

Blood on the Blade

HEXCRAWL RULES

ver. 0.2

OVERVIEW

Those expansion for Blood in the Blade introduces the rules for hexcrawling: a game exploration technique that involves navigating and exploring a game world divided into hexagonal sections or "hexes."

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BACKGROUND STORY

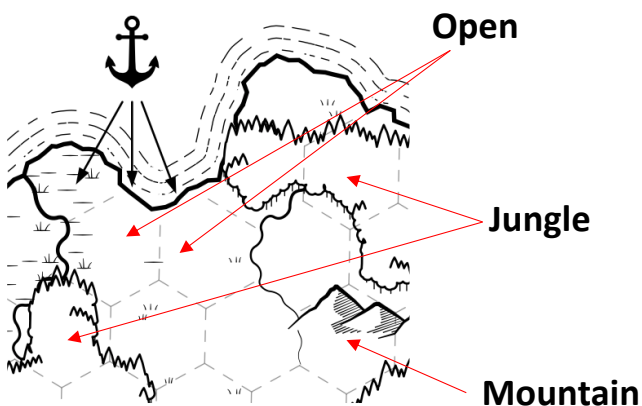
Your warband has been commissioned by the Emerald Company, one of the main shipping companies, for a daring mission, to delve into the enigmatic heart of the Green Islands, an archipelago veiled in myth and mystery. As they set sail, the promise of riches, ancient lore, and the allure of the unknown beckon the warband members, marking the start of an epic expedition into the unexplored depths of these fabled isles.

1 OVERVIEW

1.1 WORLD MAP

The maps used in this campaign represent islands of different size: each island is divided into hexagonal areas representing about 1 square KM of terrain.

The map contains three types of terrain:



Open: hex is blank or with small signs

Jungle: hex has a treeline border or is completely surrounded by other Jungle hexes.

Mountain: hex has mountain icon

Anchor icons represent the potential areas of landing from the ship.

Use a token to keep track of the current location of the warband.

1.2 WARBAND

To represent the overall status of the warband you will need to manage two additional attributes:

FATIGUE: the overall fatigue of the warband is managed with a track on the campaign roster. Events and warband activities will increase (and decrease) the fatigue level: the Fatigue track shows the effects on each PC of the current fatigue level (e.g. at Fatigue Level 3 your PC will suffer a -1 to every Check). If you are already at Fatigue Level 6 and you must increase this value, each PC immediately suffers 2 points of damage.

SUPPLY: the number of supply points available is tracked on the campaign roster in the dedicated box. Each supply point represents enough food for one day for the whole party. A max of six Supply Points can be transported by your warband.

1.3 EMERALD COMPANY SUPPORT

The Emerald Company will provide the ship and supplies for your exploration. Every time you reach the landing hex (main camp) you can refill the Supply to 6 points.

In addition, one Cartographer (NPC) of the Company will always be attached to your warband during the campaign: unless specified otherwise, place the Cartographer after the other Warband members on the map on each Scenario. If the Cartographer is killed, the Campaign is immediately over and the Warband loses 3 RP.

Additional support NPCs (porters, camp workers) are also following your warband but are not directly represented in the game.

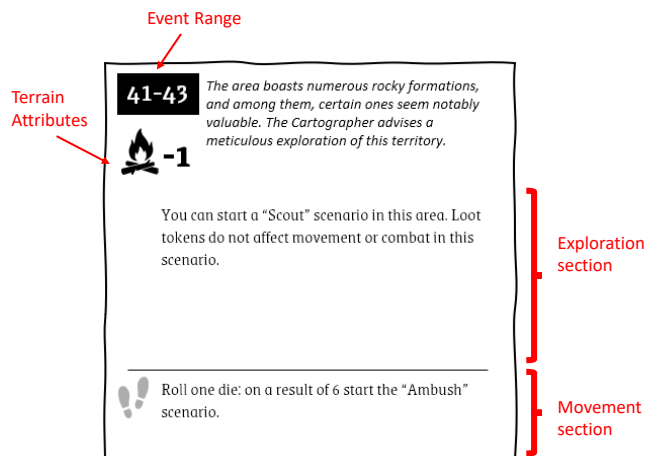
1.4 EVENT TABLES

Event tables are one of the key components of the hexcrawl campaign and are used to quickly generate the terrain features and the associated events.

Each Event table includes a series of boxes, identified by one range (white numbers on a black rectangle). The Event is split into two parts:

- Exploration section: the upper part of the box contains the events triggered when the warband enters this hex for the first time (exploration)

- Movement section: the lower part contains the vents triggered when the warband moves to a previously explored hex.



In addition, the event box can include one or more terrain attributes (upper left part, under the range box): those attributes are always active, regardless of the warband action (exploration or movement)

	Camp action modifier
	Hunt action modifier
	Exploration action modifier

2 GAME OVERVIEW

2.1 CAMPAIGN START

Select one of the Island maps then select one of the hexes connected to the anchorage points. Write a circle on the map to keep track of the main camp of your expedition. Place a token to represent the warband location in the selected hex.

Consult the “Landing” special Event for the additional details.

2.2 TURN SEQUENCE

Each game turn represents one day and is split into two phases:

- Actions Phase: the Warband will explore the map, search for clues and of course fight any enemy.
- Camp Phase: at the end of the day the warband must prepare the camp and rest.

3 ACTIONS PHASE

The warband has 12 Action Points (AP) available each day: AP can be freely spent to execute the available actions. Here below you can find the list of the available actions.

3.1 EXPLORE ONE HEX

This action is required to enter an unexplored hex and has a base cost of 2-4 AP depending on the terrain type (see the terrains table).

When the Warband enters an unexplored hex, proceed as follows depending on the terrain type of the hex entered:

- OPEN: roll a d66 on the OPEN Terrain event table
- JUNGLE: roll a d66 on the JUNGLE Terrain event table
- MOUNTAIN: roll 1d6 on the MOUNTAIN Terrain event table

In the specified event table, find the box whose range corresponds to the die rolled and apply the effects of the upper part of the box (exploration section). If the event box contains an exploration action modifier (a compass icon) spend the additional action points specified.

Write on the map the value of the die rolled as a reference then move the warband token to the new hex.

3.2 MOVE TO AN EXPLORED HEX

This action is used to move to a hex previously explored and has a base cost of 1 AP (see the terrains table).

Search the entry in the Event Table corresponding to the number written on the map and then apply any effect in the lower part of the box (movement section). If you moved back to the base camp, use the “Landing” special location box.

Move the warband token to the new hex.

3.3 HUNT

This action is used to find some supply in the current hex and has a fixed cost of 2 AP.

Search the entry in the Event Table corresponding to the number written on the map and then check if the current terrain provides a Hunt Action modifier (Bow and arrow icon). Roll one die, apply the terrain modifier (if any) then consult the Hunt Table to determine the number of supply points obtained. Update the Warband roster accordingly.

3.4 REST

This action is used to recover some Fatigue and has a fixed cost of 3 AP.

Reduce the Warband Fatigue by one: update the warband roster accordingly.

4 CAMP PHASE

You now must spend one Supply point (update the campaign roster accordingly). If you don't have a Supply point available, immediately increase the Fatigue by two and skip the Recovery check.

4.1 RECOVERY CHECK

Search the entry in the Event Table corresponding to the number written on the map and then check if the current terrain provides a Camp Action modifier (fireplace icon). Roll one die, apply the terrain modifier (if any) then consult the Camp Table to determine the number of Fatigue points recovered: update the Warband roster accordingly. The same number also represents the amount of HP recovered by each Character.

If the result on the Camp Table roll is preceded by an asterisk, there is the risk of a night encounter. In this case, roll one die: on a result of '6' you must immediately start the "Night Attack" scenario.

5 SCENARIOS

Events will often trigger the start of one scenario, including standard BoTB scenarios and new ones.

Proceed with Scenario setup and play using the standard rules; at the end of each scenario, unless specified otherwise:

- Spend one additional Action Point
- Increase the Fatigue by one

Ignore the RP references in the scenarios (see the Campaign Rewards chapter).

5.1 ENEMIES

Unless specified otherwise, to determine the enemy for a Scenario roll on the Enemies Table found in the Campaign Play Aid.

5.2 LOOT POINTS

Loot Points obtained on a Scenario are considered to be kept safe by the NPC following the warband. Update the campaign roster with the available Loot Points and watch out, some events could impact your treasures!

6 CAMPAIGN REWARDS

Ignore the references to Reputation Points (RP) gained/lost in the scenarios; you will gain RP (and Loot) for each completed contract with the Emerald Company.

Standard EC contract. For each Major island explored gain 3 RP and 3 LP. Add one Loot point if you also explore one Minor island.

Long EC contract. For two Major islands explored gain 8 RP and 7 Loot.

CREDITS

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For any comment, suggestion and critique you can reach me at my email address:

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Additional (free!) components for Blood on the Blade are available on the Studium CMLXV site.

<http://zak965.it/studium/>

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