

# SHORTSWORD

## GENERIC RULES FOR MINIATURE MASS COMBATS

VERSION 1.0 (PRE)

THANKS TO SHAWN P. GARBETT FOR HIS IDEAS IN THE GEM SYSTEM.  
ALL IDEAS FROM GEM SYSTEM ARE USED WITH A KIND PERMISSION FROM SHAWN.

MANY THANKS TO ALL PLAYTESTERS AND PEOPLE WHO MADE CONTRIBUTIONS TO THE RULES. LOCAL PLAYTESTERS HAVE BEEN JANNE JAAKOLA, REIJO LESKELÄ, VILLE OJANPERÄ, TUOMO MATTILA, MIKKO SIVONEN AND OTHERS IN THE TUIRA GAMING CLUB. THANKS ALSO TO THE MEMBERS OF THE SHORTSWORD MAILING LIST FOR YOUR SUGGESTIONS.

SPECIAL THANKS TO MIKKO SIVONEN FOR HIS SUGGESTIONS IN OUR HOURS-LASTING DISCUSSIONS.  
SPECIAL THANKS TO REIJO LESKELÄ WHO HAS BEEN AS INVALUABLE AS A PLAYTESTER AS A BUGFINDER.

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## SHORTSWORD GENERIC RULES FOR MINIATURE MASS COMBATS

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# Chapter 1

## Introduction

### 1.1 Introduction

Shortsword rules are for miniature mass combats. Since the rules are generic, you can use any models you wish. Things in these rules are based on the relative size of the model. In Shortsword, a human size model would be game size 3.

Shortsword has no world at all, you may conduct your battles in fantasyworlds, South-America or ancient Savo, it does not matter. The game is however sword and magic -kind of fantasy oriented, so if you want to make modern or futuristic battles, you must configure the rules a bit.

Because there is no world, you must agree on some rules for the world you are playing in, for instance incas did not have arquebuses.

Shortsword is about **mass** combat, if you like skirmish-type of a game more, use only the individual rules found in this book and forget the formation things.

Shortsword is meant to be enjoyed, if you find a bug of some kind, please make houserules. If you bend these rules somehow, be sure that all your co-players accept your version too!

Shortsword comes in three booklets. The book you need the most would be this main rule book. Optional rules are found in a booklet called *Shortsword, Optional Rules*, but you really do not need them. If you need forms to keep track of your army, they can be found in a booklet called *Shortsword, Sheets and Cutoffs* in which you can also find the important command markers.

#### 1.1.1 Model sizes and Generic Unit

All distances are bound to the actual size of the model (the size of the line of models). The sizes are divided into four different categories. The size of the category means that a human sized model is in nature of that height.

All the measures in this games are given in Generic Units (gu), which mean different actual units for different sized lines of models, this is explained in Table 1.1.

*Example. Esa moves his size 4 cavalry formation 10 gu's. He uses 25–30mm models, so he moves his unit 10 inches. If he was using 5–9mm models, he would have moved the unit 50mm = 5cm = 2 inches.*

Model Size	1 gu in inches	1 gu in millimeters
5–9mm	0.2	5
10–13mm	0.4	10
15–20mm	0.5	13
25–30mm	1	25

Table 1.1: Generic Unit vs. actual units

The relative sizes in *Shortsword* are constructed in such a way that size 3 is a normal human size model, size 2 would be a halfling or dwarf, size 1 an imp, size 4 a goblin or troll, etc. Let the common sense prevail! The size of a model is abbreviated by SZ. Bigger than size 5 models are called monsters, refer to Section 2.5 starting in page 20 for them.

One action in *Shortsword* is about one minute long. One gu is about 15 metres (16.4 yards) in nature. You do not however need this information unless designing new weapons or such.

### 1.1.2 Measuring distances

The distances are measured from base of a model to base of a model. From a formation to an individual model, the distance is measured from the closest model.

You may never measure things on the battlefield before you decide your acts. For instance, you must first announce Charge and after that measure, whether the unit really is in the range to charge. Same goes with spells, etc.

There is no way of describing all possible situations of a battle and making rules for them. If you run into such situation, you should agree with you opponents what to do. If you cannot agree, use the dice to solve the disagreement.

### 1.1.3 Normal and Advanced game

Normal game means that you and your opponents will use the pre-calculated armylists (see Appendix A) only and not the optional rule of calculating your own models. These are the rules you are suggested to use!

Advanced game means that in addition to Appendix A you and your opponents will use the first section of *Shortsword, Optional Rules* booklet (i.e. the point value system.) The point value system is more suitable for people designing worlds and such and it really should be forgotten in standard play use!

In both cases you may use the alternative charge rules found in Section 1.5 of the *Shortsword, Optional Rules* booklet.

### 1.1.4 Optional rules, Sheets and Cutoffs

Optional rules referred can be found in different booklet titled *Shortsword, Optional Rules*.

Sheets and cutoffs can be found in different booklet titled *Shortsword, Sheets and Cutoffs*.

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MEL	Melee skill
MIS	Missile skill
DEF	Defense skill
LDR	Leadership skill
CCM	Change Command Maximum skill
POW	Power skill
HIT	Hits skill
SAV	Save skill
ATT	Attacks skill

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MOR	Morale skill
BRE	Breath skill
MHP	Multiple Hit Property
RAN	Range skill
ASZ	Ammunition Size skill
CPX	Complexity skill
MOV	Move skill or movement range
MVU	Move skill for artillery weapons
MVF	Move skill for artillery weapons
PRE	Preparation time for artillery weapon
CRW	Crew skill
SZ	Size skill or size of model

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gu	Generic Unit
<i>MIR</i>	Man-in-rank or men-in-rank
<i>GNR</i>	General
<i>KEE</i>	Keeper
<i>IDV</i>	Individual
<i>LEA</i>	Unit Leader
<i>MAG</i>	Mage
PHI	Possible hitters
SGC	Special General Command

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Table 1.2: Abbreviations

## Chapter 2

### The Soldiers

#### 2.1 Model Skills

When making an army, the players choose the skills for their models based on the decisions of what areas they want the models to be good and what areas not so good at.

*Master Sun Says*

*Therefore skillful warriors are able to be invincible, but they cannot cause opponents to be vulnerable.*

The skills are:

Melee (MEL)	Defense (DEF)	Leadership (LDR)
Missile (MIS)	Hits (HIT)	Power (POW)
Attacks (ATT)	Save (SAV)	Change Commands Maximum (CCM)

Skill minimums and maximums for advanced game can be found in Section 1.2 in page 4 of the optional rules booklet.

##### 2.1.1 Melee

Melee skill (MEL) is used for hand-to-hand combat. Models with Melee skill bigger than 1 usually don't have Missile skill (i.e. it is 1).

##### 2.1.2 Missile

Missile skill (MIS) is used for missile combat. Models with Missile skill bigger than 1 usually don't have Melee skill (i.e. it is 1).

##### 2.1.3 Attacks

Attacks skill (ATT) tells how many dice do the model roll in battle. When hitting, the models with more than one attack roll that many d10 and choose the best result.

Both melee and missile units may have more than one attacks. If a model has  $MEL < MIS$ , more than one attacks is used only with the missile and vice versa. The attacks are so for the better stat only.

##### 2.1.4 Defense

Defense skill (DEF) tells how well the model defends himself.

## 2.3 Unit types

There are many kinds of units in Shortsword, which all serve a different purpose. General is the grand master of all fight who uses missile and melee infantry and cavalry units as his main tool to make a successful fight. He gives commands directly to these units' leaders, who play an important role in the game. He might also have individuals, powerful magicians, monsters or machines of war in his army. This section describes the differences between these unit types.

### 2.3.1 General

General is the most important figure in the army. He is the one who gives orders to the troops. General gives his orders to unit leaders who carry them out. In a way the general represents the player on the tabletop.

A mount of some kind is included in the cost of a general, but a general need not have any mount (the cost is the same however!)

Generals have a *command range* according to their LDR skill. More skilled leader knows better how to effectively command his troops and thus the command range increases. See Table 2.4 for the command ranges.

Generals can also act as individual unit leaders (for example in smaller armies, or replacing a dead unit leader). The unit general is leading must be Elite or Supreme.

General LDR	Command Range without Messengers	Command Range with Messengers
5	12	24
6	14	26
7	16	28
8	18	30
9	20	32
10	24	40

Table 2.4: Command Ranges in gu's

### 2.3.2 Messengers

Messengers are units which are "considered to be there". Their only task is to carry the orders of the general to the unit leaders.

Physically the messengers do not exist, they just add the point value of the army and give more command range to the general and sub-generals.

If army has messengers, the general's command range is increased, see Table 2.4 for the command ranges with messengers. Also the sub-general command range is increased if there are messengers in the army (see Table 2.5).

### 2.3.3 Infantry Units

There are two kinds of infantry units, missile and melee. Missile infantry units have missile weapons and they usually fight their part from a some distance of enemy units. Melee infantry units meet the enemy and fight the most bloody fights with swords and courage.

## 2.5 Monsters

There are many kind of monsters in any given fantasy world, dragons of Tolkien, white apes of Burroughs and so on. Monsters add some spice to the game but are not the main unit type.

There are two kinds of monsters in Shortsword, independent and non-independent. Independent monsters act just like individuals but are considered monsters for their size ( $SZ > 5$ ). Independent monsters include giants, ents, big trolls, etc. Non-independent monsters include dragons, drakes, wyverns, great eagles, etc. Monsters do not make formations, they are always individuals!

Non-independent monsters must always have a keeper. Keeper is a model that gives orders to his monster and also in some occasions can heal his monster. When giving orders to the monster the keeper must be in base contact with the monster or attached to it (i.e. uses the monster as a mount). Keeper is an individual with  $LDR < 5$  and has the monster handling special ability (see Section 2.2.1 in page 9).

Non-independent monsters are divided in two separated groups *semi-intelligent* and *non-intelligent*. All non-independent monsters must have a keeper but if keeper dies the semi-intelligent monsters go to the their keepers body and moan (remove them from the table). The non-intelligent monsters make one charge against nearest unit (friendly or hostile) and after that are taken away from the table (i.e. charge + retreat in two rounds).

Any two-legged monster is considered to be infantry (for movement) and any four-legged (or more) is considered to be cavalry.

Monster's keeper acts much like a falcon trainer, he gives orders to his monster and waits in place for the monster to complete the orders. If the keeper is in one place the monster must always come back to that place at the end of his actions. A keeper can give orders to his monster only if he is in base contact with the monster or attached to it.

A monster uses all commands in the round for move to get back to its keeper after it has finished the actions it was ordered to take. This works similarly with the animals.

*Example. A dragon's keeper gives his beast an order to charge the nearest unit. Dragon charges, but does not kill the whole unit. So the dragon must stay and finish the fight. After it has no fighting left it must go back to the keeper. If the keeper was riding the dragon, he could have ordered the dragon for example to break away from the combat.*

### 2.5.1 Giving orders to monsters

Independent monsters work just like individuals, the only difference is that they must roll a check before they act. Roll  $d10 + MOR$  if the result is 10 or more the monster may act, if the result is under 10 the monster does nothing this round. Unmodified 1 is always a failure and unmodified 10 always a success.

Keeper must give orders to non-independent monsters. When player decides it is time for the monster to act the keeper rolls  $d10 + LDR + MOR$ . If the result is 10 or more, the keeper may give commands to the monster (monster acts immediately, no command cards required). If the result is less than 10, the monster does nothing and the round for it and the keeper is over. Unmodified roll 1 is always a failure and unmodified 10 always a success.

### 2.5.2 Monsters in the battle

Monsters have one unique property in close combat. They may hit more than once in one battle exchange. The monsters' ATT skill works as normal (roll that many d10 and pick the best), but all monsters have the so-called multiple-hit property (MHP). This property means that the monster actually hits more than one hit, because of its size. All monsters have the multiple-hit property and it is either 2 or 3, depending of the size (see Table 2.8 in page 23).

When monster battles it always uses the individual melee combat order, but because of the multiple-hit property it hits that many times. If monster has Breath Element special ability it can only breath once per round.

*Example. Mikko has Turok the great goblin in play. Turok has ATT=3 and SZ=7. His multiple-hit property is 2. He goes wildly into a close combat. When it is his turn to roll, Mikko rolls first hit (3d10=2,3,3) and second hit (3d10=8,8,9). He picks numbers 3 and 9 and one-by-one sees how much damage do they do to the defending unit.*

*Example. George W. has the biggest and meanest dragon in play in his 100.000-point army (see Drake-16 in Table A.41). He has commanded its keeper to wipe out the caveman unit. The multiple-hit property for this dragon is 3. It goes into battle. When it is George W.'s turn to act he rolls two times 4d10 and finishes the mean cavemen by using the dragon's firebreathing ability as the third attack. Needless to say the cavemen have been slashed back to the stone-age.*

### 2.5.3 Attacking a monster which carries its keeper

Sometimes the monster's keeper is carried by the monster (for example a great eagle might carry its keeper). When such a monster is attacked, there is a chance to hit the keeper also. If there is more than one successful hit, opponent rolls d10. With results 9 or 10, one of the hits is done to the keeper.

### 2.5.4 Monster Skills

Monsters have a bit different set of skills than other models.

The monster skills are:

Melee (MEL)	Hits (HIT)
Missile (MIS)	Save (SAV)
Breath (BRE)	Morale (MOR)
Attacks (ATT)	Power (POW)
Defense (DEF)	Multiple Hit Property (MHP)

In addition to skills, all monsters **must** have at least one special ability (see Section 2.2 in page 7). Note that if a monster wants to use its breath weapon it must have the breath element special ability in addition to the BRE skill. For monsters the cheapest special ability is free.

Monster skill minimums and maximums for advanced game can be found in Section 1.3 in page 6 of the optional rules booklet.

## 2.15 Weapons, armor and battle standards

Every model, even mages, must have a weapon to fight. The weapons and armor modify different stats and have a point cost. Weapon cost modifier is used to calculate the final value of a model; the plain model value is multiplied by weapon and armor cost modifiers (see Section 1.1 for more information)<sup>2</sup> If weapon is not missile or two-handed, models can have a shield also. You can arm your models with more than one weapon, but they can only use one at a time.

Note that if a war machine crew leader operates a (small) artillery weapon alone, the artillery weapon counts as the weapon for the model and is priced as artillery weapons are.

Weapons cannot be changed during combat, but freely at any other time. Every model in a unit must have similar weapons any given time (except the leader.) The change of weapons must be told to all other players also. A model can never use two weapons simultaneously.

There is one important rule for arming your models: **a weapon or armor modifier can never be bigger than the model's unmodified skill value!**

*Example. A model with MEL of 3 and DEF of 3 can have Morning Star (MEL+3) and Chain Mail (DEF+3), but not for example Flail (MEL+4) and Chain Mail + Normal Shield (DEF+3+1).*

All models in any unit must have same or similar weapons (similar means, that they have same MEL bonuses for example scimitar and rapier are similar weapons.) The only exception is individual leader, he may carry different weapon and armor, since his attacks are rolled separately anyway.

### 2.15.1 Armor

If models have two-handed or missile weapons they cannot have shields, except pavises. Mages can have any kind of armor, some just lower their POW-skill. Full Shields are needed for Turtle Shell Command. Armor and shield modifiers are multiplied together to get the total armor modifier, when both are considered.

The armor modifiers and costs are in Table 2.12 in page 34.

#### **Pavise**

Pavises are large oblong shields, used mainly by archers and crossbowmen. The shield is constructed such a way it can be set up and used without hands, so both hands are free for firing.

Pavise is good for defence, but terrible in close contact. It also slows models quite a bit (-2 Move commands).

Models can abandon their pavises at any time. The men-in-rank will abandon them when routing, if the unit leader does not succeed in morale check (see Section 4.9 in page 90).

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2. If a model has armor and shield, the armor cost modifier is armor cost modifier  $\times$  shield cost modifier. Also if model has more than one weapon, the cost modifiers are multiplied, but only one weapon can affect any skill at a time.

### 2.15.2 Melee weapons

The melee weapons modifiers are in Table 2.14 and 2.15 in page 35. When a model is equipped with one-handed weapon, it can also have a shield.

When opponent is charging the number of possible hitters with long spears and halberds is  $1.5 \times \text{PHI}$  (rounded up) and with pikes the number is  $2 \times \text{PHI}$ . Pikes also have an extra +1 MEL when the charging unit is cavalry.

### 2.15.3 Missile weapons

Missile weapons cannot be used in melee combat. For melee combat, every missile infantry model has a knife or dagger which belongs to the point value of the missile weapon. This knife or dagger has +0 to MEL. The range modifications are used in the actual combat and so are not added to the skills before that. The largest available range-value is the maximum range of the appropriate weapon. The models are considered to have infinite amount of arrows or bolts for their weapons.

The missile weapons cost and range modifiers are in Table B.4 in page 135.

### 2.15.4 Battle Standards

Battle standards are used to raise the morale of a unit. Standard bearer is a man-in-rank who carries a flag or some other kind of a battle standard. Standard bearer can have missile or two-handed weapon if the standard is attached to the back of the model. The standard (for example flag) can also be attached to a pole-arm weapon. Standard bearer is usually located in base contact with the unit's leader. The standard bearer must have similar weapon than other men-in-rank.

Battle Standard gives +1 LDR for all the unit's morale tests also special ability Fear affects as if the LDR is one level higher (see Table 2.3 in page 9). Battle standard costs is tied to the LDR of the unit leader see Table 2.10 below. The cost is added to the unit cost, only cavalry and infantry formations may have battle standards.

LDR	Cost
1	100
2	90
3	75
4	60
5	45
6	30
7	15

Table 2.10: Battle Standard cost

### 2.15.5 Naphtha

Naphtha is in Shortsword considered to be both missile and template weapon. Naphtha is normally thrown in small containers (bottles, etc.) Using naphtha is just like using artillery weapons with the throwers MIS-skill. Naphtha is considered to have CPX=5 and ASZ=1. Maximum range for naphtha is 6 gu. Naphtha can only be used by some sort of an individual (for example elephant unit). For obvious reasons formations cannot use naphtha!

d10	Result
1–3	Total fumble, naphtha explodes! Place the template centered at the thrower.
4–10	The weapon does nothing.

Table 2.11: Naphtha fumbles

### 2.15.6 Spears

There are three different kind of spears in Shortsword. One is the missile spear or javelin, which is meant to be thrown. Second is the so called long spear, which gives the bonus possible hitters. The third is the so called short spear or fighting spear, which to, say Aztecs, means the same as sword to other races. The short spear does not give any hitter bonuses when defending. Models using javelins or short spears can have shields as well, since these weapons are one-handed. Models using long spears can also use shields, but only outside close combat.

Javelins and Pilums can be thrown in each other round.

### 2.15.7 Bolas and Boomerangs

These weapons can only be thrown in each other round. Models with boomerangs can use shields.

### 2.15.8 Whips

Whips have a sort of ranged weapon touch in them. They can be used to whip an opposing unit within the Obvious Charge range (see page 68 for more). This whipping is done by Attack-command using the Melee (MEL) skill.

Whips include: whip, cat' o' nine tails and metal whip.

### 2.15.9 Exotic Weapons

The following weapon lists do not have all weapons there are in different lines of models. So you need to use imagination if your models have some exotic weapons. For example Peter Pig miniatures makes gnomes with fishing rods. They would be sticks, whips or quarterstaves, whatever all players agree.

## 2.16 Magic

There is two kinds of magic in Shortsword, offensive and defensive magic. In general offensive spells are used to cause headache to opponent and defensive to aid your own troops.

### 2.16.1 Acquiring Spells

Spells are acquired randomly by for example rolling dice or any other means. Mages get as many offensive **and** defensive spells as their level. The random spells are taken separately from both lists, so they do not necessarily be each other's counterspells.

Mages with the Spellmaster Special Ability can choose some spells (see Section 2.2 in page 10).

### 2.16.2 The Spells

d100	Offensive Spells	Defensive Spells
1-4	1. Sleep, Sleep, Sleep	1. Wakie, Wakie, WAKE UP!
5-8	2. The Shaking Hand	2. Listen to Your Leader!
9-12	3. The Terror's Hand	3. Your Leader Is the GOD!
13-16	4. Eye of the Dragon	4. Skin of The Dragon
17-20	5. Feet of Stone	5. Haste of Garyx
21-24	6. Bad Wind	6. Leap of Fate
25-28	7. Burn, Burn, Burn!	7. Cool Shelter
29-32	8. Freeze, Freeze, Freeze!	8. Nice and Warm
33-36	9. False Messenger	9. True Messenger
37-40	10. Call the Undead	10. Repel the Undead
41-44	11. Weaken Individual	11. Protect Self
45-48	12. Away the Artillery	12. Here's the Artillery
49-52	13. Bad Monster!	13. Good Monster!
53-56	14. Broken Arrows	14. Speedy Arrows
57-60	15. Magic Scroll of Power	15. Magic Scroll of Fate
61-64	16. Battle of Mages	16. Levitate
65-68	17. Ugrog Switches Sides	17. Dispell
69-72	18. Earthquake	18. Magic Shield
73-76	19. The Betrayal	19. The Hero's Return
77-80	20. You Are Next!	20. Your Turn!
81-84	21. Command of Might	21. Release
85-88	22. Magic mine	22. Magic mist
89-92	23. Pain	23. Heal
93-96	24. Enemy of the forest	24. Friend of the forest
95-100	25. Bad luck	25. Good luck

Table 2.16: The Spells

The power of the spells depend on the POW used to cast them. The more you use the POW the stronger the spell is, but the chances to successfully cast the spell are lowered (see Section 4.7). In the descriptions of the spells the POW means the power **used!**

Range of a spell means the distance from the Mage to the target.

## 2.18 Special General Commands

To avoid all generals look and feel the same there exists special general commands (SGC). Each general has from none to three SGC's.

In a campaign play or when otherwise playing with the same army (and same general), player should choose same SGC's. So they become as the general's "trademark".

Player can choose not to take any SGC's if he desires, even if the general was entitled to some. Also some scenarios may need the general either to have some specific SGC's or have none at all.

### 2.18.1 Getting SGC's

Generals can choose from the SGC lists depending of their LDR skill, see Table 2.20 for maximum SGC's allowed.

LDR	Max. SGC
5	0
6	0
7	1
8	2
9	3
10	4

Table 2.20: Maximum amount of SGC's allowed

### 2.18.2 Using SGC's

First of all one SGC can only be used once in a game (if multiple players have the same command they all can use the command once). Special general commands are used whenever the player wishes to. It does not matter whether the general has acted or not, but only one SGC per play round can be used. Some SGC's have limitations for the use, for example some can only be used in the deployment. One general can use up to **two** SGC's in one game even if he had more.

If two or more generals wish to use SGC's at the same time, roll LDR+d10, the highest can choose the order in which the SGC's are used.

Write the SGC's down to the general's sheet. You do not have to show these to other players.

### 2.18.3 Special General Command Descriptions

#### SGC-1

**Usage:** Any time except ongoing battles phase

**Description:** Act or make the opponent act with three units in a row.

Special Ability	Mod	Special Ability	Mod
Fear	1.3	Runner	1.3
Extremely Fast	1.5	Unarmed Combat	1.05
Charge Artist	1.5	Martial Artist	1.1
Defense Specialist	1.4	Undead	1.2
Scout	1.3	Flying	1.5
Heal	1.2	Power Projection	1.3
Monster Handling	1.4	Resist Element	1.2
Monster Healing	1.2	Terrain Fighter	1.2
Zombie	1.4	Veteran Fighter	1.5
Breath Element	1.2	Famous Leader	1.4
Fast Cavalry	1.3		
Use warmachines	1.3		
Spellmaster	1.2		
Turtle Shell	1.3		

Table 3.1: Special Ability Mods

### 3.2 Rules for making your army

Use these rules if you don't have any particular world to play in or if the worldbook does not give any guidelines of how to make your army. These rules may be overruled partially or totally by mutual agreement.

Scenarios usually change these rules and/or the army point totals.

*Example. Nina and Jani have decided to play a special scenario in which Nina defends a small hill which Jani tries to conquer. They decide that Nina has general with LDR=10, two supreme melee, one supreme missile unit and one mage or magic item bringing the army point total to 10000 points.*

*Jani attacks only with green or novice units and a general LDR < 7. He cannot have any mages or other special units, but can have army point total of 15000.*

1. You must choose on principle size (2–4) for your army. A dwarven army has principle size of two for example. Note the special rules for sizes 1 and 5 (see Section A.1.1 in page 97).
2. You **may** have other normal sized models (sizes 1–5) in your army also provided that:
  - i. You have no more than 25% army's total value of them.
  - ii. If you take an individual type model or special unit (for example mage or war machine crew) of different size than your principle size, you **must** have a normal formation of that size in your army also.
3. Your army **must** have a **general**.
4. All units must have a **leader**. Unit leader can either be normal or individual. If the unit leader is an individual, it counts to the total of individuals also! Leader must be the same size as the models in the formation.
5. Your army **may** have messengers (see Section A.1.4 in page A.1.4).
6. Your army **may** have one **supreme** unit for every 10000 points.

7. For every **elite** or **supreme** unit you must have one **green** or **novice** unit with the amount of models at least half of the elite or supreme unit. Point values do not matter.
8. You may have as many **regular** units as you like.
9. Your army may have one **sub-general** for every 10000 points. Since sub-general is an individual, it counts to the total of individuals also.
10. You **must** have one **sub-general** for every other size than your principle size (sizes 1–5, not monsters).
11. There cannot be more **special animal cavalry** units than other units in any army.
12. There cannot be more **vehicle units** than other units in any army.
13. The maximum point value for **individuals** is 20% of your army's total value. Note that sub-generals, keepers and individual unit leaders are also individuals!
14. The maximum number of **magicians, monsters, artillery weapons** and **magic items** can be found in Table 3.2.

Army point total	Maximum number of			
	Mages	Magic items	Monsters	Artillery weapons
<10000	1	1	1	2
10000–20000	2	2	3	4
20001–30000	3	3	5	6
30001–40000	4	4	7	8
40001–50000	5	5	9	10
>50000	7	7	10	12

Table 3.2: Maximum number of mages, magical items, monsters and artillery weapons in an army

### 3.2.1 Minimum and maximum number of models in formations

The minimum number of models in one unit depends on the level of the unit. The maximum number depends on the army point total and the level of the unit. Infantry and cavalry units have different minimums and maximums. The amounts are listed in tables 3.3 and 3.4. The leader whether normal or individual is included in the number.

Unit Level	Minimum	Maximum, army point total					
		10000–	20000–	30000–	40000–	50000	more
Supreme	10	15	20	25	30	35	40
Elite	10	20	25	30	35	40	45
Regular	15	25	30	35	40	45	50
Novice	15	30	40	50	60	70	90
Green	20	40	50	60	70	80	100

Table 3.3: Minimum and maximum number of models in infantry formations

Unit Level	Minimum	Maximum, army point total					
		10000–	20000–	30000–	40000–	50000	more
Supreme	5	10	15	20	25	30	35
Elite	5	15	20	25	30	35	40
Regular	10	20	25	30	35	40	45
Novice	10	25	30	35	40	45	50
Green	15	30	35	40	45	50	55

Table 3.4: Minimum and maximum number of models in cavalry formations

## Chapter 4

### Playing the Game

#### 4.1 Commands and Round Order

##### 4.1.1 Commands

The general of your army gives orders to his troops. These orders are called commands. A command can cost 1, 2 or 3 actions. All units, not depending of the type, have 3 actions. Commands are given only to the formations, individuals, mages and general himself are their own commanders and act as they see fit, as do war machines and monsters.

The commands and appropriate action costs are listed below.

Command	Action Cost	Reference (section)	Reference (page)
Move	1	4.2	61
Charge	3	1.5.1	9
Fire!*	1	4.5	76
Aim	2	4.5.4	77
Retreat	3	4.1.2 & 4.9	58 & 90
Attack!*	1	4.4	64
Use Magic	3	4.7	84
Turtle Shell**	3	4.1.3	59
Change Formation	3	2.4.4	18
Wheel up to 90°	1	2.2	18

\*) Only one of these Commands can be given in one round (and only once).

\*\*\*) This command needs Full Shields.

Table 4.1: Commands and their action costs

##### 4.1.2 Retreat

Break away from Melee combat. Move one Movement Range backwards away from opponent. Opponents unit gets one Melee Attack against you, without your unit hitting back.

#### 4.1.6 Round Order

One Round consists of the command giving and command resolving of both players. Once both players have acted on all their units, the round is over.

The Round Order:

1. **Check morale** All units that have rout or shake counter must roll morale check at this phase. If unit routs after the check, the 3× move is used at this phase also.
2. **Give Orders** All players put one or two command cards to all **formations**.
3. **Roll Initiative** All players roll d10 adding the LDR of their Generals. The total is called Initiative.
4. **Decide Acting Order** The player with the highest Initiative decides who acts first.
5. **Ongoing Battles** If there are ongoing **melee** battles they are resolved in this phase. If any of the fighting units has a Retreat-command, player must show it before resolving the combat. Ongoing battles can be resolved in any order (the winner of the Initiative roll decides.)
6. **Units Act** In this phase all players do one of the options below:
  - a) Act with one formation (obeying the command distance rule detailed in Section 4.1.5 above).
  - b) Act with ALL of your individuals\*.
  - c) Act with one vehicle or war machine.
  - d) Act with one monster.
  - e) Act with one mage.
  - f) Act with your general.\*)Individual here means any other unit than vehicle, war machine, monster, mage or general.
7. Repeat phase 5. until all units of all players have acted, the round is now over.

## 4.4 Melee Combat

The main form of combat in Shortsword is melee combat. Melee combat has different hit rules, depending on whether the attack is made by an individual or by a formation. In the following the unit means one unit of models, either a formation or an individual.

The melee combat occurs when opposing forces get into base contact with each other. The only way to acquire that is by *charge*.

### 4.4.1 Charge

There are some important rules to make the charge:

- Charge range is always  $2 \times \text{Movement}$ .
- Charge is always done following a direct line.

Charge follows these steps:

1. Declare Charging unit by revealing a charge command and declaring the target.
2. Measure the range. If the nearest model of the hostile unit is outside the charge range, move your unit the amount of its charge range. The charge has fizzled. If charge range is not exceeded, proceed to the next item.
3. Draw an imaginary line from the middle of you formation to the hostile unit (the line must be perpendicular to the position of your unit as in Figure 4.2.) The line will show you the side of the target unit you are attacking. If the line ends to the front, you'll be making a front charge, if to the flanks, a flank charge, etc.
4. Defender rolls the *initiative roll*  $10 + \text{LDR}$  (-3 if flank attack and -5 if rear attack) and turns to face the enemy (see Figure 4.3.)

Roll	Result
-0	<b>Panic:</b> Roll -3 morale check for the unit (see Section 4.9.)
1-9	<b>Normal:</b> Attacker gets the charge bonus (+2).
10-	<b>Countercharge:</b> Attacker does not get the charge bonus.

5. Units are moved into base contact and the fighting begins. Units are always moved to face each other completely. Figure 4.4.
6. The following rounds battling continues normally.

Examples of flank and rear charge resolution can be found in Figures 4.5–4.10. The dashed line in the examples shows how the units are located relative to their starting positions.

**Obvious charge**

Obvious charge occurs when the charging unit starts its charge from one **gu** or closer and charges to the *front* of the defending unit. Charge occurs, but no charge bonus is gained, since the defending unit “is aware” of the charge.

Obvious charge range is also the range of whips, see Section 2.15.8 in page 33.

**Charging into a close combat**

It is of course possible to charge units already in close combat. Unit can always charge only one unit, so if charging unit in close combat with another hostile unit, the charge bonuses apply only to the primary target although the units becomes to be in close combat with both the units. The charging itself is done just like the rules described before, with the following exceptions:

1. The charging unit will be the only one changing facing
2. Countercharge cannot occur, so defender (or defenders) rolls the initiative roll  $d10+LDR$  (-3 if flank attack and -5 if rear attack).

---

<b>Roll</b>	<b>Result</b>
-0	<b>Panic:</b> Roll -3 morale check for the unit (see Section 4.9.)
1-	<b>Normal:</b> Attacker gets the charge bonus and a special bonus for flank (+3) or rear (+5) attack, whichever occurs.

---

Figures 4.11, 4.12 and 4.13 clarify this situation. Formation A is charging C which already is in close combat with formation B. First as normal, draw the imaginary line, this is done in figure 4.11. Next if B is friendly, move the unit into base contact only with unit C, like in figure 4.12, if both units are hostile, unit A is moved into close combat with both of them as in figure 4.13. Unit A gets the possible charge bonus against unit B only, but is in close combat with C as well.

### 4.6.1 Using Breath Weapon

Breath Element is a command which needs two actions.

Fighting with a breath weapon is done as follows.

1. **Cone Selection Phase** Player chooses appropriate cone for his monster (remember this depends on the breath skill).
2. **Breathing Phase** Player rolls:

$$\text{BRE} + d10 \pm \text{possible mods}$$

On result 10 more, player may place the cone to the table. The cone can be placed as in the Figure 4.18 below. The center line of the cone must not be more than 45° away from the straight line beginning from the origin of the breath (mouth, etc.) Unmodified 10 is an automatic success.

Unmodified 1 is an automatic failure.

3. **Save Phase** Every model that the cone touches gets one hit. If the models have a save, they roll it here. If the a model has resist element special skill (of the appropriate element, for example resist fire) they roll an additional save if necessary. Unsuccessful models are taken away and the ranks filled.
4. **Morale Phase** If defender must roll a morale check it is done here (see Section 4.9).

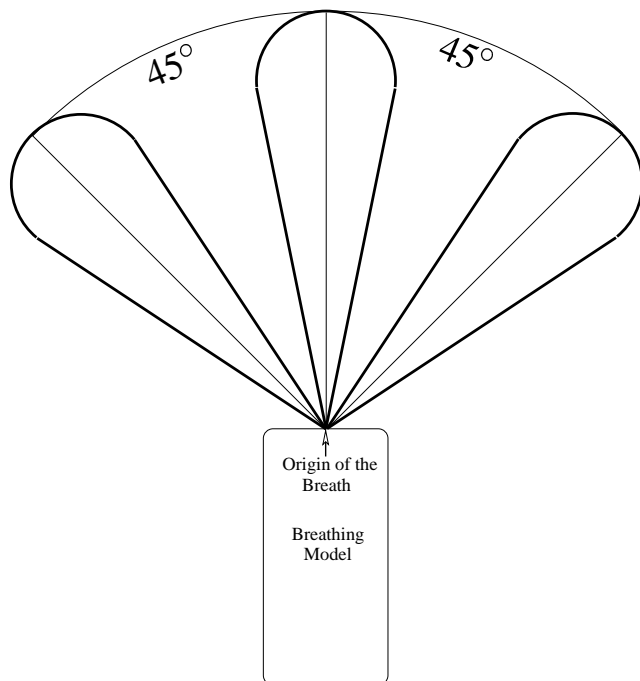


Figure 4.18: Placing of the breath cone

## 4.8 Artillery weapons

The artillery weapons act just like individuals, so you don't need to put any command cards on them in the Give Orders -phase of a play round.

Artillery weapons use templates much like breath weapons. The artillery templates are rectangles which dimensions depend on the ASZ-stat of the weapon. The template sizes are in the Table 4.11. For smoother game, you should prepare suitable templates beforehand from cardboard, etc.

ASZ	Template dimensions in gu's
1	1.0 × 2.0
2	1.5 × 3.0
3	2.0 × 4.0
4	2.5 × 5.0

Table 4.11: Template sizes for artillery weapons

Artillery weapons can either shoot directly or indirectly. Some weapons can only shoot indirectly (mortars) and some only directly (scorpios).

Artillery weapons can never be used if there is a friendly unit between the weapon and the target.

### 4.8.1 Artillery weapon fumbles

If the prepare roll (see next section) is 1, the crew of the weapon manages to fumble. Fumble results are rolled from the table below.

d10	Result
1	Total fumble, the weapon is useless, remove it and the crew from the table.
2-3	Mishap, you loose one crewman and cannot fire or move the weapon the next round.
4-6	Jam, you cannot fire or move the weapon the next round.
7-10	Scatter, ammunition is on its way, see below.

Table 4.12: Artillery Weapon fumbles

### 4.8.2 Indirect Fire and Scatter

Every artillery weapon can be used to shoot indirect fire. When shot directly, CPD skill is used whereas CPI will be used for indirect fire.

Scattering occurs when shooting indirectly or by fumble. When the ammunition scatters, you need to find out the new target point. Roll d10 and consult the Figure 4.19 below.

## 4.9 Morale Checks

Morale Check is made first time when a unit has taken 20% or more casualties. After that unit must roll morale check every time it takes 10% more casualties (i.e. morale check is rolled when 20%, 30%, etc. in casualties is taken.) After 50% of casualties, morale check is rolled every time unit takes casualties.

Morale check is done in the morale phase of a combat. In close combat both units make morale checks after each combat exchange, in missile combat only defending unit makes morale checks. If unit is routing or shaken, it must make a morale check before it acts.

*Example. Reijo has a unit of 30 models. He checks for morale first time after he loses 6 models. Next time he rolls for morale after 9 casualties, etc. After he has lost 15 models from his unit, he must roll every time he loses a model.*

### 4.9.1 Additional Morale Phase

There might also be an additional morale phase due to so-called shock effect in close combat. The defender rolls for morale then also in the beginning of the combat phase. For more on this see Section 4.4.6 in page 73.

### 4.9.2 How to Roll Morale without battle

There are some situations when your units must roll morale check other than fights. If a friendly routing unit goes through or passes another unit within 4gu's, the unit so passed must roll for morale. Also individuals and other such units must roll in this case, but never the general. Any unit must also roll morale if a friendly unit is completely slain within 4gu's, including the individuals (not the general.)

These morale rolls are made right when the situation occurs. Whether or not the target unit has acted.

### 4.9.3 Voluntary rout

Unit can always make a voluntary rout (use the retreat command and state that you are making a voluntary rout). Voluntarily routed unit is considered to be normal routing unit and must obey all the rules of rout. There is however a +2 bonus to the rally attempt at the first round after the voluntary rout.

### 4.9.4 Losing the unit leader

If the unit leader dies one of the men-in-rank immediately is made to be the leader. Unit must roll for morale when the leader dies using the new leader's LDR (usually 1).

An individual, mage or even general can join the unit and become a new leader. Joining is simply made by moving the model into base contact of the unit.

### 4.9.5 Losing the general

If the general is killed all units (even individuals, etc.) in that army must immediately make a morale check. Morale check is modified with +2 if there exists a sub-general who can become a general. After the morale checks the model which has the highest LDR and is not in a routing unit becomes a new general. If all player's units rout, the game is over.

## Chapter 5

### Anatomy of a conflict

#### 5.1 Starting the conflict

This Section gives some guidelines of how to begin a scenario. These are however only guidelines, so if you wish you can use whole different setup.

##### 5.1.1 Choosing size for the armies

While 50000-point army seems nice with plenitude of monsters and individuals, it could be better to start from something like 10000 points and add to that as the experience and knowledge of the game increase. When you learn the rules, the 10000 point battle will take up to five hours, but as you get more experience, the time will decrease. Better than fighting a mighty 50000-point battle, it is suggested to make a campaign with more battles and smaller army size.

If there are more than two players, you should not consider more than 20000 point conflicts.

In some cases you may want to use different size armies for the players, but remember that the lesser army should have some other advantage. This could be a castle or other kind of fortress.

##### 5.1.2 Terrain

The players should decide together which kind of terrain to play. A plain grass field should be enough for the inexperienced players, while more experienced could add some forests, etc. to the field. The size of the field should be such that the units cannot charge at the first round of the battle.

Wide terrain is usually better than long one. With wide terrain you can use more tactics; decide which units do flanking maneuvers, etc. Also with wide, but short terrain you can get into conflict earlier and not waste your time only moving your units.

There are some general guidelines for the disadvantages of some terrain types in Table 5.1.

Terrains can also be divided into more generic types. This is done in Table 5.2. Players should agree before the conflict, which terrain is of which difficulty and mark them somehow.

Terrain	Disadvantage
Snow	-1 Move, plate armor and pavise -1 MEL and DEF
Desert	-1 Move, plate armor and pavise -1 MEL and DEF
Forest	-1 Move
Jungle	-2 Move

Table 5.1: Disadvantages of Terrain

Terrain	Disadvantage
Easy	None
Hard	-1 Move
Very Hard	-1 Move, plate armor and pavise -1 MEL and DEF
Almost Impossible	-2 Move

Table 5.2: Disadvantages of Terrain

### 5.1.3 Deploying the troops

The players should decide together also how many gu's from the table edges is a good deployment zone, the suggested is at least 12 gu's. Usually it is good to reserve some unused space on the edges of the table for coffee cups, dead models, etc. If any model crosses these boundaries, it is considered to be out of game.

#### **First method**

All players roll d10 and add the LDR of their generals to the result. The highest total decides who goes first. The players then deploy one unit at a time to the deployment zone. The following units must all be deployed together on one deployment round (at any time):

- Monsters
- Individuals (except individual unit leaders)
- Artillery weapons
- Vehicles
- Mages

The general is always deployed on its own, it can (and is also advised to) be deployed last.

#### **Second method**

This method is more suitable for experienced players. All players draw a sketch of the deployment to a piece of paper and then deploy the forces at the same time. After deployment, all players may check from the sketches that their opponents really did deploy as they planned.

#### **Third and the most interesting method**

This method tries to model the grouping to battle also. Note first that this method does not actually have a deployment phase at all, but the battle starts right away. Note also that this method takes more time than the other two.

Before the game begins, all players write down the order they want to march their troops in. Mark some sort of a road or path on all sides of the table there is a player. These roads are used to bring the forces in. The forces are considered to be on the road in the order written to the paper.

All forces are considered to have only move commands before they come to the table. All forces are considered to march the same pace, before they enter the table. The rounds go on in normal playing order. The commands are put on those units already on the table.

As one of your actions you may bring one more unit to the table (or act with one of those already on the table). Individuals can come either all together or one by one with some formation (this must be marked to the paper).

The general always comes first. After there are some individuals on the table, they all act in one phase as normal.

When a unit “marches” in, it can use twice its movement (as normal) starting from the edge of the table.

Example. *The marching order might look something like this:*

1. General
2. Heavy Cavalry 1
3. Heavy Infantry 1 + Individual 2
4. Fast Cavalry 1
5. Rest of the individuals.
6. etc.

#### 5.1.4 Deciding the length of the conflict

*Master Sun Says*

*When you do battle, even if you are winning, if you continue for a long time it will dull your forces and blunt your edge.*

After deployment, the players should decide the length of the conflict. The suggested is at least five and at most fifteen rounds, depending on how big the battlefield is. Let the common sense prevail again! If you have two experienced players (and know your armies), an average round lasts 10–30 minutes for each 10000 points on the armies. So you have about two rounds per hour or five rounds per two hours.

If you are using the third method of deployment, the length of the conflict must be the number of units (march order “lines”) in the biggest army (biggest in the sense of the number of the units) plus five to fifteen.

## 5.2 Winning the game

This Section gives a suggestion of how to find the winner after decided playrounds have been played.

First note that a unit is considered to be slain if:

1. It has taken more than 60% of casualties.
2. It has gone over the edge of the table.

An individual, monster, keeper, general or mage is considered to be slain, if it has died in the battle (or for some odd reason gone over the edge of the table).

Player score victory points equal to the point value of the slain units. Points from unit leaders are gain only if the unit leader is actually killed or gone over the edge of the table.

The player who gains the most victory points is the winner. If players are playing some sort of a campaign, the winner could get 5% more points in his next army.

### **5.2.1 Casualties = killed + wounded**

Not all casualties mean that men have been killed. Some of the casualties are always only wounded and in campaign game can be used again in the next battle. After resolving the points from the battle calculate the final amount of killed and wounded beyond repair. The percentage killed (and too heavily wounded) is 0–50% (roll d100 divide by 2 and round up) of the casualties.

## A.3 Size 2 armylists

UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	CCM	COST
General-2.I	1	5	1	4	3	5	5	1	1	518
General-2.II	4	1	2	5	3	5	5	1	1	1058
General-2.III	1	4	3	5	3	5	5	1	1	1658
General-2.IV	4	1	3	6	3	5	5	1	1	1935
UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	CCM	COST
General-2.V	1	4	1	5	3	5	6	1	1	614
General-2.VI	1	5	1	5	3	5	6	1	1	758
General-2.VII	5	1	1	6	3	5	6	1	1	900
General-2.VIII	4	1	2	5	3	5	6	1	1	1262
UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	CCM	COST
General-2.IX	1	3	1	5	3	5	7	1	2	542
General-2.X	4	1	1	5	3	5	7	1	2	710
General-2.XI	1	4	1	6	3	6	7	1	2	852
General-2.XII	5	1	1	6	3	6	7	1	2	1052
UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	CCM	COST
General-2.XIII	3	1	1	4	3	6	8	1	2	504
General-2.XIV	1	4	1	4	3	6	8	1	2	660
General-2.XV	4	1	1	5	4	7	8	1	2	1061
General-2.XVI	1	4	1	6	4	6	8	1	2	1254
UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	CCM	COST
General-2.XVII	1	3	1	4	3	7	9	1	3	569
General-2.XVIII	1	3	1	6	3	7	9	1	3	833
General-2.XIX	4	1	1	6	3	6	9	1	3	1080
General-2.XX	5	1	1	4	4	7	9	1	3	1190
UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	CCM	COST
General-2.XXI	3	1	1	4	3	6	10	1	4	621
General-2.XXII	1	3	1	4	4	7	10	1	4	807
General-2.XXIII	4	1	1	6	3	6	10	1	4	1194
General-2.XXIV	1	3	1	7	4	7	10	1	4	1379

Table A.9: Size 2 Generals

UNIT										COST	
TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	FOOT	MOUNT	
Individual-2.1	1	6	1	4	2	3	2	1	117	171	
Individual-2.2	1	6	1	6	2	3	2	1	170	249	
Individual-2.3	5	1	3	6	3	6	2	1	650	950	
Individual-2.4	6	1	3	5	3	6	2	1	662	968	
UNIT										COST	
TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	FOOT	MOUNT	
Individual-2.5	5	1	1	4	3	4	3	1	206	301	
Individual-2.6	1	5	1	5	3	5	3	1	259	379	
Individual-2.7	1	5	2	5	2	5	3	1	376	549	
Individual-2.8	5	1	3	4	3	4	3	1	426	623	
UNIT										COST	
TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	FOOT	MOUNT	
Individual-2.9	4	1	1	6	2	5	4	1	233	340	
Individual-2.10	1	5	1	5	3	5	4	1	337	493	
Individual-2.11	1	5	2	5	2	4	4	1	488	713	
Individual-2.12	5	1	2	6	2	6	4	1	582	851	
UNIT										COST	
TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	FOOT	MOUNT	
Individual-2.13	1	4	1	4	3	4	5	1	270	395	
Individual-2.14	1	5	1	4	3	4	5	1	333	486	
Individual-2.15	4	1	2	5	3	5	5	1	688	1005	
Individual-2.16	5	1	2	4	3	4	5	1	699	1022	
UNIT										COST	
TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	FOOT	MOUNT	
Individual-2.17	4	1	1	4	2	5	6	1	231	338	
Individual-2.18	4	1	1	5	3	5	6	1	399	583	
Individual-2.19	1	3	2	4	3	6	6	1	515	753	
Individual-2.20	1	4	2	5	3	4	6	1	816	1192	
UNIT										COST	
TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	FOOT	MOUNT	
Individual-2.21	1	4	1	5	3	5	7	1	462	676	
Individual-2.22	5	1	1	5	3	5	7	1	571	835	
Individual-2.23	4	1	2	6	2	4	7	1	734	1073	
Individual-2.24	4	1	2	5	3	5	7	1	954	1393	

Table A.10: Size 2 individuals on foot and mounted

UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	COST, INF	COST, CAV
Supreme MIR	5	1	2	4	2	5	1	1	90	135
Elite-2 MIR	4	1	2	4	2	4	1	1	72	108
Elite-1 MIR	4	1	2	4	2	3	1	1	69	104
UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	COST, INF	COST, CAV
Regular-2 MIR	4	1	1	4	2	3	1	1	36	54
Regular-1 MIR	5	1	1	5	1	1	1	1	33	50
UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	COST, INF	COST, CAV
Novice-2 MIR	4	1	1	4	1	1	1	1	18	27
Novice-1 MIR	4	1	1	3	1	1	1	1	15	23
UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	COST, INF	COST, CAV
Green-2 MIR	3	1	1	3	1	1	1	1	12	18
Green-1 MIR	2	1	1	2	1	1	1	1	7	9

Table A.11: Size 2 infantry and cavalry units

UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	COST, INF	COST, CAV
Supreme MIR	5	4	2	5	2	4	1	1	375	563
Elite-1 MIR	5	4	2	4	2	3	1	1	340	510
Elite-1 MIR	4	4	2	4	2	3	1	1	249	374
UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	COST, INF	COST, CAV
Regular-2 MIR	4	4	1	4	2	3	1	1	117	176
Regular-1 MIR	4	5	1	4	1	1	1	1	86	129
UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	COST, INF	COST, CAV
Novice-2 MIR	4	4	1	4	1	1	1	1	63	95
Novice-1 MIR	3	3	1	3	1	1	1	1	30	45
UNIT TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	COST, INF	COST, CAV
Green-2 MIR	2	3	1	3	1	1	1	1	21	32
Green-1 MIR	2	2	1	2	1	1	1	1	11	17

Table A.12: Size 2 mixed melee &amp; missile infantry and cavalry units

UNIT										COST	
TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	LVL	FOOT	MOUNT
Mage-2.1	2	1	1	3	1	1	1	3	2	75	113
Mage-2.2	2	1	1	3	2	3	1	4	2	207	311
Mage-2.3	2	1	1	4	2	3	1	4	2	270	405
Mage-2.4	2	1	1	3	2	4	1	5	2	293	440
Mage-2.5	2	1	1	4	2	4	1	5	2	383	575

UNIT										COST	
TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	LVL	FOOT	MOUNT
Mage-2.6	2	1	1	3	2	3	1	4	3	311	467
Mage-2.7	2	1	1	3	2	3	1	5	3	389	584
Mage-2.8	2	1	1	4	2	4	1	5	3	574	861
Mage-2.9	2	1	1	4	2	4	1	6	3	689	1034
Mage-2.10	2	1	1	5	2	4	1	6	3	851	1277

Table A.13: Size 2 pure mages on foot and mounted.

UNIT										COST	
TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	LVL	FOOT	MOUNT
Mage-2.11	4	1	2	4	2	4	1	2	1	216	324
Mage-2.12	5	1	2	4	2	5	1	2	1	270	405
Mage-2.13	4	1	2	5	2	4	1	3	1	392	588
Mage-2.14	5	1	3	4	2	5	1	3	1	625	938
Mage-2.15	6	1	2	5	2	4	1	4	1	738	1107

UNIT										COST	
TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	LVL	FOOT	MOUNT
Mage-2.16	4	1	2	4	2	4	1	3	2	648	972
Mage-2.17	5	1	1	5	2	5	1	3	2	540	810
Mage-2.18	4	1	2	5	2	4	1	4	2	1044	1566
Mage-2.19	5	1	2	5	2	5	1	4	2	1305	1958
Mage-2.20	5	1	2	5	2	4	1	5	2	1575	2363

Table A.14: Size 2 warrior mages on foot and mounted

UNIT										COST	
TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	LVL	FOOT	MOUNT
Mage-2.21	4	1	1	4	2	4	2	2	1	198	297
Mage-2.22	5	1	1	4	2	5	3	2	1	349	524
Mage-2.23	4	1	1	5	2	4	3	3	1	513	770
Mage-2.24	5	1	1	4	2	5	4	3	1	675	1013
Mage-2.25	5	1	1	5	2	4	3	4	1	833	1250

UNIT										COST	
TYPE	MEL	MIS	ATT	DEF	HIT	SAV	LDR	POW	LVL	FOOT	MOUNT
Mage-2.26	4	1	1	4	2	4	2	3	2	594	891
Mage-2.27	4	1	1	4	2	5	3	3	2	864	1446
Mage-2.28	4	1	1	4	2	4	3	4	2	1116	1674
Mage-2.29	4	1	1	4	2	4	4	4	2	1440	2160
Mage-2.30	4	1	1	4	2	3	4	5	2	1755	2633

Table A.15: Size 2 leader mages on foot and mounted

TYPE	SZ	MEL	MIS	BRE	ATT	DEF	HIT	SAV	MOR	POW	Cost-1	Cost-2
Drake-17	8	8	1	3	3	8	3	5	3	1	2226	3339
Drake-18	8	10	1	4	3	9	4	6	3	1	5254	7881
Drake-19	9	7	1	3	3	8	3	6	3	1	1971	2957
Drake-20	9	9	1	4	3	9	4	7	3	1	4754	7131
Drake-21	10	11	1	4	3	10	3	7	3	1	4925	7388
Drake-22	10	5	1	5	4	11	4	8	3	1	4227	6341
Drake-23	11	7	1	4	3	11	4	7	3	1	4507	6761
Drake-24	11	9	1	5	4	12	5	8	3	1	9892	14838
Drake-25	12	6	1	4	3	11	4	8	3	1	3903	5855
Drake-26	12	8	1	5	4	12	5	8	3	1	8827	13241
Drake-27	13	10	1	5	3	12	5	8	3	1	10611	15917
Drake-28	13	7	1	6	4	13	6	8	3	1	11789	17834
Drake-29	14	9	1	5	4	12	6	8	3	1	11722	17583
Drake-30	14	11	1	6	4	13	6	8	3	1	18403	27605
Drake-31	15	6	1	5	4	13	6	8	3	1	8518	12777
Drake-32	15	7	1	6	4	14	6	8	3	1	12666	18999

*Cost-1 includes Breath Element*

*Cost-2 includes Flying and Breath Element*

Table A.42: Drakes with MOR=3 (non- or semi-intelligent or independent)

## A.10 Precalculated artillery weapons

In this section we give stats to some precalculated artillery war machines. In Shortsword artillery machines are divided into:

*Ballistae (BAL)*. Ballistae and other *pole*-throwing machines. Big weapons with heavy ammunition. Lightest ones may be movable others not. Not too hard to operate, but a bit inaccurate long range weapons. Can be used for either direct or indirect fire.

*Catapults (CAT)*. Catapults and other *stone-* or *metal ball*-throwing machines operated by strings or other mechanical means. Medium-sized with medium-sized ammunition. Relatively inaccurate and variably ranged. Can be used for either direct or indirect fire.

*Guns (GUN)*. Black powder operated guns. Small ammunition size, good accuracy with long range. Smallest ones are movable. Demand a bit more crew than scorpions. Black powder operated weapons can not be used in all worlds or time-ranges. Can be used for either direct or indirect fire.

*Mortars (MOR)*. Black powder operated guns. Designed to shoot indirect fire. Smallest ones are movable. Black powder operated weapons can not be used in all worlds or time-ranges. Can only be used for indirect fire.

*Scorpions (SCO)*. Big bows and other *arrow*-throwing machines. Light, even one-man operated weapons with good accuracy, but light ammunition and relatively short range. Usually movable. Can only be used for direct fire.

The costs of the weapons below do not include the crew. The CRW-skill means the number of crewmen plus the crew leader the weapon needs to operate.