

Philip Sibbering Presents

# SPHERES OF WAR

— UT SEMENTEM FECERIS, ITA METES —

## Tactical Sphere

### Fragment 1 (beta rules v0.2b)

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

**Aim:** Introducing new *Reapers* to Spheres of War. The first **Fragment** 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 for **28mm miniatures** based on Historical Western Martial Arts, using serialised 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.

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*Special thanks: George, Lee, Stef, and Ed.*

*Rules on reverse, PTO*

# Spheres of War: Tactical – Fragment 1

## Set up;

- 1-1) 2 Players.
- 1-2) 2 six-sided dice (D6), 1 for each Player. (In a later Fragment we'll switch to D10)
- 1-3) A gaming table with a marked play area, min 1' x 1' (a game mat is a good idea)
- 1-4) **Two distinct sets of five x 28mm miniatures, to represent the 'combatants', preferably unarmed.**
- 1-5) **An imperial rule, or 2" piece of card (about the size of a credit card), which can be decorated.**
- 1-6) Players set up on opposite sides of the gaming table.
- 1-7) Set up your combatants within 6" of your side of the play area (6" x 2 = 1', min play area size)
- 1-8) **Players take on the role of Instigator or Retaliator. Flip a coin. Each takes a set of 5 miniatures.**

## Turn Organisation;

- 1-9) The game is divided up into Turns
- 1-10) Each Turn is made up of a series of Matches.
- 1-11) **All combatants on the table-top are deployed unMatched.**
- 1-12) Matches are between one Instigator and one Retaliator – a Matched pair of opponents.
- 1-13) The **first Match** is between the **closest** unMatched Instigator and unMatched Retaliator.
- 1-14) If several possible Matches are equidistant: Instigator picks which Match to process.
- 1-15) Only Matched opponents can perform Actions.
- 1-16) Actions are: Wait, Move, and Fight (**Move & Auto-hit, and Defend & Auto-hit**)
- 1-17) The Instigator always performs an Action first, followed by the Retaliator's Action in response.
- 1-18) There are five (5) Actions per Match.
- 1-19) Once all Actions in a Match are used up, the Match is '*Resolved*', and the participants '*Inert*'.
- 1-20) '*Inert*' opponents play no further part in the rest of the Turn.
- 1-21) Create the next Match between the next two closest opponents, ignoring the Inert.
- 1-22) The TURN ENDS when all Matches have been resolved, start the next Turn.
- 1-23) **A player WINS if there are no enemy combatants on the table.**

## Movement & Waiting;

- 1-24) Matched opponents, *not* in base-to-base contact can only choose 'Wait' or 'Move' Actions.
- 1-25) The Wait Action means a combatant does nothing for 1 Action.
- 1-26) The Move Action means you can move your combatant 2" on the tabletop, cost 1 Action.
- 1-27) **You can only measure movement after you have chosen to move, min move is 1/4"**
- 1-28) You can move directly towards or directly away from your Matched opponent.
- 1-29) Moving off the gaming area removes that combatant from the game.
- 1-30) If Matched opponents **come into** base-to-base contact are in combat;
- 1-31) **If the Matched opponents fail to make base-to-base contact in a turn they become unMatched.**

## Combat;

- 1-32) **Any combatants in base-to-base at the beginning of a turn are automatically Matched.**
- 1-33) **Once in base-to-base contact both are 'locked in combat' and can *only* choose 'Fight' Actions.**
- 1-34) **The first Fight Action is always 'Move & Auto-hit', to get into contact, and costs 1 Action.**
- 1-35) **Subsequent Fight Actions are 'Defend & Auto-hit', while in contact, and also costs 1 Action.**
- 1-36) **When counting Actions, count on the 'Moves' and 'Defence Rolls' (ignore Auto-Strikes)**
- 1-37) **The Combatant that moves into base-to-base contact with their opponent is the Attacker**
- 1-38) **The other Combatant that the Attacker moves into base-to-base contact with is the Defender**
- 1-39) **Combat loop start: the Attacker Auto-Strikes the Defender.**
- 1-40) **The only way to *override* the Auto-hit is with a Martial Art Test, role 1D6;**
  - a) 5-6: Defender fails, is defeated, and is removed from the table-top. The Attacker wins.
  - b) 1-4: Defender is successful in their defence, and strikes back!  
**The Defender becomes the Attacker, and this forces the Attacker to become the Defender.**  
**The roles are *reversed*. Return to Rule 1-39)**
- 1-41) Keep repeating this process, until one is removed, or all remaining Actions have been used up.
- 1-42) Any Winners become unMatched, and are free to make Matches next Turn.