

TUTORIAL MISSION 2B - RESCUE MISSION!

This mission teaches you about

1. Activating Troops
2. Moving
3. Fighting in Groups
4. Interacting with Objectives

Note: for full rules see the rulebook, each mission only includes those rules that might apply in the specific mission.

The mysterious pilgrim has been laid low by Luca Orsini and Luca is now dragging him off for “further questioning” at an Orsini Stronghouse. Surely anyone this bold must be a Borgia agent!

WHAT YOU WILL NEED

You will need miniatures of some type to represent the pilgrim and Luca, but also a dog, a model for Pedro the artist and 3 halberdiers for Pedro’s apprentices and 6 halberdiers for Guido’s mercenaries. Fantasy miniatures, legos, even pennies can theoretically be used for this. You will also need a few blue, purple, red and yellow dice for making Virtue Rolls. You will also need tokens in those same colours that can be used to track spent virtue and flipped to represent burned Virtue.

You will also need to download the printout with the cards that’s also on the website.

SETTING UP THE GAME

Before you take a look at the cards of the different sides, have one player set up the board.

Mark out a space, roughly 2 foot by 2 foot, make your buildings and streets with whatever terrain you have or stacks of books and cardboard boxes, place one building on

the edge of the board with a clearly marked door. This is Luca’s dungeon he is dragging the pilgrim to.

The player who did not set up the terrain gets to decide whether they want to play Pedro and his apprentices attempting to rescue the pilgrim (attacker) or Luca and his mercenaries trying to get to their stronghold (defender). The attacker will have first action.

The deployment type is “positioned” so the defender will deploy within 3 inches of the center of the board and the attacker may deploy anywhere within 3 inches of any board edge.

WHEN DOES THE GAME END?

The game ends when the attacking player has made a successful interaction with the objective (the bound and gagged pilgrim), the defender has moved the pilgrim through the doors of the dungeon, or one player has sounded the retreat. Remember the pilgrim counts as heavy so moves only d3 inches instead of 3+d3 inches for movement actions.

The attacker gets a Victory Point if they successfully interact with the pilgrim to free him and the defender gets a Victory Point if they successfully manage to move the pilgrim in contact with the door..

A player gets one Victory Point if they end the game with 50% or more of their models living or fled the field.

OBJECTIVE INTERACTIONS

When in base to base contact with the pilgrim Pedro or the Veterans get to take an interaction Action with the objective. They roll 6 dice, attempting to get a sequence of 1,2,3,4,5,6 if you get even a partial sequence set this aside. Next action you will roll 6 dice again until you get a full straight of 6 and the pilgrim is freed from his bonds and may flee.

ACTIVATING TROOPS

Activating troops works in principle the same as activating your single Capos from the previous scenario. **Declare which models will be included in the Action, they must be within command range of the Capo you're using for the Action**, every model included in the action then performs the same action with the same spread of dice. It doesn't cost any more dice to activate one model or many.

The models that took the action have now used up one of their Action for the round and the Virtue Dice used count towards their Faith limit. The Capo ordering the Action only uses up an action and faith if they took part in the action.

Example The Orsini Capo orders a one Speed move action with all his mercenaries, rolls a 3, moves all his mercenaries and capo 5". The capo and all the mercenaries have used up one faith and one action.

MOVE ACTIONS

Select the Capo you are using to order the action and which models are included. The models must end the action in said Capo's Command Range.

For a move action make a single Virtue Roll, the result of which applies to all models included in the action.

The models move 3" plus the D3 value of dice result you have chosen to keep out of the Virtue Roll. See chart below.

Example: Sam rolls to move Pedro and the mercenaries together with two Audacity, they roll a 1 and a 3. Sam chooses the result of 3 instead of the 1. A 3 counts as d3 result of 2. All models move 3 inches plus the 2 inches rolled for a total of 5 inches.

FIGHT ACTIONS AFTER MOVEMENT

If a model's next Action after a Movement Action is a Fight Action, then the model may re-use the Virtues and Faith used for the movement for the fight Action. This represents them carrying on the moment of charge into the Fight Action.

FIGHT ACTIONS WITH MULTIPLE MODELS

Fight Actions in groups work basically the same as with individuals as in the previous scenario.

If multiple models are included in a fight action then each model must attack the enemy model nearest to them that has not yet been targeted by a Fight Action. In a tie the attacker may choose who they are targeting.

Make a Virtue Roll for each model included in the Action. So if you put 2 dice into attack then every model gets to roll 2 dice of the corresponding Virtue and pick the best result.

BURNING VIRTUE DUE TO TROOPS

If a model with no Virtue attached to it is forced to burn a Virtue then the Virtue is burnt from a Capo within whom's command range the model lies.