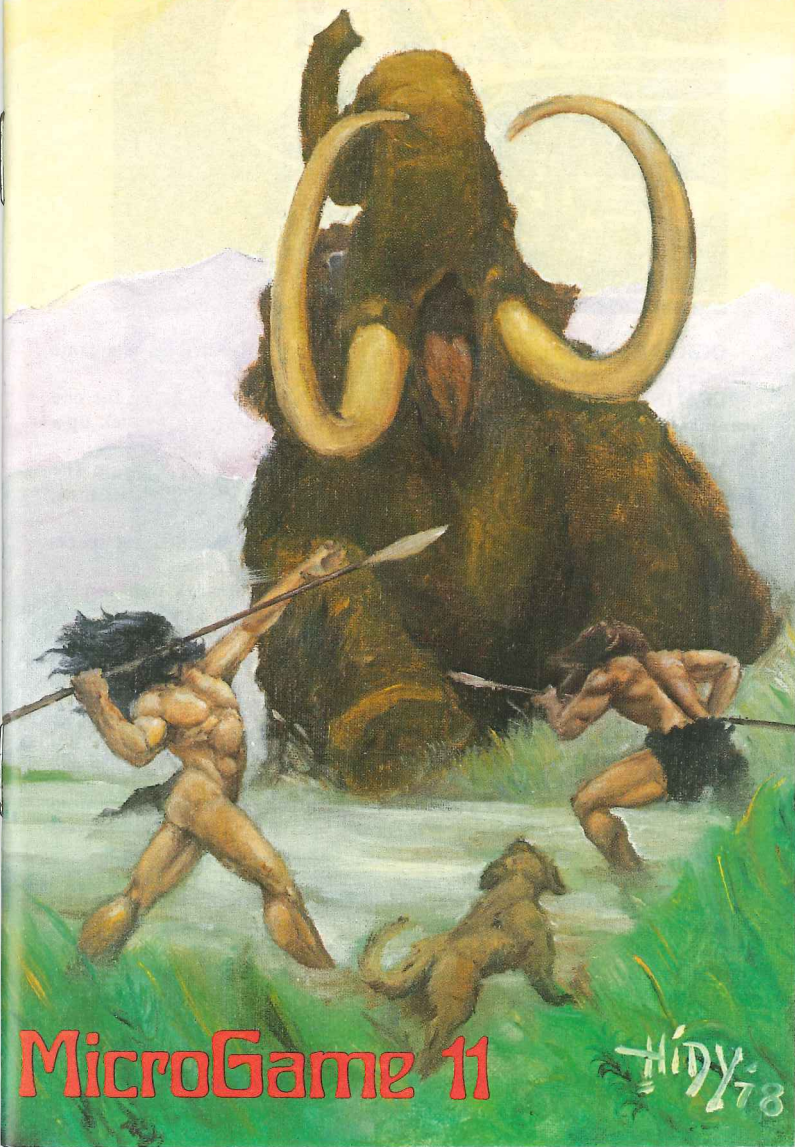


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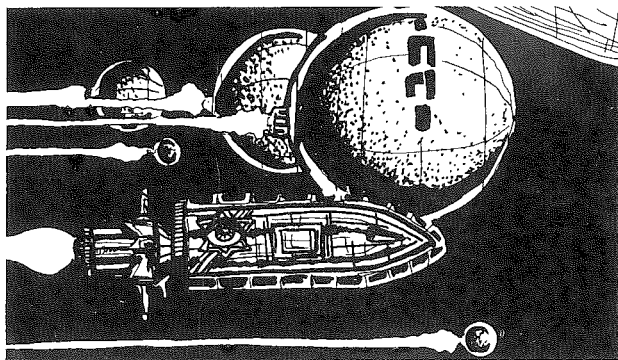
STICKS & STONES



MicroGame 11

Hidy 78

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STICKS & STONES



Stone Age Warfare---10,000 B.C.

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1.0 INTRODUCTION

STICKS AND STONES is a game simulating intertribal warfare in the late Stone Age. Limited numbers of warriors engage in village raids, ritual territorial fights, and hunting expeditions, using non-metal weapons. Units represent small groups of warriors, domesticated animals, dependents or a single large wild animal. These units move and fight on a map of a typical river valley. Weapons and defenses are purchased by allocation of Work points. Victory is determined on the basis of booty captured, enemies killed, or large animals trapped. Each hex represents about 50 meters, and each turn represents one minute.

2.0 COUNTERS

STICKS AND STONES has several types of counters.

2.1 Warriors.

Armor Type (A-Armored; O-Unarmored)

Weapon Type

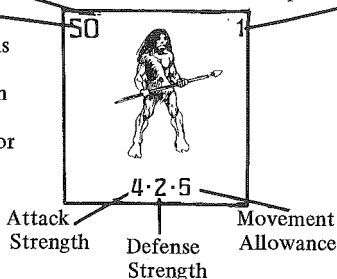
Weapon Range

H- Hands

A- Axe and other hand weapons
not meant to be thrown

S- Spear and other hand-thrown
weapons

B- Bow and arrow or blowgun or
spears and throwing board



2.2 Dependents.



2.3 Animals.

Unit Type

Dog-Dog pack

M- Mastodon

G- Goats and other
domesticated animals



2.4 Goods. These represent portable, useable items such as food or skins.



2.5 Villages. See rules section 10.0.

Type

U- Unprotected

P- Protected

F- Fortified

3.0 PREPARATION FOR PLAY

3.1 Selection of Scenario. STICKS AND STONES has several scenarios (see 12.0). Players may wish to devise their own scenario instead. Also, optional rules (see 11.0) may be added to the basic rules if both players agree to their use.

3.2 People Point-Work Conversion. The scenario rules will give each side a particular number of People points (Ppts) and Work points (Wpts) with which to purchase warriors (see 3.3). Before selecting forces, each player may secretly convert Ppts to Wpts at a rate of 2 Wpts per 1 Ppt. This represents certain members of the tribe working exclusively as toolmakers instead of becoming warriors. Some scenarios have limits on the number of Ppts which may be converted into Wpts.

3.3 Selection of Forces. Each player now receives 1 warrior for each Ppt he has. Wpts may be expended to arm and armor warriors, train dogs, or (in player-devised scenarios) protect or fortify villages (see 10.0). Players may not purchase extra dependents, goods, goats, or villages (or mastodons). Consult the Units chart for the Ppt and Wpt cost for various types of units. The limits of the counter mix provided with the game cannot be exceeded. No new counters may be made up. Selection of forces is done on paper simultaneously by both players. When both players have written down their forces, each shows his list to the other, and then gets the counters out.

3.4 Set-up. Players next place their counters on the map, as instructed by the scenario rules (12.0). After this, the first turn begins.

4.0 TURN SEQUENCE

Each turn consists of several phases, which must be done in order.

1. First Player's Movement Phase
2. First Player's Combat Phase
3. Second Player's Movement Phase
4. Second Player's Combat Phase

The scenario rules state which player is the first player.

5.0 MOVEMENT

5.1 General. During each Movement Phase, a player may move some, none, or all of his units. Each unit may be moved in any direction or combination of directions. A unit may be moved through a number of consecutive hexes equal to its Movement Allowance. For example, a non-armored warrior unit (Movement Allowance of 5) may move 5 hexes per turn. A unit may move less than its Movement Allowance, or does not have to move at all. Unused movement may not be transferred to another unit or saved for next turn.

5.2 Friendly Units. A unit may freely move through hexes occupied by friendly units. However, it may not end the Movement Phase in the same hex as friendly units in violation of stacking restrictions (see 6.0).

5.3 Enemy Units. A unit must immediately end its movement for the turn when it enters a hex occupied by an enemy unit of any type. Units in STICKS AND STONES, unlike those in many war-games, do not exert "zones of control" into adjacent hexes.

5.4 Terrain Effects on Movement. Many types of hexes count as more than one hex of a unit's movement. The Terrain Effects Chart indicates the Movement Allowance penalties for entering hexes with certain types of terrain features. If a hex has two terrain features with a penalty, then the penalties add, so that this hex counts as 3 hexes of a unit's movement. A unit may not enter a hex if it does not have sufficient movement left to do so. **EXAMPLE:** A unit with a Movement Allowance of 5 could enter 2 swamp hexes and a clear hex, or a swamp hex and a hex with both a swamp and a stream, but not 3 swamp hexes. Movement penalties always apply when a unit is entering a hex, never when it is leaving it. The movement penalty for a stream hex applies regardless from which hex the unit is moving. Mastodons are a special case; see 12.3C.

5.5 Goats. A goat unit cannot be moved unless it is escorted by a warrior, dog, or dependent unit. The escorting unit must begin and end the Movement Phase stacked with the goats. A single escorting unit may simultaneously escort several goat units which are stacked together. Goats which are not escorted do not move (unless optional rule 11.2 is being used).

5.6 Dogs. Dogs may be moved independently of people.

5.7 Captured Dependents. Captured dependents require an escort; see 9.3.

5.8 Movement of Goods. Goods may be transported by warriors and dependents. The transporting unit must begin and end the Movement Phase stacked with the goods unit. A unit's Movement Allowance is decreased by one while it is transporting a goods unit. One warrior or dependent unit may transport one goods unit. Alternatively, two warrior or dependent units may transport a single goods unit without movement penalty. Units transporting goods attack and defend normally.

5.9 Exiting the Board. To leave the mapboard, units must expend one point of their Movement Allowance. Goats must be escorted and goods must be transported when they leave. Units which leave the map may not return. (Exception: AR and DR combat results; see the Combat Results Table.)

6.0 STACKING

6.1 Warriors. At the end of a Movement Phase, each side may have up to 3 warriors per hex. Both sides may have 3 warriors in the same hex. A warrior unit may move *through* a hex which already contains 3 warrior units of its side, but it may not end its movement there.

6.2 Dogs. Dog units count as $\frac{1}{2}$ of a warrior unit for stacking purposes. Thus, a hex may contain 6 dogs, or a warrior and 4 dogs, or 2 warriors and 2 dogs of each side.

6.3 Dependents, Goats, and Goods. Unlimited numbers of dependents, goats, and goods may be in a hex in addition to any warriors and dogs in that hex.

6.4 Mastodons. Up to 3 mastodons may occupy a hex, in addition to any warriors or dogs in the hex.



7.0 COMBAT

7.1 General. If a warrior or dog unit is in the same hex as an enemy unit during its own Combat Phase, it may attack that enemy unit. Attacking is always voluntary. Briefly, each attack against an enemy unit is done by comparing the Attack Strength of the attacking unit with the Defense Strength of the unit being attacked, rolling a die, and consulting the Combat Results Table (CRT). First, an odds ratio is computed. This is the attacker's Attack Strength divided by the defender's Defense Strength. This ratio is rounded off *in the defender's favor* to one of the simplified odds ratios shown on the CRT. **EXAMPLES:** A spear unit (Attack Strength of 4) attacking an unarmored warrior unit (Defense Strength of 2) is 4-2, which simplifies to 2-1. A spear unit attacking an armored warrior unit (Defense Strength of 3) is 4-3, which rounds off in the defender's favor to 1-1. After the odds are computed, a die is rolled. The corresponding line of the proper column of the CRT is consulted, and the results are applied. No unit may attack more than once per turn; neither may a unit split its Attack Strength to participate in two attacks. *No unit may be attacked more than once per turn.*

7.2 Multiple Attackers and Defenders. More than one unit may attack a single defender. The Attack Strengths of all attacking units

are added to produce a combined Attack Strength. This is then compared to the Defense Strength of the unit they are attacking to produce an odds ratio. Alternatively, a single unit may attack more than one defending unit. The Defense Strengths are added, and the unit's Attack Strength is divided by this sum to produce the odds ratio. Also, several attackers may attack several defenders. The odds ratio is computed by dividing the combined Attack Strength by the combined Defense Strength.

7.3 Stacking Effects on Combat. If any warriors or dogs in a hex are attacked, then all enemy warriors and dogs in that hex must be attacked. If several attacking units are involved, the attacker has the option of attacking all of the defending units in a single attack, using a combined Defense Strength, or of making several attacks. He may have one unit "soak off" several defenders by attacking them at low odds so that the rest of his units can have better odds. **EXAMPLE:** 2 axe units (Attack Strength of 3 each) and 1 dog unit (Attack Strength of 1) are in the same hex as an armored bow unit (Defense Strength of 3) and two unarmored units (Defense Strength of 2 each) during the axe unit's Combat Phase. A single 7-7 or 1-1 attack can be made, or a 6-3 (2-1) and a 1-4 attack can be made, or a 3-3, 3-2, and 1-2 can be done, as well as other combinations.

7.4 Dependents.

7.4.1 Attacks on Dependents: Dependents may not be attacked unless all warriors and dogs of their side in that hex have been attacked first. Attacking dependents is not the same as attempting to capture them (see 9.0). Captive dependents may be attacked by the side which captured them.

7.4.2 Attacks by Dependents: Dependents may not attack warriors (except for capture counterattacks; see 9.2). They may attack enemy dependents, animals, or goods (see 7.6).

7.4.3 Effects on Warrior Combat: If one or more dependents are in the same hex as friendly warrior units which are being attacked, the odds ratio is adjusted one column to the right on the Combat Results Table. **EXAMPLE:** A spear unit attacking an unarmored warrior unit is ordinarily 4-2 or 2-1, but if a dependent friendly to the unarmored warrior is also in the hex, the odds shift to 3-2. If a captured dependent friendly to the attacking warriors is in the hex, being guarded by the defending warriors, the odds are adjusted one column to the left. Wounded dependents still provide these adjustments. These adjustments apply to attacks involving both dogs and warriors, though not to attacks involving only dogs.

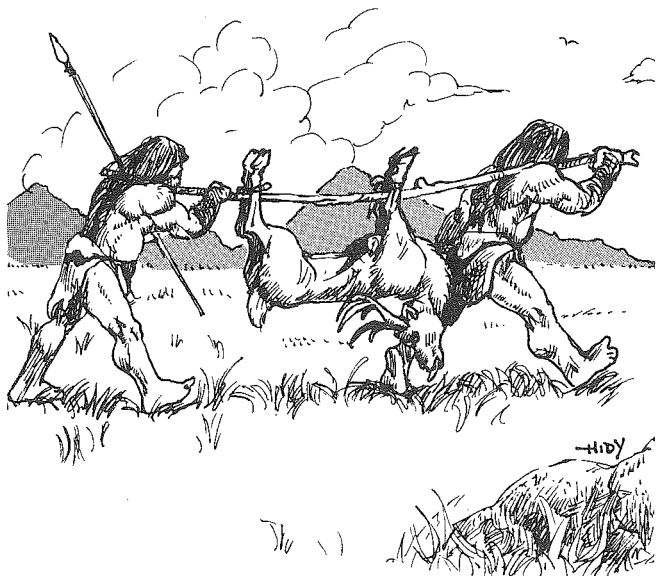
7.5 Goats. Goats may be attacked only if first, all warriors and dogs, and, secondly, all dependents, of their side in their hex have been attacked.

7.6 Goods. Goods may only be attacked if all warriors, dogs, and dependents in their hex have been attacked first. Goods are automatically destroyed if attacked. They may be destroyed by their owners if no enemies are in the hex.

7.7 Mastodons. See 12.3.

7.8 Terrain Effects on Combat. The Defense Strength of any

unit in a swamp or Fortified Village hex is doubled. The Attack Strength of any unit in a rough, woods, or stream hex is halved. The Attack Strength of any unit in a hex with two of these terrain features is quartered. Fractions are always rounded up. **EXAMPLE:** An axe unit (normal Attack Strength of 3) has an Attack Strength of 2 in a woods hex, and an Attack Strength of 1 in a woods/stream hex.



8.0 RANGED COMBAT

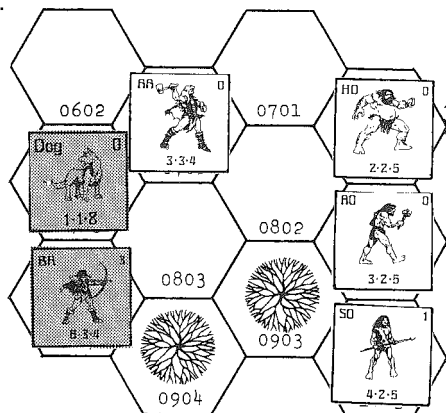
8.1 General. Spear units may attack enemy units in adjacent hexes as well as in their own hex. Bow units may attack enemy units up to 3 hexes away. As with same hex combat, the Attack Strength of the spear or bow unit is divided by the Defense Strength of the target to produce the odds ratio. Several spear and/or bow units may combine their Attack Strengths to attack a single defender. One or more spear or bow units may attack more than one defender, but only if all defenders are in the same hex. Spear and bow units may combine their Attack Strengths with those of friendly units in the same hex as the defender.

8.2 Combat Results. Bow and spear units attacking from outside the defender's hex do not suffer Attacker Killed or Attacker Wounded results from the CRT. Instead they retreat. See the CRT.

8.3 Ammunition Limits. Spear units are limited to 3 ranged combat attacks during the game and unlimited attacks using non-ranged combat (in the defender's hex). Bow units may make only 6 attacks during the game, using either ranged or non-ranged combat. Once all ranged combat shots have been used, the particular spear or bow unit is replaced with a hand unit. Players must keep track of how many times each bow unit attacks and how many ranged attacks each spear unit makes.

8.4 Other units. Bow and spear units may fire into but not through hexes containing other units, whether friendly or enemy. A bow unit is considered to be firing through a hex if a straight line between the center of the bow unit's hex and the center of the target hex goes through any part of that hex or a side of that hex.

8.5 Terrain. Bow units may only fire into or through one woods or village hex. The Defense Strength of target units in swamp or Fortified Village hexes is doubled, as with non-ranged combat. The Attack Strength of bow and spear units making ranged attacks from a rough, woods, or stream hex is not halved. However, the Attack Strength of bow and spear units making ranged attacks into or through a woods or Protected Village hex is halved. All terrain effects on combat are cumulative.



Black's bow unit may fire at the HO or AO units but not the AA or SO. The bow unit's Attack Strength is halved if it fires at the AO.

9.0 CAPTURE

9.1 Unit Types. Warriors may capture dependents, goats, or goods. Dependents may capture goats or goods. Other units may not be captured.

9.2 Procedure. A unit must first move into the same hex as a unit or stack of units that it is attempting to capture. During the Combat Phase, all enemy warriors and dog units in that hex must be killed or retreat before capture may be attempted. At any time during the

Combat Phase, capture attempts may be announced. Each uncaptured dependent against which a capture attempt is made makes an automatic 1-2 attack against all enemy units in that hex. Combat results which affect the dependent are ignored. The counterattack odds are always 1-2, regardless of the enemy's Defense Strength of the terrain. These counterattacks do not count as attacks for the one-attack-per-unit-per-turn limit (see 7.1). The attacking player may choose not to attempt capture of all dependents in the hex so that not all can counterattack. If the attacker does not suffer any combat results from the dependent counterattacks, then the capture attempt is successful. Goats and goods are now captured automatically if no uncaptured friendly units are in their hex. A capture attempt does not count as an attack, and a unit may make an attack before or after making a capture attempt.

9.3 Escorts. At least one warrior unit must escort captive dependents at all times. No escorting units may attack other units or attempt other captures. If all escorting units are killed or forced out of the captives' hex, or if they voluntarily leave the hex without being replaced by other warriors, the dependents revert to precapture status. Captured units may not escape from their escort by themselves.

9.4 Movement of Captured Units. Captive dependents may be moved in the same manner as goats (see 7.5). Captured goats may be escorted normally (see 7.5), and captured goods may be transported normally (see 7.8). Once captured units leave the board, they are unrecoverable. Escorts must leave the board with their captives and may not return.

10.0 VILLAGES

10.1 Unprotected Villages. Unprotected Villages (open buildings with no defenses) occupy 3 hexes. They may be placed on clear, woods, or rough hexes. They do not affect movement or combat. They do not negate the terrain in the hexes they occupy.

10.2 Protected Villages. Protected Villages (enclosed buildings with a brush fence) occupy 3 hexes. They may be placed only on clear hexes. The Attack Strength of any unit doing ranged combat (see 8.0) into a Protected Village hex is halved. Attacking Units may not enter a Protected Village from the outside unless a) it is unoccupied by enemy warriors and dogs, or b) the attacking units can get a 2-1 advantage over defending warriors and dogs in Attack Strength in that hex at the end of a Movement Phase. **EXAMPLE:** A Protected Village hex contains an armored spear unit and a dependent. The attacker could not enter the hex from outside the village unless he could move units with an Attack Strength of 8 or more (2 times the spear unit's Attack Strength) into the hex. No movement penalty is suffered for entering a village hex. Non-ranged combat in Protected Villages is normal.

10.3 Fortified Villages. Fortified Villages (stone or mud brick buildings and wall) occupy 4 hexes. They may be placed only in clear terrain. The Defense Strength of any unit in a Fortified Village is doubled. Units may not enter a Fortified Village hex from the outside unless it is unoccupied by enemy warriors and dogs. No movement penalty is suffered for entering a village hex.

11.0 OPTIONAL RULES

11.1 Extended Weapons Range. Bow and spear units may attack beyond their normal range, but at reduced Attack Strength, according to the following table:

Range in hexes	2	3	4
Weapon Type			
Spear	2	1	—
Bow	6	6	2

11.2 Roaming Goats. A die is rolled for each goat unit which is not in a Protected or Fortified Village or stacked with a dog, dependent, or warrior at the beginning of its Movement Phase. If a 1, 2, or 3 is rolled, the goat unit will wander. The die is rolled again, and the directional arrows on the mapboard are consulted. The goat unit moves its full Movement Allowance in this direction this turn. The entire procedure is repeated next turn if the goat unit is still not escorted. Goats which leave the board due to wandering are lost to both sides.

11.3 Running Warriors. Warriors may increase their Movement Allowance by up to 3 hexes. At the end of the Movement Phase, warrior units which used this option are flipped over, and are considered to have sustained a "Wounded" combat result (see the CRT) due to exhaustion. The "W" condition lasts for 10 turns; then the unit reverts to normal. If "W" results from combat occur during this recovery period, the unit is killed instead. No warrior unit may use running more than once per game.

11.4 Poison. If a "Defender Wounded" combat result is achieved by a unit attacking with poisoned weapons, the result is treated as a kill instead. (This optional rule should be used only by particularly bloodthirsty players or in player-created scenarios where one side would be hopelessly outnumbered. Poisoned weapons may be used by either or both sides' warrior units. If a side is using poisoned weapons, all warriors are so equipped.)

11.5 Fire.

11.5.1 Wind Direction: After both sides have selected forces, and after each player's board end has been determined, but before either side has set-up, a die is rolled. The direction indicated on the Directional Indicator, the spoked star in the upper left corner of the map, is the prevailing wind direction for the game.

11.5.2 Starting a Fire: At the end of its Combat Phase, each warrior unit which has neither moved nor attacked that turn may attempt to start a fire. If a 1 is rolled on a die, a FIRE marker is placed in the warrior's hex. One is subtracted from this die roll for each turn that the warrior has remained stationary without attacking or being attacked. Thus, a warrior which has not moved or been involved in combat for 2 consecutive turns may start a fire on a 1 or 2. More than one warrior may attempt to start a fire in a single hex. Fires cannot be started in swamp or stream hexes.



11.5.3 Spreading: At the end of each full turn, after the second player has completed his Combat Phase and has rolled for starting fires, one die is rolled for each hex with a FIRE marker in it, and the Fire Table is consulted. Fire will not spread into a swamp or stream hex, a hex which already contains a fire, or a hex in which a fire had previously burned out. It will spread into any type of village hex.

FIRE TABLE

Dice Roll	Effect
1	Fire spreads 1 hex in a randomly determined direction
2	Fire spreads 1 hex downwind
3	Fire stays
4	Fire stays
5	Fire stays
6	Fire goes out

11.5.4 Fire Effects: Goat and dog units may not enter fire hexes. Mastodons will not enter a fire hex while grazing (see 12.3A). Mastodons may enter a fire hex while fleeing (see 12.3D) or charging (see 12.3F). People may move into or through a fire hex if they wish. Any unit which enters a fire hex or remains in a fire hex it started the Movement Phase in receives a "Wounded" combat result. Units which

begin the Movement Phase in a fire hex but then leave do not take damage. Woods and village hexes on fire are unusable for both movement and combat purposes.

11.5.5 Burned-out Hexes: When a fire goes out, the FIRE marker is inverted. Fires may no longer be started in or spread into this hex. Burned-out woods and village hexes are unusable for both movement and combat.

12.0 SCENARIOS

12.1 Small Village Raid. While not really warfare, raiding nearby villages to gain wives or food was an ancient and sometimes lucrative occupation.

Forces:

Villagers: 1 Unprotected Village, 3 dependents, 1 goat, 3 goods, 6 Ppts, and 3 Wpts. 1 Ppt may be converted to Wpts (see 3.2). No more than 2 dog units may be purchased.

Raiders: 6 Ppts and 4 Wpts. 1 Ppt may be converted to Wpts. No more than 2 dog units may be purchased.

Set-up: The villager player sets up first. He first decides whether he wants the north or south board end. The village is then placed in 3 clear, woods, or rough hexes more than 11 hexes away from this board end. All dependents, goats, and goods are placed in the village. One dog unit, if purchased, may also be placed in the village. All villager warrior units and the other defending dogs must be placed within 8 hexes of their board end, at least 6 hexes away from the village.

First Move: The raiders move first. They enter the board end opposite that chosen by the villagers. Not all raiding units need enter on the first turn.

Game End: The game ends when a) all of one side's warriors leave the board or are killed, or b) 10 consecutive turns pass with no attacks being made by either side.

Victory Conditions: The side with more victory points wins. Each side gains points for each dependent, goat, or goods unit moved off of its own map end. If only one side has warriors on the board at the game's end, this side receives victory points for each dependent, goat, or goods unit still on the board. Each side loses one point for each of its warriors which is killed.

Dependents: 2 pts each

Goats: 3 pts each

Goods: 1 pt each

Warriors killed: -1 pt each

Dogs killed: -0 pts each

Special rule: Surprise. Villager warriors and dogs outside the village may not be moved until a raider unit is within 7 hexes of any villager unit. The units in the village may not be moved until a raider unit is within 2 hexes of the village or a villager warrior unit enters a village hex.

12.2 Territorial Ritual Battle. Most neolithic cultures developed some sort of formalized warfare between nearly equal tribes living nearby. Instead of destructive raids or all-out slaughter, the prestige and territory of the tribe was maintained by a system of postures or brave acts (such as the North American Indian's counting "coups") of a non-lethal nature. These "battles" usually ended in a single killing, with the side sustaining the causality running away.

Forces: Each side has 10 Ppts and 10 Wpts. No Ppts may be converted to Wpts. No dog or bow units may be purchased.

Set-up: Both sides enter on their board ends rather than setting up. Black has the choice which board end he will enter.

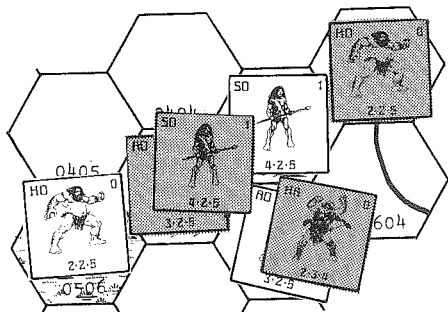
First Move: White moves first. White forces enter from the board end not chosen by Black. Not all units need enter on the first turn.

Game End: The game ends when one warrior unit is killed. The side that made the kill wins.

Special Rules:

A. Attack Restriction. Warriors may not attempt to kill enemy warriors unless their side possessed 5 or more morale points (see below) than the enemy at the end of the previous turn.

B. Nonlethal Morale-Building Attacks. A warrior unit may make a morale attack against all enemy units in its own hex and in adjacent hexes during its own Combat Phase. Its Attack Strength is divided by the Defense Strength of the units it is attacking to produce the odds ratio, as in normal combat. All terrain effects on non-ranged combat apply to morale attacks. Spear units may not use ranged combat procedures for morale attacks. All Combat results are ignored. However, AK results obtained that turn are kept track of until the end of the Combat Phase. A unit may be attacked by morale attack more than once per turn. Attacking units still may attack only once per turn.



EXAMPLE OF MORALE ATTACKS: Black's AO attacks at 3-8 or 1-3, Black's SO attacks at 4-8 or 1-2, Black's HA attacks at 2-4 or 1-2, and Black's HO attacks at 1-2.

C. Morale Points. At the end of each Combat Phase, the player whose turn it is must roll the die and consult the Morale Table.

MORALE TABLE

Number of AK's	0	1	2	3	4+
Die Roll					
1	-2	-1	0	0	0
2	-1	0	0	0	1
3	0	0	0	1	1
4	0	1	1	1	1
5	0	1	1	1	2
6	1	1	1	2	2

This number is added to that player's Morale Point Total. Each player's Morale Point Total is 0 at the beginning of the game. A running tally must be kept of each side's Morale Point Total.

D. Morale Superiority: At the end of each full turn (after Black's Combat Phase), the Morale Point Totals are compared. If one side's total exceeds the other's by 5 or more, the side with the higher total may make normal attacks on the next turn. If neither side has a 5 point advantage, normal attacks may not be made, even if one side had previously been able to do so. Morale attacks may always be made by either side on any turn.

E. Attempts to Kill: Normal (not Morale) attacks must be made with at least 2-1 odds.

12.3 Mastodon Hunt (Solitaire Scenario). Most societies in a primitive state did not maintain themselves by pillaging their neighbors. The evidence from prehistoric times suggests that warfare was not a primary activity of Stone Age man. Most prehistoric cultures supported themselves by hunting and gathering. This scenario is designed to reproduce a tribal hunt.

Though other game is possible, the most difficult, and in modern view awe inspiring, hunt was that for the mastodon. In this scenario, a group of hunters attempts to isolate a single mastodon from a small herd and kill it. Success is measured in terms of hunters killed or

wounded versus the total number of animals killed.

Forces: The hunters have 10 Ppts and 10 Wpts. No restrictions on Ppt to Wpt conversions or unit types.

Set-up: One mastodon is placed in the exact center of the board. Two other mastodons are placed in hexes adjacent to this. The die is rolled and the directional indicator on the map is consulted for each of these to determine in which hex they start. If the hex already contains a mastodon or is a rough hex, the die is rolled again.

First Move: The hunters move first. They enter the north edge of the map if a 1, 2, or 3 is rolled on a die and the south edge if a 4, 5, or 6 is rolled.

Game End: The game ends when all hunters are dead or have left the board or when one mastodon is killed.

Victory Conditions:

+30 victory points for each mastodon killed

-2 victory points for each hunter killed

-1 victory point for each hunter wounded

-½ victory point for each dog killed

Successful Hunt: 26+ victory points earned

Moderate Success: 20-25 victory points

Barely Success: 15-19 victory points

Failure: Less than 15 victory points

Special Rules:

A. Grazing. Mastodons ordinarily move 1 hex per turn in a random direction. A die is rolled and the directional indicator is consulted for each mastodon each turn during the mastodon's Movement Phase. If the indicated hex is a rough or swamp hex, the die is rolled again to select another direction. A mastodon which leaves the board through grazing does not return.

B. Terrain Effects. Mastodons treat stream and woods hexes as clear for purposes of both movement and combat. Mastodons which enter a swamp or rough hex must end movement for the turn. A mastodon which begins a Movement Phase in a swamp or rough hex may move only if a 1 is rolled on a die. A mastodon in a swamp hex has its Attack Strength halved, though its Defense Strength is still doubled (like other units; see 7.8). Like any unit, a mastodon in a rough hex has its Attack Strength halved and its Defense Strength normal.

C. Reaction to Attack. At the beginning of the mastodon's Movement Phase during the first turn that any mastodon is attacked, a die is rolled for each mastodon. If a 2, 4, or 6 is rolled the mastodon will flee (see 12.3D). If a 1, 3, or 5 is rolled, the mastodon will charge the nearest hunter or hunters (see 12.3E). If a fleeing mastodon is attacked after the first or second turn of fleeing, the die is rolled again to determine reaction. If a fleeing mastodon is *not* attacked after the first turn it will flee again for a second turn unless it entered a swamp or rough hex and did not get out (see 12.3B). The direction of the mastodon's fleeing is rolled for again for the second turn. A mastodon which charged on the first turn will attempt to charge again a second turn,

regardless of whether it is attacked or not. A mastodon which is not attacked for two turns after the first attack returns to grazing when it gets free of rough or swamp hexes. If a mastodon is attacked again at any time after the first attack, only the reaction for that particular mastodon is rolled.

D. Fleeing. A die is rolled and the directional indicator is consulted to determine the direction of a fleeing mastodon's retreat. The mastodon moves in a straight line in that direction using its full Movement Allowance if possible. A fleeing mastodon will enter swamp or rough hexes. It must end movement when it enters a hex with a hunter. If a fleeing mastodon enters a hex with one or more dogs but no hunters, the dogs are automatically eliminated during the Movement Phase without movement penalty to the mastodon. If a mastodon flees off the map, it does not return later.

E. Charging. A charging mastodon attempts to move to the nearest hunter or hunters by the shortest possible route. If several possible destination hexes exist, a die is rolled to determine which one the mastodon will go to. If several possible shortest routes in terms of number of hexes exist, the mastodon will avoid rough and swamp hexes if possible. If several routes still exist, a die is rolled to determine which path is used. A charging mastodon must end its movement if it enters a rough or swamp hex which is in its path. If a charging mastodon enters a hex containing just dogs, the dogs are eliminated during the Movement Phase. If a charging mastodon begins the Movement Phase in a rough or swamp hex with hunters, it will attempt to charge the nearest hunters outside of this hex.

F. Mastodon Attacks. A mastodon always attacks all hunters and dogs in its hex at the end of its movement. If two mastodons are in the same hex, their Attack Strengths are added and a single attack against the hunters and dogs in this hex is made.

G. Killing a Mastodon. A mastodon is wounded (and its Attack and Defense Strength are halved) when it has accumulated 6 "wounded" or "killed" combat results. A mastodon is killed when it has accumulated 12 "W" or "K" results. Retreat result against a mastodon in a rough or swamp hex count as a "W" or "K" results.

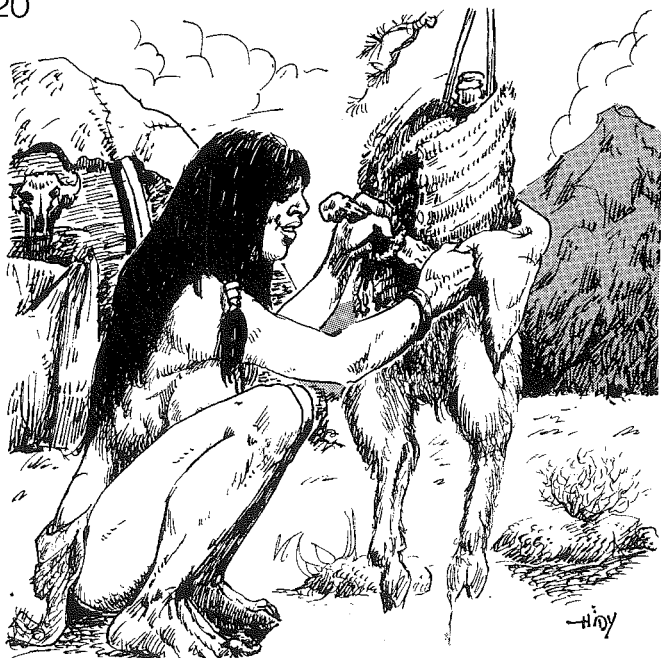
12.4 Migration or The Horde. Following the last Ice Age, as village life began to spread, clashes between migrating primitive hunting groups and the more advanced stationary villagers became inevitable. Since small bands would sometimes gather together for the purpose of large game hunts, possibly they would have attempted to use this method to raid the food- and women-filled villages. This would have created that primitive mass the villagers feared: The Horde.

Forces:

Villagers: 8 Ppts, 10 Wpts, 4 dependents, 2 goats, 4 goods, 1 Protected Village. Two Ppts may be converted to Wpts.

Raiders: 14 Ppts, 6 Wpts. One Ppt may be converted to Wpts. No dogs may be purchased.

Set-up: The raiders choose which board end from which they will enter. The villagers have the opposite board end. The village is then



placed on any clear terrain hexes more than 8 hexes from the villager's board end. The goods and goats are placed in the village. The dependents, dogs, and villager warrior unit are placed 4 to 5 hexes away from the village.

First Move: The raiders move first. They enter from their board end.

Game End: The game ends when a) all of one side's warriors are killed or leave the board, b) 10 consecutive turns pass with no attacks being made by either side.

Victory Conditions: The side with the most victory points wins. If the game ends by condition (a) above, the side with warriors still on the board is considered to possess all dependents, goats, and goods still on the board. If the game ends by (b) above, each side receives points for those dependents, goods, and goats which are stacked with its warriors not in the same hex as enemy warriors. The raiders receive the full point value of dependents, goats, and goods exited from their map end, but the villagers receive only $\frac{1}{2}$ points for units exited from their board end. In addition, the raiders receive $\frac{1}{2}$ the points for each dependent, goat, or goods units that they destroy. If optional rule 11.5 (Fire) is being used, the raiders receive 1 pt. for each village hex burned.

Victory Points:

Dependents: 2 pts each

Goats: 3 pts each

Goods: 1 pt each

Own warriors killed: -1 pt each

Dogs killed: -0 pts each

Special Rules:

A. Surprise. No villager unit may move until it is attacked or until a raider unit moves within 5 hexes of a village hex.

B. Play Balance. If optional rule 11.5 (Fire) is used, then the villagers should be given poisoned weapons (see 11.4).

12.5 Genesis of Warfare. As villages became larger, their increased populations needed more land to sustain themselves. Villages that had plenty of room when first established would begin to compete with their neighbors after a certain amount of growth. Sometimes one of the villages would move; sometimes two villages would merge. Rarely, but with increasing frequency, another alternative was chosen by large villages beginning to show signs of more advanced civilization. Thus appeared the first real warfare.

Forces: Both sides have 18 Ppts, 36 Wpts, 1 Fortified Village, 6 dependents, 3 goats, and 6 goods. No limits on Ppt to Wpt conversion or unit types.

Set-up: Black chooses which board end he will set up on. White's village is then placed within 5 hexes of the opposite board end. All of white's units except warriors are then placed in the village. The warriors are placed within 5 hexes of the village. Black then sets up in the same manner.

First Move: White moves first.

Game End: The game ends when a) all of one side's warriors are killed or have left the board, or b) 10 consecutive turns pass with no attacks by either side.

Victory Conditions: The side with the most victory points wins. Points are received for possession of dependents, goats, and goods, exactly as in scenario 12.4. Both sides receive full points for units they possess which are still on the board, and half points for units exited from their board end and for enemy units destroyed. Both sides lose 1 point for each of its warriors which is killed. Both sides receive 1 point for each enemy village hex they burn.

Special Rules:

A. Ammunition Limits. The ammo limits for bow and spear units (see 8.3) are doubled.

B. Fire: Optional rule 11.5 should be used when playing this scenario.

COMBAT RESULTS TABLE

Odds	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1
Die Roll								
1	AK	AK	AK	AW	AW	AW	DR	DR
2	AK	AK	AW	AR	AR	AR	DR	DW
3	AK	AW	AR	AR	AR	DR	DR	DW
4	AW	AR	BW	BW	DR	DR	DW	DK
5	AR	NE	DR	DR	DW	DW	DW	DK
6	AR	DR	DW	DW	DW	DK	DK	DK

Attacks at greater than 4:1 automatically result in DK. Attacks at less than 1:4 are not allowed.

AK- Attacker Killed. All attacking units are removed. Treat as AR for spear or bow units using ranged combat.

AW- Attacker Wounded. All attacking units are turned over. These have their Attack and Defense Strengths halved, in addition to terrain effects, for the remainder of the game. Wounded units otherwise operate normally. Treat as AK if the unit has a Defense Strength of 1 or if the unit has already been wounded. Treat as AR for bow or spear units using ranged combat.

AR- Attacker Retreat. All attacking units are moved one hex in a direction determined by the defender, in accordance with the following priorities: a) unoccupied hexes, of any terrain type, b) hexes containing units friendly to the retreating unit, but not in violation of stacking rules, c) off the board, d) fire hexes (if optional rule 11.5 is being used). Units which retreat off the board must return to the hex from which they retreated during their next Movement Phase. If a unit cannot be retreated to one of the above hexes, it remains where it is and is wounded. In any retreat situation, retreating units may voluntarily remain in place and receive a wound. A unit may retreat into a Protected or Fortified Village only if entry conditions (see 10.2 and 10.3) are satisfied.

BW- Both Wounded. All attacking and defending units are wounded, as with AW above. Bow and spear units attacking by ranged combat retreat instead, though their targets and other attacking units are wounded.






NE- No Effect.

DR- Defender Retreat. All defending units are retreated 1 hex by the attacking player, in the same manner as AR results.

DW- Defender Wounded. All defending units are turned over.

DK- Defender Killed. All defending units are removed from the map.

TERRAIN EFFECTS CHART

Symbol	Type	Movement Penalty	Effect on Combat
	Clear Rough	None +1	None Attack Strength halved for non-ranged combat
	Woods	+1	Attack Strength halved for non-ranged combat and ranged combat into or through a woods hex
	Stream	+1	Attack Strength halved for non-ranged combat
	Ford	None	None
	Swamp	+1	Defense Strength doubled

Note: All terrain movement and combat effects are cumulative among themselves, and with other movement and combat penalties and benefits.

UNITS

Name	Code	Attack Strength	Defense Strength	Movement Allowance	Ppts	Wpts	No.
Warriors:							
Bow, Armored	BA	6	3	4	1	7	4
Bow, Unarmored	BO	6	2	5	1	6	2
Spear, Armored	SA	4	3	4	1	4	3
Spear, Unarmored	SO	4	2	5	1	3	3
Axe, Armored	AA	3	3	4	1	2	4
Axe, Unarmored	AO	3	2	5	1	1	5
Hand, Armored	HA	2	3	4	1	1	3
Hand, Unarmored	HO	2	2	5	1	0	8
Dog	Dog	1	1	8	0	½	8
Other units (may not be purchased):							

Dependents	D	1	2	3	—	—	6
Goats	G	0	1	3	—	—	3
Goods	GOODS	0	0	0	—	—	6
Fortified Village	F	—	—	—	—	12	1
Protected Village	P	—	—	—	—	6	1
Unprotected Village	U	—	—	—	—	0	1
Mastodons	M	18	6	6	—	—	3

GET BACK TO BASICS. . . .






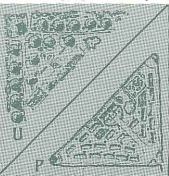












































































































STICKS & STONES is a game about warfare in the late Stone Age. Each player arms his warriors, as he sees fit, with stone axes, spears, bows, or just bare hands. Trained dogs, dependents, herds of domesticated animals, goods, and village raids, ritualized battles, migrations, and the beginnings of true warfare between more powerful villages. A special solitaire scenario allows a single player to command a group of hunters attempting to kill a mastodon. Optional rules provide for the use of fire and poisoned weapons. **STICKS & STONES**, like other MicroGames, is short and simple, but challenging and interesting.

Metagaming

Box 15346, Austin, TX 78761

03-1-011

																				
						18-6-6			18-6-6			18-6-6								
																				
																				
SO 1			SO 1			SA 1			SA 1			SA 1			BO 3			BA 3		
																				
4-2-5			4-2-5			4-3-4			4-3-4			4-3-4			6-2-5			6-3-4		
SO 1			RA 0			RA 0			RA 0			RA 0			AO 0			AO 0		
																				
4-2-5			3-3-4			3-3-4			3-3-4			3-3-4			3-2-5			3-2-5		
HO 0			HO 0			HO 0			HO 0			HA 0			HA 0			Dog 0		
																				
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BA 3			BA 3			BA 3			BA 3			BO 3			BO 3			SO 1		
																				
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3-2-5			3-3-4			3-3-4			3-3-4			3-3-4			4-2-5			2-2-5		
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goods			goods			goods			goods			goods			G 0			G 0		

