

Blades of Bronze

Fast play rules for 15mm Ancients



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1. Introduction

These rules are designed for short skirmish 15mm Ancient wargames between 2 players. For scales larger than 15mm, such as 25mm, double the measurements or use inches instead of centimetres. These rules revolve around the ability of leaders to give orders to the soldiers.

2. Army designation

Units:

A unit consists of 2 figures of the same type or 1 leader, artillery, or elephant figure (with crew) on an appropriately sized base. Leaders can be any figure, although a model representing a leader is preferred.

Bands:

A band is simply 1-12 units of the same type. How bands operate:

- The units must stay together, base-to-base in the correct formation with no gaps. Refer to the table in section 5 for the correct formations.
- Each unit attacks, and is attacked, individually.
- The band moves as one and the formation does not change when moving.
- The units share the same moral level.
- Bands cannot walk over other bands or obstacles; they must change formation or go around.

Armies:

An army consists of between 1 and 9 bands of soldiers and one band with a sole leader. An army cannot have more than 10 units of elephants or beasts.

3. Setting up

The minimal requirements for a game of Blades of Bronze are as follows:

- A playing area, at least 40 X 40cm. Terrain such as hills, woods, swamps and roads can be used, grass plains are the default terrain type.
- Figures, based and nicely painted.
- Ruler or tape measure.
- At least one D6 (6-sided dice).

Deployment & Victory:

At the start of a game, add up all the units' values for each army, they should be around about the same for a fair battle. Each army should be deployed at least 40cm apart.

The winner of a game is the player who defeats all of the opposing player's soldiers, or has the highest army value after a preset number of rounds. Obviously, you can bring in other victory conditions if you wish.

4. Sequence of play

The rounds of a battle are taken in turn. The player which starts the game off is decided by the highest roll of a D6. A round consists of a player:

- A. Moving their leader if necessary.
- B. Giving orders to their bands via their leader.
- C. Bands taking initiative.
- D. Morale check and resolution.

A. Moving leaders:

A leader might be required to move in order to obtain command range or to flee from a conflict. A leader can move in any direction and their maximum movement distance is what their unit type and special attribute permits. Leaders move before giving orders.

B. Giving orders:

A leader can give one order for each band of soldiers in its army. **25cm** is the command range of a leader. If any unit of one of the player's bands is within the command range then the band can take any applicable order.

Measurements such as firing range of units and movement distances of bands can be taken before the order is given to the band. A band can't receive the same order twice in a single turn. Section 5 contains the rules for orders.

C. Taking initiative:

Taking initiative pertains to a band carrying out an action without costing an order. Only bands that are not within command range, did not act in the player's last **three** turns, or consists of a leader can take initiative. All bands that

can take initiative must take initiative and bands can only carry out one initiative action in a round.

A band takes initiative when:

- It is within fighting range of an enemy band; must fight according to the method detailed below.
- There is an enemy band within any of its units firing range; half of its units (round up if necessary) can fire according to the firing rules detailed below.
- It comes into fighting range of a band where its units can't defeat any of the enemy band's units regardless of a D6, due to attack-to-defence ratings and applicable modifiers. The band must flee straight back, if possible, to half its move distance.
- It has lost units from fire or fighting in the opposing player's turn and has gaps in its formation; the band must change formation to fill the gaps and according to the formation rules in the table below.
- The leader has been killed; it must move towards the closest enemy according to the moving rules until it's within firing or fighting range of the enemy band.
- It has Shaky morale and is within firing or fighting range of an enemy band larger than itself; a D6 roll of 6 forces it to turn around and flee to its full move distance if possible.

D. Morale check and resolution:

There are 3 levels of morale; Shaky, Eager, and Fanatical. The default is Eager. When a band is in a specific circumstance a D6 is rolled to determine it's moral for the next round, a **5+** results in the band's morale being set to the moral level in question for one round.

A band checks for Shaky moral when:

- It has lost at least one quarter of its units in the previous round.
- There are more enemy soldiers than friendly within a 16cm radius from the band's centre.
- It lost more than one unit due to an elephant, chariot or beast attack in the previous round.
- Its rear has been fired upon.
- Its morale was Shaky in the previous round.

A band checks for Fanatical moral when:

- It has wiped out an enemy band in the previous round.
- It forced an enemy to flee in the previous round.
- Its morale was Fanatical in the previous round.

A morale level other than Eager only lasts for one round.

5. Orders

Fire:

If a band is ranged and any of its units have an enemy unit within their range, then all the units of the band can fire.

Follow the rules below for a firing band:

- There can only be one target band, it is the closest if there are more than 2 available. If it is destroyed then the order is finished.
- Take into account any range modifiers mentioned below.
- The target band must be in front of the band; not to the side or behind.
- The firing units closest to the target band fire first, the farthest fire last.
- The firing unit's target is the farthest enemy unit of the target band.
- 1. For each firing unit, roll a D6. **5+** is a hit.
- 2. If it is a miss, move onto the next firer if possible and start the process again or end the order/round.
- 3. Roll another D6.
- 4. Add the firer's ranged attack rating to the result.
- 5. Apply any modifiers as well.
- 6. If the end result is equal or greater than the target's defence rating then it is a kill. Remove the casualty from the field.
- 7. Move onto the next firer or end the order/round.

Move:

When a band receives a successful order to move, the player can move the band across the field, following these rules:

- A band can move up to what its units' movement distance permits.
- The band can only move forwards, not sideways or backwards without turning first.
- The band must move in a straight line.
- It can turn up to 90° before moving, moving more than 90° halves the band's movement allowance.
- Take into account any necessary movement modifiers in the table below. If a band is going to move onto or

through an area that has movement modifiers, apply the modifier to the overall movement.

Fight:

The fighting range for units in Blades of Bronze is **1cm**. A band can receive an order to fight another band when any of its units are within **1cm** of an enemy band; only units within this range of the enemy band can fight, and must follow these rules:

- There can only be one target band, if it is destroyed then the order is finished.
- Any unit with the target in fighting range can fight, in any order.
- Each fighter's target is the closest enemy of the target band.
- 1. Roll a D6.
- 2. Add the fighter's melee attack rating to that result.
- 3. Apply any modifiers as well.
- 4. If the end result is equal or greater than the target's defence rating then it is a kill. Remove the casualty from the field.
- 5. Move onto the next fighter or end the order/turn.

Reinstate:

Reinstating a band changes its morale to Eager if it is currently Shaky. The can band fight, fire and take initiative without the negative effects of Shaky morale. Only bands that are Shaky can receive this order.

6. Classification tables:

Unit attributes:

Title	Movement	Range	Melee Attack	Ranged Attack	Defence	Value
Cavalry – Heavy	12	.	3	.	8	6
Cavalry – Medium	14	.	3	.	7	6
Cavalry – Light	14	.	2	.	7	4
Cavalry – Short ranged	14	10	2	2	7	5
Cavalry – Long ranged	14	16	1	2	7	4
Foot – Spear/Pike	8	.	3	.	7	3
Foot – Sword/Axe/Rhomphaia	8	.	4	.	7	4
Foot – Hands	10	.	1	.	5	1
Foot – Javelin	8	12	2	2	6	3
Foot – Sling	10	16	1	1	6	2
Foot – Bow	8	18	1	2	6	3
Foot – Crossbow/Longbow	8	20	1	3	5	4
Elephant – Javelin	8	8	1	3	9	8
Elephant – Bow	8	16	1	2	9	8
Chariot – Spear/Pike	12	.	3	.	8	7
Chariot – Javelin	12	6	2	2	8	7
Chariot – Bow	12	14	1	2	8	7
Artillery – Small	6	20	1	3	5	7
Artillery – Large	4	26	0	4	5	9
Tamed beast (hound, lion...)	12	.	3	.	6	4
Additional						
Unexperienced (peasant, slave...)	.	- 2	.	- 1	- 1	- 1
Specialist (historically recognised)	+ 2	+ 2	+ 1	+ 1	.	+ 2
Leader	+ 2	.	+ 1	.	.	.
Note: Attributes can't go below 0.						

Band formations:

1 – 4 units	5 – 11 units	12 units
1 row	2 rows	3 rows
Note: Columns must be even, the front row gets the extra unit if there are an odd number of units.		

Modifiers for units:

	Range	Melee Atk.	Ranged Atk.
Firing			
Firing down hill	+ 2	.	.
Firing into or over woods	- 2	.	- 1
Firing at single unit band	.	.	- 1
Firing at Elephant	.	.	+ 1
Firing at unit's rear	.	.	+ 1
Fighting			
Spearman vs. Cavalry or Elephant	.	+ 1	.
Hands vs. Beast	.	+ 1	.
Ranged soldier vs. Elephant	.	+ 1	.
Unit's band has more than 4 units	.	+ 1	.
Attacking enemy's flank	.	+ 1	.
Attacking enemy's rear	.	+ 2	.
Attacking Shaky	.	+ 1	.
Unit is Fanatical	.	+ 1	.
Attacking Fanatical	.	- 1	.

Modifiers for bands:

	Movement
Moving	
Rough going (uphill, swamp, woods...)	- 2
Mounted in woods	- 2
Previously moved 4 times in a row	- 2
Road or paved area	+ 2
Fanatical	+ 2

7. Conclusion

Enjoy the game and send me any feedback about these rules if you want. t.g@safe-mail.net 2006.
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