

SONG OF ARTHUR AND MERLIN

Arthurian Skirmish Miniatures Rules



Written by Daniel Mersey

Song of Arthur and Merlin

Stand-Alone Arthurian Miniature Wargaming Rules
Revised Edition, based on the *Song of Blades* engine by Andrea Sfligoi
Written by Daniel Mersey



Credits

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Table of Contents

Table of Contents			
Introduction			
Which King Arthur to Play?			
Game Length, Scale and Conventions			
Measuring Sticks			
Profiles			
Basic Rules			
Before the game			
Determine Attacker and Defender			
Initiative			
Activation			
Ending the Game			
Activated Figures			
Movement			
Moving Through Friends			
Climbing			
Jumping			
Falling Damage			
Hand-to-Hand Combat			
Hand to Hand Combat Modifiers			
Ambush			
Size in Hand-to-Hand Combat			
Knocked Down Models			
Recoiling Models			
Following Up			
No Space to Recoil			
Leaving Hand-to-Hand Combat			
Ranged Combat			
Line of Sight			
Targeting Restrictions			
No Shooting In or Out of Hand-to-Hand Combat			
Cover			
Wooded Areas			
Missile Expenditure			
Aimed Shots			
Size in Ranged Combat			
Magic			
Restrictions in Spell Casting			
Spell Range			
Spells as Ranged Attacks			
Transfix			
Attacks on Transfixed Models			
Morale			
When to Make Morale Checks			
Cascading Morale Checks			
Rally Around the Flag			
Group Actions			
Optional: Large Group activations			
Optional: Sub-commanders			
Regroup			
Concentrated Shooting			
Shieldwall			
Campaigns			
After the Battle (winning warband)			
After the Battle (losing warband)			
Replacing Dead Models			
Improving Your Models			
Expanding Your Warband			
Warband Advances			
Special Rules			
Jousting			
Raiding			
Carrying Treasure Chests			
Dropping Treasure Chests			
The High Medieval King Background			
Magic Items			
The Adventurous Shield			
Balin's Broadsword			
2 Blessed Armor			
3 Bor's Sword			
3 Damsel's Ribbon			
3 Excalibur			
3 Galatine			
3 Golden Harness			
4 The Grail			
4 Hermit's Potion			
4 Lancelot's Ring			
4 Magical Ring			
4 Perceval's Sword			
4 Priamus' Sword			
4 Relic Sword			
5 Sacred Vision			
5 The Spear of Vengeance			
5 Terror Tree			
5 Viviane's Shields			
6 Water of Paradise			
6 Warbands			
6 Designing your warband			
6 Games between bands of knights			
6 Questing Knights			
6 High Medieval Warband Advances			
6 High Medieval Rosters			
6 Characters			
6 Scenario Generator			
6 All-Out Battle			
7 Ambush			
7 Treasure Hunt			
7 Place of Power			
On Difficult Ground			
7 Quest for a Magic Item			
7 None Shall Pass!			
7 Blood Feud			
7 Rescue			
7 Tournament			
8 Special Scenarios: In the Realm of Camelot			
8 Drawing the Sword from the Stone			
8 The Strife of Camlann			
8 Camlann Table (roll one die)			
8 Grail Quest Campaign			
8 Game 1: Within Camelot's Hinterland			
9 Game 2: Into the Perilous Forest			
9 Game 3: The Desolate Desert			
9 Game 4: The Grail Castle			
9 Finding the Grail			
10 Grail Tests			
10 Witness the Ghostly Wild Hunt			
10 Discover a Holy Well			
10 Encounter a Faerie			
10 Encounter an Enigmatic Maiden with an Apple			
10 Encounter Your Brother in a Tragic Duel			
11 Vision of the Grail			
11 The Welsh King Background			
11 Magic Items			
11 Arthur's Mantle			
11 Arthur's Weapons			
11 Cauldron of Ceridwen			
11 Cauldron of Champions			
11 Dart of True Flight			
11-17 Enchanted Weapon			
Faerie Cloak			
18 Lion-Skin Shield			
18 Magical Torc			
18 Mead			
18 Padarn's Tunic			
19 Pendragon's Helmet			
19 Pryderi and Manawyddan's Shields			
19 Rydderch Hael's Sword			
19 Standing Stones			
19 Terrifying War Horn			
19 Tudwal Tudelud's Whetstone			
19 Weasel Venom			
19 Warbands			
19 Designing Your Warband			
19 Triad Tale			
20 Welsh King Warband Advances			
20 Welsh King Rosters			
20 Scenario Generator			
20 Kill the Monster!			
20 Magical Cattle Raid			
20 Kidnap			
20 The Hunt			
20 Culhwch and Olwen Campaign			
20 Game 1: Wrnach the Giant's Sword			
20 Game 2: The Cauldron of Diwrnach			
20 Odgar, King of Ireland			
20 Game 3: The Hunt for the Giant Boar			
21 Twrch Trwyth			
21 Game 4: The Very Black Witch			
21 The Historical King Background			
21 Designing Your Warband			
21 Warband Advances			
22 Rosters			
22 Dismounting Chieftains and Champions			
24 Scenario Generator			
24 Raid			
25 Marauders			
25 Fight at the Ford			
25 Special Scenarios: The Fifth Century AD			
25 The Battle of Badon, circa AD495			
25 Optional rule: Groups in Historical Games			
26 Optional Rule: Zone of Control			
26 The Ride of the Gododdin, circa AD600			
26 The Ravens Were Red At Argoed Llwyfain			
26 Playing gwyddbwyll for real			
27 Designer's Notes			
27 Miniature Lists and Further Reading			
27 Quick Reference Sheet			
27 Warband Reference Sheet			
27 Ganesha Games Products and Coming Attractions			



Introduction

This is a set of Arthurian miniature wargaming rules based on the *Song of Blades and Heroes* rules by Ganesha Games. All the rules needed to play are included in this book. The rules are compatible with other *Song of Blades* products, and you can expand them using the other rulebooks as sources of ideas and scenarios. Anyway, all you need to play is in this book.

Which King Arthur to Play?

Stories of Arthur have been around for many generations, maybe from as early as the sixth century and definitely from the ninth century, intertwining many different settings and characters. Depending on your take on the legend or history, you may decide to play games set in the classic Arthurian setting of an enchanted medieval world (High Medieval King), or prefer the equally enchanted but slightly grittier setting of earlier Celtic folklore and old school history (Welsh King). Some players wish to re-enact the real life battles in Britain of the fifth and sixth centuries – the historical era in which a real life Arthur might have lived – bereft of magic and monsters, but still full of tactical choices and tough warbands (Historical King).

The same miniatures can be used for the Welsh and Historical King games, using models from the many existing Dark Ages ranges; for High Medieval games, look to plunder fantasy ranges and historical models from the medieval period 1100-1500.



To play this game, you'll need 3 six-sided dice, a few miniatures, three measuring sticks and a play surface of at least 60 x 60cm. You'll also need a few scenic material to represent hills, trees, boulders, ruins and the like (you can just use some paper outlines laid out on the battlefield if you don't have well crafted terrain).

Game Length, Scale and Conventions

Once you know the rules, a game requires 30-45 minutes, making it possible to play a short campaign (3 to 5 scenarios) in a single evening. The game can be played in any scale. The nominal ground scale with 15mm models is 10mm = 1 yard. One figure represents one man or creature. One turn represent a few seconds. All distances and ranges are measured with three measurement sticks labeled Short, Medium or Long. Pre-measuring (checking a range before declaring an attack or a movement) is allowed. Players may measure distances at any time. The recommended minimum play area is 60 x 60cm with 15mm models and 90 x 90cm with larger scales.

Measuring Sticks		
	15mm models	25/28mm models
Short	50mm	75mm
Medium	80mm	120mm
Long	120mm	180mm

Profiles

Every model is described in game terms by a profile. Here's a sample:

Romano-British warrior

Points 17	Quality 4+	Combat 2
Special Rules	Shieldwall	

Points: this is the cost of the model. More powerful models cost more points. Software for calculating a model's value is available on www.ganeshagames.net

Quality is an overall indication of the model's willingness to fight, reaction speed, initiative and morale. It is the number to be rolled on a die to activate the model, so the lower the number, the better. When it's your turn, you nominate a model that you're trying to activate. You can roll one, two or three activation dice – your choice. Every roll that is equal or better to the model's Quality is a success, every roll that is lower is a failure. You get to do one action for every success. **If you roll two or more failures, the turn passes to your opponent (after the model acts on its one success, if it had one), who gets to nominate one of his models and to activate it.** It is generally wise to start acting with the models with the best (lowest) Quality target numbers.

Combat is a measure of how well the model fights. In a fight, this value is added to the roll of a die and compared to the opponent's Combat plus the roll of a die. The score takes into account armor, weapons, and weapon skill, and may be influenced by Special rules.

Special rules: this catch-all category includes all the abilities and special powers of a model. Special rules describe what the creature can do in addition to its basic profile. Some rules are detrimental and decrease the model's point value.