

PARROOM STATION RULES ADAPTATION

The Sword and the Red Sands

Adaptation charts for use with THE SWORD AND THE FLAME

You will need THE SWORD AND THE FLAME to use these adaptations.

If you don't already own these fine rules, acquire them.

The charts included in this document were created during the early days of the Parroom Station Project for games played with the Larry Brom's *The Sword and the Flame* rules. We have resurrected them for the website as we long ago promised.

Herewith some advisements.

All aspects were not equally tested.

Not everything released by Parroom Station Miniatures is covered here.

Things that are covered do not necessarily work exactly as they do in Parroom Station Miniatures' *Valor & Steel & Flesh* rules.

All that being said, you are welcome to use these adaptations as long as you don't attempt the sale thereof.

PARROOM STATION RULES ADAPTATION: The Sword and the Red Sands: MOVEMENT CHART

Earthmen	Formation	Cross Country	Road	To Charge	Road Charge	Will Stand with No Leader
Regular Infantry	Close	2 dice		3 dice		
	March	3 dice	4 dice	3 dice	4 dice	6
	Open	3 dice		4 dice		
Territorial Infantry	Close	2 dice		3 dice		5,6
	March	3 dice	4 dice	3 dice	4 dice	
	Open	3 dice		4 dice		
Regular Cavalry	Close	4 dice				
	March	4 dice	5 dice	5 dice	6 dice	6
	Open	4 dice				
Territorial Cavalry	Close	4 dice				
	March	4 dice	5 dice	5 dice	6 dice	5,6
	Open	4 dice				
Lift Troops	Close					
	“March”	4 dice	4 dice	4 dice	4 dice	6
	Open					
Colossus OR Walker	--	3 dice	3 dice	4 dice	4 dice	6
Landship (panzer)	--	2 dice	3 dice	3 dice	4 dice	6
City Dwellers						
Regular Infantry OR Hurga	Close	2 dice		3 dice		
	March	3 dice	4 dice	3 dice	4 dice	5,6
	Open	3 dice		4 dice		
Militia Infantry	Open or Mass	3 dice	3 dice	4 dice	4 dice	3,4,5,6
Irregular Infantry	Open or Mass	3 dice	3 dice	4 dice	4 dice	4,5,6
Sverdvolk	Open or Mass	3 dice	3 dice	4 dice	4 dice	5,6
Regular Cavalry (xx)	Close	4 dice				
	March	4 dice				
	Open	4 dice				
Militia Cavalry (xx)	Open or Mass	4 dice	4 dice	5 dice	5 dice	3,4,5,6
Irregular Cavalry (xx)	Open or Mass	4 dice	4 dice	5 dice	5 dice	4,5,6
Float Ship	--	5 dice	5 dice	5 dice	5 dice	4,5,6
Invader forces						
Fighting Machine	--	4 dice	5 dice	5 dice	6 dice	NA
Working Machine	--	3 dice	4 dice	--	--	NA
All Guns	Move/Fire	2 dice	2 dice	--	--	by type
All Prone	“prone”	1 die	1 die	--	--	by type
All Pack Animals	any	4 dice	5 dice	--	--	by type
All Wagons	any	3 dice	4 dice	--	--	by type

All Hurga, Colossus, Walker, & Invader do not subtract die penalty from rough ground.

All City Dweller Irregular subtract smallest die as rough terrain penalty.

All Landship and wagons cannot operate in rough terrain.

PARROOM STATIONRULE ADAPTATION: The Sword and the Red Sands: FIRING CHART						
Target Class:		I	II	III	IV	
	Range	Mass, Close Order, March Column	Open Order, Gun Crews, "Shaken" Units	Prone, Rough Terrain, Hasty Barricades	Buildings, Solid Walls, Entrenchments	Malfunction on
Earthmen						
Regular Rifles	24"	1-7	1-6	1-5	1-4	
Mounted	16"	1-5	1-4	1-3	1-2	
Regular Carbines	20"	1-6	1-5	1-4	1-3	
Mounted	18"	1-4	1-3	1-2	1	
Territorial Rifles	24"	1-6	1-5	1-4	1-3	
Mounted	20"	1-4	1-3	1-2	1	
Inferior Terr. Rifles	20"	1-6	1-5	1-4	1-3	
Mounted	18"	1-4	1-3	1-2	1	
Territorial Carbines	20"	1-5	1-4	1-3	1-2	
Mounted	18"	1-3	1-2	1	--	
Reg. MG (short)	18"	1-7	1-6	1-5	1-4	
(long)	36"	1-6	1-5	1-4	1-3	
Terr. MG (short)	18"	1-6	1-5	1-4	1-3	6
(long)	36"	1-5	1-4	1-3	1-2	6
Reg. Field Piece (short)	24"	1-7	1-6	1-5	1-4	
(long)	48"	1-6	1-5	1-4	1-3	
Terr. Field Piece (short)	24"	1-6	1-5	1-4	1-3	6
(long)	48"	1-5	1-4	1-3	1-2	6
Heat Ray Projector	48"	1-8	1-8	1-6	1-5	5,6
All pistols (2 shot)	12"	1-7	1-5	1-4	1-3	
City Dwellers						
Rifles	24"	1-6	1-5	1-4	1-3	
Mounted	16"	1-4	1-3	1-2	1	
Regular Muskets	30"	1-5	1-4	1-3	1-2	
Other Muskets	30"	1-5	1-4	1-3	1-2	
Javelins	8"	1-3	1-3	1-2	1-2	
Mounted	6"	1-2	1-2	1	--	
Field Pieces (short)	24"	1-5	1-4	1-3	1-2	6
(long)	48"	1-4	1-3	1-2	1	6
All pistols (1 shot)	8"	1-6	1-4	1-3	1-2	
Cephalids (Cephalids (Invaders))						
Heat Ray	60"	1-8	1-8	1-6	1-5	
Black Smoke	36"	Special	Special	Special	Special	

PARROOM STATION RULE ADAPTATION:**The Sword and the Red Sands:****TO CLOSE INTO COMBAT**

	With Leader	No Leader
Earth Elites	1-6	1-5
Earth Regulars	1-5	1-4
Earth Territorials	1-4	1-3
City Dweller Regulars	1-5	1-3
City Dweller Militia	1-3	1-2
City Dweller Irregulars	1-4	1-3
Hurga	1-5	1-3
Sverdvolk	1-6	1-5
Float Ship Crew	1-4	1-3
Cephalids (Invaders)	na	1-5

PARROOM STATION RULE ADAPTATION:**The Sword and the Red Sands:****TO STAND AND FIGHT**

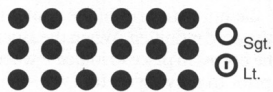
	With Leader	No Leader
Earth Elites	1-6	1-5
Earth Regulars	1-6	1-4
Earth Territorials	1-5	1-3
City Dweller Regulars	1-5	1-3
City Dweller Militia	1-3	1-2
City Dweller Irregulars	1-4	1-3
Hurga	1-5	1-3
Sverdvolk	1-6	1-5
Float Ship Crew	1-4	1-2
Cephalids (Invaders)	na	1-5

PARROOM STATION RULE ADAPTATION:**The Sword and the Red Sands:****RALLY CHART**

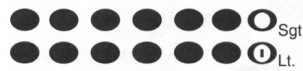
	With Leader	No Leader
Earth Elites	1-6	1-5
Earth Regulars	1-5	1-4
Earth Territorials	1-4	1-3
City Dweller Regulars	1-4	1-3
City Dweller Militia	1-3	1-2
City Dweller Irregulars	1-4	1-2
Hurga	1-5	1-3
Sverdvolk	1-4	1-3
Float Ship Crew	1-3	1-2
Cephalids (Invaders)	na	1-5

**PARROOM STATION RULE ADAPTATION:
The Sword and the Red Sands:
MORALE CHART**

	Major Morale	Critical/Pinned	
		With Leader	No Leader
Earth Elites	10	11	9
Earth Regulars	9	10	8
Earth Territorials	8	9	7
City Dweller Regulars	7	8	7
City Dweller Militia	5	6	5
City Dweller Irregulars	6	7	5
Hurga	8	9	7
Sverdvolk	9	10	8
Float Ship Crew	6	6	5
Cephalids (Invaders)	10	na	11



AN IMPERIAL INFANTRY PLATOON (20 figures)



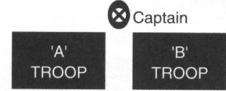
AN IMPERIAL CAVALRY TROOP (12 figures)



AN IMPERIAL GUN AND CREW (4 figures, 1 gun)



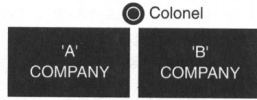
AN IMPERIAL INFANTRY COMPANY (42 figures)



AN IMPERIAL CAVALRY SQUADRON (25 figures)



AN IMPERIAL FIELD BATTERY (12 figures, 3 guns)



AN IMPERIAL INFANTRY BATTALION (85 figures)

