

BY
FIRE
AND

SWORD II

HISTORICAL WARGAME
SECOND EDITION

PLAYBOOK

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In this book you will find battle scenarios to play with your armies in By Fire and Sword historical wargame. They contain the starting positions of the forces and the objectives your armies will face. By Fire and Sword is a game that recognizes that historically armies have rarely faced each other at equal strength. Your armies may differ in strength points while the rules presented in this book will provide you the ability to balance the game through scenarios that promote one of the sides, random effects, or specially prepared stratagems. Additionally unique trait of By Fire and Sword is Reconnaissance – a special phase that takes place before the armies are even deployed. It will allow you to attempt adapting to specific scenario and opponent. The book also includes step-by-step instructions how to prepare for the game and on creating the battlefield.

Scenarios transfer to the game typical situations that 17th century armies could face and are different for Skirmish and Task Force. Some are very simple and focused on forcing the enemy to retreat. Others pose more demanding tasks described by victory conditions and special rules. A map is attached to each scenario showing the initial positions of the army.

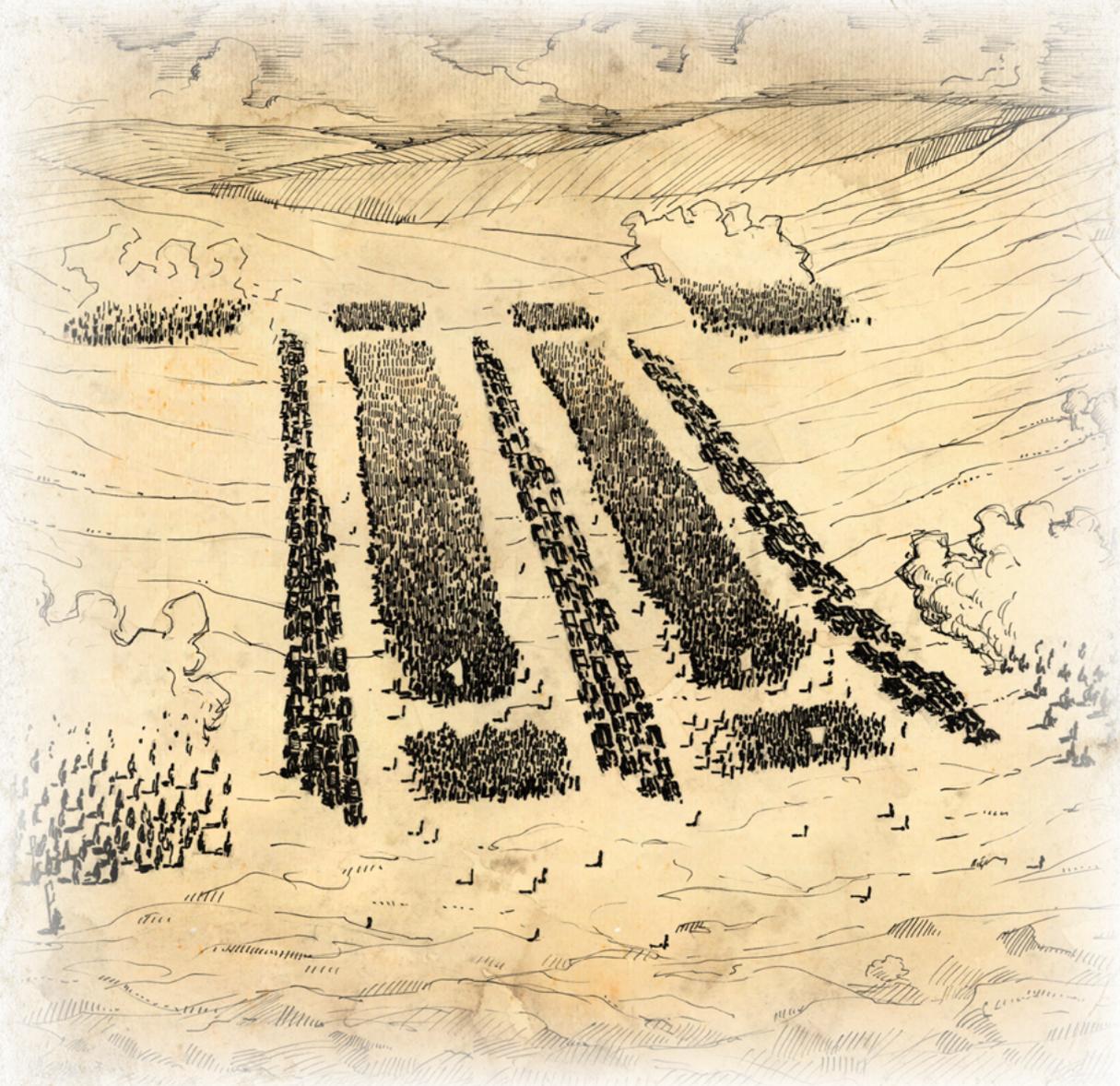


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Game level

The first step before starting the game is to select the level at which the game will be played. The level determines the size of the forces that will be involved in the clash, what scenarios will be available to play and the level of sophistication of the rules.

The Skirmish level is designed mainly for beginners and for playing quick, small clashes. Armies usually number 3-4 Units, this allows players to quickly learn the rules of the game. However, the li-

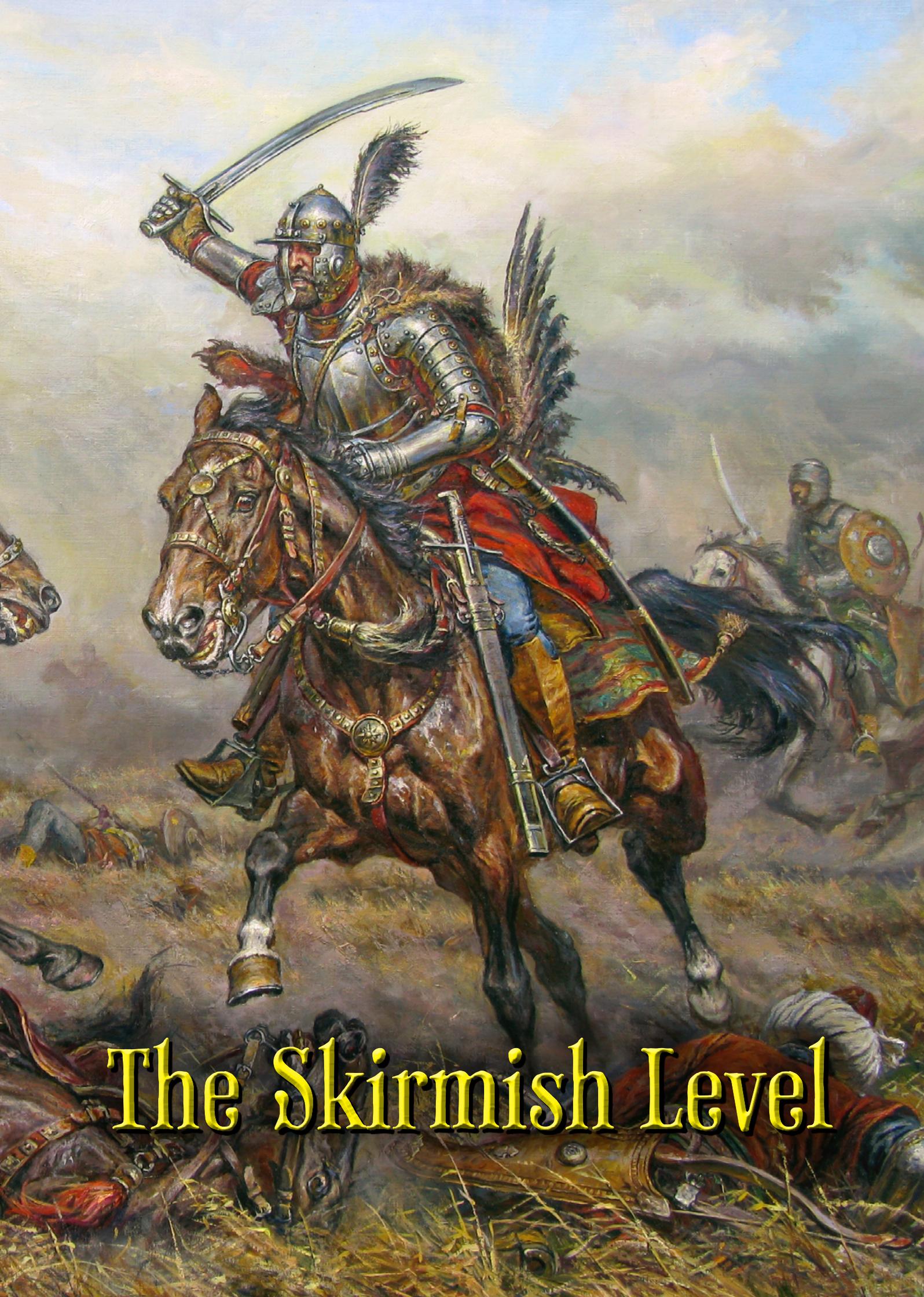
mitted number of units also comes with less variety. At this level, the Reconnaissance rules are limited and elite units like the Hussars are unavailable. The average game time at the **Skirmish** level is a little over an hour.

The Task Force is the target level for players already accustomed to the rules of By Fire and Sword. Armies usually number 5-6 Units, supported by several other Army Elements. Units are often larger and more diverse. It takes experienced players about two hours to play a game at the **Task Force** level.





Теленик А.
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The Skirmish Level

1. Army Preparation

After deciding to play at the Skirmish level, the Army List must be selected from the appropriate book. Based on the List, you select the Army Elements that will take part in the battle, the size of the Units and any upgrades, and determine the Force Strength Points (👊) of the Army. Then all that remains is to prepare the figures for the game.

After preparing their armies, players reveal how many 👊 their armies have, and what type of army (mounted, mixed, foot) they will field. The player who has more 👊 becomes the Red Player, and the player whose army has less 👊 becomes the Blue Player. If the 👊 of both sides are equal, an opposed test is made with one die each. The winner becomes the Blue Player.

2. Table Preparation

The players prepare the battlefield together. The game table for the Skirmish level should be approximately 48" x 48". Small deviations from this size will not affect the game, but a significantly larger table will be quite empty, and a much smaller one will make maneuvering more difficult. Both can tip the

balance in favor of some armies. There should be about 4-6 pieces of terrain on the table. Example of finished battlefield is presented below.

Demo version of the book has only on scenario for Skirmish included.

3. Scenario Choice

If the 👊 of both armies are equal, the Key Positions scenario should be played. Otherwise, the Blue Player chooses a scenario from the list below. The value of the scenario is given in parentheses, this is the minimum 👊 difference required for the scenario to be selected.

1. Key Positions (0 👊)
2. Skirmish (0 👊)
3. Hold the ground (3 👊)
4. Foraging (5 👊)

If the scenario requires placing or indicating additional elements on the battlefield, do so after selecting Advantages and Random Effects.

Unless the scenario rules state otherwise, the table sides taken by the players are decided randomly.



3.1. Objective Marker

If the Objective Marker is in Open Terrain, the Marker is controlled by the player who has Units with larger total size (counted as Close Combat result) within 4" of the Marker.

If the Objective Marker is in an Area Terrain, you must control the Area Terrain in order to control the Objective Marker. Control of an Area Terrain is achieved at the end of the Turn if no enemy Unit is within the Area Terrain with at least three REF and at least one Allied Unit is within the Area Terrain with at least three REF.

A player retains control of an Objective Marker or Area Terrain until an opponent gains control of it.



Objective Marker

4. Advantages and Random Effects

Each scenario contains a list of Advantages designed to equalize the situation of armies with different values. Advantages have a cost in . The total value of the selected Advantages cannot exceed the difference in between the Red Player and the Blue Player minus the scenario value. Some Advantages have an indication of the maximum number of times a given Advantage can be selected. If there is no limitation indicated next to it, a given Advantage can be selected any number of times.

If the value of the Blue Player's Advantages and armies is less than the value of the Red Player's armies, for each remaining of difference between the players, the Blue Player may roll for one Random Effect. No more than three Random Effects can be applied. If more than three Random Effects are rolled for the player chooses three that will apply. Repeated Effects must be re-rolled.

Random Effects

	Effect	Description
1-2	Delay	When deploying an army, the last Unit deployed by the opponent must be deployed with its rear edge in contact with the opponent's table edge. If this is not possible, it must be placed with its rear edge as close to the nearest table edge as possible.
3-4	Low Ammunition	At the beginning of the first round, the opponent must remove a total of three Loads from among any of his Units.
5-6	Panic	At the beginning of the first round, the opponent must change the assigned Order of a single Unit of his choice into a face-up order, and turn it face-down afterwards.
7-8	March Losses	The opponent must allocate a total of to his Units. He can allocate them to one Unit or distribute them among several.
9-10	A Good Day	The Player receives 1 universal token. At any time during the game, he may discard it instead of spending 1 .

5. Reconnaissance

Before deploying their armies players show each other their rosters and conduct Reconnaissance. It allows the army to acquire Effects affecting deployment and the initial stage of the game. Reconnaissance at the Skirmish level consists of two steps:

1. Reconnaissance Test,
2. Reconnaissance Effects.

5.1. The Reconnaissance Test

The Reconnaissance test is an opposed test. Players roll as many dice as the Intelligence value of their army. The winner can choose 2 Effects, and the loser 1 Effect.

The **Scouts** rule is not used at this level of the game.

5.2. Choice of Effects

Starting with the winner of the Reconnaissance Test, players take turns selecting Reconnaissance Effects. Each item on the list can be selected only once.

6. Army Deployment

After Reconnaissance is completed, the players deploy their armies. Unless the scenario rules or other special rules state otherwise, players take turns fielding one Army Element each, starting with the Red Player.

7. Playing the Battle

Once deployment is complete, assign the initial Orders and begin Round 1 of the game. The game lasts for five rounds.

Course of the round:

Round:

1. Start Phase
 - a. Replenish the Command Points pool
 - b. Turn Order Tokens face-down and discard those face-up
2. Initiative Phase
 - a. Players secretly mark the number of CP the Commander-in-Chief allocates to modify the number of dice in the Initiative test.
 - b. The players make an opposed Initiative test
3. Action Phase
 - a. Play player turns
4. End Phase

Reconnaissance Effects

Forced March	When deploying his force a player can choose a single Unit and once after deploying it on the battlefield can perform a Move Action with it.
Interrogation	Before starting to deploy an army, point to any one of the opponent's Units. When deploying, this Unit must be deployed before all others.
Decoy	When the deployment is completed, a player may choose his own Unit, remove it from the table and place it again in the deployment zone. It cannot be a Unit that was subject to any effect of Reconnaissance or Advantage while being deployed.
Successful Skirmishing	After all Units are deployed (and the effect of Decoy is applied, if used), the player allocates 1 to the selected opponent's Unit. In addition, the opponent must allocate 2 to another one of his Units.
Advance position	When fielding an army, a player may place one Unit with its rear edge in contact with the deployment zone instead of inside the deployment zone.

8. Ending the Game

The game ends when one of the armies is forced to Flee or at the end of the End Phase of Round 5. The player who scored more points wins the game.

Points are awarded for

1. Achieving scenario objectives (0-6 points).

Each scenario allows you to score from 0 to 6 points for completing its objectives. The rules for scoring are described in each scenario. Unless the scenario rules explicitly say otherwise, you must add up the points for each condition met, but you cannot get more than 6 points.

If one Player is forced to Flee, at the end of the game it is assumed that the other Player controls all Objective Markers.

2. Losses inflicted on the enemy (0-6 points).

Add up the points for each of the following conditions met, but no more than 6 points can be scored.

- Each enemy Unit that has crossed the Routing Point or is in  at the end of the game: 1VP
- At least half of the opponent's Units are in  or have crossed the Routing Point at the end of the game: 2VP
- All enemy Units have crossed the Routing Point or the enemy army was forced to Flee: 6VP

William and Kate played the Key Positions scenario. At the end of the game, Kate controlled 2 Objective Markers and William controlled none. Kate lost two of her four Units. William did not lose any Units, but at the end of the game two of his four Units were in  condition.

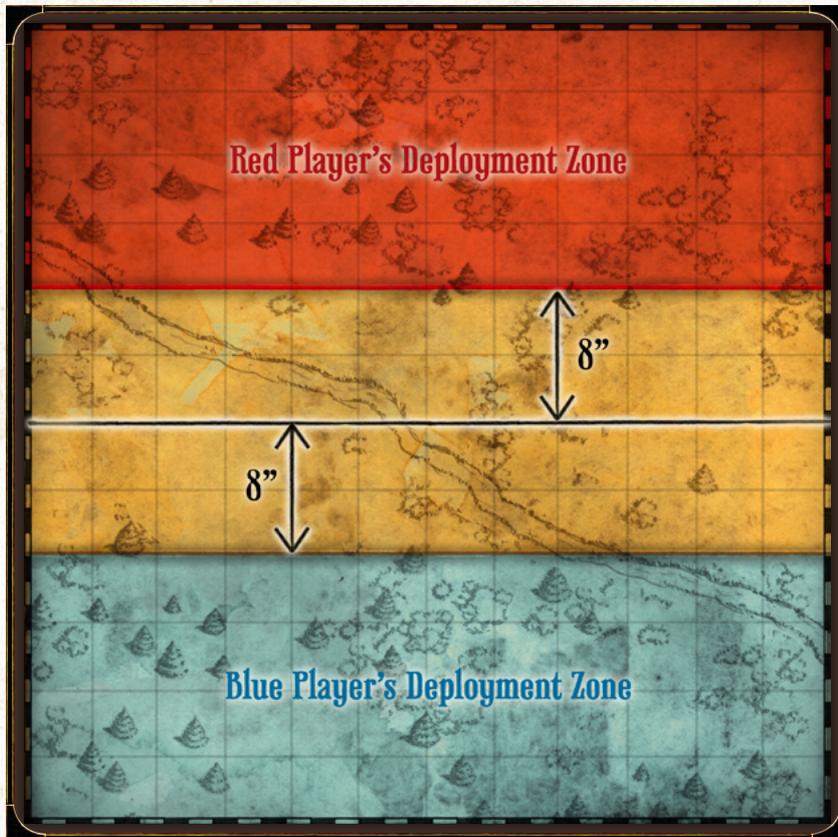
For the scenario objectives, Kate scored 4VP. 1VP for controlling at least one Objective Marker, 2VP for controlling at least two Objective Markers and 1VP for her opponent not controlling any Objective Markers. William did not meet any of the conditions, so he did not score any points for meeting the scenario objectives.

Kate scored 4VP for the losses inflicted on the enemy. 2VP for two enemy Units that were in  at the end of the game and 2VP for having half of the enemy Units in  or crossing the Routing Point at the end of the game. William scored 4VP for the losses inflicted on the enemy. 2VP for two enemy units crossing the Routing Point and 2VP for the half of the enemy units in  or crossing the Routing Point at the end of the game.

The final score was an 8 to 4 win for Kate.



Key Positions (0 🏰)



Objectives

Starting with the Red Player, players place a total of three Objective Markers (they may place them in Area Terrain). Neither the markers nor the Area Terrains in which they are placed may be within 4" of the Deployment Zones or the edge of the table, and must be at least 8" from another marker or Area Terrain in which the marker is placed. First, the Red Player places one marker in the Blue Player's half of the table. Then the Blue Player places one marker in his own half of the table. Finally the Red Player places one marker in his half of the table. A marker can be placed in an Area Terrain only if the entire Area Terrain meets the conditions of marker placing.

Victory Points

- Control at least 1 Objective: 1VP
 - Control at least 2 Objectives: 2VP
 - Control all the Objectives: 2VP
 - The enemy does not control any objectives: 1VP
- Maximum 6VP can be achieved from this Scenario.

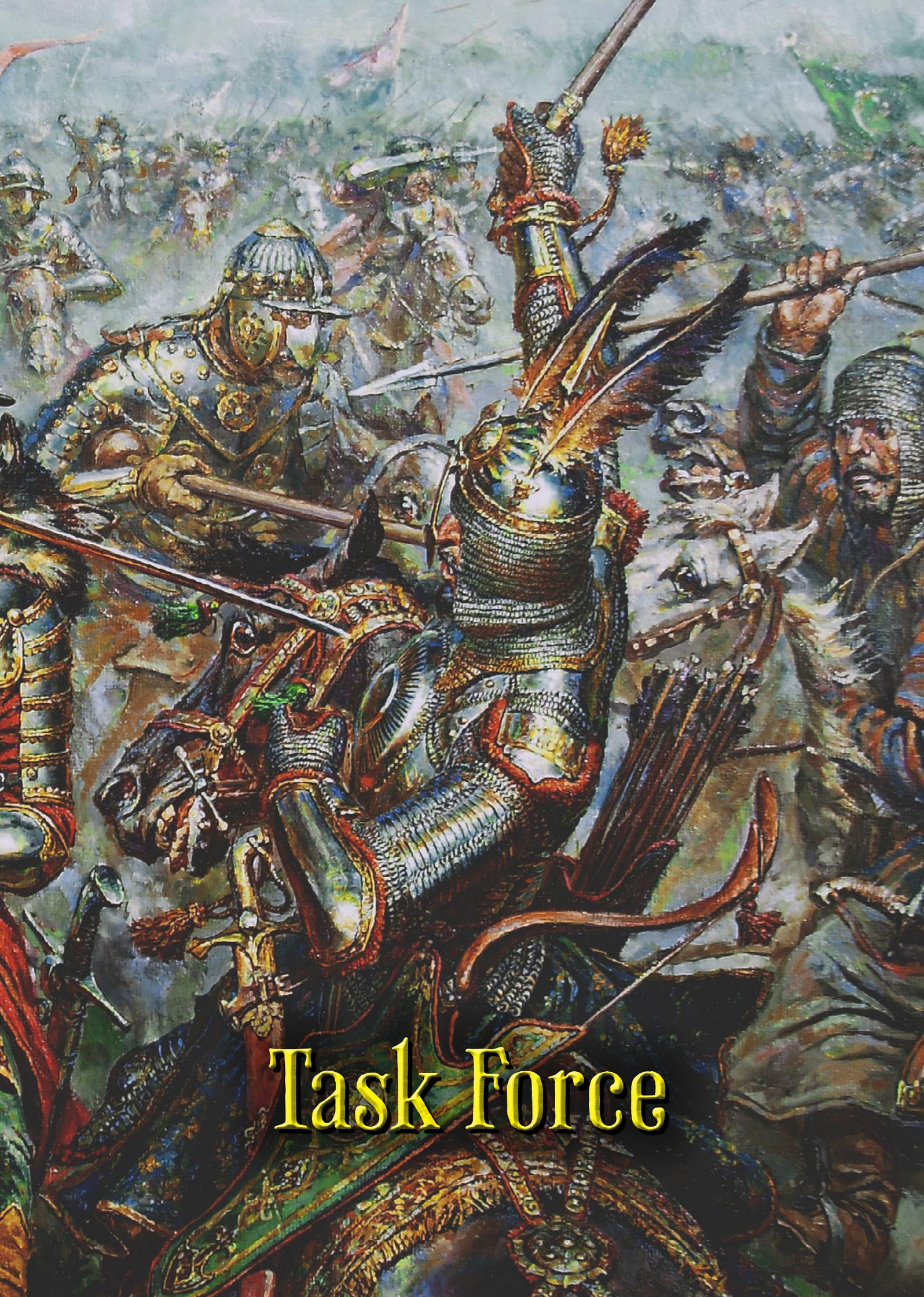
Special rules

The game ends when one of the armies Retreats or at the end of the fifth round.



Advantages	Max		Description
Perfect planning	1	8	The Blue Player receives 1 universal token. In any of his turns, instead of performing an activation, he can discard the token, if he does he immediately ends his turn.
Excellent reconnaissance	3	3	The Blue Player may move one Objective Marker by 4". Each marker can be moved only once.
Determination	1	4	The motivation of the Blue Player's army is increased by 1.
Secured position	1	5	5 FSP. The Red Player places one Objective Marker in the Blue Player's Deployment Zone.
Chosen ground	1	7	The Red Player places both Objective Markers on the Blue Player's half.





Task Force

1. Army Preparation

After deciding to play at the Task Force level, the Army List must be selected from the appropriate book. Based on the List, you select the Army Elements that will take part in the battle, the size of the Units and any upgrades, and determine the Force Strength value.

After preparing their armies, players reveal how many Force Strength Points (👊) their armies have, and what type of army (mounted, mixed, foot) they will field. The player who has more 👊 becomes the Red Player, and the player whose 👊 has less 👊 becomes the Blue Player. If the 👊 of both sides are equal, an opposed test is made with one die each. The winner becomes the Blue Player.

2. Table Preparation

The players prepare the battlefield together. The gaming table for the Task Force level should be approximately 72" x 48". Small deviations from this size will not affect the game, but a significantly larger table will be quite empty, and a much smaller one will make maneuvering more difficult. Both can tip the balance in favor of some armies. There should be about 7-10 pieces of terrain on the table. Examples of finished battlefields are presented below.

Demo version of the book has only on scenario for Task Force included.

3. Scenario Choice

Players decide in secret whether their army takes an Aggressive or Cautious stance and reveal their decision to the opponent. The stance chosen by players determines the pool from which the scenario is chosen. The Blue Player chooses the scenario.

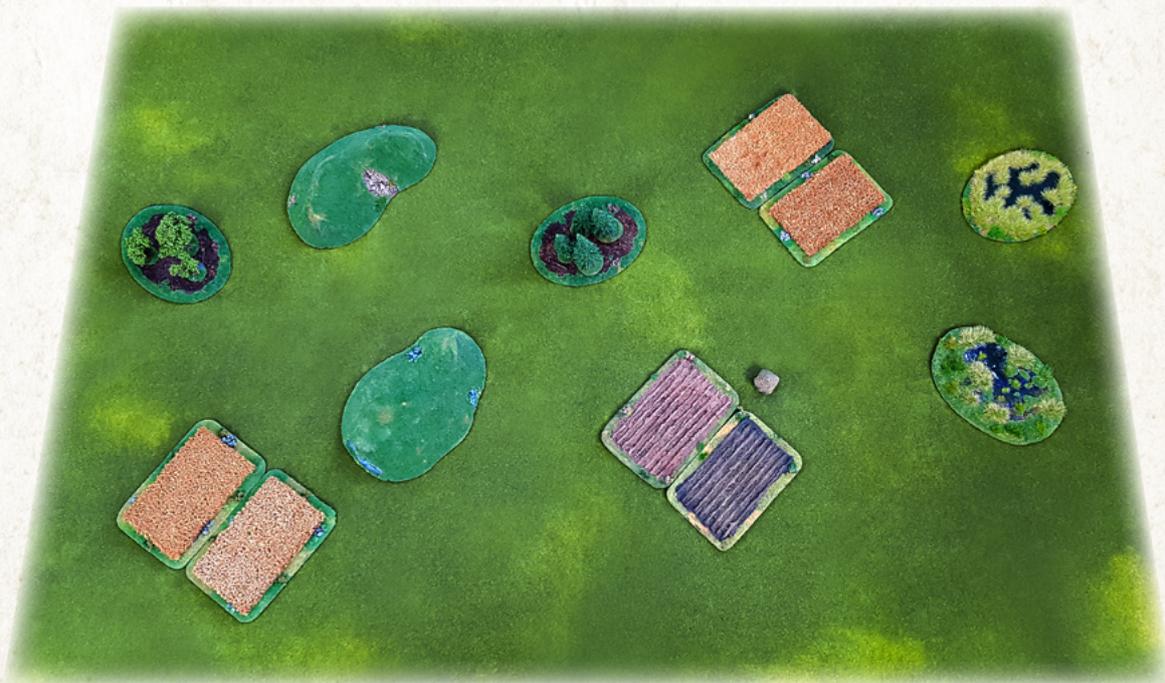


A stance can be selected by placing a face-down Order Token on the table, with Advance as the Aggressive stance, and Defend as the Cautious stance.

Unless the scenario rules state otherwise, the table sides taken by the players are decided randomly.

If the scenario requires placing or indicating additional elements on the battlefield, do so after selecting Advantages and Random Effects.

	Aggressive	Cautious
Aggressive	Key Positions The Raid Clash of Arms	Divide and Conquer Forlorn Hope On the way
Cautious	Bulwark The Raid Forlorn Hope	Escalation On the way Clash of Arms



3.1. Objective Marker

If the Objective Marker is in Open Terrain, the Marker is controlled by the player who has Units with larger total size (counted as Close Combat result) within 4" of the Marker.

If the Objective Marker is in an Area Terrain, you must control the Area Terrain in order to control the Objective Marker. Control of an Area Terrain is achieved at the end of the Turn if no enemy Unit is within the Area Terrain with at least three REF and at least one Allied Unit is within the Area Terrain with at least three REF.

A player retains control of an Objective Marker or Area Terrain until an opponent gains control of it.



Objective Marker

4. Advantages and Random Effects

Each scenario contains a list of Advantages designed to equalize the situation of armies with different 🖐️ values. Advantages have a cost in 🖐️. The total value of the selected Advantages cannot exceed the difference in 🖐️ between the Red Player and the Blue Player. Some Advantages have an indication of the maximum number of times a given Advantage can be selected. If there is no limitation indicated next to it, a given Advantage can be selected any number of times.

If the value of the Blue Player's Advantages and army is less than the 🖐️ value of the Red Player's army, for each remaining 🖐️ of difference between the players, the Blue Player may roll for one Random Effect. No more than three Random Effects can be applied. If more than three Random Effects are rolled for the player chooses three that will apply. Repeated Effects must be re-rolled.

	Effect	Description
1-2	Delay	When deploying an army, the last Unit deployed by the opponent must be deployed with its rear edge in contact with the opponent's table edge. If this is not possible, it must be placed with its rear edge as close to the nearest table edge as possible.
3-4	Low Ammunition	At the beginning of the first round, the opponent must remove a total of three Loads 🗡️ from among any of his Units.
5-6	Panic	At the beginning of the first round, the opponent must change the assigned Order of a single Unit of his choice into a face-up 🎲 order, and turn it face-down afterwards.
7-8	March Losses	The opponent must allocate a total of 3 🎲 to his Units. He can allocate them to one Unit or distribute them among several.
9-10	A Good Day	The player receives 1 universal token. At any time during the game, he may discard it instead of spending 1 🗡️.

5. Reconnaissance

Before deploying their armies players conduct Reconnaissance. It allows the army to acquire Effects affecting deployment and the initial stage of the game. Reconnaissance at the Task Force level consists of four steps:

1. Vanguard;
2. Risk Test;
3. Reconnaissance Test;
4. Choice of Effects.

5.1. Vanguard

In the Vanguard step, players put face-down Order Tokens specifying what action their Vanguard takes. They then uncover them at the same time, and starting with the Red Player, consider the actions of the Vanguard.

5.2. Risk Test

Each Vanguard Unit performs a Risk test with as many dice as the Risk value. The difficulty level of the test is determined by the Intelligence value of the army (the number in parentheses). Each failure in the test means that the Vanguard Unit receives **1**.

Vanguard Action		Deployment			Effects
	Halt!	The Player deploys its Vanguard in his deployment zone.	-	0	1
	Cautious reconnaissance	The Player deploys the Vanguard so that its rear reference point is in contact with the edge of the Deployment Zone.	+1	2	2
	Aggressive reconnaissance	The Player deploys the Vanguard so that its rear reference point is in contact with the edge of the Deployment Zone. Then the Unit performs a Change of Position Action.	+2	4	2
	Very aggressive reconnaissance	The Player deploys the Vanguard so that its rear reference point is in contact with the edge of the Deployment Zone. Then the Unit performs a Move Action.	+3	6	2

5.3. Reconnaissance Test

Before performing the Reconnaissance Test, players show each other their rosters. The Reconnaissance Test is an opposed test. Players roll as many dice as the  value of their army modified by the actions of the Vanguard. The winner can choose +1 Effect.

If the Vanguard took the *Halt!* action the **Scouts** rule does not work.

5.1. Choice of Effects

Starting with the winner of the Reconnaissance Test, players take turns selecting Reconnaissance Effects. The number of Reconnaissance Effects that can be taken by the Player is the total of the number granted by the Vanguard action chosen and the result of the Reconnaissance Test. Each item on the list can be selected only once. (If an Effect appears twice in the list, it can be selected twice, once for each item in the list.)

William's Task Force has Intelligence: 2. He decides not to send the Vanguard out, so he places . Kate's Task Force has Intelligence: 1. She decides to go for Aggressive Reconnaissance and places . Then they both reveal their Order Tokens. Kate performs a Risk Test by rolling 4 dice. They then perform the opposed Reconnaissance Test. William rolls two dice (Intelligence: 2+0). Kate rolls three dice (Intelligence: 1+2).

William rolls 2 and 8, and Kate rolls 3, 6 and 9. Kate's Vanguard has the Scouts (1) rule, so she rerolls the 9 and gets a 2. They both have the same lowest score (2), so they discard it. William's next lowest score is 8, and Kate's is 3. Kate wins the Reconnaissance.

Kate chooses 3 Effects (Aggressive Reconnaissance - 2 Effects +1 for winning the Reconnaissance Test). William chooses 1 Effect (Halt! - 1 Effect). Kate chooses first, since she won the Reconnaissance Test.

Reconnaissance Effects

Flanking	When deploying an army, a player, may choose to field one Unit of cavalry or dragoons in contact with the side edge of the battlefield on his own half of the table, no closer than 12 inches from any enemy Unit, instead of in the Deployment Zone.
Forced March	When deploying his force a player can choose a single Unit and once after deploying it on the battlefield can perform a Move Action with it.
Interrogation	Before starting to deploy an army, point to any one of the opponent's Units. When deploying, this Unit must be deployed before all others.
Decoy	When the deployment is completed, a player may choose his own Unit, remove it from the table and place it again in the deployment zone. It cannot be a Unit that was subject to any effect of Reconnaissance or Advantage while being deployed.
Advance position	When fielding an army, a player may place one Unit with its rear edge in contact with the deployment zone instead of inside the deployment zone.
Successful Skirmishing	After all Units are deployed (and the effect of Decoy is applied, if used), the player allocates 1 to the selected opponent's Unit. In addition, the opponent must allocate 2 to another one of his Units.
Successful Skirmishing	After all Units are deployed (and the effect of Decoy is applied, if used), the player allocates 1 to the selected opponent's Unit. In addition, the opponent must allocate 2 to another one of his Units.

6. Army Deployment

After Reconnaissance is completed, the players deploy their armies. Unless the scenario rules or other special rules state otherwise, players take turns deploying one Army Element each, starting with the Red Player.



7. Playing the Battle

Once deployment is complete, assign the initial Orders and begin Round 1 of the game. The game lasts for five rounds.

Course of the round:

Round:

1. Start Phase
 - a. Replenish the Command Points pool
 - b. Turn Order Tokens face-down and discard those face-up
2. Initiative Phase
 - a. Players secretly mark the number of CP the Commander-in-Chief allocates to modify the number of dice in the Initiative test.
 - b. The players make an opposed Initiative test
3. Action Phase
 - a. Play player turns
4. End Phase

8. Ending the Game

The game ends when one of the armies is forced to Retreat or at the end of the End Phase of Round 5.

The player who scored more points wins the game. The player who scored more points wins the scenario.

Points are awarded for

1. Achieving scenario objectives (0-6 points).

Each scenario allows you to score from 0 to 6 points for completing its objectives. The rules for scoring are described in each scenario. Unless the scenario rules explicitly say otherwise, you must add up the points for each condition met, but you cannot get more than 6 points.

If one Player is forced to Flee, at the end of the game it is assumed that the other Player controls all Objective Markers.

2. Losses inflicted on the enemy (0-6 points).

Add up the points for each of the following conditions met, but no more than 6 points can be scored.

- Each enemy Unit that has crossed the Routing Point (can be achieved more than once): 1VP
- Every two enemy Units that are in  condition at the end of the game (can be achieved more than once): 1VP
- At least half of the opponent's Units are in  condition or have crossed the Routing Point at the end of the game: 1VP
- At least half of the opponent's Units crossed the Routing Point at the end of the game: 1VP
- All enemy Units have crossed the Routing Point or the enemy army was forced to Flee: 6VP

3. Avoiding losses (0-4 points)

Add up the points for each of the following conditions met, but you cannot score more than 4 points.

- The player did not lose any Units: 2VP
- The player lost less than half of his Units: 1VP
- The player did not lose any groups  or : 1VP

William and Kate played the Key Positions scenario. At the end of the game, Kate controlled 2 Objective Markers and William controlled none. Kate lost three of her five Units, but lost no Commander or the Commander-in-Chief. William did not lose any Units, Commanders, or the Commander-in-Chief, but at the end of the game two of his four Units were in  condition.

For the scenario objectives, Kate scored 4VP. 1VP for controlling at least one Objective Marker, 2VP for controlling at least two Objective Markers and 1VP for her opponent not controlling any Objective Markers. William did not meet any of the conditions, so he did not score any points for achieving the scenario objectives.

Kate scored 2VP for the losses inflicted on the enemy. 1VP for two enemy Units that were in  condition at the end of the game and 1VP for half of the enemy Units being in  condition or crossing the Routing Point at the end of the game. William scored 5VP for the losses inflicted on the enemy. 3VP for having three of the enemy Units crossing the Routing Point, 1VP for having half of the enemy's units in  condition or crossing the Routing Point at the end of the game, and 1VP for having half of the enemy Units crossing the Routing Point at the end of the game.

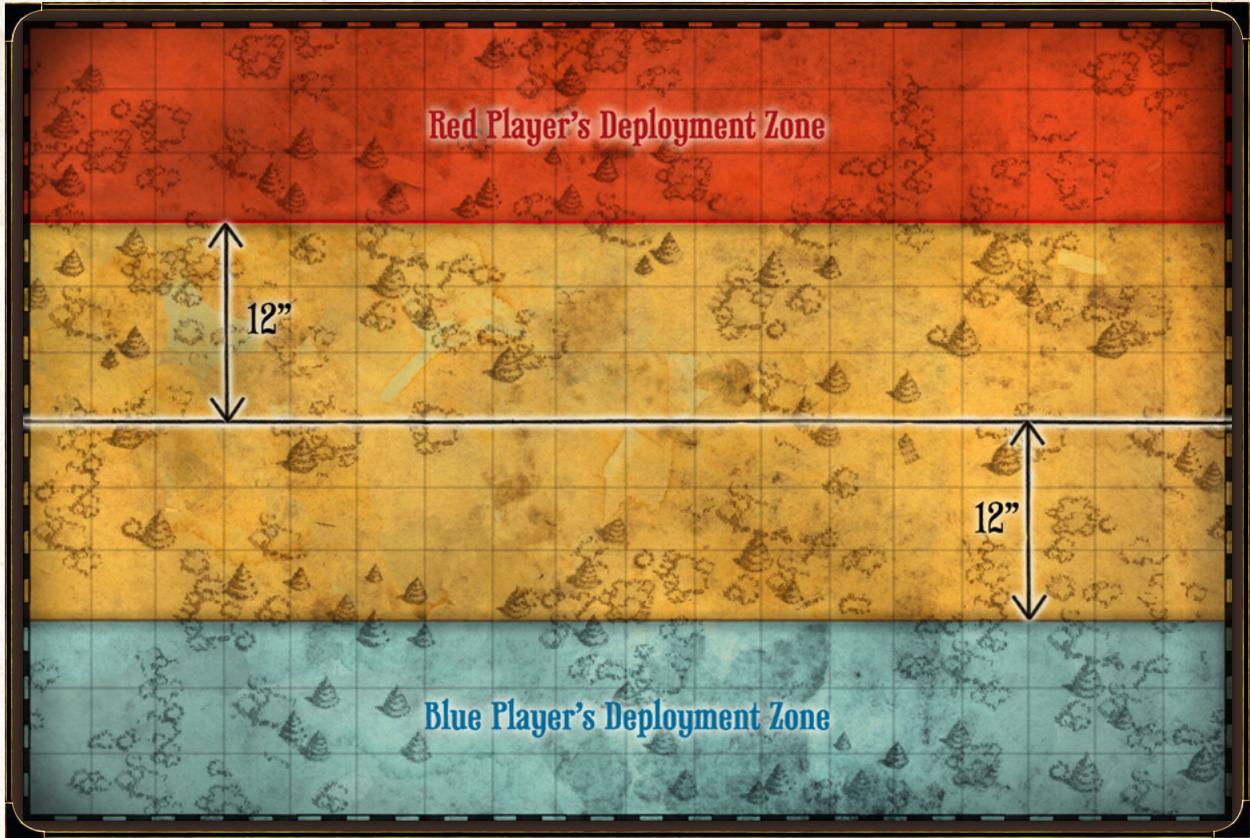
Kate scored 1VP for low own losses - for not losing any Commanders or the Commander-in-Chief. William did not lose any Units, any Commanders or the Commander-in-Chief. So he fulfilled all three conditions, which gave him a total of 4VP.

The final score is a 9 to 7 win for William.



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Key Positions (0 🏰)



Objectives

Starting with the Red Player, players place a total of three Objective Markers. Neither the markers nor the Area Terrains in which they are placed may be within 4" of the Deployment Zones or the edge of the table, and must be at least 8" from another marker or Area Terrain in which the marker is placed. First, the Red Player places one marker in the Blue Player's half of the table. Then the Blue Player places one marker in his own half of the table. Finally the Red Player places one marker in his half of the table. A marker can be placed in an Area Terrain only if the entire Area Terrain meets the conditions of marker placing.

Victory Points

- Control at least 1 Objective: 1VP
 - Control at least 2 Objectives: 2VP
 - Control all the Objectives: 2VP
 - The enemy does not control any objectives: 1VP
- Maximum **6VP** can be achieved from this Scenario.

Special rules

The game ends when one of the armies Retreats or at the end of the fifth round.



Advantages	Max		Description
Chosen ground	1	7	The Red Player places both Objective Markers on the Blue Player's half.
Secured position	1	8	The Red Player places one Objective Marker in the Blue Player's Deployment Zone.
Excellent reconnaissance	-	5	The Blue Player may move one Objective Marker by 4". Each marker can be moved only once.
Determination	1	3	The motivation of the Blue Player's army is increased by 1.
Perfect planning	1	1	The Blue Player receives 1 universal token. In any of his turns, instead of performing an activation, he can discard the token, if he does he immediately ends his turn.
Aggressive deployment	-	S - 3 M - 4 L - 5	During deployment the Blue Player may deploy a single Unit within 8" from his Deployment Zone, no closer than 12" from the short table edges. +1  if the Unit is 
Rested	-	3	In the first turn/round all Units of the Blue Player apart from the Vanguard and artillery gain +1" to Speed.
Outpost	-	6	During deployment the Blue Player may deploy a single S/M infantry or cavalry Unit within key terrain or within 4" from an Objective Marker.