

# **SWORDS & WIZARDRY**

## **ATTACK TABLE**

Consult this table whenever an attack is made. Find the name of the attacking piece in the left hand column, the name of the defending piece along the top of the table and read off the result where the columns cross. The action to be taken is given below.

Defending Pieces

		Individual Pieces				Military Pieces				Monster Pieces			Siege Catapult
		King	Hero	Marshall Royal	Princess	Knights	Men-At-Arms	Bowmen	Peasants	Dragon	Giant	Ogre	
Attacking Pieces		King	Hero	Marshall Royal	Princess	Knights	Men-At-Arms	Bowmen	Peasants	Dragon	Giant	Ogre	Siege Catapult
Individual Pieces	King	X	—	D	D	A	—	D	A	A	A	A	—
	Hero	A	X	—	D	A	—	D	A	D	D	D	—
	Marshall Royal	A	—	X	D	D	D	D	D	A	X	X	—
Military Pieces	Knights	A	—	A	D	X	D	A	D	A	D	D	D
	Men at Arms	—	D	A	D	A	X	X	D	A	—	D	D
	Bowmen	A	D	A	D	D	X	X	D	A	A	A	D
	Peasants	D	D	A	—	A	A	A	X	A	A	A	—
Monster Pieces	Dragon	D	A	D	—	D	D	D	D	X	X	D	A
	Giant	D	A	D	—	A	D	D	D	X	X	D	—
	Ogre	D	A	D	—	A	A	D	D	A	A	X	—
Siege Catapult		—	—	—	—	A	A	A	—	D	—	—	—

**SYMBOL**

**ACTION**

X	Both pieces eliminated
A	Attacker eliminated
D	Defender eliminated
—	No Result. Both pieces remain in place

**Notes**

**Wizard**

The outcome of all conflicts involving the Wizard is determined by throwing the die, results being as follows:—

Throw	Result
5 or 6	All pieces eliminated automatically (except opposing Wizard)
3 or 4	All non-Monster pieces eliminated.
2	Peasants only eliminated.
1	Wizard eliminated.

**Wizard v Wizard**

Lower thrower is eliminated.  
Equal throws—both pieces eliminated.

Remember the variations to the Attack Table in these specific circumstances;  
Siege Catapult attacking pieces occupying Castles.  
Ogres' enhanced powers in wooded areas.

## **SWORDS & WIZARDRY—A FANTASY GAME FOR 2 PLAYERS**

Swords & Wizardry is a game of strategy and skill, set in the Dark Ages. Each player controls a force comprising military units, monsters and peasants and includes individual pieces such as the Hero, the Wizard, the King and the Princess. The objective is to rescue the Princess held captive by the opposing force, by means of identifying and then destroying the opposing forces. By this process of elimination, the hidden Princess will eventually be discovered and rescued.

### **DESCRIPTION OF EQUIPMENT**

#### **PLAYING BOARD**

This is designed to represent the area on which the two opposing forces will meet in conflict and is divided into 100 squares; the coloring is decorative only. Depicted are the following important features:

- (a) Castles. These enhance the defensive value of occupying pieces: in simple terms any piece occupying a castle square cannot be challenged in the ordinary way. Full details are given later.
- (b) Forests. These are clearly marked as “Forest Sauvage” and “Grimmwood”. Within these wooded areas the powers of the Ogres are enhanced, whilst the powers of the “Group” pieces Knights, Men-At-Arms, Bowmen and Peasants are reduced.
- (c) Lake. Lake Limpid lying across the central area of the board cannot be entered or occupied by any piece. The Wizards and the Dragons may fly directly over the lake (but not diagonally). All other pieces must manoeuvre around the lake. The “Magic Rainbow Bridge” which crosses the lake diagonally across the centre is the only exception, and may be used by any piece to cross the lake. This is the only diagonal move allowed during the course of the game. Challenges may take place across this bridge in the normal manner.

#### **PREPARATION**

The board is placed between the players so that each player has three castles nearest to him, with the wooded areas and the lake occupying the centre squares between them. Each player then deploys his pieces (red backed, black backed) with the backs of the pieces facing his opponent so that the identity of the pieces remains hidden from his opponent. Each player must occupy all the squares of the three rows nearest him, plus any 6 squares of the fourth row (but not the lake square. The Princess must be placed on one of the Castle squares, whilst Siege Catapults cannot occupy any castle square.

Within these limitations pieces may be placed entirely at each players discretion, although this should not be done entirely at random: some hints on initial placement are given below under the heading “Strategy”.

#### **COMMENCEMENT OF GAME**

Having arranged which player is to start, each player in turn moves any one piece of his choice according to the abilities of the piece selected. In general this will involve moving the piece selected **one** square only, sideways, forwards or backwards into an unoccupied square or into a square occupied by an opposing piece. In the latter case - called a challenge - each player shows his piece. The attack table is consulted and the indicated action taken. Should the defending piece be defeated it is removed from the

game and given to the victorious player. Pieces removed from the board take no further part in the game. [The only exception to this rule is the Siege Catapult which remains on its own square \(see below\).](#) Should the attacking piece be defeated it is similarly removed from the board. Should both pieces be eliminated both are removed from the board; should the outcome be given as “No Result” the attacker returns to the square it came from. In all circumstances, play immediately passes to the opposite player.

Play continues on this basis, with many pieces on both sides inevitably being eliminated and both forces making advances into opposing territory. Eventually the “Princess” piece on either side will be challenged, identified, and the rescue will have taken place by the successful challenger.

### NOTES ON PLAYING PIECES

Each player starts with a force of 36 pieces, including the Princess who has no attacking or defensive powers. Whilst a careful study of the Attack table will give a clear indication of the strengths and weaknesses of the varying pieces the following notes give additional information on the different abilities of each piece.

**King.** Is strong against pieces representing Individuals. (Hero, Marshall Royal) has limited abilities against Military pieces and Peasants but fails against Monsters. No special powers.

**Hero.** Defeats all Monsters but is overcome by Military forces and Peasants (who are no respecters of reputations!) No special powers.

**Marshall Royal.** Strong against Military forces and Peasants, but not Monsters. No special powers.

**Wizard.** A most important piece. May move any number of squares sideways, backwards and forwards, providing the path is clear. Can fly over the lake as well as use the bridge normally, attacks and defends by means of casting magic spells, success or failure being determined by rolling the die. A throw of 6 or 5 will defeat any other piece (except possibly the opposing Wizard). A throw of 4 or 3 will defeat all non-monster pieces. A throw of 2 will defeat Peasants only. A throw of 1 indicates that the spell has been unsuccessful and the Wizard is defeated and removed from the board.

Should the die throw result in neither piece being defeated, the Wizard bounces back one square as for “No Result” in normal attacks. Should Wizard attack Wizard, each throws the die, the higher thrower defeating and eliminating the lower thrower, by dint of superior magical ability. Should both throw the same number, both are eliminated as the spells will have equal effect on each Wizard. The Wizard cannot rescue the Princess (treat as a “No Result” attack).

**Princess.** Must be placed at the start of the game on one of the Castle squares. Can make normal moves but has no attacking or defensive abilities. However, cannot be rescued by monsters or Wizard (too frightening), Peasants (too demeaning), or Siege Catapult (only a piece of machinery).

The game is concluded once the Princess is challenged and identified by King, Hero, Marshall Royal or any Military Force. She may of course be identified following a challenge by a non-rescuing piece, but this piece must then retreat to allow a successful challenge to be made by a “rescuing” piece.

**Knights.** These pieces represent a force of knights on horseback, and are the most powerful of the “Military” forces. They are automatically defeated only by their feudal superiors, King and Marshall Royal, and the Bowmen and Dragon. No special abilities.

**Men-At-Arms.** These pieces represent a force of foot soldiers armed with Halberds and are less powerful than the Knights.

**Bowmen.** These pieces represent a force of Longbowmen. Their most useful asset is their ability to defeat the Knights.

**Peasants.** The least powerful pieces in the game. However, as no respectors of authority or reputation, they will defeat the King and the Hero. Cannot rescue Princess.

**Siege Catapult.** These have a limited but vital function. An attack by a Siege Catapult on a piece occupying a castle will automatically defeat the occupying piece, except the Princess, whatever its rank or value. An attacking Siege Catapult will also defeat a Dragon, on the basis that a well aimed boulder will do as much damage to an unprepared Dragon as anything else. The Siege Catapult also has the ability to attack pieces adjacent to it (sideways, forwards, or backwards, not diagonally). Should a Siege Catapult attack at this distance, the outcome (except in the case of Castles and Dragons) must be treated as a “No Result” both pieces remaining in place. Should the Siege Catapult attack the immediately adjacent square, the results given in the Attack Table must be implemented. [The Siege Catapult does not occupy a defeated piece’s square but remains on its own square, and it cannot at any time be moved onto a Castle square.](#)

**Dragon.** A powerful piece. Defeated only by Hero, Wizard (probably) and Siege Catapult when attacking. Attacks on or by Giant or other Dragon will destroy both pieces. Can fly over intervening pieces but one square only due to great size and small wings. Cannot however achieve final rescue of Princess.

**Giant.** Another powerful piece, but defeated by Hero and Bowmen. Attacks against Knights, Dragons and other Giants will destroy both pieces. Cannot rescue Princess.

**Ogre.** The least powerful “Monster” piece but its value is enhanced when positioned within either Forest Sauvage or Grimmwood. Here the Ogre will automatically defeat any Military force, whether attacking or defending, as the abilities of the Knights, Men-At-Arms, Bowmen and Peasants are nullified by the trees and undergrowth whilst the Ogre is in his natural element. These rules apply when an Ogre attacks a piece situated on a wooded square or when an Ogre is attacked when situated on a wooded square. Cannot rescue Princess.

## NOTES ON NATURAL FEATURES

**Grimmwood/Forest Sauvage.** As has been noted above, these areas enhance the powers of the Ogre, when conflict takes place within them.

**Lake Limpid.** Provides a natural barrier to all pieces except Wizard and Dragon (subject to its limited ability) which can **fly over it**. All pieces may use the “Magic Rainbow” bridge, the only time in the game that any piece may move diagonally.

**Castles.** Pieces occupying Castle squares can be defeated in only two ways:

(1) By Siege Catapult (details given above). Should the piece occupying the Castle prove to be the Princess, the Princess must remain in position for the remainder of the game and await rescue by an authorized piece.

(2) By being surrounded by opposing pieces. A Castle is surrounded, when the three squares to the front, side (and rear) are occupied by any combination of opposing pieces. Once the Castle is surrounded in this manner the surrounding player may immediately, and automatically, remove the piece occupying the Castle and replace it with whichever of the surrounding pieces he chooses. Should the defending piece prove to be the Princess, rescue and victory occur, provided that one of the surrounding pieces is the type of piece entitled to make a successful rescue.

Unoccupied Castle squares may be occupied by any piece (other than a Siege Catapult) from either side during the course of a normal move.

## **GENERAL STRATEGY**

Having read this far it will be appreciated that the successful player will need a thorough knowledge of the various abilities of his pieces, a good memory, and as in any game, some luck! There is nothing to beat playing the game two or three times to appreciate the basic do's and dont's, but in the meantime the first time player should find the following points helpful.

### **1. INITIAL DISPOSITION OF PIECES**

Some care and thought must be given to this as an initial attack by an opposing powerful piece may locate your Princess in two or three moves with all your own pieces capable of defeating the attacking piece grouped on the wrong side of the board. The natural inclination is to place one's own Princess piece as far from the attacking force as possible but the two squares immediately behind the Lake are very strong defensively, capable of attack only by Dragon or Wizard. Ogres should be available for early movement into the wooded areas where their value is enhanced whilst Siege Catapults should be shielded from early assaults due to their great defensive weakness, but important attacking abilities against Dragons & Castles. In general strong pieces should be distributed amongst weaker pieces in order to mount early counter-attacks. Pieces with specialist abilities should be protected until their targets can be identified.

## **PLAYING THE GAME**

In order to locate and rescue the Princess, one's own pieces must move forward into the opposing territory. This will necessitate attacks being made, and sooner or later, pieces being lost. The aim must be to ensure that pieces lost are of less use in the later stages of the game than the opposing pieces which are defeated. (It is well worth sacrificing one's own Peasants to locate opposing Knights which can then be eliminated by one's own Marshall Royal in an immediate counter attack!) Even the movement of Dragons can be blocked by Peasants in sufficient depth to prevent flight.

## **END GAME**

Pieces must be reserved which are capable of rescuing the Princess or else the game cannot be won outright. Siege Catapults should also be preserved in order to achieve speedy defeat of defended castles once a path has been cleared. The Wizard too should be used sparingly as his ability to travel the length of the board becomes more valuable the less pieces there are to block his path. Also remember that the Princess, although having no defensive or attacking abilities, is able to move as freely as any other piece and may be moved into enemy territory if deemed expedient.

Should at any stage a player be unable to move any piece when it is his turn to do so, victory is immediately awarded to the other player. Victory is therefore still possible even if a player has lost all his “rescuing” pieces, and players should take special care to avoid having their pieces trapped in this fashion.