

TUTORIAL MISSION 3 - COMING TO AN UNDERSTANDING

This mission teaches you about

1. Shooting
2. Reloading

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 Bruno, but also a dog, a miniature for Pedro, 3 halberdiers for the pilgrim and light crossbowmen, a marksman and possibly 3 halberdiers for Bruno Orsini. You will also need a model to represent Bernadetta Orsini.

Fantasy miniatures, legos, even pennies can all 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 outside a coach or wagon.

The player who did not set up the terrain gets to decide whether they want to play the pilgrim and his allies trying to reach the Orsini matriarch Bernadetta (attacker) and convince her to do away with Bruno or to play the Orsini attempting to prevent this (defender). The attacker will have first action.

The deployment type is "positioned" so the defender will deploy within 3 inches of the centre 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, 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 they successfully manage to prevent this.

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

SHOOTING ACTIONS

Choose which models will be taking part in the shoot action, which virtues are being spent, then resolve the shooting results individually per model using the virtues selected.

The results of a Shooting Action are resolved in principle the same as a Fight Action, choose which virtue you are going to use, roll to hit on the attack, enemy rolls defense dice, apply crits as apply, roll for armour and roll to wound.

TARGETING

A shooting action automatically targets the nearest eligible enemy model, unless a Prudence crit is rolled to hit, in which case the activating player may choose the target. If two models are equally close or within an inch difference of each other, the player ordering the Action chooses who is targeted. A model cannot be targeted if it is in combat or obstructed by a friendly model. The exception is if the shooting model is in base to base combat with the friendly model.

COVER

A model that is at least 50% obstructed by a piece of cover receives a free defense dice against both Shoot and Fight attacks.

RELOADING

After firing a ranged weapon it needs to be reloaded. How many points of reload a weapon requires is recorded on the card. Choose which models are participating in the reload. Make a single Virtue Roll that applies to all models included in the action. A result of 1 means no reload points removed, a result of 2-5 indicates one reload point removed, a result of 6 removes 2 reload points.