

# Sword and Claw

## INTRODUCTION

Sword and Claw is a “large skirmish” scale fantasy wargame, meaning that each figure on the board represents one creature, and each side of a battle may have thirty or more such figures, or even just a few very large ones, depending on the units chosen. Each inch on the tabletop is equal to five feet, a scale similar to many roleplaying maps and terrain accessories. For ease of play, the rules assume that it is being played on a 1” grid, though it could be played on an open table or with 1” hexes just as easily. A playing area three feet by four feet is recommended, though with more players (or much larger armies) a four foot by six foot area works well.

The game is designed to be simple in play but with enough diversity in the units to make for lots of tactical choices, and for each battle to have a different feel.

Combat is resolved using a single ten-sided die and a single six-sided die to keep things simple. The ten-sided die determines a hit or miss and the six-sided die determines damage. Large weapons or powerful troops add to the damage instead of using a larger die to reduce randomness and ensure that a hit from one of them is always a scary proposition.

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## TROOP DESCRIPTIONS

Each unit in the game is shown in the following format.

Human Crossbowman			Defenses		Point Value: 16			
Armor: Leather	Move	Str	Melee	Ranged	To Wound	Wounds	Heal	Size
	4	0	5	6	3 / 7	2	2	Medium
Attacks: Shortsword (To-hit: -1, Dmg: d6, #Atk: 1) Or Crossbow (To-hit: +1, Dmg: d6+3, Range: 6/12/18, #Atk: 1) Qualities: Requires Reload, Two-Handed								

**Point Value:** The number of points needed to buy one troop of this type in army selection.

**Armor:** A description of what kind of armor the unit is wearing, and if they have a shield or not. These are already calculated in the defenses and To Wound values, but the presence of a shield can also help against area attacks.

**Move:** The number of inches the unit can move on the board with a basic Move action.

**Str:** The strength of the unit relative to a veteran human soldier. This is already factored in to weapon damage, but this statistic is also used in other places such as bonuses to saving throws.

**Defenses, Melee:** The number an opponent needs to roll to hit this unit with a melee attack.

**Defenses, Ranged:** The number an opponent needs to roll to hit this unit with a ranged attack.

**To Wound:** The amount of damage needed in a single hit to cause wounds. This is based both on the armor and size of the unit. In the example above, a wound that does less than three points of damage will not significantly injure the crossbowman, three to six points will cause one wound, and seven or more will cause two wounds. Occasionally you will see a third number there in the form of "+x". That means that you add x to the last number given to get the amount of damage to cause a third wound, then add that number again to get the amount of damage needed to cause a fourth wound, and so on.

**Wounds:** The number of wounds a unit can take before dying. Our example crossbowman dies after the second wound, either from a single wound that does seven or more points of damage, or two different attacks that did at least three points of damage each.

**Heal:** The amount of magic needed by a spellcaster using the Heal spell to heal one wound from the unit.

**Size:** The size of the unit. Small and Medium creatures take up 1" on the table, Large units have a diameter of 2", and Huge units have a diameter of 3".

**Special Qualities:** Anything special about the unit. For example, dwarves have the Short quality, which means human archers standing behind them can shoot over their heads without penalty.

**Attacks:** The fun things this unit can do in the Ranged- and Melee Attack steps. If there is more than one option shown separated by "Or", the unit can only do one of these in a given turn. Some units may have multiple attacks that are not separated, in which case the unit can do each. Dwarf Bear Cavalry for example can make both an axe attack and a maul attack on the same turn, both in the Melee Attack step. Each attack may have qualities of its own, such as the crossbow that requires the unit to use their move or ranged attack step to reload it.

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## GAME SET UP

Before the game:

1. Each player will need to pick a Faction, such as Dwarves or Reptilians. This will determine which troops are available to that player, as they must all come from the chosen faction's list. Once all players pick, the Factions are revealed to all players. If there are multiple players on each side they can choose different factions. Points are divided equally between the players on a given side.
2. Agree on a point total for the battle. For smaller maps (3' x 4') don't choose more than 500 points per side or the board will get very crowded.
3. Set up the map. There should be enough terrain to provide some tactical options.
4. Determine which side is the attacker and which is the defender. If this is a campaign game this is going to be already known, otherwise pick by some random or mutually-agreed on (and preferably non-violent) method.
5. The defenders announce which side of the map they will be setting up on. The attackers will set up on the opposite side. If the map is rectangular (and especially if it is smaller than four feet on the shorter side), you will want to set up troops on the shorter sides. This allows for more movement strategy before contact.
6. In secret, each side picks troops worth the total point value for the battle.
  - At least half of the points must be spent on a "core" force.
  - The remainder of the points are used to create two "reserve" forces, each worth the number of points remaining.
7. Deployment. In each step below, roll 1d6 and add three. That gives you the number of inches that group of troops can be placed from your edge of the board.
  - The attackers place their **core** force.
  - The defenders place their **core** force.
  - The attackers must now choose which **reserve** force they will use, but do not reveal this to the defenders.
  - The defenders choose their **reserve** force and place it.
  - The attackers place their **reserve** force.
8. The game then begins with the attackers taking the first turn.

Spellcasters: Any units with a Spellcaster level must choose their spells during army selection. Each caster chooses three spells from the spell list. A list of spells must be selected for each caster, and these lists can be different. The spell list is not known by the opposing players, and can only be discovered by seeing what spells the unit casts.

## SEQUENCE OF PLAY

Each side completes the following steps (in order) each turn. One side completes all steps before the other side goes through theirs. Only the active side performs the steps on their turn, though they can ready certain actions to take on the opponent's turn as noted.

Repeat turns until one side concedes, runs off the board, or is eliminated.

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## TURN SEQUENCE SUMMARY

See the next section for more detail.

1. Saving Throws – Units under an effect that requires a saving throw (poison, entangle) make them now.
2. Reset – Any of the active player's troops that were still Readied are no longer in that state.
3. Movement – Each unit can do *one* of the following in this step:
  - Move: Move a number of inches equal to the unit's Move rating. Units that Move can act normally in later steps.
  - Run: Move a number of inches equal to double the unit's Move rating. Figures that Run cannot cast spells the rest of the turn, nor can they do anything in the Ranged Attack or Melee Attack steps.
  - Charge: Move a number of inches equal to double the unit's Move rating in as straight a line as possible toward an enemy unit. At the end of the move, roll a d6. On a 1 or 2, subtract one from the maximum move that unit could have made, and move the unit back one if it used its full movement. On a 3 or 4, the unit stays as moved. On a 5 or 6, the unit can move one more space forward. Units that Charge can act in the Melee Attack step but not Spellcasting or Ranged Attack.
  - Slide: Move a single inch (or up to two inches for Large or Huge troops, plus one inch more for Flying troops of any size). This movement does not provoke opportunity attacks. The unit then has the option to move a number of inches equal to the Move rating, but is considered to have Run on this turn if they do so. If they do not Run they can act in the Melee Attack step but still cannot attack in the Ranged Attack step.
  - Aim: Get a +1 bonus to hit on the first ranged attack they make before their next turn.
  - Reload: Troops with attacks with the "Require Reload" quality (such as crossbows) reload them if they are not adjacent to an enemy troop.
4. Spellcasting – Spells that don't fall into the categories of other steps such as ranged or melee attacks are cast in this step. The individual spell descriptions specify which step they are cast in.
5. Ranged Attack – All ranged attacks are conducted here, both of the active side's troops and any of the opponent's that had ranged attacks readied. Units with an enemy adjacent to them cannot act in this step, with the exception of making readied attacks. Units in this step can do *one* of the following:
  - Make a ranged attack.
  - Reload a weapon that has the "Requires Reload" quality.
  - Ready a ranged attack.
6. Melee Attack – All melee and "projected" attacks are conducted here, both of the active side's troops and any of the opponent's that had melee attacks readied. Units in this step can do *one* of the following:
  - Make a melee attack.
  - Ready a melee attack.

## TURN SEQUENCE DETAIL

1. Saving Throws
  - a. The active player rolls a saving throw for each effect that is on their troops. Multiples of the same type of effect are rolled separately.
  - b. To make a save, roll a d10 and add the troop's Strength, then add a modifier based on size (-1 for Small, 0 for Medium, 1 for Cavalry or Large, 2 for Huge).

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- c. If the total is 6 or greater, the condition is removed. See the description of the effect to see if there are any lasting effects after the save.
  - d. If the total is 10 or greater, the condition is removed and no effects linger after the save.
  - e. If the total is less than 6, the condition remains. Refer to the effect description to see if a failed save has any further effects.
2. Reset
    - a. All of the active player's troops that were in a Readied state are no longer in that state. They can be Readied again in later steps this turn by meeting the requirements as normal.
  3. Movement
    - a. Each of the active player's figures can move, based on the figure's Move score in inches/spaces, using one of the below move types. A figure that moves out of a space adjacent to an enemy figure is subject to an opportunity attack from that figure unless they are using Slide movement. Figures cannot move through a space occupied by an enemy, nor can they cut the corner of hard blocking terrain. The figure also cannot cut a corner that is between two enemies unless using the rules for moving through one of them.

If you are playing on a 1" grid, every second diagonal that you move counts as a 2" move.

      - Move: the figure moves a number of inches/spaces up to the figure's move score. The figure can act normally in later steps.
      - Run: the figure moves up to double its Move score. Figures that run may not cast any spells (including maintaining prior spells) later in this turn, nor act in the Ranged- or Melee Attack steps this turn.
      - Charge: the figure moves up to double its Move score toward an opponent in as straight a line as possible, though it can choose not to move through occupied spaces. Note that it can't swing wide around an enemy solely to avoid opportunity attacks. After moving, roll a d6. On a 1 or 2, subtract one from the maximum move that unit could have made, and move the unit back one if it used its full movement. On a 3 or 4, the unit stays where it moved. On a 5 or 6, the unit can move one more space forward. Units that Charge can act in the Melee Attack step but not the Spellcasting or Ranged Attack steps.
      - Slide: the figure moves one inch in any direction, even out of melee, and this movement does not provoke opportunity attacks. Large or Huge units can Slide two inches instead of one and Flying units can slide one inch further. It can then move its normal Move score but is considered to have Run if it does so (see restrictions on Running troops above). If the figure Slides without Running, it may act in the Spellcasting or Melee Attack steps, but not in the Ranged Attack step.
      - Aim: Troops that spend their Movement step aiming get a +1 bonus to hit on the first ranged attack they make before their next turn.
      - Reload: Troops with attacks with the "Require Reload" quality (such as crossbows) reload them. This can only be done if there are no enemy units adjacent.
    - b. Changing altitude – Flying units can change levels of altitude as part of their move, but pay a penalty for doing so. This cost is 2 inches of movement per level gained or 1 inch per level lost. For other rules on Flying units see the Flight section.
    - c. Moving through other troops: A unit can move through any friendly troop. It can move through enemy spaces only if it is at least one size category larger or two size categories smaller than the enemy unit. Friend or enemy, the occupied space counts as difficult terrain unless the difference

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in size between the two units is two or more (such as a Large creature moving through a Small creature's space). This provokes an opportunity attack as normal even if moving into an enemy's space. If the moving unit does not have enough movement to clear the occupied space, it is placed in the first space back on the path it took to get there that is free.

- d. Trampling: When a unit moves through a smaller enemy's space, it can do a trample attack. It can do this to multiple targets that it moves through, but can use only one attack on each, and each trample attack takes the place of a normal attack that the unit makes on that turn. The trampling unit must continue through the target to the square opposite the one it entered the target's space from if it has movement to do so, otherwise move back as per the rule above. If the trampling unit has a stomp, slam, etc. attack then it uses that (a cavalry unit can also use its lance attack), otherwise use the stats given below. Note that a trampling unit cannot use a "Charge Only" attack on a target that it started the turn adjacent to.
  - To-hit is equal to its lowest melee attack of the trampling unit
  - Damage is d6 plus the trampling unit's Strength plus a modifier based on size (0 for Medium or Cavalry, +1 for Large, +2 for Huge).
  - Opportunity attacks made against a trampling unit by the target or units adjacent are at -2 to hit.
  - The trampling attack and provoked opportunity attacks are resolved in this order:
    1. Opportunity attacks by Readied units with Reach weapons
    2. The Trampling attack AND opportunity attacks by Readied units (simultaneous)
    3. All other opportunity attacks

### 4. Spellcasting

- a. Spellcasting figures that can cast spells do so now unless the spell specifies a different step. All spellcasting must be declared before any spell effects are resolved. The rules for casting spells in this step also apply to spells when cast in other steps (such as Fireball in the Ranged Attack step).
- b. To cast, select a spell or spells along with the level each will be cast at and the target for each if applicable. All spells cast are announced to all other players.
- c. The spells cast must be ones that the figure knows (as picked during army setup).
- d. Each spellcaster has a spellcasting level. The unit can cast a spell of up to this level each turn.
- e. Multiple spells can be cast in a turn, but each spell after the first costs an extra level of spellcasting. Maintaining spells does not count as casting an additional spell.
- f. Any effects that can be maintained such as Walls must be maintained in this step or removed from play. This must be done by the caster that originally cast the spell. The spellcaster must have line of sight to some part of the effect to be maintained. If not specified in the spell description, the cost to maintain a spell is identical to the cost to cast the original spell.
- g. Ranged spells cannot be cast while the caster is adjacent to an enemy troop ("ranged" will be specified in the spell description). For all other respects (such as the penalties for using the Run maneuver), casting a spell counts as a melee attack and replaces the mage's ability to make a regular melee attack this round.

### 5. Ranged attacks

Units can make or ready ranged attacks in this step, or reload a weapon. With the exception of the inactive player's troops that have a readied ranged attack, no unit can act in this step if they have an enemy unit adjacent to them.

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Troops can declare that they have a ranged attack Readied, and do not shoot in this turn but can shoot in the Ranged Attacks step in the opposing players' next turn.

Ranged weapons list three range brackets: Short, Medium, and Long, separated by slashes. For example, a bow with range 6/12/18 is at short range at ranges 1-6, Medium at 7-12, and Long range at 13-18. Shots at short range are made as normal, Medium range attacks have a -1 penalty to hit, and Long range attacks have a -2 to hit. Damage is not affected by range unless noted, such as Area attacks that deviate beyond Long range.

- a. Troops with ranged attacks declare if they are firing and at which targets. All ranged attacks must be declared before any are resolved. The inactive player's troops that readied ranged attacks on the previous turn declare their attacks as well.
    - The shooting unit must have *line of sight* to at least one of the target's squares.
    - Troops with enemy troops adjacent to them cannot make ranged attacks, with the exception of troops with readied ranged attacks. Siege Engines do not count as enemy troops for this rule.
  - b. Siege crew with enemy troops adjacent to them cannot help with firing the weapon.
  - c. Resolve the attacks to determine if they hit and how much damage was done as described in Attacks and Damage below.
  - d. Effects (including wounds) caused by the attacks in this step are not applied until after all ranged attacks are resolved. Once all ranged attacks are resolved, apply the effects.
  - e. Ranged attacks may be made over the heads of troops that are shorter than the shooter OR the target without penalty. However, the shooting troop must have at least one inch of space in between it and the troops which are being shot over, two inches if the blocking figure is one size larger, or three inches if the blocking troop is two sizes larger to not count as cover.
  - f. If the target of the attack is a unit that is adjacent to troops belonging to the shooting player's side, the attack is at a -2. If the attack misses only because of this -2, the attack instead hits a random unit adjacent to the original target. Damage is resolved against this new target. If the new target has cover that the original target didn't (such as the original target being in the way), then the new target has a +1 to their To-Wound value for each -1 of additional cover.
  - g. For Area and Direct Fire attacks that will deviate on a miss, see their description in the Attacks and Damage section.
  - h. If a shooting figure Aimed in their Movement step, they get a +1 on the first ranged attack roll made in that turn or on a readied attack on the enemy's next turn.
6. Melee attacks

Troops can declare that they have a melee attack Readied, and do not make attacks this turn but can attack in the next Melee Attacks step in the opposing players' turn.

- a. Troops that can make melee attacks declare their attacks and targets. All attacks must be declared before any are resolved. The opponent's troops that readied melee attacks on the previous turn declare their attacks as well.
- b. Effects (such as wounds) caused by the attacks in this step are not applied until after all melee attacks are resolved. Once all melee attacks are resolved, apply the effects.
- c. A "projected" attack that has qualities such as Cones, Lines, Auras, Fans, etc. that originate from the attacking unit are resolved in this step as well. They are treated differently as they use the modifiers for Ranged Attacks, are affected by cover, and are based on the target's Ranged Defense. These attacks are not modified by the target being in melee nor by flanking. NOTE:

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These Projected attacks cannot be made at the end of a charge, only regular melee attacks can be used with a charge.

- d. All melee attacks are now resolved. Resolving the attacks to determine if it hit and how much damage is done is described in Attacks and Damage below.

## ATTACKS AND DAMAGE

The basics of most attacks are the same:

1. To see if the attack hit, roll a d10 and add the to-hit bonus from your attack.
2. Apply other modifiers if they apply, such as a +1 for a flanked melee target (see below).
3. If the result is equal or higher than the target's appropriate Defense value (Melee or Ranged), the attack hit. If it's lower, the attack missed and you move on to the next one.
4. If the attack hit, roll a d6 plus any bonus specified for that attack for damage, and apply that to the target.

To apply damage to the target, compare the total damage to the target's To-Wound number. Each To-Wound number that the total damage equals or exceeds inflicts one wound. Once a target has taken wounds equal to their Wounds stat, they are removed from play.

For example, if a target has a To-Wound of "4/9", damage of one to three points will not score a wound, four to eight points will score a single wound, and nine or more would score two wounds. Even if a figure already has taken wounds, you still use the first To-Wound number (the "4" in the example) to score damage on subsequent attacks.

**Shields:** If a unit that has a shield is hit by an attack but neither their Melee nor Ranged Defense was rolled against (such as when a unit is hit with an Area attack, Aura, Cone, etc.) then they add +1 to their To-Wound values to reflect the shield blocking some of the damage.

**Hurt:** If a figure has taken wounds equal to half or greater of their Wounds value, they are considered Hurt. Hurt figures take a -1 penalty to attack rolls.

### To-Hit Modifiers

All modifiers are cumulative.

Melee attack modifiers:

- + Attacker's Melee Skill with the weapon
- +1 if the target is *flanked* (see below)
- 1 if attacker is Hurt (it has lost half or more of its wounds)
- 1 if target is around the corner of hard blocking cover or behind a fence
- 2 if target is behind a window, arrow slit, or other hole in hard cover.

Ranged attack modifiers:

- + Attacker's Ranged Skill with the weapon
- +1 if the attacker Aimed



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- 1 if attacker is Hurt (it has lost half or more of its wounds)
- 1 if target is at Medium range
- 1 for every two inches of *light cover* between the shooter and target. See *Line of Sight*.
- 1 for each inch of *cover* between the shooter and target. See *Line of Sight*.
- 1 if the attacker is firing on the target's turn using a Ready action and has an enemy figure adjacent.
- 2 if target is at Long range
- 2 if the target is adjacent to any troops allied to the attacker (plus see special rules in the Ranged Attack section).
- 2 if target is behind a window, arrow slit, or other hole in hard cover that you are not adjacent to.
- 1\* if the target is one flight altitude higher (such as a ground archer shooting at a Low Altitude flyer).
- 2\* if the target is two flight altitudes higher (such as a ground archer shooting at a High Altitude flyer).
- \* Ranged attacks at higher altitude targets are also made at a range penalty, see the Flight rules.

### Area attacks

Any attacks that have the Area quality do not target individual troops but the ground itself. Roll to-hit as normal for Ranged attacks but assume a target number of 5. If a 5 or greater is rolled, then roll for damage separately for each figure in the affected area.

Indiscriminate Fire: All units under the effect of an Area attack, whether friend or foe, are hit by the attack.

Special: Figures that have shields get a +1 to their To-Wound rating against area attacks.

Miss: If an area attack to-hit roll is less than 5 then the center of the attack will deviate by a number of inches equal to the amount that the attack missed by (e.g. a to-hit roll of 2 will result in the attack landing 3 squares away from the intended target space). Roll a die to determine which direction it scatters in (d8 for squares, d12 for hexes, and scatterdie for tabletop), then apply the attack at that point.

The amount of deviation cannot exceed half of the original range to the target hex. For example, an attack targeted 4 hexes away cannot deviate more than 2 hexes.

If it deviates to a range greater than its normal maximum range, the attack only does 1/2 damage (round up). If some of the squares affected ARE in the normal max of the attack, they still do half damage as the entire attack travelled farther than the normal effective range of the weapon.

### Direct Line Attacks

An attack with the Direct Line quality is treated as a normal ranged attack for the to-hit against the intended target. On a hit, resolve it as normal.

On a miss, first designate the spot on the firing unit's square that the shot originated from, and the target square if the target is larger than Medium sized, then determine where the shot deviated as follows.

If the final to-hit roll was 5 or greater, then the shot passed through the center of the targeted space.

If the to-hit roll was less than 5, it deviated by the number of inches equal to 5 minus the to-hit roll. Roll a die to determine if it deviated left or right and mark a spot that many inches away from the intended target in the indicated direction.

Mark a line from the firing spot to the new target, continuing on to the maximum range of the weapon. Starting with the first troop in that line closest to the firing weapon, roll a ranged to-hit against each possible target until a hit is scored, blocking terrain is encountered (such as a wall), or the maximum range of the weapon is exceeded. The original target is not rolled against again, even if another part of the figure is in the line (such as for larger units).

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## Opportunity Attacks

If a figure is adjacent to an enemy unit and moves without using Slide movement, the enemy gets to make a normal melee attack as if the moving figure were still in the space that it is moving from. As a figure moves next to more enemies, it may trigger opportunity attacks from multiple figures.

- A figure may only make a single attack against each moving figure even if it normally gets multiple melee attacks per round.
- The total number of opportunity attacks a figure can make during a single round is limited to the number of attacks per round that figure can normally make.
- For troops that normally make Sweep attacks, they attack only the triggering unit, but count as having as many available opportunity attacks as the size of their sweep attack.
- Opportunity attacks count against the number of attacks a Readied unit can take that turn.
- If the unit making the opportunity attacks has a readied sweep attack, the size of that attack is reduced by the number of opportunity attacks made.

For example, a warrior with two axes (and 2 attacks per round) is blocking the path to a wizard behind him, facing off against a squad of five soldiers. As the men charge past him, he may attack the first two with one axe attack each, but cannot attack the remaining three. Note that he doesn't have to attack, but as this must be declared during the movement of the figure being attacked, if he holds off attacking the first few, the moving player may decide to move later figures elsewhere to avoid the warrior attacking the remaining forces.

## Flanking

A unit is considered *flanked* if there are at least two enemies adjacent to it, and those two enemies are either:

1. On opposite sides, or
2. One is on a corner and the other is on or adjacent to the opposite corner.

See Appendix C for examples.

## Line of Sight

To determine line of sight, pick any part of your space and trace a line to every corner of the target's space. If at least one line doesn't pass through or along a blocking object (buildings, tree trunks, hills), then you have line of sight.

## Cover

If you have line of sight but at least two of the lines pass through or touches blocking terrain, then the target has cover. For each square of cover to the target, apply a -1 to the to-hit roll. Troops (friendly and enemy) count as blocking terrain and provide cover to the target. Terrain pieces such as trees typically provide cover. This will be specified in the scenario setup, but trees are assumed to provide *light cover*.

Light Cover such as trees and other foliage give a penalty equal to half the number of inches of cover, rounded up. So shots with 1 or 2 inches of tree cover between the shooter and target are at -1, 3 or 4 inches gives a penalty of -2, etc.

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## Readied Actions

If a Readied troop makes opportunity attacks, those attacks count against the number of attacks allowed during this turn. For example, if a Readied troop that can attack twice makes a single attack as an opportunity attack, he only gets one attack in the Melee step.

Ranged attack phase – Readied troops with ranged attacks can take them in this step, simultaneously with ranged attacks from the acting player's troops. Use the current location (after movement) of the troops for line of sight etc. If it matters, the Readied troops declare their shots first, then the acting troops, then all attacks are resolved. Readied troops that did not have enemies adjacent to them before movement can still make ranged attacks. Readied troops can make ranged attacks against enemies that were not in melee before movement without incurring the penalties for shooting into melee or worrying about other troops being hit.

Ranged attacks by Readied troops that have an enemy unit adjacent incur a -1 to-hit penalty.

Melee attack phase – If Readied troops have Reach weapons, their attacks against targets that moved adjacent to them this round are resolved before the other melee attacks.

## MOVEMENT

### Difficult Terrain

Certain types of terrain take extra movement to go through, either because the ground is unstable or partially blocked. This will be agreed on during map setup, and unless otherwise noted will require a unit to lose one inch of movement to enter the square. Units that take up more than one square are only penalized once for moving onto difficult terrain, they don't have to pay extra for each of *their* squares that enter the same difficult terrain square.

Movement through another troop's square is also considered difficult terrain unless the two units are two sizes or more different.

Large units can ignore difficult terrain penalties from one square they move into at a time. For example, an Ogre that moves forward over one clear space and one rocky difficult terrain space does not incur a penalty.

Huge units can ignore difficult terrain penalties from two squares they move into at a time.

### Moving Through Water

Any squares of water should have a depth associated with it that corresponds to the height of creatures that can wade across. A unit's *height* is equal to its Size rating (1=Small, 2=Medium, 3=Large, 4=Huge) unless it has the Short quality, in which case it is one less. Units with a height greater than the depth can enter those spaces as normal. Units with height equal to the depth treat it as difficult terrain and can wade across, with each inch of movement counting as two. Shorter units would have to swim to enter those spaces.

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## Swimming

Units that need to swim to cross water spaces are under the following restrictions:

- Both Melee and Ranged Defenses go down by two.
- If the unit has a shield, Melee and Ranged Defenses go down by another one, as the shield can't be used.
- Each inch of movement costs extra according to the unit's armor and strength. Swimming always costs at least one extra inch of movement per inch of water.
- When stepping onto terrain where the unit no longer needs to swim, it takes an extra inch of movement to stand up, and then acts normally.

The cost per inch of movement when swimming is given by the amount of armor minus the unit's strength.

To get the amount of armor, subtract the unit's size from the first To-Wound number. The size number is 1 for Small, 2 for Medium, 3 for Large, or 4 for Huge.

For example, a human captain with strength 1 wearing plate armor would have a To-Wound of 6. Subtracting the size rating of 2, gives us 4 as the amount of armor. Subtracting the strength of 1 would give us 3, so in order to swim our captain would have to spend 3 *extra* inches of movement for each inch of water crossed, for a total of 4 inches of movement needed to move each inch in the water.

## Flight

Figures with the Flight quality can travel at four different levels: Landed, Hover, Low Altitude Flight and High Altitude Flight. When the unit is first placed on the board the owning player specifies which level it is currently at.

- Landed – the unit is standing on the ground. The figure acts and is treated in all ways like a normal ground unit and is not considered to be *flying*.
- Hover – the unit is aloft but just above the heads of troops below. A hovering unit:
  - Can make attacks as normal.
  - Can be attacked as normal.
  - Is considered to be *flying*.
  - Is considered to be one size category larger for purposes of being shot at over other troops.
  - Can move into or through spaces with other troops (allied or enemy) as long as they are not also Hovering. This movement will trigger opportunity attacks as usual from Ground or Hovering enemy units.
  - Can move over "ground" blocking and difficult terrain without penalty, such as uneven ground, boulders, or rivers, but not larger terrain such as buildings or trees.
  - Can move one square further than normal if using Slide movement. Large or Huge flyers can slide three squares when hovering, all others can slide two.
  - Unless they are adjacent to another hovering flyer, they are not considered "in melee" for purposes of ranged attacks targeting them. There is no penalty to hit nor chance to accidentally hit someone else they are adjacent to.
  - Any attack that targets a square instead of a target (such as area or cone attacks) hits ground AND hovering units in that space.
- Flight (High or Low Altitude) – the unit is aloft. A Flying unit:
  - Cannot attack or cast spells that affect units at a lower level.

## Sword and Claw

- Cannot be affected by non-Flying units except by Ranged attacks, which are at a penalty to-hit (-1 for Low Altitude, -2 for High Altitude). In addition, add to the range of the attack (2 for Low Altitude, 4 for High Altitude) to determine the range category (short/medium/long). Shooting troops that are at height (manning fortifications) do not suffer either of these penalties against Low-Altitude targets, and Low-Altitude penalties against High-Altitude targets.
- Attacks made against Flying units which deviate on a miss will only hit other units on the same level as the intended target.
- Can be shot at over other troops. Large blocking terrain (buildings, trees) are the only things that can block line of sight.
- Can move into or through spaces with any terrain or other troops which are not also Flying at the same level. Movement only draws opportunity attacks from enemies flying on the same level.
- Special attacks from other levels: For figuring which squares are affected by Line, Cone or similar effects, or for seeing which units could be hit by a Direct Attack deviation roll, the half of the affected squares closest to the firing unit have no effect on targets. For example, if a mage on the ground fired a Line attack at a target at High Altitude that is 8 inches away on the table, the squares between the mage and four inches away are not affected. The squares five inches away and further would be.
  - Also note that these attacks would have a shorter range as per ranged shots above, i.e. 2 or 4 inches shorter depending on the height of the target.
  - Area attacks from lower levels that deviate add the extra range to calculate the minimum number of inches the attack can deviate.

Changing Altitude: Going to a different level is done as part of a move action, and costs 2 inches of movement per level gained or 1 inch per level lost. The troop doesn't have to move on the board to change altitude.

A flying unit which is entangled or otherwise immobilized loses one level of altitude each time they fail a saving throw against this effect. Losing altitude causes no damage or other effect.

Ground troops that are on top of a defensive fortification / tower / etc. do not suffer penalties when shooting at Low-Altitude flyers, and suffer lower penalties when firing at High-Altitude flyers. They are also considered to be at Low-Altitude themselves for all purposes (being shot from the ground, can melee with Low-Altitude flyers, etc.) EXCEPT that they can fire ranged attacks at troops at lower levels without penalty. Any such fortifications must be designated during the scenario setup, and should be tall towers or large defensive walls that are difficult to scale, not just upper story windows of regular buildings.

## CONDITIONS

Entangled: The figure cannot move. On a save but less than 10, the figure moves at half speed this turn (no matter how many entangles it saved for). On a 10 or higher, the figure moves normally. Attacks are made at a -2 while entangled.

Paralyzed: The figure cannot move or attack. On a save, the figure may move normally and the condition ends.

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**Poisoned:** The figure takes one wound from a failed save. On a passed save, the effect ends and no damage is taken this round.

## Appendix A - TROOP QUALITIES

**Aquatic:** The figure can swim without penalty. In water spaces that other units need extra movement to enter or cannot enter due to water, this figure can move and combat normally. When transitioning back to normal land, the figure loses one space of movement due to the need to stand up to walk on land.

**Can't Run:** The figure cannot use "Run" movement to double their speed, nor get double Move for a Charge.

**Dispersed:** The figure is made up of separate entities, such as a swarm. Because of this, attacks against it can do a maximum of one wound per hit. Exception: Area attacks and projected attacks that affect whole squares deal normal damage.

**Flight:** The figure can fly.

**Nimble Charger:** On a Charge, the figure can move up to its Move score in any direction before using the rest of its movement as a normal charge (in as direct a line as possible to the target).

**Siege Weapon:** This figure cannot move or attack on its own. If the number of figures trying to attack with or move the weapon is below the number required, the weapon's Move and attacks are at a -1. If any of the figures do not have the Siege Weapon Crew quality, attacks are at a -1 (this is cumulative with the penalty for inadequate crew). All crew must be adjacent to the siege engine (and not in front while attacking) and the movement or attack takes the place of that action for the crew figures. Crew figures that have an enemy figure adjacent to them cannot be counted in this number. The required number of crew for siege weapons is 2 for medium sized or smaller weapons, 3 for large and 4 for huge. In cases where the attack roll would be at a negative but no roll is needed (such as Dwarf Cannons firing Grapeshot), the damage roll takes the negative instead. If the number of crew is at or below half the required number, they must spend their action loading the weapon before it can be fired on a future turn. Note that siege weapons are not prevented from firing by having enemies adjacent, and they do not prevent adjacent enemy troops from firing ranged weapons. For line of sight purposes, the line is drawn from any one of the crew, and the siege engine does not block line of sight or count as cover. Other siege engines will count as cover if they are in the way.

**Siege Weapon Crew:** This figure has special training in operating Siege Engines.

**Skeleton:** The figure gets a +1 to Ranged Defense as attacks pass harmlessly through where flesh should be.

**Tough Skin:** Naturally tough skin. +1 Armor

**Undead:** A lack of vitals makes these creatures harder to kill. +1 Armor.

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## Appendix B - WEAPON QUALITIES

**Area:** The attack hits an area instead of a specific target. Each attack will specify the size of the attack in diameter. An Area 1 attack affects a single square, Area 2 affects a 2x2 square, etc. Note: Friendly troops will also be affected if they are in the area.

**Aura (size):** The attack hits all troops (friend or foe) within size inches of the attacker.

**Automatically hits:** No to-hit roll is needed for this attack; it affects all targets aimed at. This quality is normally reserved for lines, cones and fans that originate from the attacker, or magic effects. If the unit making this attack is Hurt, the damage roll is made with a -2 penalty.

**Charge Only:** This attack can only be made if the attacker charged this round.

**Cone(*length*):** The attack affects an area in a 45 degree arc from the origin. Use the cone template to aim the attack. Any spaces that are at least 50% covered by the template are hit.

*Creates Zone (type): This is not currently used in the game but may be later. The area covered by this attack temporarily gains a new terrain type. After the current player's next turn, this effect ends. Types:*

*Blocking: This zone blocks both movement and line of sight. Figures already in the zone immediately move to the nearest free space. If there are multiple places to go, the figure must make a saving throw to choose, otherwise it is determined randomly.*

*Obscuring: This zone blocks line of sight.*

*Burning: Figures that start their turn or enter this zone on their turn take d6+1 damage.*

*Entangling: Figures that start their turn or enter this zone on their turn must make a saving throw or become Entangled.*

*Rough Going: Movement into spaces in the zone take an extra space of movement.*

**Direct Line:** Roll to-hit as normal for the weapon. On a miss, see the full description in the Combat section.

**Draining:** If a draining attack inflicts at least one wound, the target suffers an immediate additional wound. Only one additional wound is suffered from a single draining attack no matter how many wounds the attack made.

**Entangling:** On a hit, the target becomes Entangled.

**Fan(*length*):** The attack affects an area in a 90 degree arc from the origin. Use the fan template to aim the attack. Any spaces that are at least 50% covered by the template are hit.

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**Indirect Fire:** This weapon can fire over blocking terrain into areas it cannot see as long as there is reason to do so (friendly troops that can see the target, or saw it go in that direction). These shots are at -4 to hit in addition to any other modifiers.

**Line (*length*):** The attack hits all spaces in a line. Designate the starting point on the origin square and an ending point *length* spaces away from that point. *Length* number of spaces under that line are affected by the attack (the attacker decides which in cases where the line goes over corners). If the starting point is not the attacker's square (such as with Dwarf Cannons), the line goes in a straight line away from the attacking unit.

*Maintainable: The effect created by this attack can be extended by another turn by the original attacker. This is typically done for spell effects. See Creates Zone. This is not currently used in the game but may be later.*

**No Damage:** This attack does no damage, but probably has some other effect. For example, a giant spider that can cast web at range would have the "No Damage" and "Entangling" qualities.

**Number of attacks equals health:** This attack's "Number of Attacks" is equal to the remaining health of the figure. For example, a rat swarm with three wounds remaining will get three attacks.

**Number of attacks equals half health:** This attack's "Number of Attacks" is equal to half of the remaining health of the figure, rounded up. For example, a Hydra with seven wounds remaining will get four bite attacks.

**Paralyzing:** If the attack does at least one wound, the target is Paralyzed.

**Poison:** If the attack does at least one wound, the target is Poisoned.

**Reach:** This melee attack can be made against a target two squares away.

**Requires Reload:** Once this weapon is fired, it cannot be fired again until it is reloaded. This can be done during either the Movement or Ranged Attack steps in a turn. It takes the place of any actions the figure would normally do during that step, and cannot be done while in contact with enemy units or while paralyzed.

**Slow:** To make an attack with a Slow weapon, the figure cannot have moved this turn. A Slow attack can't be readied on the same turn when the figure moved.

**Sweep:** The attacker picks one square adjacent to them and a direction, either clockwise or counterclockwise. The unit then attacks each figure in those squares, friend or foe, starting at the designated square and moving to the next square that is adjacent in the given direction until it runs out of attacks. The number of squares affected are given after the Sweep quality in the attack, such as "Sweep 4". Medium creatures typically attack 3 squares, Large attack 4, and Huge attack 5. Note that you cannot "cut the corner" when you get to the base edge, and these attacks must include the corner-to-corner square. Each attack is done by separate rolls for to-hit and damage. You can end the attack early by attacking less than the maximum number of squares but cannot skip any squares.

**Two-Handed:** The weapon takes both arms to wield. This will prevent the figure from having an off-hand weapon or shield.



## Sword and Claw

Usable against ground targets only: This attack cannot be made against flying enemies.

Usable only while on ground: The attack can only be used while the figure is on the ground.

Usable only while flying: The attack cannot be used while the figure is on the ground.

# Sword and Claw

## Appendix C – FLANKING EXAMPLES

A creature is flanked if there are two enemies adjacent to it that are either:

1. On opposite sides, or
2. One is on a corner and the other is on or adjacent to the opposite corner.

Given the soldier with the blue halo, any one of the shaded positions would make the orc flanked.

