

TUTORIAL MISSION 1 - A SMALL MISUNDERSTANDING

This mission teaches you about

1. Capos
2. Virtues
3. Fight Actions
4. Logistic Cards

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

The Orsini are a ferocious family of warlords who control large parts of the city of Rome. The gangs of Orsini mercenaries that prowl the city make their livings off extorting both locals and the unfortunate pilgrims that fall into their clutches. In a tavern in the Trastevere neighborhood of Rome Luca Orsini, a giant of a man who serves as muscle for his cousins, is busy working over a few terrified patrons, taking their money off of them. That is until a mysterious pilgrim stands up from his meager supper and challenges Luca Orsini's right to his fellow man's valuables. Luca draws his sword and turns to show this commoner their place!

WHAT YOU WILL NEED

You will need a miniature of some type to represent the pilgrim and Luca respectively. Fantasy miniatures, legos, even pennies can theoretically be used for this. You will also need blue, purple, red and yellow dice for making Virtue Rolls. You will need tokens in the same colors that can be used to track spent virtue and flipped when to represent burned Virtue. You will also need to download and preferably print the attachment next to this one on the website with the cards for the 2 sides layed out in A4 format.

SETTING UP THE GAME

This first scenario is about getting you used to the Round sequence, taking actions, rolling virtue dice, applying crits etc. You'll only need Fight Actions since the models start in range of each

other.

Find two models to represent the two fighters or cut out some paper silhouettes. Next, find a few boxes or stacks of DVDs to give the impression of an inn or a street. "before deployment tag", if so play them now. Set up the two models with their bases touching outside the inn, the duel has begun!

WHEN DOES THE GAME END?

Generally in Force of Virtue a game ends if one of the following happens, one side begins the Round with no unburnt virtue, a player has no models on the board at the beginning of the round, a player chooses to retreat or the main objective is completed.

In this scenario as there are only two models involved if one model is removed or has all their virtue burnt the game is over.

OBJECTIVES

In a game of Force of Virtue you receive one Victory Point for ending the game with more than 50% of your forces alive or fled and one Victory Point for achieving the main objective. Usually in Force of Virtue this is something like unlocking a door, stealing a letter or negotiating with an NPC. For simplicity's sake in this first mission the objective is simply to be the last man standing.

PLAYING A ROUND

Players take alternating turns making actions during their turn. During their turn a player can..

- Take an action with a Capo - See Below
- Pass - Forfeit all turns for the rest of the round
- Sound the Retreat - End the game and forfeit all unresolved objectives

A Round goes until both players "Pass" therefore forfeiting any more actions for the Round. During the Round players will spend Virtue Tokens to take Actions with their models. At the beginning of the new Round all Virtue spent during the previous Round are restored and so are active and ready to be spent and all the models are back to full actions. **The player who chooses to "pass" (chooses to take no further actions for the rest of the round) has first action in the next round.**

Beware though your opponent will still be able to perform all their remaining actions.

VIRTUE ROLLS

This is the most fundamental mechanic of the game. Certain Actions such as Fight Actions require Virtue Rolls.

- Choose one or more Virtue dice to use for the action.
- For each point of Virtue roll a dice of the corresponding virtue chosen
- Pick a single dice result to apply. Note: when multiple critical dice results are rolled you still only
- select one.
- Any dice that scored an unmodified 1 are critical fails, and any dice that scored an unmodified 6 are critical successes. If the action has a Critical Effect Table, these criticals are applied at this step;

FRESH VIRTUES

At the beginning of a Round all Virtue counts as being “Fresh” this means they can be spent on Virtue rolls.

SPENT VIRTUE

Virtues that have been used for a Virtue Roll counts as being “spent” and become “fresh” at the beginning of the next round

BURNT VIRTUE

Certain things in the game will “burn” virtue. Virtue that is “burnt” cannot be spent and does not become “fresh” at the beginning of the next round. Fresh Virtue is always burnt first. If a model starts the Round with no unburnt Virtue it immediately flees the field.

PANIC

If a model has so much Virtue it is in a negative value use a marker to denote the negative value.

MANAGING VIRTUE

To represent “Fresh” Virtue put your Virtue tokens face up on the card that provided the Virtue. When it is “Spent” move it off the card. To represent burnt Virtue flip the tokens so the reverse side is showing.

ACTIONS

To make an Action go through the following sequence:

1. Choose a Capo with Actions left
2. Choose an Action to take
3. Choose which models you want to be part of that Action. (Remember, a model must be within the Command Range of the Capo to be eligible to participate in the action.)
4. Decide which and how many Virtue you want to use
5. Resolve the Action

Once you finish your Action, it's your opponent's turn and they go through the same process.

A MODEL'S ACTIONS

Actions represent a model's physical endurance and speed.

A model's Actions value on a card tells you how many Actions that model can be included in during a Round. A Capo ordering other models to do an Action does not count as having spent an Action. Unless they have also done the Action themselves. ie. moved, shot, reloaded.

A MODEL'S FAITH

Faith represents a model's mental focus and concentration.

Faith tells you how many Virtue that model can use for Virtue Rolls (see next page) over the course of a Round.

Example: A knight with 4 Faith, 3 Actions and 6 Virtue could choose to make 1 fight action rolling 4 Virtue Dice, but that would max out the Faith limit. The knight could also make 2 attack actions with 1 Virtue die and a 3rd Action with 2 Dice for a total of 4 Dice over 3 actions.

FIGHT ACTIONS

DECLARING FIGHT ACTIONS

If a player has a model within range to strike an enemy model and has free Actions, Faith and Virtue they may declare A Fight Action. Note: weapons with “Reach 0” require the models to be touching. When a player declares a Fight Action the opposing player may choose to declare a Fight Reaction if they have sufficient Actions, Faith and Virtue left to do so on the targeted model. The player that declared the Fight Action now chooses how many Virtue they are using and how many of these Virtue are going to be spent on Attack Dice and Defence Dice. If the opponent has declared a counter Action they also divide their spent Virtue dice between Attack and Defence Dice.

- Attack Dice - Make a Virtue Roll as discussed previously with the Virtue spent on Attack Dice, a result equal or more than the model’s To Hit value counts as a success.
- Defence Dice - For every point of Virtue spent roll a d6 against the To Hit value on the defending model’s card. A success will cancel a hit from an attacking model. Note however, to cancel a hit caused by a Critical Success from an attacking model, a Critical Success on a Defence Dice is needed.

Armour Save: If a hit is caused, the target model must roll an Armour save. Roll a dice against the Armour Value on the models card if it’s equal to or more than the value on the card then it’s a success and the blow glances off the armour. If the Armour Save is failed, then that player must Burn a Virtue, flip it upside down to show that it is Burned. Proceed to roll a Wound Save.

Wound Save: Roll a dice and compare it to the model’s Wound save. If it succeeds, then the hit was not serious and can be ignored beyond the Burned Virtue. If the model fails, they have been injured seriously, yield, or are otherwise incapable of Fighting and are removed from the table.

Note: In this game both capos have weapons with the same reach, so if one is killed they still roll their Fight Action against their opponent. If they are both successful in taking out their opponent both models are removed, having grievously wounded each other within the same breath.

RALLY ACTIONS

If a model is not in base-to-base contact with an enemy model it may make a “Rally” Action. For every Virtue attached to the Capo. Any 6s rolled immediately restore a burnt Virtue to Fresh.

IF THE PILGRIM WINS

Luca has been slain or wounded. The pilgrim soon realizes as Luca’s stunned cronies raise the alarm and start drawing steel that he may have bitten off more than he can chew. As he flees the tavern he meets an artist who congratulates him on his handiwork and bids him follow him as he knows a place where it’s safe to lay low

- Proceed to Mission 2A

IF THE PILGRIM IS DEFEATED

The pilgrim has been wounded and summarily jumped by the rest of Luca’s entourage who are dragging him off for “questions”. Pedro, a local sculptor and goldsmith who has had run-ins with the Orsinis sees all this happen and decides to rescue the brave foreigner. He summons his apprentices and calls Scipio his great mastiff to heel.

- Proceed to Mission 2B

IF NEITHER WINS

There is a possibility that both Luca and the pilgrim take each other out at the same moment or one has their virtue burnt as the other is wounded. Should this happen each player rolls a d6 the one with the higher score has managed to take better advantage of the situation. If the roll is a tie roll again.