Unit may only be the target of one Attack. Further, each Attack may only target one enemy Unit, and that enemy Unit must be within the ZOC of the Attacking Unit(s). Multiple friendly Units that *belong to the same active Wing* may participate in the same Attack against the targeted enemy Unit:

- The Attacking Unit with the best base CC is the **Primary Unit**.
- All other friendly Units participating in the same Attack are **Participating Units**.
- Horse Units may participate in attacks made by one another, but may not participate in attacks made by "foot" units (Veterans, Levies, Infantry), nor may foot units participate in Horse attacks.
- If multiple Units have the same best base CC, the active player chooses which Unit is Primary.

7.3 CC Determination

The Primary Unit's base Combat Class is increased (B becomes A) according to the following:

- +1 if target is Suppressed
- +1 if Pitched Combat Phase
- +1 if attacking Downhill (12.1)

The Primary Unit's base Combat Class is decreased (A becomes B) according to the following:

- -1 if target is in Shield Wall
- -1 if Attacker is in Shield Wall

These modifiers are cumulative. Determine the net modification before applying it (a B-class Unit with a +2 and a -1 becomes an A-class Unit). A Unit's CC cannot be improved beyond AA, nor degraded below F.

7.4 DRM Determination

Now it is time to determine the Die Roll Modifier (DRM) that will be applied to the attack roll:

- Cross-reference the Unit Type of the Primary Unit with that of the target on the Unit Type Modifier Matrix; this will yield a modifier ranging from +2 (bad) to -1 (good).
- -1 for each Participating Unit of the same base CC as the Primary Unit.
- -1 for every two Participating Units of a lower CC (round up).

These modifiers are cumulative. Some games will have additional DRMs.

Example: Myrtle has two A-class Veterans and one B-class Levy attacking an enemy Levy. One of the A-class Units is her Primary Unit. She consults the Unit Type Modifier Matrix and gets a favorable -1. Her second A-class Unit gives her another -1. She has one Unit with a lower CC, the B-class Unit; she gets another -1 as it's for every two Units, rounding up. This results in a coveted net DRM of -3.

7.5 Attack Roll and Results

The Player rolls one die, applies the DRM, and cross-references the result with the modified CC of the Primary Unit on the Combat Results Table; the indicated result is then applied. Results that indicate a "D" apply to the defending target Unit; results that indicate an "A" apply to Attacking Units:

- **DE/AE:** The Unit is Eliminated; remove it from play. In the case of AE, the owning player chooses one of the Attacking Units to be Eliminated.
- **DL/AL:** The Unit loses one Step. Full-strength, two-step Units are flipped to their reduced side, while reduced or one-step Units are Eliminated as above. In the case of AL, the owning player chooses one of the Attacking Units to lose a Step.
- **DR/AR:** The Unit Retreats (7.6). In the case of AR, *all* Attacking Units must Retreat.
- **EX:** The target loses one Step, and one Attacking Unit (owning player's choice) loses one Step.
- **NE:** No Effect.

Some of these results may be *modified* depending on the circumstances and the type of Units in play.

- If an **NE** or **DR** result has an asterisk (*) and the target of the attack is in **Shield Wall**, the Attacker may, at his option, treat this as an **EX** result instead (each sides resolves a step-loss).

- If a **Heavy Horse** Unit is Primary Attacker, and the result is **EX**, the attacker may, at his option, treat this as a **DR** result instead (causing the target unit to retreat). *Note that all the rules governing Retreats in 7.6 apply, including Step-Losses when unable to Retreat. Flanking is your friend.*
- If a **Light Horse** Unit is Primary Attacker, and the result is **EX**, the attacker may, at his option, treat this as an **AR** result instead (causing all attacking units to retreat).
- If a **Light Horse** Unit is Defending, and the result is **EX**, the defender may, at his option, treat this as a **DR** result instead (causing the target unit to retreat).

7.6 Retreats

A defending Unit forced to Retreat must move his Unit one (and only one) hex away from all Attacking Units, and away from all EZOC; Attacking Units forced to Retreat must each move one (and only one) hex away from the defending Unit, and away from all EZOC. Units may not move through or "push" friendly Units. If unable to satisfy all conditions of the Retreat, the Unit does not move and instead loses a Step. However: Units in Shield Wall ignore all Retreats without penalty.

7.7 Second or Pitched Combat Phase

Playing Bonus + Combat Phase Markers allows a Wing to *either* perform two Combat Phases in tandem, or one Pitched Combat Phase.

A second Phase is only performed after the first Combat Phase, for all Wings, has been completely resolved. If some Wings choose one or two normal Combat Phases, and other Wings a Pitched Combat Phase, the Pitched Combat Phase is performed last.

Per rule 7.3, a Pitched Combat Phase increases the base CC of Primary Units by one level. It is otherwise exactly like a normal Combat Phase.

7.8 Advancing After Combat

When an enemy Unit is Eliminated or Retreats during an Attack, one of the Attacking/Supporting Units may move into the vacated hex, regardless of EZOCs which may apply. Defenders that have repelled or Eliminated their Attacker(s) do not Advance. Units in Shield Wall may not Advance, and Units may not Advance uphill if there is EZOC exerted on the hex (12.1). Charging Heavy Horse Units are required to Advance if able, but this is optional for all other Units.

8.0 SHIELD WALL PHASE



A Wing may perform one Shield Wall Phase during a Player Turn. Until the beginning of that Player's next Turn, all Veteran, Levy, and Infantry Units *without a Fire Factor* belonging to that Wing are considered to be in Shield Wall:

- They fight at -1CC, and enemy Units Attack them at -1CC as well (7.3)
- They ignore all Retreat results (7.6)
- They may not Advance (7.8)
- Enemy Fire subtracts one from their die roll (9.2)
- They may not Move during a Move Phase (5.6)

During the Shield Wall Phase, the eligible Units in the Wing may move one hex, provided they do not begin the Shield Wall Phase in EZOC. The use of the Bonus Counter in conjunction with a Shield Wall Phase allows Shield Wall Units in EZOC to Withdraw one hex. Note that Heavy Horse and Light Horse Units, and any Units possessing a Fire Factor, do not go into Shield Wall, and so do not receive these benefits or restrictions. As a mnemonic, only units that can go into Shield Wall have a shield pictured on their counters.

"Shield Wall" as a game concept does not in every battle necessarily represent the tactic that was largely restricted to the early medieval period, but rather the general idea of a strong defensive posture.

9.0 FIRE PHASE



Units that possess a Fire Factor that belong to a Wing activated for a Fire Phase may perform one Fire Phase during a Player Turn. This allows any, all, or none of these Units to conduct one instance of Fire Combat against an enemy Unit. Each Fire is declared

and resolved separately; the Player is not required to declare all Firing for a Phase ahead of time. Each Fire is resolved by performing the following steps in order:

1. Declaration
2. Target Number Modifier
3. Fire Roll & Results

9.1 Declaration

Each Firing Unit may fire only once in a Fire Phase; however, the same enemy Unit may be targeted by multiple firing Units in the same Phase. Only Units that are not adjacent to enemy Units may Fire, and they may only Fire on an enemy Unit that is up to four hexes distant (count the target hex, but not the Firing Unit's hex). Add two hexes to this distance if the Firing Unit occupies High Ground (12.1) and the target does not. (Light Horse Units

in possession of a Fire Rating are *not* eligible for this range bonus.) In specific battles, certain types of Terrain may block Line of Sight and prevent Fire.

9.2 Fire Roll and Results

The active Player rolls one die for the Firing Unit, applying the following modifiers:

- -1 if target is in Shield Wall
- +1 if Firing foot Unit occupies High Ground and target does not
- +1 if target is a Horse Unit
- +1 if Bonus Counter used with Fire Phase

These modifiers are cumulative. If the result meets or exceeds the Fire Factor of the Firing Unit, the target becomes Suppressed: place a Suppression marker on the target. Fire has no effect on Units that are already Suppressed. When Suppressed Units are Attacked in Combat, the Primary Unit's CC is increased by 1 (7.3).



Units that are Suppressed may only move one hex per Phase, and cannot make or participate in Attacks. All Suppression Markers are removed from all of a Player's Units at the *end* of his Player Turn.

10.0 HORSE PHASE



Heavy Horse and Light Horse Units belonging to a Wing may perform one Horse Phase during a Player Turn. During this Phase, any, all, or none of the Horse Units may move 3 hexes. Horse Units that begin in EZOC generally may still move, but must stop if they enter EZOC. However, Heavy Horse EZOC (not Light Horse) prevents movement for all adjacent enemy Horse units in the Horse Phase.

After resolving this movement for all acting Horse Units, any, all, or none of the Horse Units that are now in EZOC may Attack enemy Units. (*This includes Horse Units that belong to that Wing but that did not move during the Phase.*) This is called a Charge; it is resolved as a normal Attack, and only Horse Units may Attack/Support.

If the Bonus Marker is used in conjunction with a Horse Phase, the Charging Heavy Horse Units get +2 CC, and Charging Light Horse Units +1 CC.

Note that the Horse Phase is distinct from the Move and Combat Phases, and does not preclude the Horse Units from taking part in those Phases.

11.0 INITIATIVE PHASE



A Player with the Initiative Marker in his possession *has Initiative*. He may *Declare Initiative* at the end of his Turn. When he does so, he passes the Initiative Marker to his opponent, and then immediately takes another full Player Turn, beginning with a new

Command Phase. If he does not Declare Initiative, or does not hold the marker, play automatically passes to his opponent if the game has not ended. Holding Initiative, and using it, often has special effects as indicated in the battle-specific rules.

12.0 COMMON TERRAIN FEATURES

Terrain features and effects will vary from battle-to-battle. The most common features and their effects are as follows:

12.1 High Ground

High Ground represents hills and other elevated terrain features. Moving or attacking from a lower level of elevation to a higher one is called *uphill*: Units that are attacking uphill may not advance into the vacated hex unless in doing so they enter no EZOC. Moving or attacking from the higher level of elevation to the lower one is called *downhill*: Attacking Units get +1CC, and Firing Units get +2 hexes to their range and +1 to their die roll when Firing. Otherwise, the High Ground has no other effects on movement/combat.

12.2 Rivers

Rivers are impassable, except at a bridge or ford. Units do not project an EZOC across the impassable hexsides and therefore cannot attack across those hexsides.

12.3 Trenches

Trenches are a hexside feature. Units attacking across a trench hexside do so at -2CC.

13.0 VICTORY POINTS

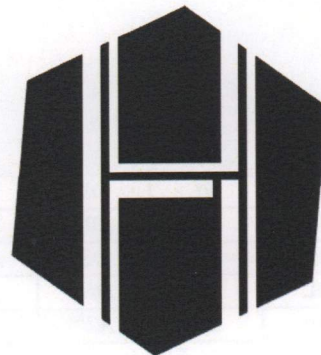
Game End and Victory Conditions will vary from battle-to-battle and will be delineated in the specific battle rules. Generally speaking however, in most games a player achieves his Victory Condition by having reached or exceeded a certain number of Victory Points (VP) when the game indicates he is to check for Victory. This check is commonly made at the end of his *opponent's* turn (not his own).

For example, Player 1 might need to score at least 25 VP, and 5 more than his opponent. At the end of his own Turn, he has 26 VP and his opponent has 21. However, he does not check for Victory until the end of Player 2's turn. Player 2 scores 1 VP on his turn, bringing his score to 22. At the end of Player 2's turn, Player 1 checks for Victory, but as the score is now 26 to 22, he does not have the five-point spread he needs to seal the deal. And so the game continues.

Victory Points are usually earned for eliminating enemy Units, with different point values awarded for different types of Units per the specific battle rules.

13.1 Crown Symbols

Units with a Crown Symbol on the reverse are worth 2 *more* VP than other Units of that type. For example, if a Horse Unit is typically worth 3VP per the battle rules, then a Horse Unit with a Crown Symbol is worth 5VP.



Shields & Swords & Charts

UNIT TYPE MODIFIER MATRIX (DRM)		Defending Unit				
		V	L	I	HH	LH
Attacking Unit	V	+1	-1	-1	+1	+0
	L	+1	+1	+1	+2	+1
	I	+1	+0	+1	+1	+0
	HH	+0	-1	+0	+0	-1
	LH	+1	-1	+1	+1	+0

Combat Class Modifiers

Up one level

- Pitched Battle
- Suppressed Target
- Attacking Downhill
- Bonus + Horse for Light Horse

Down one level

- Defender in Shield Wall
- Attacker in Shield Wall

Up *two* levels

- Bonus + Horse for Heavy Horse

Combat Die Roll Modifiers

- Per UTMM

Combat Results Table

CC	-2	-1	0	1	2	3	4	5	6	7	8+
AA	DE	DE	DE	DL	DL	DL	DR	DR	NE	NE	NE
A	DE	DE	DL	DL	DL	DR	DR	NE	EX	EX	AR
B	DE	DL	DL	DL	DR	<i>DR*</i>	NE	EX	EX	AR	AR
C	DL	DL	DL	DR	<i>DR*</i>	<i>NE*</i>	EX	EX	AR	AR	AL
D	DL	DL	DR	<i>DR*</i>	<i>NE*</i>	EX	EX	AR	AR	AL	AE
E	DL	DR	<i>DR*</i>	<i>NE*</i>	EX	EX	AR	AR	AL	AE	AE
F	DR	DR	<i>NE*</i>	EX	EX	AR	AR	AL	AE	AE	AE

DE/AE: Defender/Attacker Eliminated. DL/AL: Defender/Attacker Step-Loss. DR/AR: Defender/Attacker Retreat.

EX: Exchange. * NE: No Effect. (*DR** and *NE** may be treated as EX if Defender in Shield Wall.)

* - Attacking Light Horse may treat EX as AR. Attacking Heavy Horse and Defending Light Horse may treat it as DR.



FIRE



HORSE



WITHDRAW



SHIELD WALL



MOVE



COMBAT



BONUS