

TUTORIAL MISSION 2A - GET TO THE WORKSHOP!

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.

A disgruntled artist and their apprentices have joined forces with the pilgrim, but the streets are swarming with Orsini goons they need to reach the safety of the artists workshop to weather the tide and gather their wits.

WHAT YOU WILL NEED

You will need miniatures of some type to represent the pilgrim and Guido, but also a dog, 3 halberdiers for the pilgrim and 6 halberdiers for Guido's henchmen.

Fantasy miniatures, legos, even pennies can theoretically be used for this. You will also need blue, purple and yellow dice for making Virtue Rolls, a few in each colour. Tokens in the same colours 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

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 in the centre of the board with a door marked on it. This door is the entrance to the workshop.

The player that did not set up the terrain gets to decide whether they want to play the pilgrim and his allies trying to reach the workshop door (attacker) and gain entry or to play the Orsini preventing that (defender). The attacker will have first action.

The deployment type is "advancing" so they will also choose which board edge they wish to deploy on and their opponent will have to deploy within 3 inches of the board edge on the opposite side.

WHEN DOES THE GAME END?

The game ends when the attacking player has made a successful interaction with the objective (the door to the workshop), one player has no more models on the table or one player has sounded the retreat.

The attacker gets a Victory Point if they successfully interact with the door and the defender gets a Victory Point if the game ends before the attacker can do this.

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 door the pilgrim Capo or 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 door opens and the pilgrim rushes to safety.

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.