

## SCENARIO: OPEN BATTLE - ADVANCED

As you may know, I'm currently writing rules for a map-based campaign, where Warbands fight over territory, laying claim to the towns and villages on the border between Northymbra and Myrce. The basic framework of the rules is going well, but I ran into problems when I started thinking about scenarios to use for the games.

Certain things are pretty straightforward; if a Warband is trying to assault a fortified position, we can have a scenario for that, for example. But a lot of the time, it'll still be just a 'regular' battle. So things like the 'Recover the Paychest', 'Witch-hunt' or 'Lost in the Fog' scenarios from the rulebook wouldn't really work. Which means, we only really have 'Open Battle' to work with. And a whole campaign where you almost always just play Open Battle might be a bit dull...

So this is a new version; Open Battle - advanced. There's a lot more bits and pieces going on, so I'd like to do it as a set of cards rather than charts, if possible. But for now at least, while we test it out, it's charts. Give it a try; any and all feedback you can give would be very helpful!

### **Terrain**

A 36" x 36" board is ideal; although we've also used 48" x 24", and 30" x 44". You should place several pieces of terrain, ideally at least one piece of terrain per square foot – more, if the pieces are small. Generally, a well covered board gives a better game; less dominated by ranged fire, and reduces movement speeds.

### **Warbands**

As well as their Warband, each player will need to provide two Objective markers. Ideally around 40 to 50mm across, these can be made from whatever you like. They will be needed for several of the Missions used in this Scenario.

Each player makes one roll on the 'Games of the Gods' table. (Ignore this for now - it's part of the campaign's rules, and not something we need to worry about yet!)

Each player must be assigned one corner of the table, for Deployment and Missions; generally, for two players, use the table corners diagonally opposite each other.

With more players, use the other corners too; if you have more than four players, you'll have to double up some of the corners. But that's OK, as long as they have different Deployments. For any Missions that refer to your opponent's table corner, use the enemy opposite to you.

### **Deployment**

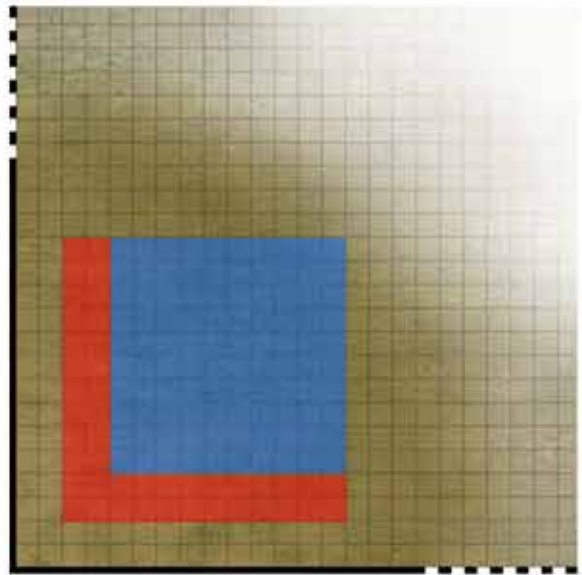
Once each player has a table corner, then they roll on the Deployments Chart to see how they can deploy their Warband. When deploying, each player takes it in turns to place one miniature, until all have been placed on the table. In all cases, follow the deployment as closely as possible, but make allowances for Terrain pieces and other table features.

## Deployments Chart - roll a d6:

Each square equals one inch; the pictures assume the player's Table corner is the bottom left corner.

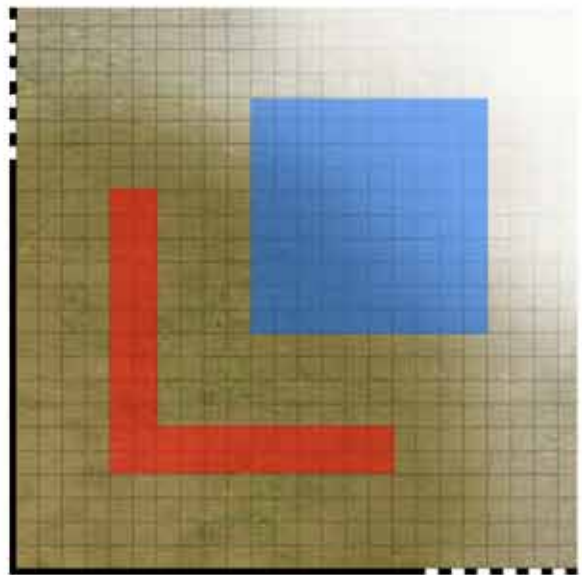
### 1. Clustered

Your models must be deployed in the blue area, which is at least 4 inches along the table edges from your corner, and no more than 14 inches along. All your models must start within 2 inches of two other models. Your Objectives should be deployed anywhere in the red area.



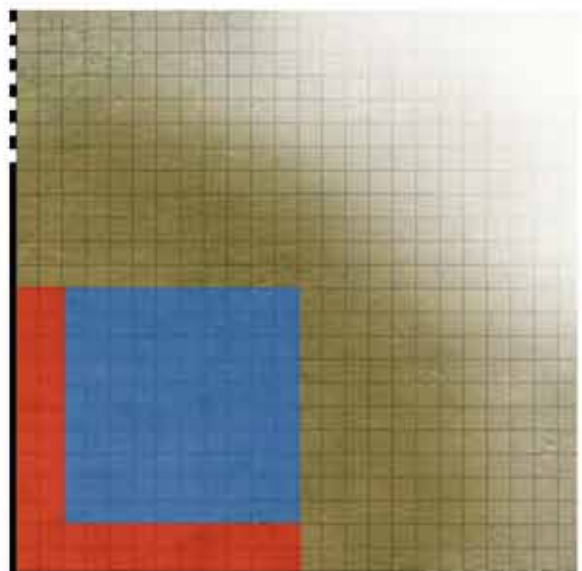
### 2. Patrolling

Your models must be deployed in the blue area, which is at least 10 inches along the table edges from your corner, but no more than 20 inches along. All your models must start within 2 inches of another model. Your Objectives should be deployed anywhere in the red area.



### 3. Grouped

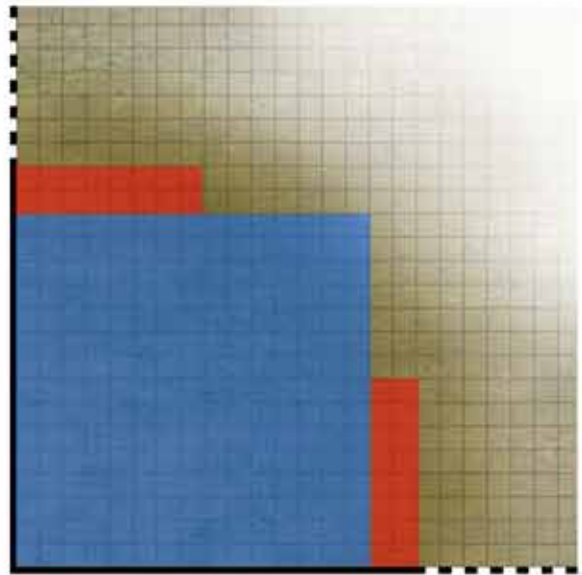
Your models must be deployed in the blue area, which is at least 2 inches along the table edges from your corner, and no more than 12 inches along. All your models must start in groups of two or three models in Base Contact. The groups should be separated by at least 4 inches. Your Objectives should be deployed anywhere in the red area.



Each square equals one inch; the pictures assume the player's Table corner is the bottom left corner.

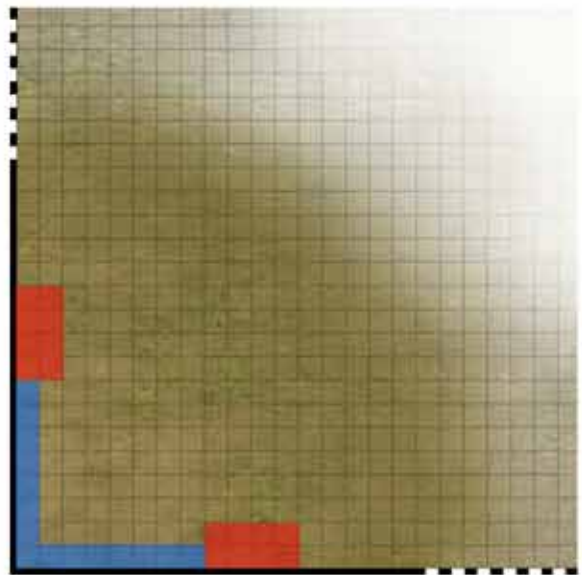
#### 4. Broken

Your models must be deployed in the blue area, which is anywhere from your corner to no more than 15 inches along the table edges. All your models must start separated by at least 4 inches from each other. Your Objectives should be deployed anywhere in the red area.



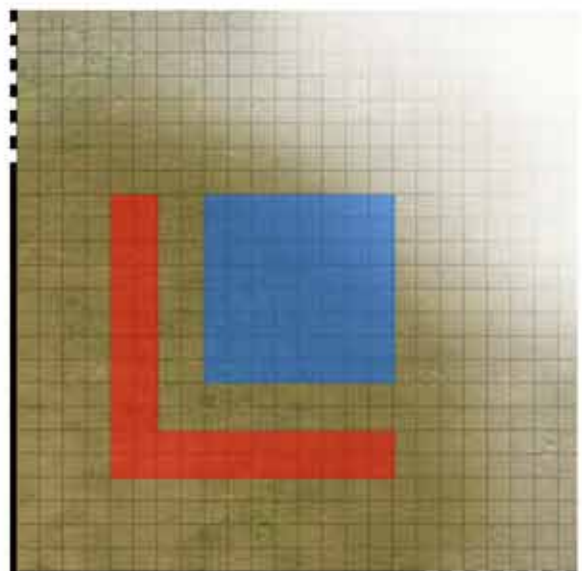
#### 5. Just Arrived

Your models must be deployed in the blue area, which is no more than 8 inches along the table edges from your corner, and in contact with the table edges. Your Objectives should be deployed anywhere in the red area.



#### 6. Deep

Your models must be deployed in the blue area, which is at least 8 inches along the table edges from your corner, and no more than 16 inches along. Your Objectives should be deployed anywhere in the red area.



## Missions

Each player takes it in turns to roll on the Missions Chart. Each Mission has a Victory Point (VP) value; once a player has Missions totalling more than 5 Victory Points (VPs), they stop rolling. Note that a player might have a higher total, if they had rolled two 4 Victory Point Missions, for example.

During the End Phase of Turn 3, and during the End Phase of each subsequent Turn, each player should check to see if they have fulfilled any or all of their Missions. Any that are fulfilled give the player Victory Points (the number of VPs depends on the Mission). Some Missions also provide Experience and Pennies; this will be listed in the Mission's description.

If any player has earned 4 or more VPs, then they count as Winning, and the game ends. Note; it is possible for more than one player to win.

(edit – it's possible we'll be able to do these as cards, which will cut down on the book-keeping.)

### Roll d100

01-04 Deliver the Message. Sometimes a vital message must get through... Choose one model to carry the message. That model must leave the table via the corner opposite your deployment zone. 1 VP.

05-07 Secure. A strong point needs to be taken and held... occupy the largest piece of terrain on the table, by having a model in base contact with it, with no enemy models within 1" of the terrain piece. 2 VPs.

08-10 Assassinate. Cut off the head, and the body will die... the enemy's Leader must be taken Out of Action by your Warband. 2 VPs.

11-13 Invade. Hit the enemy on their home turf... have 3 or more of your models within 6" of your opponent's table corner. 3 VPs.

14-16 Devastate. Crush your foes... At least four of the enemy must be taken Out of Action by your Warband. If the enemy warband has less than 4 models, take them all Out of Action. 4 VPs.

17-20 Capture. Take control of the battlefield... occupy 3 or more pieces of terrain on the table, by having a model in base contact with it, with no enemy models within 1" of the terrain piece. 2 VPs.

21-24 Purge. Burn the witch! For every enemy magic user taken Out of Action, gain 1 VP.

25-27 Bring Down the Beast. Slay the giant... take Out of Action the enemy model with the largest base size. Where there are more than one model with that base size, you achieve this Mission if you take Out of Action the one with the highest Tough Skill, or if there are more with the same Tough, any one of them. 2 VPs.

28-31 Scavenger Run. Finders keepers, losers weepers... perform a Search action on any Terrain piece, with a Target of 7; for every Terrain piece successfully Searched, you gain 1 VP. Note; each Terrain piece can only be successfully Searched once.

32-34 Defend. Hold your ground, no-one gets through... you achieve this Mission if there are no enemy models in your half of the table. 4 VPs.

35-36 Strike Unseen. A blade in the dark... you achieve this Mission if you manage to successfully perform an Attack Ambush Action (not a Ranged Ambush Action). For every successful Attack Ambush Action your Warband carries out, gain 1 VP.

37-39 Conserve. Never leave a beast behind... you achieve this Mission if none of your models are taken Out of Action. 3 VPs.

40-42 Push Through. Through the mud and the blood, to the green fields beyond... you achieve this Mission if 3 or more of your models leave the table via the corner opposite your starting table corner. Each model that leaves the table counts as Surviving. 3 VPs.

43-45 Break Them. Crush the enemy's spirit, make them scurry for their holes... win the game by Routing the opposing Warband. 3 VPs.

46-49 Attrition. Welcome to the meat-grinder... you achieve this Mission if your warband suffers fewer models Out of Action than the opposing warband. 2 VPs.

50-53 Isolate. Cut one from the herd... you achieve this Mission if there is an enemy model at least 8" away from any other enemy models, and with one or more of your models closer than 8". 1 VP.

54-56 Loot. You can't take it with you... to achieve this Mission, you must have a model in base contact with an enemy who goes Out of Action, and spend the next Turn stationary, performing a Search Action. The Search action succeeds automatically (as you rifle through the pockets of the fallen...) Each enemy can only be Looted once. For every enemy model successfully looted in this way, you gain 2 VPs.

57-60 Showdown. This time it's personal... you achieve this Mission if your Leader makes a successful Attack Action against the enemy warband's Leader. 1 VP.

In addition, if your Leader is in base contact with the enemy Leader and takes them Out of Action, the Mission is worth 3 VPs instead of 1.

61-63 Escort. Get them safe home... You're responsible for the safety of an important traveller; use a spare model to represent the traveller. They start in Base contact with your Leader, and Activate just like any other model. However, they can only perform a single Move (M: d6) when they Activate, and may not perform any of the usual Actions. You must move them off the opposite table corner to the one you start with. They may not be targeted by any enemy, but will be considered to be killed if they are not within 4" of one of your Warband members at the end of any Turn. 4 VPs.

64-66 Reclaim. The enemy have taken something of yours... take it back!

(Note; Objectives are not normally moved, this Mission is an exception!)

You must reach one of the enemy's Objectives, and drag it off the table at your corner. Dragging the Objective will slow the character holding it; all Movement is treated as Difficult, and Nimbleness Roll-Offs are at a -1 penalty, however, the character may Sprint. The character dragging the Objective may stop doing so at any time. As the Objective is large and heavy, Spells such as The Gate or Transpose will not affect it; the dragging models will be moved but the Objective will remain in place. 3VPs.

67-70 Rescue. One of your heroes has been captured... get them back!

Choose one of your characters; they start the game off the table. They are being held in whatever Terrain piece is nearest your opponent's table corner. You must get a character into Base Contact with the Terrain piece, and spent one Turn performing a 'Rescue' Action (remain stationery, and do nothing!). Then place your captured miniature in Base Contact at the start of the next Turn; they can Act normally. 1 VP.

71-74 Destroy. Smash up the enemy's stuff!

Reach Base Contact with the enemy's Objectives and make an Attack Action against them; it will hit automatically (ie the Objective won't roll Block dice!). The Objectives counts as having Tough (7) but a single Wound will destroy them. Each Turn spent adds +2 to the Strike Roll. 1 VP for one Objective destroyed, 3 VPs if you destroy 2.

75-77 Locate. A secret message has been placed on the battlefield... The message is Hidden in the Terrain piece nearest the enemy's table corner. Any of your characters may search for the message, by the usual method of being in Base Contact with the Terrain piece, and performing a Search action.

The message is Well hidden, requiring an Awareness Roll-off against a Target of 7. As soon as a character succeeds at the Search Roll-off, the message is discovered; the character must take the message off table via their table corner. 4VPs.

78-81 Mark. You're scouting the area; place scent marks on any important discoveries....

Reach Base Contact with the enemy's Objectives and spend one Turn performing a 'Mark' Action (remain stationery, and do nothing!) 1 VP per Objective marked.

82-84 Test a Spell. You've been given a new spell to try out... test it on the battlefield, then report back!

The Spell has a range of 6 inches, and a Casting Target of 3.

Roll a d6 to see what happens:

1 – Feedback! The spell causes magical burns; the caster suffers 3 Wounds.

2 – Gravity Increase! The spell's target treats all Movement as Difficult for the rest of the Turn and next Turn, and may not fly.

3 – Fire! The spell's target bursts into flames... briefly. They must miss their next Action, as they beat out the flames.

4 – Clang! Any Armour the target is wearing becomes magnetic... any Strike or Shoot Actions directed at them for the rest of the Turn are at +3.

5 – Explosion! The spell causes a huge blast; any model within 6" of the target (so yes, even the caster!) suffers d8 Wounds, not reduced by Armour.

6 – Petrification! The target of the spell turns to stone... they count as Out of Action; remove them from the table. After the game, they will recover, and do need to roll for Permanent Injury.

(note – each time you cast the spell, roll again to see what happens.)

Once you have cast the spell, the spell-caster must move off the table via your table corner. 1 VP.

85-87 Bounty Hunt. There's a price on their head; collect it!

The enemy's Second is a Wanted beast, and cannot be killed, but must be taken alive. They cannot be Shot, or Wounded by Spells; all Attacks against them must be non-lethal, and count as Un-armed. If you manage to take them Out of Action, the mission is fulfilled. 2 VPs.

88-90 Test some Armour      You've been given a new piece of armour to try out... test it on the battlefield, then report back!

The experimental armour is worn in addition to any other Armour the character has, and provides no Tough bonuses. To test it, you must suffer at least one Wound! Roll a d6 to see what happens:

- 1 – Worse than useless. The Armour causes you to suffer 3 extra Wounds, not reduced by Armour or Skills.
- 2 – Shatter! The Armour breaks into shards; you take two additional Wounds, and so does any model within 2" (not reduced by Armour or Skills).
- 3 – Crack! The Armour fails, and tangles you up – you may not Move for the rest of the Turn.
- 4 – Sparks! There's a shower of sparks, and all characters within 2" are stunned, and may not roll Block or Nimbleness dice for the rest of the Turn.
- 5 – Super-tough. The armour works brilliantly; ignore the Wounds you suffered during this attack.
- 6 – Boing! The armour rebounds the damage caused; ignore the Wounds you suffered during this Attack, and instead they are inflicted upon the enemy that caused them.

(note – each time you suffer Wounds while wearing the experimental armour, roll again to see what happens.)

Once you have taken one or more Wounds, you must move off the table via your table corner. 1 VP.

91-93 Test a Weapon. You've been given a new weapon to try out... test it on the battlefield, then report back!

Make an Attack Action using the experimental weapon. If you cause 1 or more Wounds, roll a d6 to see what else happens:

- 1 – Flop. The weapon bends like rubber. The Wounds caused don't count!
- 2 – Shatter! The weapon breaks into shards; the target takes two additional Wounds, and so does your character (not reduced by Armour or Skills).
- 3 – Sharper than a razor. The weapon slices straight through Armour; if any Wounds were reduced by Armour, add them back on!
- 4 – Bang! The weapon gives off a massively loud noise on impact; both characters are stunned, and may not roll Block or Nimbleness dice for the rest of the Turn.
- 5 – Vampire blade. The weapon sucks blood from the wound; the target suffers an extra d6 Wounds, not reduced by Armour or Skills.
- 6 – Devastator! The weapon causes an immediate Permanent Injury upon the target!

(note – each time you choose to use this weapon, roll again to see what happens.)

Once you have made an Attack Action, the character must move off the table via your table corner. 1 VP.

94-96 Survey. Map the battlefield... Your characters must reach each table corner; once your characters have touched each table corner, the Mission is fulfilled. Note; this does not need to be the same character. 3 VPs.

97-99 Deny. Take control of the enemy's resources... occupy two enemy Objectives, by having a model in base contact with them, with no enemy models within 1" of the Objectives. 3 VPs.

100 Choose any three Missions!

## Random Events

At the start of each Turn, one player should roll ad20 on the Random Events Chart; the result rolled will take place during that game Turn.

1. Nothing weird happens this Turn.

2. Gusty Winds – All Shooting is limited to 12” Range or less, and is subject to a -2 modifier. Characters using Flight must roll a d12, rather than moving 12”, as if in Difficult Terrain. A roll of 1 results in the character suffering d6 Wounds, not reduced by Armour.

3. Drifting Fog - Visibility is very limited. Each time a model needs to use Line of Sight, or charges an enemy, roll their Awareness and add 6; this is the distance in inches they can see at that time. All Concealment Rolls gain a +3 modifier.

4. Collapsing Terrain

Any model that starts or ends an Action within 3 inches of a Terrain Piece risks being hit by fallen debris; make a Nimbleness Roll-off against a Target of 5. If they fail, they suffer d6+1 Wounds. Armour and Skills will alter this as normal.

5. Swarms

Hornets are nesting in this area. Every time a character takes an Action, they must also make an Awareness Roll-off against a target of 2. There is a -1 modifier to this if the Action involves a Move of any distance, and a -3 modifier if the Action is a Sprint. If the Roll-off is failed, the character gets swarmed by angry hornets; they suffer d6 Wounds (not reduced by Armour or Skills), and their rolls are subject to a -2 modifier until the end of the Turn.

6. Boggy Ground – The ground is slippery and treacherous; all Movement is counted a Difficult, even for Wildbeasts. All Nimbleness Rolls are subject to a -2 modifier.

7. Tremors

The earth rumbles and shifts; all Movement is counted a Difficult, even for Wildbeasts. All Roll-offs are subject to a -2 modifier. Any roll of 1 (before modifiers) causes the character to stumble and fall, suffering 2 Wounds, not reduced by Armour or Skills.

8. Gremlins

There’s something wrong with the mechanism... all Black Powder weapons become Temperamental and misfire on rolls of 1 to 3, rather than just rolls of 1.

9. Lucky Find

Any character that rolls a 1 this Turn makes a lucky find; a dropped piece of treasure. After the game, you may sell it for 3d6 pennies.

10. Sudden Downpour – Bows and crossbows are limited to 15” Range, and are subject to a -1 modifier. Black powder weapons become Temperamental and misfire on a Roll of 1 or 2 before modifiers.

11. Restless Ghost

An unquiet spirit appears in the centre of the table; any character that starts or ends an Action within 8 inches of the ghost must make a Fortitude Roll-off against a target of 4. If the Roll-off is failed, the character must immediately move 8” towards their table corner, in as straight a line as possible. Fearsome/Fearless models still need to make this Roll-off.

12. Fire

The largest Terrain piece has been smouldering for some time, asking a lightning strike... and now it bursts into flames! Any model in Base Contact takes 2d6 Wounds, not reduced by Armour. Any model that starts or ends an Action within 3 inches of the Terrain piece suffers 1d6 Wounds, not reduced by Armour.

13. Carnivorous plants

Some of the local vegetation has absorbed magic, and developed a taste for blood... any time a character suffers a Wound, the plants will go wild and attack! The Wounded player must make a Nimbleness Roll against a Target of 4. If they fail, the plants cause d6 Wounds, not reduced by Armour or Skills.



#### 14. Possession

Unquiet spirits and demonic entities float randomly across the battlefield; any character that rolls a 1 becomes possessed! Roll a d6; then the model must make the indicated Action, but controlled by your opponent. Once the Action is completed, the character shakes off the possessing entity.

#### 15. Sinkhole

Any time a character rolls a 1, the ground gives way and they fall into a hole. For the rest of the game, they count as Hidden, but may not Ambush. Before they make any Action, they must try to climb out of the hole first, by making a Nimbleness Roll-off against a Target of 3. If they pass, they escape the hole, and may carry out their Action. If they fail, they remain in the hole, and may not Act. If they roll a 1 on the Nimbleness Roll-off, they fall even further and go Out-of-Action.

16. Magical Storm – The air is filled with the greasy feel of static electricity, as an excess of magical energy surges across the countryside... every time a Cast Spell Action is declared this Turn, first roll a d6 on the following chart:

1 Null zone; the character is standing in a weak magical area, and the spell's Range is reduced to 8" maximum, and there is a -2 penalty to the Roll.

2 Raw power; if the Spell is cast successfully, and bonuses or Wounds caused / healed are increased by d6. If the Spell is failed, the mage suffers d4 Wounds, not affected by Tough / Delicate modifiers.

3 Channelled power; the character may add a bonus to their Casting Roll of any amount they choose, but must suffer Wounds equal to that bonus, not affected by Tough / Delicate modifiers.

4 Random weirdness; the character is filled with magical knowledge, and may pick any of the spells from their Magic type to cast this Turn.

5 Overpowered random weirdness; the character may pick any of the spells from their Magic type to cast this Turn, and receive a +3 bonus to the Casting Roll., but with a +3 bonus to the Casting Roll.

6 Total power! The character is flooded with magical knowledge and power, and may pick any Spell from any Magic type to cast this Turn, and receive a +7 bonus to the Casting Roll. The magic overwhelms the mage, and they count as Paralysed for the rest of the Turn, so all attacks made on them are counted as Ambush attacks (i.e. they may not roll to use Block or Nimbleness).

#### 17. Old tunnels

Any time a character rolls a 1, the ground gives way and they fall into an abandoned burrow. The character suffers d6 Wounds, not reduced by Armour.

Others have fallen before, and after a quick search of their remains, you find something interesting... roll on the Rare Items chart.

If the character has a Rope & Hook, or the Leap Skill, they may return to the table at the start of the next Turn. Otherwise, they count as being Out of Action, but do not have to roll for Permanent Injuries after the game.

#### 18. Coventina's Mirror

Any time a character rolls a 1, they notice a pool of water on the ground... roll a d6:

1 – the reflections in the water are horrifying, showing the character their own death. For the rest of the game, the character views all enemies as Fearsome.

2 – the reflections show a glimpse of the future. The character may re-roll any one dice roll this Turn.

3- inspiring images fill the pool, and the character is inspired to greatness; their next Roll-off gains a +7 bonus.

4 – the pool shows a true vision of the battlefield, and nothing is unseen. No enemy can Hide this Turn. Any Hidden enemies are immediately revealed.

5 – the blessing of Coventina. The next time this character suffers any Wounds, they ignore them.

6 – insanity unbound! The character is driven temporarily mad by the visions, and become Berserk for the rest of the game.

#### 19. A Tear in the Veil

The boundaries between worlds are weakened; fearful noises drift through. All characters have a -1 modifier to Roll-offs. Magic users suffer the most; they have a -3 modifier to Roll-offs.

#### 20. Roll again – twice!

## Starting the Game

Each player rolls their Leader's Fortitude; the highest roll wins. Re-roll ties.

## Ending the Game

During the End Phase of Turn 3, and during the End Phase of each subsequent Turn, each player should check to see if they have fulfilled any or all of their Missions. Any that are fulfilled give the player Victory Points (the number of VPs depends on the Mission). Some Missions also provide Experience and Pennies; this will be listed in the Mission's description.

If any player has earned 4 or more VPs, then they count as Winning, and the game ends. Note; it is possible for more than one player to win.

If at any time in the game, one player's Warband remains on the table whilst all others have Routed, that player counts as Winning, regardless of the Victory Points earned.

## Experience

All Surviving members of the Winning Warband gain +1 Exp.

All Surviving members of any Warband that achieves 3 or more VPs gains +1 Exp.

Any Warband that gains 2 VPs earns 2d8 pennies as a reward from their patron.

Any Warband that gains 3 VPs earns 3d8 pennies as a reward from their patron.

Any Warband that gains 4 VPs earns 4d8 pennies as a reward from their patron.

Any Warband that gains 5 VPs earns 5d8 pennies as a reward from their patron.

Any Warband that gains 6 or more VPs earns 5d8 pennies as a reward from their patron, and may give +1 Exp to any three Warband members, even those that went Out of Action.

## Multi-player games

When there are more than two Warbands playing, you may need to use a 4'x4' board, or possibly one even larger.

Rather than using the normal Initiative rules, all players should roll their highest Fortitude dice at the start of each Turn. The player who rolls highest starts first that Turn; proceed clockwise around the table for the other players.

## Uneasy Allies...

A Warband counts as being In Alliance with any Warband that it has not performed an Attack, Shoot or Cast (offensive) Spell Action upon, or vice versa.

So, at the beginning of Turn One, all Warbands are In Alliance with each other! Doubt it'll last, though...

While you are In Alliance with at least one Warband, you can ignore the rules for Routing. Even if your Leader and Second are taken Out of Action, you do not have to Rout. If you subsequently lose the Alliance, however, you must begin testing for Routing at the end of the Turn. Use the highest Fortitude Stat left in your Warband.