

Swords & Sorcery

These lists are based off the old SPI board game entitled "Swords & Sorcery". This was SPI's launch into non-Tolkien based fantasy wargaming. Authored by Mark Herman and Greg Costikyan, the game featured a plethora of bad puns and silly cultural references from the 1970s. Despite the light-hearted subject matter, the game produced a wonderful and dynamic fantasy world with memorable heroes that is filled with classic Swords and Sorcery tropes. I strongly recommend finding a copy.

The lists are designed for either a 12-player campaign of the entire valley of The Great Sword or perhaps a smaller 6 player campaign based on either the southern valley or the northern valley. Each list is 110pts (100 points of troops plus the extra for the C-in-C). give a quick game of less than 1 hour. This is the perfect size for a large campaign. The orders of battle model those of the game but have been modified for convenience to fit my figure collection. Feel free to add more magic or some of the stranger elements featured in the game. Dragons, giant Killer Penguins, and even the 5th Panzer Division can be found in the original.

The Southern Valley

The Cronks

After the sudden appearance of the Bottomless Plungehole in the vast karoo of Aardvark Wallow, the Cronks were first spotted. These strange creatures resembled a cross between a giant Tasmanian Devil, an ape, and a skunk. Emitting a horrid odor and eating everything in sight they seemed to exhibit little intelligence, except for the occasional use of peculiar weapons, and were a danger only to the indigenous Zulu tribesmen of the area. This changed with the subsequent appearance of Raman Cronkivitch, purported to be a human/Cronk hybrid. Ramon was somehow able to communicate with the Cronks. He banded them together, organized them into warbands, and made peace with the local Zulu tribesmen (or at least convinced his Cronk brothers to stop eating them). Later after allying with exiled sorcerer Svartz Tarnkap, he forged the Cronks into a dangerous force in the valley, eating their way across the land.

Aggression: 4

Home Territory: Dry (Karoo)

Description	Type	Min - Max	Cost Per Element
Ramon Cronkevitch	Hero (C-in-C) <i>Lethal</i>	1	26
Svartz Tarnkap	Mage (Level 2)	1	10
Heavy Pluglunks	Great Beasts <i>Lethal</i> (smell)	10	6
Mounted Zulu Allies	Light Mounted (Fast)	3	3
Zulu Bowmen Allies	Bows (Fast)	2	4

Special Rules:

Allied Zulu troops follow the Ally rules and cannot group move with Cronk elements.

The Corflu Cultists

The origin of the priest Unamit Ahazredit is obscured in mystery. Some say he is from exotic lands far away. Some say he was born of a simple peasant woman in the Empire. Whatever his pedigree, he as a young man joined the Savatian religion of the Empire as a devout follower. Dissatisfied, we left the church and studied Necromancy. Making contact with other-worldly powers, he discovered the Great Ghod Corflu. Starting a new religion worshipping this new Ghod he quickly gathered a huge following. Strange rites involving breathing a white fluid said to be the tears of the Great Corflu leave the worshippers in an intoxicated state and ready to do battle to spread their religion.

Joined by the crazed wizard Peg-Leg Gonzo, who possess the ancient magical artifact called the "Rex Rotary", Unamit and legions of crazed cultists are hell-bent on destroying the Empire and spreading their new religion.

Aggression: 5

Home Territory: Steppe

Description	Type	Min - Max	Cost Per Element
Unamit Ahazredit	Cleric (C-in-C) <i>Elite</i>	1	18
Peg-Leg Gonzo	Mage (Level 2)	1	10
Spearmen Cultists	Spear	9	6
Light Mounted Cultists	Light Mounted <i>Lethal</i>	3	4
Zeplins of Corflu	Great Flyers Elite	2	8

Special Rules:

The Rex Rotary- Peg-Leg Gonzo

This magic artifact allows the casting of the Ritual: Conjure the Rex

Difficulty: 6

On a successful casting a huge Tyrannosaurus Rex (Behemoth, *Lethal*) is placed touching Peg-Leg Gonzo. This Behemoth may be moved as normal in the following turns. On a Pip roll of one however, the magic wears off and the Rex is removed from the board. On a Pip roll of two, the Rex goes berserk and moves 2D6 BWs in a random direction (roll a scatter dice). It will conform to the first element it contacts (friend of foe) and fight that turn. If in contact it may leave an existing contact and hit a new element if the scatter dice moves it away. While berserk it ignores threat zones. If it hits impassible terrain or a board edge, the Rex stops. It then reverts to a normal element. Only one Rex may be conjured at a time.

Sliggoth of the Swamps

It is not known by the scholars of Urf Durfal if Sliggoth is a single creature that has ruled the Swamp folks for 3 millennia or if the title refers to a line of rulers of those strange races. Whatever the truth, the Swamp Folks, once rulers of this world are confined to their last stronghold, battling against all in a desperate struggle to survive. Sliggoth has vowed once again to rule the world and make all other species bend the knee (and perhaps provide their own for his dinner!)

Aggression: 1

Home Territory: Tropical

Description	Type	Min - Max	Cost Per Element
Sliggoth the Great Old One	Hero (C-in-C) <i>Elite</i>	1	27
Saurian Guards	Blade <i>Elite</i>	6	10
Dinosaurs	Behemoth	2	5
Saurian Warriors	Auxilia (Fast)	4	4

Special Rules:

Sliggoth treats swamp as good going for movement purposes.

Duchy of Endore

The last bastion of humanity free from the Empire of man is the Duchy of Endore. Stuck between unfriendly races and debased religions and facing an all-encompassing Empire, Snorri Gunderchucksson fights a desperate battle to remain free from Imperial domination. Careful diplomacy can only go so far however. Luckily the non-human races need Endore just as much as Endore needs them, though the Cronks occasionally forget alliances and eat some of the Endoreans. Mistakes do happen.

Aggression: 2

Home Territory: Arable

Description	Type	Min - Max	Cost Per Element
Snorri Gunderchucksson	Knight (C-in-C)	1	15
Knights of Endore	Knights	6	5
Foot Guard of Endore	Blade	4	6
Shieldwall of Endore	Spear	5	6
Medieval Crossbow	X Bow	3	4

Special Rules:

none

Paladins of the Empire

The Paladins of the Empire were established by the Church as a check on the power of the Emperor. Charged with ensuring a moral and orderly takeover of the rest of the world for the Empire, they will fight the over races but are certainly willing to conquer by persuasion and diplomacy. They are also suspicious of the current Emperor and will not hesitate to remove him should he turn evil. Paladin Glade with this Sword Retaliator that allows him to fly stands as one of the most powerful entities of the land. Even the Emperor stands in awe.

Aggression: 4

Home Territory: Arable

Description	Type	Min - Max	Cost Per Element
Paladin Glade with Excaliber	Aerial Hero (C-in-C) <i>Elite</i>	1	29
Paladin Stephen the Pure	Paladin	1	8
Imperial Cataphracts	Knights	6	6
Imperial Pike	Pikes	8	3
Imperial Xbow	Xbow <i>poor</i>	4	3

Special Rules:

The Paladins only gain 1/2 victory points for defeating their Empire brothers in battle of taking their lands

The Empire

Corun the Unconquerable has extended his empire across all humanity. The only unconquered are the non-human races. These ancient foes (and sometimes allies) of humanity must fall under his control. Standing in his way and slowing him, however, is the Empire's very own order of Paladins. Those moral busybodies, while allied to him are always forcing him to make moral choices. Destroying them would make his job easier, but the Empire itself would suffer.

Aggression: 4

Home Territory: Arable

Description	Type	Min - Max	Cost Per Element
Corun the Unconquerable the Emperor	Knight (C-in-C) <i>Elite</i>	1	18
Elodress the Sorceress of Vortices	Mage (Level 3)	1	11
Imperial Cataphracts	Knights	6	6
Imperial Pike	Pikes	10	3
Imperial Xbow	Xbow <i>poor</i>	5	3

Special Rules:

The Paladins of the Empire are popular with the people. Corun only gains 1/2 victory points for defeating the Paladins in battle or taking their territory.

The Northern Valley

The Spider Folk

Mellanthia the ancient Queen of Spiders once led her peoples in battles to conquer the world. Possessing a magic staff of great power, she wields both terrible physical strength and ancient magics. The world however has passed the Spider Folk by and the Empire of man is slowly destroying the ancient forests that sustain her race. Making peace with her ancient foe, the Dwarves, may be the only way to save her race, though the enmity between the two runs deep.

Aggression: 3

Home Territory: Forest

Description	Type	Min - Max	Cost Per Element
The Spider Queen	Behemoth/Mage (3) (C-in-C)	1	22
Warriors of the Web- Giant Spiders	Behemoths	4	10
Spider Legions- Spider Riding Goblin Tribes	Auxilia (Fast)	12	4

Special Rules:

The Staff of Sandoval. At the first of every turn (before Pips are rolled) for the Spiders, Mellanthia must declare whether she counts as a Behemoth or as a Mage (3). The decision stands until the beginning of her next turn.

Convivia (Dwarf Kingdom)

Perhaps the greatest of the Dwarf Kingdoms, Conviva is ruled by Gerudirr the Dragonslayer. From a humble family, Gerudirr worked his way up through the Dwarven military to become a top general. Upon the horrible death of the old Dwarven King of Convivia and his family by a dragon, Gerudirr sought revenge and slew the beast. For his great deed of bravery, the Dwarven kingdom made him king.

Aggression: 2

Home Territory: Hilly

Description	Type	Min - Max	Cost Per Element
Gerudirr the Dragonslayer	Hero (C-in-C) <i>Elite</i> vs Dragons	1	25
Dwarvish Axe	Blade	10	6
Dwarvish Handgunners	Xbow (Handgunnes)	3	5
Dwarvish Cannon	Artillery	2	5

Special Rules:

Handgunners count as Xbow with a range of 2BW. They are *Lethal* in ranged combat.

Gerudirr counts as *Elite* when fighting Close Combat against Dragons.

ORC (Orcish Revolutionary Council)

Chairman Naskhund was simple orc warrior until he stumbled upon a strange interdimensional treasure. Finding a little red book said to contain magic, he gained a new terrible power that he used to take over New Orc City and orc civilization in general. Orc tribes had been split between the ruling white orcs and the larger but more subservient black orcs. Naskhund organized the lower orders from both tribes into an order of red orcs. The new red orc order said to contain all the orc proletariat rose up, overthrew the ruling white orcs and seized the means of production. Naskund declared himself Chairmen of the new state and sought to take his new red philosophy to the other races. This mostly just confused the other races as they saw all orcs as well, green.

Aggression: 4

Home Territory: Hilly

Description	Type	Min - Max	Cost Per Element
Chairman Naskuhnd	Hero (C-in-C)	1	20
Gahnab the Nasty- Orc Mage	Mage (Level 2)	1	8
Black Orc Tribesmen	Great Beasts	5	6
Orc Pikemen	Pike <i>poor</i>	8	3
Goblin Hordes	Hordes	6	3
Warg Cavalry	Cavalry	3	4

Special Rules:

X The Unknown

After the defeat of the Dark Lord in ancient times, his great stronghold known as the Citadel of Blood lay broken and uninhabited. These ghoul haunted ruins seemed destined to forever be abandoned to time. A young aspiring Necromancer from the Empire moved into the ruins and began once again to practice strange arts. Fearing the rise of another Dark Lord, the Elves and Dwarves formed an uneasy alliance and sought to once again raze the Citadel of Blood to the ground. X the Unknown, however, used a combination of powerful new sorceries and skillful diplomacy to defeat the alliance. Claiming not to be a new Dark Lord, he has stayed neutral since the war. The Elves and Dwarves distrust him but may have to garner favor with him should the Empire invade.

Aggression: 1

Home Territory: Waste

Description	Type	Min - Max	Cost Per Element
X-the Unknown	Mage (Level 5) (C-in-C)	1	23
Mercenary Cavalry	Knights	4	6
Night Goblin Tribes	Auxilia <i>Lethal</i>	9	6
Light Mounted Cultists	Light Mounted	3	3
Giant	Behemoth	1	6

Special Rules:

Ritual Spell: Gloom of Night

Difficulty 5

This spell casts a gloom over the battlefield that incites the Night Goblin tribes to greatness. Until the next X The Unknown turn, all Night Goblins are *Elite* as well as *Lethal*.

The High Elves of Vynar

The high Elf kingdoms have existed since the beginning of time. For all of human history Damlandril and Gwailgilian of Nattily Wood have ruled their people. Powerful both in magic and combat ability the Elves have resisted incursions from Dwarves, Orcs, Spiders, and now humans. Staunchly against the expansion of the Empire the Elves fight a doomed battle to unite the other warring factions and hold back the age of man.

Aggression: 2

Home Territory: Forest

Description	Type	Min - Max	Cost Per Element
Damilandril High King	Hero (C-in-C) <i>Elite</i>	1	22
Gwailgilian of Nattily Woods	Mage (Level 4)	1	12
Elvish Spearmen	Spear <i>Elite</i>	4	8
Elvish Bowmen	Warbow <i>Lethal</i>	4	6
Elvish Cavalry	Light Mounted <i>Elite</i>	4	5

Special Rules: None

Krasnia (Dwarf Kingdom)

Often at odds against the Elves while having to contend constantly with Orcs and the occasional risings of Dark Lords, the Dwarven Kingdom of Krasnia has somehow flourished. This may be due to their odd King Gislan the Rock. Unlike most of the Dwarf race, Gislan early in life showed a propensity for Magic. This unusual power served him and his people well. Krasnia is a powerful kingdom in the norther reaches.

Aggression: 2

Home Territory: Arable

Description	Type	Min - Max	Cost Per Element
Gislan the Rock	Mage (Level 2)	1	10
Dwarvish Commander	Blade (C-in-C) <i>Lethal</i>	1	17
Dwarvish Axe Brothers	Blade	9	6
Dwarvish Miners with Heavy Picks	Blade <i>Lethal</i>	3	7
Dwarvish Death Machines	Infernal Machine	1	8

Special Rules: None