Steel and Crystal

Rules version 1.1

Introduction

Steel and Crystal is an easy solo game of conquest on a fantasy land. You are the General of your Empire and your mission is simple: defeat the enemies of your Emperor. Every scenario states the initial forces that you have under your command and the objectives you must obtain to win.

Game Map

The game map represents one continent/region divided in different areas: every area has one base terrain type (Clear, Mountain, Forest etc..) and some optional elements (towns, dungeons…). You must mark on the map the current position of your army (use one counter/penny or draw your position with a pencil).

For each area the [Area Table] of the Scenario specify:

❑ The GP produced
❑ The troops that you can recruit from this area.

Whenever you conquer a new area you must update the Game Chart adding the GP and increasing the Max column in the troop roster with the troops relative the newly conquered area: if the units are listed between parenthesis you cannot recruit them, hence you won't update the troop roster for these units (while you must fight against them in the conflict phase)

Every area can be:

❑ Empire controlled: this area is under control of your Empire; you can collect Gold Points (GP) and troops only from this areas.
❑ Neutral: the local government controls the area.
❑ Enemy controlled: the area is under control of a Major Enemy of your Empire. Major Enemies are capable of expanding their reign (see the Event phase).

The main difference between Neutral and Enemy controlled is that the latter, being part of an enemy empire, cannot be explored (see the Exploration phase) and will be defended by the whole Enemy army (Neutral areas are always defended only the local forces). Depending on the scenario every Enemy initially controls some areas on the map; during the Event phase the enemy could be able to add more area to his realm; when you enter an Enemy controlled are you will have to face the possibility of fighting against an army composed of ALL the troops controlled by the Enemy (i.e. not only the troops of the area where your army is located).

Setup

Copy in the Game Chart the current treasure and resources as defined by the scenario data. Copy in the Game Chart the list of the initial army composition as defined by the scenario data.

Sequence of play

❑ Event phase
❑ Recruitment
❑ Movement
❑ Exploration
❑ Conflict
❑ Conquest

Event Phase

Roll 2D6 in the scenario Event Table and apply the results immediately.

Roll one D6 for each enemy empire present (as for the scenario): on a result of 5-6 the selected empire extends his power; add +1 to the dice roll if you control 1/4 of the game area, add +2 when you control half or more of the game map.
If an enemy empire has grown select the nearest (random) area to the enemy capital: mark this area as Enemy controlled area in the map.

Recruitment Phase

In this phase you can collect the GP from all the area under your control: add this number to the current GP total in the Game Chart.
You can then buy any unit provided that:

1. You have enough GP to buy it
2. The number of units you already have of the selected type is less than the value in the corresponding MAX column

Every area can produce a fixed number of units - every time you conquer a new area you increment the MAX column of every troop type listed in the corresponding Area Table; the MAX value represents the upper limit of units of each type you can recruit.

When you buy a new unit update the Game Chart subtracting the GP of the new unit(s) from the treasure and incrementing the total number of units in the army.

If you can recruit a Wizard and the last wizard is dead during a combat you can recruit a new one by paying the relative cost.

Movement Phase

Your army has 2MP (movement points). One area with Clear terrain costs 1MP, every other area costs 2MP.

If you enter on a neutral territory you must stop your movement and go to the Exploration phase.

If you enter on a the Enemy Capital area (i.e. the area where the enemy capital is located) you must stop your movement and go to the Conflict phase against the Enemy army.

If you enter on a enemy-controlled territory roll 1D6: on a result of 1-3 you have been intercepted by the enemy army: stop your movement and go to the Conflict phase. On a result of 3-6 the enemy army is not in the area and you can conquer it automatically: update the Game Charts **only** with the GP (the troops have been already recruited by the enemy) and mark the game map to reflect the control status.

Exploration Phase

When you end your move on a Neutral area you must roll in the Exploration Table and apply the results. This represents the effective exploration of the area, getting a more complete knowledge of the area resources and defending forces.

Conflict Phase

If your army ended the movement on a Neutral zone you must now fight the defending forces: the scenario's Area Table specify the troops that you must beat to conquer the area.

If your army ended the movement on a enemy controlled area and the enemy force has intercepted your army (see the movement phase) you must now fight the enemy forces: add up all the troops listed in the scenario's Area Table whose area is controlled by the Enemy.

The battle will last 1D6+1 rounds: every round is resolved in two steps

❑ Magic step: the wizards of both armies will try to use their powers
❑ Battle step: both armies will fight with iron and blood.

Magic step:

- Enemy wizard (if present) segment: roll 1D6 in the [Spells Table] and apply immediately the result
- Player wizard (if present): you can choose any Spell your wizard can cast (specified in the Scenario data).

Battle step:

- Every unit type has a Combat Factor (CF) value: some units have a bonus when the adversary army include some specific types; as an example the spears (SP) have a CF of 4: if the enemy army includes some cavalry units the SP are worth 4+2=6CF.
- Monsters (type=MO) are always listed in the [Area Table] with their associate CF; as an example: MO/Orcs:2 means that the enemy force include some orcs with a CF=2.
- Add up the total CF of both armies and then define the Attacker/Defender ratio (round up in favor of the defender).
- Roll 1D6 and consult the [Combat Table]: the results are in form (Defender units lost)/(Attacker units lost).
- Player losses: you can choose any unit to satisfy the combat results.
- Adversary losses: pick a random units with the lowest CF.

At the end of the last round the army with the highest total CF is considered the winner: if the Player is the winner you can go to the Conquest phase otherwise you must retreat your army on an adjacent area. In both cases you must roll 2D6: on a result of 2 your wizard is dead by magic exhaustion.

Conquest Phase

If your army is now on a Neutral or Enemy area you have conquered it:

- update the Game Chart adding the area GP to the resource total (the treasure is unaffected)
- update the Game Chart adding the troops listed in the [Area Table] for the conquered area: update the MAX column for every troop type listed unless the unit type is listed between parenthesis (this represents local troops that won't fight for you).
- You can now add to your army any one unit listed in the [Area Table] without any GP expense: increment the number of units for the selected unit type.
- Mark the area as conquered in the game map.

Game Tables

[Unit Types]

Type	Name	$$	CF	Notes
SK	Skirmish	1	1	+3 vs EL
LI	Light Infantry	2	3	
BD	Blades	3	5	
SP	Spears	3	4	+2 vs LC/HC/EL
LC	Light Cavalry	4	6	-1 on Mountain/Wood
HC	Heavy Cavalry	5	8	-2 on Mountain/Wood
EL	Elephants	5	10	-3 on Mountain/Wood
CH	Chariots	5	7	-4 on Mountain/Wood
MO	Monster	X	X	the CF is always listed in the area table
WZ	Wizard	8	-	

[Combat Table]

DiceRoll	Force Ratio			
	1:1	2:1	3:1	4:1
1	-/2	1/1	1/1	2/1
2	-/1	1/1	2/1	3/-
3	1/1	1/-	3/-	4/-
4	1/1	2/-	4/-	5/-
5	1/-	3/-	5/-	6/-
6	2/-	4/-	6/-	8/-

Result: (Defender units lost)/(Attacker units lost)

Modifiers:

- if the number of cavalry units of one side is twice or more than the adversary number adjust one column at his advantage (left if defender, right if attacker).