

Philip Sibbering Presents

SPHERES OF WAR

— UT SEMENTEM FECERIS, ITA METES —

Tactical Sphere

Fragment 1 (beta rules v0.1)

"As you SoW, so shall you reap" – Cicero.

Aim: Introducing new *Reapers* to Spheres of War. The first sheet covers the basic structure of SoW. It is a foundational block, upon which all the later rules are built.

Features: a fast tactical table-top wargame based on Historical Western Martial Arts, using consecutive matches, simultaneous movement, chained combat, and single roll combat actions.

Notice: This is not a full game. This Fragment is a component part of the full rule-set. The full rule-set collects together all the component parts (Fragments) for a Sphere and compiles them into a single volume. In this case that will be the Tactical Sphere ruleset. This single volume will be offered as a Print on Demand book with explainers, and a simplified PDF. All content will be duplicated on my website, and the simplified PDF will link back to explainers on my website.

Document ID: sow-tactical-frag1-v0.1f
Sphere: Tactical
Level: Novice
Component: Fragment 1
Type: One Sheet
Version: 0.1 (beta)
Release date: 2019 – 11 – 10
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Special thanks: George, Lee, Stef, and Ed.

Rules on reverse, PTO

Spheres of War: Tactical – Fragment 1

You'll need;

- 1) 2 Players.
- 2) 2 six-sided dice (D6), 1 for each Player. (In a later Fragment we'll switch to D10)
- 3) A gaming table with a marked play area, min 1' x 1' (a game mat is a good idea)
- 4) 5 black and 5 white chess pawns, or checkers, to represent 'combatants' on the gaming table

Set up

- 5) Players set up on opposite sides of the gaming table.
- 6) Set up your combatants within 6" of your side of the play area (6" x 2 = 1', min play area size)
- 7) Players take on the role of Instigator (white) or Retaliator (black). Flip a coin.

Turn Organisation;

- 8) The game is divided up into Turns
- 9) Each Turn is made up of a series of Matches.
- 10) Matches are between one Instigator and one Retaliator – a Matched pair of opponents.
- 11) All combatants on the table-top start a turn unMatched.
- 12) The *first* Match is between the closest unMatched Instigator and unMatched Retaliator.
- 13) If possible Matches are equidistant: Instigator picks which Match to process.
- 14) Only Matched opponents can perform Actions.
- 15) Actions are: Wait, Move, and Fight.
- 16) The Instigator always performs an Actions first, followed by the Retaliator's Action in response.
- 17) There are five (5) Actions per Match.
- 18) Once all Actions in a Match are used up, the Match is '*Resolved*', and the participants '*Inert*'.
- 19) '*Inert*' opponents play no further part in the rest of the Turn.
- 20) Create the next Match between the next two closest opponents, ignoring the Inert.
- 21) The TURN ENDS when all Matches have been resolved, start the next Turn.
- 22) If a Turn starts, and only one Player has combatants on the table, that Player WINS.

Movement & Waiting;

- 23) Matched opponents, *not* in base-to-base contact can only choose 'Wait' or 'Move' Actions.
- 24) The Wait Action means a combatant does nothing for 1 Action.
- 25) The Move Action means you can move your combatant 2" on the tabletop, cost 1 Action.
- 26) You can move directly towards or directly away from your Matched opponent.
- 27) Moving off the gaming area removes that combatant from the game.
- 28) If Matched opponents make base-to-base contact they are in combat;

Combat;

- 29) The Combatant 'A' is the one that moved into base-to-base contact; the other is Combatant 'Z'.
- 30) Once in base-to-base contact A & Z, are 'locked in combat' and can *only* choose 'Fight' Actions.
- 31) A Fight Action is made up of a 'Move & Strike', or a 'Defence & Strike', either costs 1 Action.
- 32) On base-to-base contact Combatant A immediately strikes Combatant Z.
- 33) Combatant Z must defend themselves with an Action Test using 1D6.
 - a) 5-6: 'Z' fails, is defeated, and is removed from the table-top. 'A' is the Winner.
 - b) 1-4: 'Z' is successful in their defence, and Strikes back at 'A'.
- 34) Combatant A must now defend themselves and make an Action Test using 1D6.
 - a) 5-6: 'A' fails, is defeated, and is removed from the table-top. 'Z' is the Winner.
 - b) 1-4: 'A' is successful, and Strikes back at 'Z'.
- 35) Repeat this process, until one is removed, or all remaining Actions have been used up.
- 36) When counting the 5 Actions, count moves & rolls (ignore strikes when counting)
- 37) The MATCH ENDS when both run out of Actions, or one is removed from combat.
- 38) Any Winners become unMatched, and are free to make Matches next Turn.