

*This is my first document to Mike Butterworth at Testors outlining some ideas. Its worth noting that while most of the ideas here are still in the game the mechanics have changed in just about every case – for example you don't add dice for moves together any more - you pick the highest instead (for aggressive moves) or any dice (for disciplined moves), combat doesn't matrix as shown any more either. An interesting example of how fast things can change, I was kind of surprised myself when I looked at it.*

## Song of ice and fire miniatures game

Some ruminations on mechanics

### Core concept – Aggression vs Discipline

Skirmish level (3-20 miniatures per side) fantasy rules. Strong emphasis on move mechanics, limited ranged combat and magic. Given the protagonists can be split into 'civilised' and 'barbarian' miniatures will include two key characteristics, Aggression and Discipline.

Aggression (rated I-V)

Discipline (rated I-V)

**Movement:** Can be aggressive or disciplined.

**Aggression:** Roll a number of dice equal to Aggression and add the results together. This is the distance the models MUST move either straight forward or towards an enemy or friend.

*For example a barbarian group is Agg II. They roll Two D6 and add the results together, giving them a move distance of 2-12".*

**Discipline:** Roll a number of dice equal to aggression or discipline value, choose dice results up to Aggression rating to indicate maximum movement in any direction.

*For example a civilized unit is Agg I Disc III, they roll three D6 and choose one to indicate their move distance, giving them 1-6" move ( with a high average).*

**Combat:** Models attack using either Agg. or Disc. Ratings, always defend using Disc. Comparing both gives a hit number ie.

Attack/defence	I	II	III	IV	V
I	4+	5+	5+	6+	6+
II	3+	4+	5+	5+	6+
III	3+	3+	4+	5+	5+
IV	2+	3+	3+	4+	5+
V	1+	2+	3+	3+	4+

*For example: Agg II vs Disc III = 5+ to hit*

Models make one attack for each point of rating they have i.e. Agg II make two attacks.

Any hits must be translated into wounds using other stats (Power?/Hardiness?/armour). Models surviving hits are driven back (6" – Agg or Disc.). Bonuses for formation fighting, flanking. Missile troops will need a skill ratings too, which equals their to hit roll, and a power for their weapon.

Explanation: The trade-off between aggression and discipline will make the key difference between civilized and barbarian troop types. Mounted troops will have boosted Aggression and lowered Discipline. Aggressive troops are dynamic and fast moving but hard to control, disciplined troops can manoeuvre better and resist attacks better.

## **Experience and progression**

As we are thinking of relatively small forces I think it's worth considering an experience and progression system to promote the roleplaying side of the game.

### **Leaders – Courage and Honour**

Leaders gain extra stats for Courage and Honour (I-V)

Courage grants rerolls on dice for moves and attacks by troops being led. One reroll per point of courage.

Honour grants bonus dice to the troops being led. One bonus dice per point of honour.

These characteristics are expended when used to grant bonuses, give a distinct meaning to phrases like 'they have no honour' or 'they lack courage' ☺

### **Named Leaders**

With a complete background at our fingertips we have a lot of named characters to draw on potentially. I think the best approach may be to emphasise the experience and progression aspects by using named characters as permanent leaders for only top notch forces. In other games they appear with individual sub-plots so players have to balance their value in the game with taking on additional victory conditions (which could be as simple as 'don't let them get hurt/die').

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