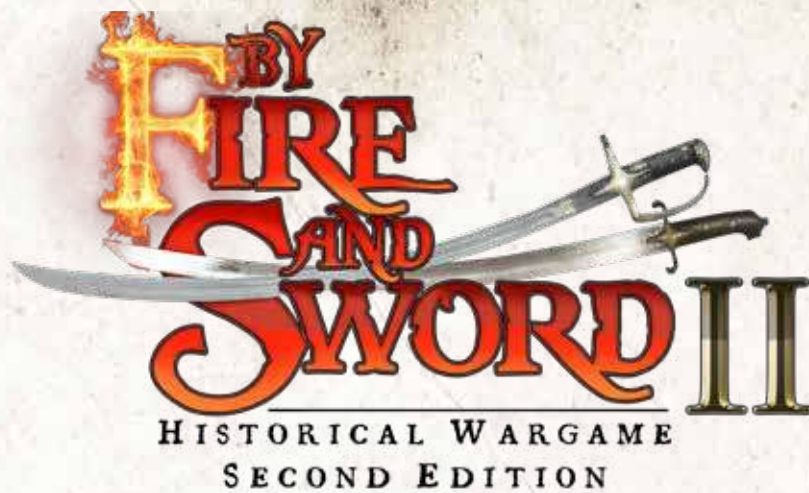




BIG CHANGES ARE HERE...

6 AUGUST 2026

Hello!

It has been quite some time since the release of the second edition of By Fire and Sword. During that time, hundreds of battles have been fought—both around kitchen tables and at numerous tournaments in Poland and abroad. These games have provided us with invaluable insights, while your feedback, questions, and suggestions have allowed us to look at many aspects of the game from a fresh perspective.

The time has finally come for the long-awaited update.

The majority of the changes are points adjustments to units and armies. While the number of individual changes is not particularly large, a single adjustment can often have a significant effect in many lists. For example, changing the cost of the Battalia rule alone resulted in more than fifteen individual points adjustments.

To help you navigate the update, we have prepared an overview of the most important changes and the design directions behind them. Together, these account for more than 90% of all the updates introduced. Our goal is to make it easier to understand what has changed and why, while still leaving plenty for you to discover as you build new army lists. Of course, you can explore all of these changes in the Army Builder, which has already been updated.

Is this our final word? Definitely not. By Fire and Sword continues to evolve, and our goal remains the same - to make it the best game it can be. We will continue to observe games, analyze tournament results, and, most importantly, listen to your feedback.

Finally, we would like to extend our sincere thanks to everyone who helps develop this system. Thank you to all of you - our players - for every game played, every comment shared, and every suggestion submitted. We also thank the tournament organizers, whose dedication keeps our community thriving and provides us with an incredible amount of valuable data to analyze. Special thanks also go to our team of playtesters. Your commitment, time, and experience have had a tremendous impact on the final shape of this game.

We hope you enjoy reading it!

Krzysztof Jurzysta

Rafał Szwałicki



PIKE&SHOTTE

This is one of the most anticipated changes. We've analyzed the issue many times, held countless discussions, and tested a variety of solutions to restore these units to their rightful place on the battlefield. In addition to revising the rule itself, we've reduced the cost of the units with this rule. They now also provide support to the entire Army by increasing its Motivation.

We hope these changes will earn them a place in your army lists once again.

PIKE&SHOTTE

The Unit may perform a Change Formation Action as a Free Action or as a Reaction to a Charge:

Standard Formation: uses the  rules (if it has them).

Mele Weapons Upfront: +1  if Unit has  (max. 4"). -1 . When fighting against  the Unit receives +1 .

As a Reaction, it may change to this Formation only when charged from the front. Uses the  and  rules (if it has them).

The Square: Only if the Unit has . When fighting against  the Unit receives +1 . Gains All round defense. Each edge is treated as front and each REF as REF-1. +1 Threat when shot at. The Unit may change to this Formation as a Reaction to a Charge, regardless of which edge the enemy Unit is in contact with. Uses the  and  (if it has them).



Military Drill

Despite having access to excellent units, the Kingdom of Sweden has often struggled to hold back its enemies in By Fire and Sword. One of the main reasons was its limited ability to react to an opponent's actions, making the army less flexible and preventing it from fully exploiting its strengths. To address this, we've introduced a new Army Rule to all existing Swedish army lists. In the hands of an experienced commander, it will significantly improve the army's ability to maneuver and respond to changing battlefield conditions, making it easier to conduct effective tactics in both attack and defense.

Military Drill

As part of a Command Action, each Swedish Commander may spend an 1 , to perform one of the following Actions:

- **Additional Rally Action (see 10.2.2):** Commander may perform this action even if the chosen friendly Unit has already been the target of a Rally Action.
- **Maneuver:** a chosen friendly Unit with a revealed Order within the Command Range may perform one of the following actions: Change Facing, Change of Position or Change Formation. Performing this action is not considered an Out of Sequence Activation.

Then place a  to the friendly Unit that was the target of the action. A Unit with a  cannot be the target of Military Drill. Remove all  placed in this way during the Start Phase.

Allah! Allah!

The limitations introduced by this rule are primarily intended for game balance and to prevent it from being abused.

Allah! Allah!

Once per turn if the Commander changes a  or  unit's order to , they may reveal this to the enemy and remove . That unit cannot receive another order from Commanders during this Round.

Battle Zeal

This change strengthens a rule designed to compensate for the smaller size of Polish–Lithuanian Commonwealth armies. At the same time, it better emphasizes the character and playstyle of the factions that use this mechanic.

BATTLE ZEAL

When a unit with this rule performs a Disengage, it recovers  if it decided to change its Order Token to  and  if it chose to stay with . Additionally, a unit with this rule may remove , when performing a Pursuit.

CLASH OF VANGUARDS

We are updating the Stratagem table by introducing a new Stratagem. This change is intended to improve balance in one of the core scenarios. Our observations and analysis of played games showed that, when armies were of similar points value, the blue player had a significant advantage. These adjustments are intended to reduce that imbalance and provide a more even playing experience.

CLASH OF VANGUARDS (0)

Stratagem	Max.		Description
Defensive Strategy	-	3	The Blue Player wins tie in VP.

As a result, the corresponding text has been removed from the Special rules of this scenario.

Wagon Fortifications

Wagon Fortifications is a rule that, when used effectively, can tip the balance of the battle in your army's favor, particularly when defending key positions on the battlefield. At the same time, it is a situational mechanic, meaning that armies with access to it often sacrificed flexibility in scenarios where a fortified position offered little or no real advantage. We have therefore decided to redesign this rule and introduce it as a Stratagem instead. This allows players to decide for themselves when it is worth using, while giving those armies greater flexibility regardless of the scenario being played. Naturally, the army lists affected by this change have been adjusted accordingly in terms of points cost.

Wagon Fortifications

An Army with this rule gains access to the Entrenched Wagon Train Stratagem.

Stratagem	Max.		Description
Entrenched Wagon Train	1	3	At the start of the Reconnaissance Phase, but before the Vanguard step, the Player may place one Entrenched Wagon Train Structure. The Entrenched Wagon Train must be placed entirely within the player's deployment zone. A Crew and Forage Marker must be placed completely within the Entrenched Wagon Train. As long as this Marker is inside the Structure any Allied Unit manning the Entrenched Wagon Train receives +1  and +1 . If the Structure is unoccupied, it is considered to be controlled by the player who placed it. This also applies if there is an Objective Marker inside it. If the Structure is occupied by an enemy Unit, remove the Crew and Forage Marker and the opponent scores 1 VP counting towards the victory point pool for completing scenario objectives, which counts toward the Victory Points awarded for scenario objectives.
Agressively Positioned Camp	-	3	Available only if the Entrenched Wagon Train Stratagem has been purchased. Player may place the Entrenched Wagon Train outside his deployment zone as long as any part of the Entrenched Wagon Train is in or adjacent to his deployment zone.

PIKE & SHOTTE

Reduced the  cost of all Units with the Pike&shotte rule.



COMANDEERED MUSKETEERS

Increased the  cost by 1.



LIGHT CAVALRY

Increased the  cost of selected M-sized Light Cavalry Units by 1.



ARTILLERY

Increased the  Artillery Units with  4 or more.



REITERS,
ARMORED REITERS,
CUIRASSIERS,
ARMORED CUIRASSIERS

You can expect  points adjustments to these units across many army lists. These changes address inconsistencies in their points costs, which were of often uneven.



THE POLISH-LITHUANIAN COMMONWEALTH

PANCERNI, WINGED HUSSARS,
PETYHORCY

 cost adjustment.



COSSAKS

MOLOITSY, MOLOITSY - SHOOTERS,
REGISTERED MOLOITSY

 cost adjustment.



TSARDOM OF MUSCOVY

DVORIANS, BOYAR SONS,
MUSCOVITE REITERS

 cost adjustment.



PRINCIPALITY OF TRANSYLVANIA

Army lists  cost adjustment.



BRANDERBURG AND PRUSSIA

Army lists  cost adjustment.

We understand that many of you were expecting more extensive changes. However, due to time constraints, we decided to postpone the more comprehensive updates to the Principality of Transylvania until a later date. The army remains under close review, and this is certainly not our final word on the matter.