

## **Life By The Blade**

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A Historical Wargame

### **TURN SEQUENCE**

Roll Initiative

Team 1 Move

Team 2 Move

Team 2 Shoot

Team 1 Shoot

Combat

Morale

### **INITIATIVE**

To decide who has initiative each player rolls two die and adds the highest command value from his army, plus one more for each command unit you have beyond the first. Add up the values and compare. The highest gets to choose whether he is player 1 or player 2.

### **MOVEMENT**

Each unit may move during his players move phase. A unit may move his movement value if he wishes to perform another action. Otherwise he may move double his move. This is called running. If a unit runs they may not shoot bows.

#### Terrain

The movement of a unit is affected by the terrain he is in. His movement value applies if he is in a grassy, relatively flat plain. Movement through other sorts of environments gives the following modifiers to the move. Unless otherwise noted terrain modifier does not change if the unit runs. However no matter what the modifier a unit may always move 1.

#### Foot Soldiers

Rocky Ground -1;-3 modifier when running

Brush -1

Light Forest -1

Thick forest -2

Stream -1

River -3

Dirt Road +1

Cobblestone Road +2

Swamp -3

Uphill (Light) -1

Uphill (Steep) -2

Downhill (Light) +1; bonus only applies when running

Downhill (Steep) +2; bonus only applies when running

#### Cavalry

Rocky Ground -3;-5 modifier when running

Brush -1

Light Forest -1

Thick forest -2

Stream -0

River -2

Dirt Road +1  
Cobblestone Road +2  
Swamp -3  
Uphill (Light) -1  
Uphill (Steep) -2  
Downhill (Light) +1; bonus only applies when running  
Downhill (Steep) +2; bonus only applies when running

### Chariots

Rocky Ground -4; Roll 1d6, 1-2 Chariot Crashes and is destroyed,  
3-4 Chariot May not move this turn, 5-6 Chariot Moves normally with modifier  
Light Forest -1  
Thick forest -2  
Stream -1  
River -4  
Dirt Road +1  
Cobblestone Road +2  
Swamp -4  
Uphill (Light) -1  
Uphill (Steep) -2  
Downhill (Light) +2; bonus only applies when running  
Downhill (Steep) +3; bonus only applies when running

### Momentum

If a unit charges downhill they may choose to keep the bonus for an additional turn after they are off the hill. This is a good tactical decision especially for charges and lets the charging player utilize the bonus to taking higher ground.

### Charges

To come into base contact with an enemy unit, therefore creating a melee, one player must charge. Charging gives a huge advantage due to the overwhelming force of the chargers. However the defender may opt to utilize certain anti charge tactics such as bracing pikes against cavalry.

Charges are resolved immediately. For all reasons it is not a combat for the two units still fight a normal combat during the combat phase. It is just when the two units first hit. A units charge counts as his move. It is treated as a run for all distance and terrain purposes. When the two units hit a simplified combat is played. The attacker roll 2d6+his combat value+ how many inches he moved in the charge. This means if a unit charges down a hill they will have more momentum resulting in a harder clash. The defender gets 2d6+ His combat value+his reaction. There are a number of reactions. Under a units descriptions there may be special reactions unique to the unit.

The following are reactions the unit type may use:

#### Infantry

Brace- The infantry brace themselves for the oncoming charge. If a charged unit braces the chargers receive a -2 bonus to their result.

Spear Brace (Against Infantry)- Unit using a spear brace must of course have spears or pikes. Not thrown weapons! However roman units with pilums may spear brace even though they may be thrown. When a unit spear braces the charging unit gets a -4 to their end result.

Spear Brace (Against Cavalry)- Unit using a spear brace must of course have spears or pikes. Not thrown weapons! However roman units with pilums may spear brace even though they may be thrown. When a unit spear braces a charging cavalry unit the cavalry unit receives no bonus for

their move. They must slow down to avoid being hit by the spears. Alternatively a cavalry unit may choose not to slow and in that case they get a -7 to their final result.

**Spear Brace (Against Chariots)** Unit using a spear brace must of course have spears or pikes. Not thrown weapons! However roman units with pilums may spear brace even though they may be thrown. When a unit spear braces a charging cavalry unit the cavalry unit receives no bonus for their move. They must slow down to avoid being hit by the spears. Alternatively a cavalry unit may choose not to slow and in that case they get a -4 to their final result.

**Shield Brace-A** Unit using a shield brace must of course have some sort of shields. If a unit shield braces they get a +6 to their roll. However if they do win they do not do damage to the unit that charged.

**Flee-A** unit may choose simply to turn and run. They may do this but they may be pursued and they must take a rally test each turn if the wish to stop.

**Meet Charge-**The unit meets the charges halfway, therefore the chargers only receive  $\frac{1}{2}$  of the charge bonus they would have gotten.

The winner of the charge deals damage as normal.

When Chariots charge they get the bonus for number of inches they charged x2.

## **SHOOTING**

To shoot a unit must be equipped with bows or other ranged weapons. The following are the stats of weapons.

Short Bow  
Range: 24

Bow  
Range: 30

Long Bow  
Range: 40

Welsh Bow  
Range: 22

Mongolian Bow  
Range: 22

Hunting Bow  
Range: 36

Sling  
Range: 14

Javelin  
Range: 12  
May move full and shoot

Pilum

Range: 10

May move full and shoot

Throwing Axe

Range: 7

May move full and shoot

To shoot the shooter must designate the target he is shooting. He then measures to see if the unit is in range. If he is not the shots are wasted due to poor judgment. If he is in range he rolls. He must roll above his ranged skill. If he does the unit that has been shot must roll a save. Units get a -1 modifier if they are green, +0 for regular and +1 for veteran. In addition if they are on higher ground than the target they get +2 to the range of their weapons. Units may only shoot through 1 unit of friendly troops. In addition they may not choose to shoot over an enemy troop who is blocking the line of sight for a preferred target.

#### Cover Saves

If a unit is hit by a ranged attack and he is in some sort of cover he may roll a cover save. If a cover save is rolled no damage is dealt. He must roll the following on the dice for the cover save to be successful:

Behind a low wall 5

In Light Forest 6

In Thick Forest 4

In Rocky Ground 6

On fortress Wall:

Stone 4

Wood 5

#### Artillery

Artillery such as ballista shoot just like any other shooters but if they hit a unit it is automatically killed. The unit cannot be wounded or battered. Artillery may only shoot every other turn. They may not move and shoot.

### **COMBAT**

Combat is quite straightforward. Both sides roll 2d6 and add their battle skill and any other bonuses. The following is a list of modifiers and how they affect combat.

#### *Combat Modifiers*

Uphill +1

Downhill -1

Being Flanked -1 (cumulative)

Battered -1

Weakened -2

Charged From Behind -2

Charged from the side -1

Green Troops -1

Regular Troops +0

Veterans +1

Unit is Mounted and Fighting Foot Soldiers +1

Archers -2

Skirmishers -1

### Dealing Damage

When a unit loses a battle roll you must roll armor save. To succeed with an armor save you must roll equal to or over the units armor value. If they do not the unit is destroyed. If they do however their status is reduced. There are three statuses. Battered, in which case the unit gets -1 to all further fights. If a battered unit passes and survives another lost battle they are considered weakened in which case they get -2 to all further fights. If this unit loses another battle they are destroyed.

### Light Skirmishers

If light skirmishers are ever touched by an enemy unit they are destroyed.

### Combats with Multiple Units

If two units are attacking one enemy unit there is only one combat in which the strongest fight. They get an extra 1d6 to their battle roll and in addition they receive any modifiers that the other allied unit gets such as uphill. When their equal number of units on each side pair it off into separate combat. If there is ever an option to the person with more units may decide how the combats are split up.

### Beginning the Next Turn

At the beginning of the next turn all units that are in combat must stay in combat. They may optionally then they must make a courage check.

### Ties in Combat Rolls

In the event of a tie in a combat roll certain unit types beat other unit types. The following shows who is superior between the warriors:

All Infantry Lose Against Chariots  
Heavy Infantry Lose Against Cavalry  
Light Infantry Lose Against Cavalry  
Light Infantry Lose Against Heavy Infantry  
Skirmishers Lose Against Cavalry  
Light Cavalry Lose Against Heavy Cavalry  
Light Cavalry Lose Against Chariots  
Chariots Lose Against Heavy Cavalry  
War Machines Roll 1d6, 1-3 the Warmachine wins, 4-6 the other unit wins

### **COURAGE**

When a unit is reduced a level such as from fresh to battered or battered to weakened they must take a courage test. To take a courage test they must roll 1d6. If they get equal to or over a 5 they pass. In addition the following modifiers apply.

Green Troops -1  
Regular Troops +0  
Veterans +1

In the event they fail the unit scatter and is considered destroyed. In addition if they are in base contact with a command unit they may add its command value to the result. All command units count as veterans. Command units may not benefit from other command units unless the other unit is 4 points more than them. They do however get their own bonus.

## UNIT ENTRIES

Under “armed with” the number in parenthesis is the additional cost one has to pay to arm units with this item. Armies are permitted one command unit per 3 of the relevant unit types. No army may be made up of more than 50% mercenary units.

### Late Roman Empire

#### Roman Javelin Auxiliaries (Skirmishers)

Movement 4

Ranged Skill 5

Combat Skill 3

Armor 6

Point Cost 5

Armed With:

Javelins (0)

Shields (1)

Pilums (1)

Troop Type:

Green (0)

Regulars(3)

Veterans (4)

#### Roman Archer Auxiliaries (Archers)

Movement 4

Ranged Skill 5

Combat Skill 3

Armor 6

Point Cost 5

Armed With:

Short Bows (0)

Shields (1)

Pilums (1)

Troop Type:

Green (0)

Regulars(3)

Veterans (4)

#### Praetorian Light Infantry (Archers)

Movement 4½

Ranged Skill 4

Combat Skill 3

Armor 6

Point Cost 8

Armed With:

Bows

Troop Type:

Green (-1)

Regulars(0)

Veterans (4)

#### Praetorian Heavy Infantry (Heavy Infantry)

Movement 3

Ranged Skill 4  
Combat Skill 4  
Armor 4  
Point Cost 10  
Armed With:  
Shields  
Pilums (1)  
Troop Type:  
Green (-1)  
Regulars(0)  
Veterans (4)

Imperial Horse Guard (Cavalry)  
Movement 7  
Ranged Skill 4  
Combat Skill 4  
Armor 5  
Point Cost 14  
Armed With:  
Shields (1)  
Pilums (1)  
Troop Type:  
Green (-1)  
Regulars(0)  
Veterans (3)

Praetorian Command Unit (Heavy Infantry)  
Movement 3  
Ranged Skill 4  
Combat Skill 4  
Armor 4  
Point Cost 12  
Command Value 3  
Armed With:  
Shields  
Pilums (1)

Praetorian Chariot (Chariot)  
Movement 7½  
Ranged Skill 4  
Combat Skill 4  
Armor 5  
Point Cost 14  
Armed With:  
Shields (1)  
Pilums (1)  
Bows  
Troop Type:  
Veterans (0)

Auxiliaries Command Unit (Light Infantry)  
Movement 4

Ranged Skill 5  
Combat Skill 3  
Armor 6  
Point Cost 8  
Command Value 2  
Armed With:  
Javelins  
Shields (1)  
Pilums (1)  
Imperial Horse Guard Command (Cavalry)  
Movement 7  
Ranged Skill 4  
Combat Skill 4  
Armor 5  
Point Cost 18  
Command Value 3  
Armed With:  
Shields (1)  
Pilums (1)

Imperial Royal Command Unit (Mounted)  
Movement 7  
Ranged Skill 0  
Combat Skill 5  
Armor 4  
Point Cost 24  
Command Value 5  
Armed With:  
Shields (1)

Imperial Royal Command Unit (On Foot)  
Movement 3  
Ranged Skill 0  
Combat Skill 5  
Armor 4  
Point Cost 18  
Command Value 5  
Armed With:  
Shields (1)

Germanic Mercenary Cavalry (Cavalry)  
Movement 7  
Ranged Skill 5  
Combat Skill 3  
Armor 4  
Point Cost 12  
Armed With:  
Spears (0)  
Shields (1)  
Troop Type:  
Veteran (0)



Sarmatian Knights (Cavalry)

Movement 7½

Ranged Skill 4

Combat Skill 4

Armor 4

Point Cost 15

Armed With:

Short Bows (1)

Spears (0)

Shields (1)

Troop Type:

Veteran (0)

Ballista Unit (War Machine)

Movement 2

Ranged Skill 5

Combat Skill 1

Armor 5

Point Cost 20

Troop Type:

Veteran (0)

Scouts (Cavalry)

Movement 8

Ranged Skill 5

Combat Skill 1

Armor 6

Point Cost 10

Armed With:

Short Bows (1)

Shields (1)

Javelins (0)

Troop Type:

Green (0)

Regulars(2)

Veterans (4)

Numidian Cavalry (Cavalry)

Movement 8

Ranged Skill 4

Combat Skill 3

Armor 5

Point Cost 14

Armed With:

Spears (0)

Shields (1)

Bow (1)

Troop Type:

Veteran (0)

The Britons (Breton)

Woad Raiders (Heavy Infantry)

Movement 4½  
Ranged Skill 5  
Combat Skill 4  
Armor 6  
Point Cost 10  
Armed With:  
Short Bows (1)  
Shields (1)  
Spears (0)  
Javelins (1)  
Troop Type:  
Veterans (0)

Hunters (Archers)  
Movement 4½  
Ranged Skill 4  
Combat Skill 2  
Armor 6  
Point Cost 8  
Armed With:  
Hunting Bows (0)  
Spears (0)  
Javelins (1)  
Troop Type:  
Regular (0)

Cavalry  
Movement 7½  
Ranged Skill 5  
Combat Skill 3  
Armor 5  
Point Cost 10  
Armed With:  
Short Bows (1)  
Spears (0)  
Javelins (1)  
Shields (1)  
Troop Type:  
Green (-2)  
Regular (0)  
Veteran (4)

Warriors (Heavy Infantry)  
Movement 3½  
Ranged Skill 5  
Combat Skill 3  
Armor 5  
Point Cost 8  
Armed With:  
Spears (0)  
Shields (1)  
Troop Type:

Green (-2)  
Regular (0)  
Veteran (2)  
Skirmishers  
Movement 4  
Ranged Skill 5  
Combat Skill 3  
Armor 5  
Point Cost 8  
Armed With:  
Javelins  
Shields (1)  
Troop Type:  
Green (-2)  
Regular (0)  
Veteran (2)

Command Unit (Heavy Infantry)  
Movement 4  
Ranged Skill 5  
Combat Skill 4  
Armor 4  
Point Cost 12  
Command Value 2  
Armed With:  
Short Bows (1)  
Spears (0)  
Javelins (1)  
Shields (1)

Mounted Command Unit (cavalry)  
Movement 7½  
Ranged Skill 5  
Combat Skill 4  
Armor 4  
Point Cost 15  
Command Value 2  
Armed With:  
Short Bows (1)  
Spears (0)  
Javelins (1)  
Shields (1)

Late Greek Army  
Hippeis (Cavalry)  
Movement 7  
Ranged Skill 5  
Combat Skill 3  
Armor 5  
Point Cost 12  
Armed With:  
Short Bows (1)

Javelins

Shields (1)

Troop Type:

Green (-2)

Regulars(0)

Veterans (4)

Hoplites (Heavy Infantry)

Movement 3½

Ranged Skill 5

Combat Skill 4

Armor 4

Point Cost 10

Armed With:

Spears (0)

Shields (0)

Troop Type:

Green (-2)

Regulars(0)

Veterans (2)

Skirmishers

Movement 4

Ranged Skill 4

Combat Skill 2

Armor 5

Point Cost 8

Armed With:

Javelins (0)

Shields

Troop Type:

Green (0)

Regulars(2)

Veterans (4)

Archers

Movement 4

Ranged Skill 4

Combat Skill 2

Armor 5

Point Cost 8

Armed With:

Bows

Shields (1)

Troop Type:

Green (0)

Regulars(2)

Veterans (4)

Slinger (Light Skirmisher)

Movement 5

Ranged Skill 5

Combat Skill 0

Armor 6

Point Cost 2

Armed With:

Sling (0)

Troop Type:

Green (0)

Regulars(4)

Veterans (6)

Thracians (Light Infantry)

Movement 4

Ranged Skill 5

Combat Skill 4

Armor 5

Point Cost 8

Armed With:

Spears (0)

Shields (0)

Troop Type:

Regulars(-2)

Veterans (0)

Peltasts (Skirmishers)

Movement 4

Ranged Skill 4

Combat Skill 3

Armor 4

Point Cost 12

Armed With:

Spears (0)

Shields (0)

Short Bows (1)

Troop Type:

Green (0)

Regulars(2)

Veterans (4)

Command Unit (Heavy Infantry)

Movement 3

Ranged Skill 0

Combat Skill 4

Armor 4

Point Cost 12

Command Value 3

Armed With:

Shields (1)

Command Unit (Mounted)

Movement 7½

Ranged Skill 0

Combat Skill 4

Armor 4

Point Cost 15

Command Value 3

Armed With:

Shields (1)

Mercenary Scythians (Light Infantry)

Movement 4

Ranged Skill 4

Combat Skill 4

Armor 5

Point Cost 14

Armed With:

Short Bows (1)

Troop Type:

Veterans (0)

Note: Mercenary Scythians will refuse to fight their Persian bretheren if they do not pass a courage test the first time the unit means to harm them.

Scouts (Cavalry)

Movement 8

Ranged Skill 5

Combat Skill 1

Armor 6

Point Cost 10

Armed With:

Short Bows (1)

Shields (1)

Javelins (0)

Troop Type:

Green (0)

Regulars(2)

Veterans (4)

Achaemenid Persian Army

Scythians (Light Infantry)

Movement 4

Ranged Skill 4

Combat Skill 3

Armor 5

Point Cost 12

Armed With:

Bows (0)

Troop Type:

Regulars(-3)

Veterans (0)

### Immortals (Heavy Infantry)

Movement 3½

Ranged Skill 5

Combat Skill 4

Armor 4

Point Cost 12

Armed With:

Short Bows (1)

Troop Type:

Veterans (0)

### Warriors (Light Infantry)

Movement 3½

Ranged Skill 5

Combat Skill 3

Armor 6

Point Cost 8

Armed With:

Spears (0)

Wicker Shields (0)

Troop Type:

Green (0)

Regular (2)

Veteran (4)

New Ability

Wicker Shield Wall: If the warriors do not move and they declare a shield wall they count as having 4 armor instead of 6.

### Skirmishers

Movement 4

Ranged Skill 5

Combat Skill 2

Armor 6

Point Cost 5

Armed With:

Javelins (0)

Shields (0)

Troop Type:

Green (0)

Regular (2)

### War Elephant (War Machine)

Movement 6

Ranged Skill 5

Combat Skill 8

Armor 4

Point Cost 30

Armed With:

Javelins (2)

Troop Type:

Veteran (0)

Special Rules

To kill the war elephant you must successfully roll what it would take to kill 3 normal units.

Trample- When an elephant charges his momentum bonus is tripled. In addition all units have an armor of 6.

#### Cavalry (Heavy Cavalry)

Movement 7

Ranged Skill 6

Combat Skill 3

Armor 4

Point Cost 10

Armed With:

Javelins (1)

Bows (2)

Troop Type:

Regular (0)

Veteran (4)

#### Command Unit (Mounted)

Movement 7½

Ranged Skill 6

Combat Skill 4

Armor 4

Point Cost 18

Command Value 2

Armed With:

Javelins (1)

Shields (0)

#### Royal Command Unit (Mounted)

Movement 8

Ranged Skill 6

Combat Skill 4

Armor 4

Point Cost 22

Command Value 4

Armed With:

Javelins (1)

Shields (0)

Limit 1 per army.



## **SCENARIOS**

### **THE BATTLE OF MARATHON**

#### **The Combatants**

The Athenians- The Athenians have 10 hoplites, 3 peltasts, 2 skirmishers, 3 archers, 4 scythians and 2 command units.

The Persians- The Persians have 10 scythians, 5 immortals, 1 chariot, 1 war elephant, 4 cavalry, 2 skirmishers, 2 command units, 1 royal command unit.

The Spartan Relief Force- The Spartans have 2 hippeis, 4 hoplites, 2 skirmishers, 1 command unit.

#### **The Board**

This is basically a pitched battle with a few hills and small forests. The Persian player sets up the terrain, while the Athenian deploys first.

#### **Special Rules**

Arming the Armies- Each army has 15 points they may spend on arming the warriors, they may not buy more warriors.

The Spartan Reinforcements- Each turn the Athenian general may roll 2d6. If he rolls two 6's the Spartans arrive from the southern side of the board. If the general forgets then he must wait until next turn.

The Mercenary Scythians follow their normal rules. However if they fail the first courage test roll 1d6. On a 5 or 6 they join the Persian side.

Greek Bravery- The Athenians and Spartans do not have to take courage tests.

#### **Victory Conditions**

The battle is quite straightforward. The person who destroys and routs the other team first wins.

### **THE BATTLE OF BADON HILL**

#### **The Combatants**

The Britons- The Britons have 3 woad raiders, 4 warriors, 3 hunters, 2 cavalry, 1 shaman command unit and 1 arthurian command unit and 2 Sarmatian knight units.

The Saxons- Use the celt statistics for the saxon army. There are 16 units of warriors, 4 cavalry, command unit.

#### **The Board**

The board is a large field with a great hill in the center. The edge is lined with trees and there are scatters of boulder throughout the board.

#### **Special Rules**

Arming the Armies- Each army has 15 points they may spend on arming the warriors, they may not buy more warriors.

Use the following stats for the Arthurian Command unit:

Arthurian Command Unit (Cavalry)

Movement 7½

Ranged Skill 4

Combat Skill 5

Armor 4

Point Cost -

Command Value 5

Armed With:

Short Bows (1)

Spears (0)

Shields (1)

Javelins (1)

Troop Type:

Veteran (0)

Arthurian Command units pass all courage tests as long as they don't roll a natural 1.

The shaman command unit acts as a normal command unit except any who wish to charge or shoot at the unit must make a courage test. If he fails he may not charge anyone or move anymore for the remainder of the turn.

Spirit of the Woad- The woad raiders have worked themselves through drinking into a berserker rage. They will pass all courage tests.

#### Victory Conditions

The Saxons have bitterly outnumbered the celts. However the celts have more powerful troops. If the celts kill the saxon command unit the Saxons will fall into disorder and retreat. Arthur however must not die.