

Blood on the Blade – Example of Play

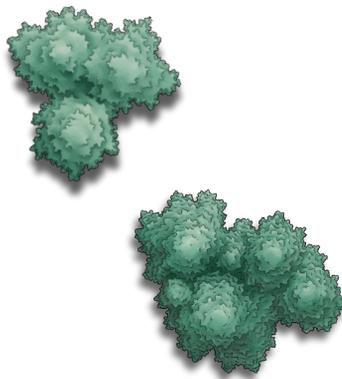
INITIAL SETUP

In this example of play I will play the **Scout** Scenario: my warband is a very new one, named “The Obsidian Crows”, with Reputation Level = 1.

Terrain Preparation

The scenario map is divided in 6 zones: for each zone I roll 1d6 and place the requested terrain.

As an example, for zone #5 I roll 1d6 and get a 2: this corresponds to “1d3+1 trees”. I place the trees here below in zone #5



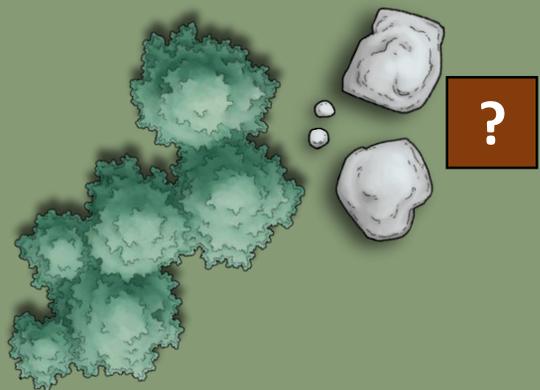
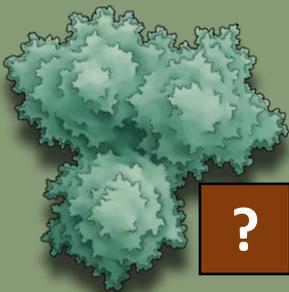
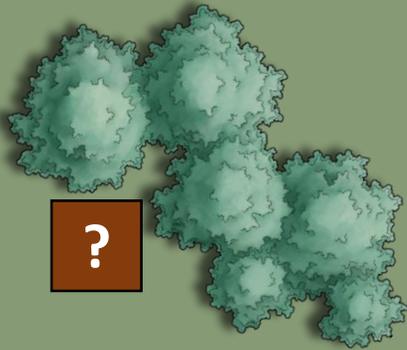
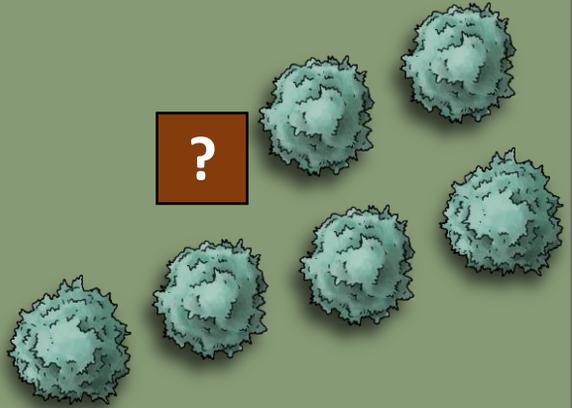
(There are no strict rules on the placement of the terrain)

Initial Setup

After preparing the terrain, I need now to place Event Markers (EM) 1..8 on the Map, one EM in each zone near a terrain feature (and discarding the two remaining EM).



After placing all the EMs the Map look as the image in the following page:



1MP

WARBAND SELECTION

I will use the following units (from the Character Sheet):

Rogoth (Leader, Warhammer)

Gaev (Great Axe)

Kimal (Short Bow)

Worbur (Sword)

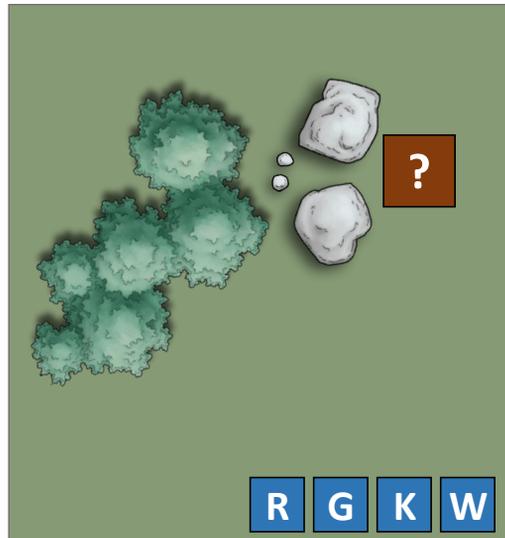
Each Character will be represented on the Map by a Blue square with the first letter of the name on it



The Warband Placement section of the Mission Sheet is:

“The Player units can enter the map in any point of the southern border (zone 5 and/or 6)”

I place my four characters on the southern border of zone #6



ENEMY SELECTION

I will use the Undead as my adversary for this scenario (my warband has reputation level 1 and the Undead can be used for RL 1-2).

The scenario doesn't include any special placement for the enemy forces so I'm now ready to start.

TURN 1



ACTIVATION POOL

I place in an opaque cup 4 Activation Markers (AM), equal to the Units in play, plus the “End Turn” marker.



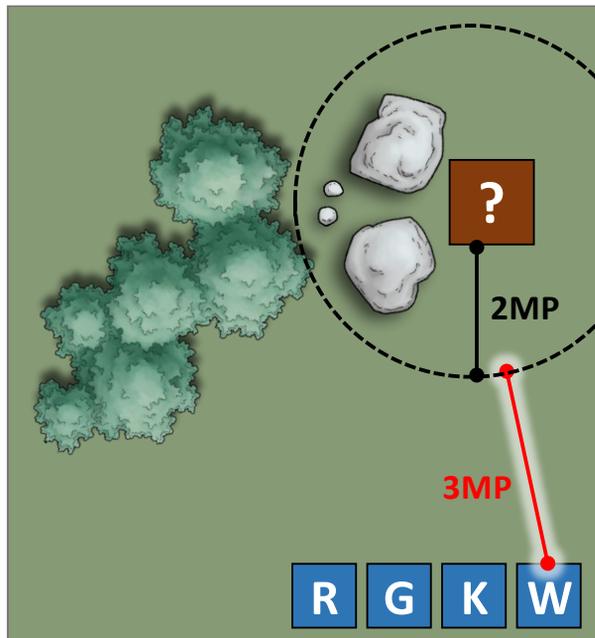
FIRST ACTIVATION

The first AM I draw is a “Player” AM

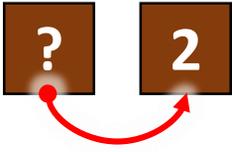


I can now activate one of my Characters: I select Worbur, that has 5 MP available.

Each activated Unit has two available actions: the first one is always a Move so I move Worbur near the first EM (about 3MP)



When Worbur moves within 2MP of the EM I immediately reveal it, interrupting Worbur action temporarily.



The EM is a «2»: I lookup up in the EVENT MARKERS section in the Scenario Sheet and I find that this corresponds to “Enemy(A)”.

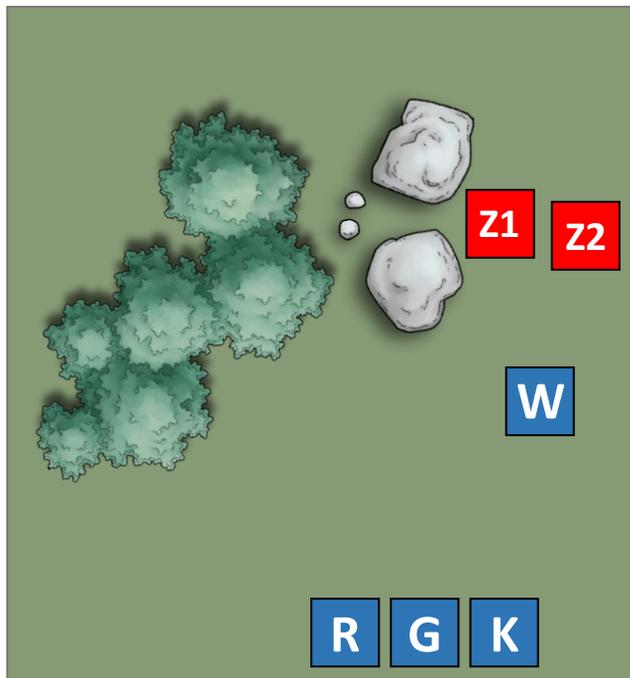
Enemy(A) means a contact with a Group “A” of enemies, so now I need to identify my first adversaries by consulting the CLASS A ENCOUNTER Table in the Enemy Sheet.

Since the Undead Enemy Sheet includes several groups of creatures, I need to first roll 1d6 and determine which group I will face. A result of “3” on my d6 gives the “Returned” as the enemy group.

I roll a second d6 to determine the Returned group composition: I get a “4” that corresponds to “Zombie (x2)”, so two Zombies will enter the game. Enemies will be represented in the Map with a Red square.



The new enemy units must be placed near as possible to the original Event Marker, at least 1MP from any Player: the Map now look as follow



Finally, I place in the Activation Pool two additional “Enemy” markers. This completes the enemy entrance.



Worbur has still 2MP available (since he only spent 2MP to approach the EM) so I decide to complete his First Move by engaging the Zombie #2.

The second action for Worbur will be a “Quick Attack” (since I’ve moved the Character I cannot choose a “Standard Attack”).

ATTACK RESOLUTION

Worbur is now adjacent to Zombie #2 and can execute his Quick Attack.

To determine the result of Worbur’s attack, I need to roll the dice indicated by his “Attack” stat: if the result is greater or equal to the Zombies TN the attack is successful.

Worbur’s Attack is “3D-1” while the Zombie TN is 10, modified to 11 by the Quick Attack penalty (+1 to TN).

Name: Worbur							HP 11	
Melee			Missile					
Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR	
5	3D-1	H				9/+2	-1	
Equipment: Sword Leather Armor Shield							STR 1	
							CON 1	
							DEX 1	
-2 Atk								
-1 TN								
-1 Move								

Zombie							HP 11	
Melee			Missile					
Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR	
3	2D6	L				10	0	
#1								
#2								
#3								
#4								
#5								
-1 Atk								
-1 TN								
							<i>Dead bodies raised from the grave, now mindless creatures always hungry for flesh</i>	

I roll 3d6 and get 4,3,5

The final result (3D-1) is 4+3+5-1=11, high enough to hit the Zombie: a good start for the Scenario!

To determine the damage inflicted by the attack, I now consult the DMG factor of Worbur’s attack: it’s a “H”, that means the Highest roll. In my case this means the 5, and since the Zombie has not armor or other protection (its Damage Reduction is zero), I inflict 5 wounds to the Zombie.

I mark the 5 wounds on the Zombie Roster.

Worbur activation is completed: I place the AM near the character as a reminder

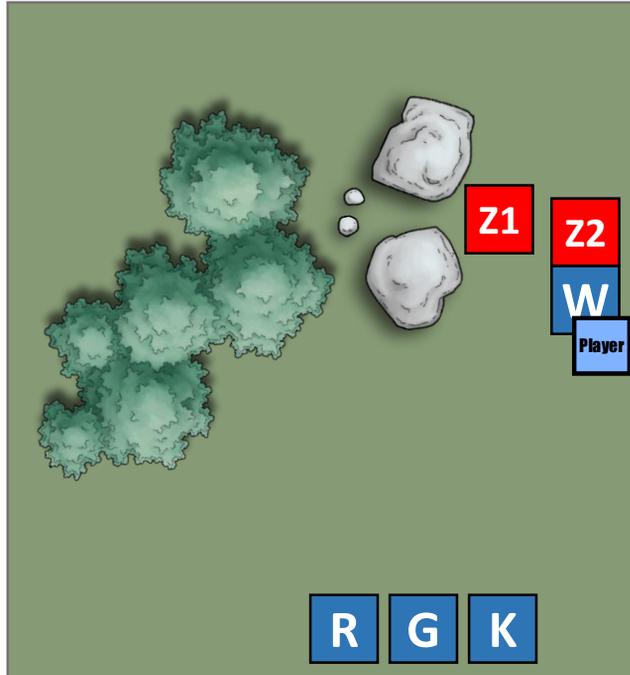
#1								
#2								
#3								
#4								
#5								
-1 Atk								
-1 TN								

SECOND ACTIVATION

Having completed both actions for Worbur, I must now draw another Activation Marker: the second AM is an “Enemy”:



The status of Zone #6 is the following:



To select the Enemy Unit to activate and determine its order, I roll 1d6 and consult the ENEMY ACTIVATION table in the Scout Scenario Sheet.

The roll is a “4” and looking into the ENEMY ACTIVATION table I find the following result:

Enemy to activate: **Nearest (PC)**

Order: **Attack (Easiest PC)**

The enemy nearest to a Player Character is Zombie #2: since Zombie #2 is only engaged with Worbur the target (Easiest PC) is of course Worbur.

The Zombie attacks with 2d6: Worbur TN is 9/+2: the +2 represents Worbur Shield. The Shield bonus to the TN can only be applied to a single Melee attack: I decide to use it immediately, improving Worbur’s TN to 11.

The Zombie rolls a 4 and a 6, for a total of 10.  
The attack is unsuccessful! (note that without the shield protection this attack would have been successful)

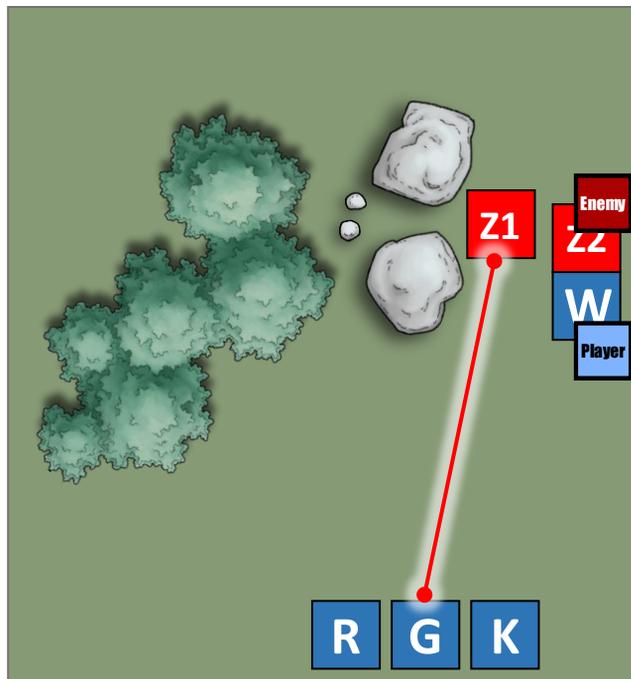
THIRD ACTIVATION

I place the Enemy AM near Zombie #2 as a reminder of its activation and then I draw another Activation Marker: the third AM is an “End Turn”:



This is the first time I draw this AM so the turn is not over, but I should keep in mind that the turn could quickly end in the future if I will draw again this AM (in Blood of the Blade you cannot be 100% sure to activate all your characters)

I draw another AM: this time is a “Player” AM. I then put the End Turn AM in the pool: the next time I will draw it the turn will be over.



It's time to activate Gaev: with the first Action Gaev engages the Zombie #1 (remember, once two adversary figures are at a distance of one Movement Point or less, you must place the two Units in base contact regardless the active unit Move capability).

The second action is again a Quick Attack against Zombie #1 (TN 11, including the Quick Attack modifier). Gaev attack roll is 3D+1 and i get 1,4 and 6 for a total of 11.



FIFTH ACTIVATION

I draw another AM: this time is an “Enemy” AM.

A red square with a black border containing the word "Enemy" in white text.

Zombie #1 is the only Enemy not yet activated, so I roll 1d6 and consult the ENEMY ACTIVATION table in the Scout Scenario Sheet only to determine his orders.

The roll is a “2” and looking into the ENEMY ACTIVATION table I find the following result:

Order: **Attack (Weakest PC with Loot token, Weakest PC)**

There’s only one PC engaged with this Enemy (Rogoth) so the Attack order will target Rogoth.

The Zombie Attack is 2d6, with a -1 for the current damage. Rogoth TN is 10. The Zombie rolls the die and get a 3 and a 4, for a total of $3+4-1=6$, not enough to pass the chainmail of Rogoth.

SIXTH ACTIVATION

I draw another Activation Marker: the sixth AM is an “End Turn”:

A green square with a black border containing the words "End Turn" in white text.

This is the second time I draw this AM so the turn is over.