

RECLAIMING BLADE V 0.1

The setting

For as long as most can remember, the world has been swallowed by darkness, the combined forces of the northern animals a fragile ember in a world of darkness. Forty standard years ago the great war was waged, and a now legendary army of now-fallen heroes pushed back the Corrupted remnants of the old world and cemented a new kingdom in the ruins of the old world. Only one animal now remembers those days, the queen Rosie, 'the bear of the north'. Around her teachings, the great dog houses of Labrador, Doberman, and Retriever were founded, following the teachings of the Good Boy. These great houses have regiments of ascended soldiers and legions of their lesser brethren, with many non-ascended breeds under their wing until their day of ascension. To the North of the kingdom are the barbaric lands of the old Scotland, and to the south the Corrupted, led by the few of them that retain any brain function. Rosie has declared her intention to reclaim the lands of old England by fire and sword, but with her now very advanced age, others covet her throne. The war rages on.

What you need

- A tape measure
- A standard deck of playing cards
- Some models or tokens to represent the units

Universal rules

-Card values-

Numbered cards 1-10 are the printed values, face cards (King, queen, Jack) count as 10, Jokers count as 1 or 10.

-Card cheating-

Unless otherwise stated, any card flip may be cheated on by playing a card from your hand on top of a card flip on your turn. A player may not cheat on an opponents flip.

-Turn Sequence-

- 1.Rally fleeing troops
- 2.Draw command cards
- 3.Issue orders by strategy rating.

--1.Rally fleeing troops--

A unit that is fleeing and not within 6" of an enemy may attempt to rally, blind draw a card from the top of the deck, and if the number is below the unit's COURAGE stat then they rally and may be re-faced. If the unit also matches the suit drawn then they may activate as normal in the coming phase.

--2.Draw command cards--

If your commander hand is less than 5 cards, you may draw 1 card. Alternatively, you may discard a card to draw a card.

--3.Issue orders by strategy rating--

Starting with your highest strategy rated commander draw a card, the corresponding number is the amount of activations you may spend this turn. If the suit matches your commander then you also gain an additional activation. Work your way down the commander ratings until all units have activated or been passed on.

---3A Activation options---

1.Company move

Each unit in the company within 6" of the company commander moves straight forward 1 move at the speed of the slowest unit. This move may not initiate a charge and the unit MUST stop upon reaching 3" of an enemy unit.

2.Regular move

The selected unit moves forward up to the maximum amount listed on its move stat. The unit may alternatively choose to change facing at a cost of half its movement or turn to face any direction at the cost of a full move. The unit MUST stop upon reaching 3" of an enemy unit. You may move into attack range, though this will not grant any charge bonuses or trigger any charge reaction abilities.

3.Charge an enemy unit

The unit may nominate a target to charge, blind draw a card and move directly towards the enemy unit. If the number isn't high enough then the charge fails and the unit does not move at all. If the unit makes contact then it may immediately initiate a single attack action with a +1 modifier to its combat skill.

4.Attack

The unit makes a melee attack if in base-to-base contact, or a shooting attack (if available). The attacker and defender both blind flip a card from the deck, then apply

modifiers (Melee skill for attacker, either melee OR defense for the defender) the difference is then applied as damage. The loser takes a **wound token** and takes a morale test with a negative modifier by the amount they lost the combat by (This test may only be cheated on if a commander is present in the unit). (eg. A dog pack loses combat by 3, which is then subtracted from their Courage of 5, and so must draw with a score of 2 or lower). If the unit loses by more than 10 the unit is instantly destroyed and removed from play. If the unit fails by either 8 or 9, it flees 1 move away from the victorious unit. If the unit survives the attack without fleeing it stays in combat.

5.Rally

See section **---1.Rally fleeing troops--**

6.Recovery

A unit may forsake any more actions this turn to remove a **wound token**.

-Unit activations-

A unit can be activated as many times as you like. However, after the 2nd activation they will incur a **fatigue token**.

--Wound tokens--

A wound token reduces a unit's courage by 1, it also lowers a unit's combat skill by 1 to a minimum of 0.


--Fatigue tokens--

For each fatigue token a unit has, its combat, shooting and movement statistics are reduced by 1, to a minimum of 0. At the end of a turn remove 1 fatigue token from each unit on the field.

--Fleeing troops--

A fleeing unit will continue to move directly away from enemy troops until it is 4" from an enemy unit. If a unit tries to flee when engaged in the front and rear then rather than fleeing, it is destroyed. Should all units in a company be fleeing at the end of a turn, the company is destroyed.

--Unit Profile--



Labrador Soldier

| | |
|-------------------|-----------------------|
| Combat skill: 3 | Unit cost: 10pts |
| Ranged skill: N/A | Unit size: 1-10 bases |
| Defense: 2 | |
| Courage: 6 | |

Special rules:
 Good boy- this unit gains +2 attack if a Diamond card is flipped during it's attack

This is the standard unit profile, all units move at a standard 4" (unless stated in the special rules). Unit cards will also be faction specific and their stats will vary. The main stats **Combat skill**, **Ranged skill**, **Defense** and **Courage** are all explained in the unit actions where they are appropriate.

--Multi-bases--

Adding multiple bases gives bonuses to a unit due to the boost to courage and combat ability greater numbers provides. For every 2 bases a unit gains +1 courage and for every 4 bases it also gains +1 combat skill

Learning to play

-Initial set-up-

To start with, we will put a unit of Labrador Soldiers against a unit of Cat Soldiers. I have based my models on 40mm square bases, Labrador Knights and soldiers 1 per base, with the cats and Labradors 2 per base.



--The 1st turn--

The two units start 10" apart, and just for this purpose we will assume the Golden Labrador soldier has the higher strategy rating.

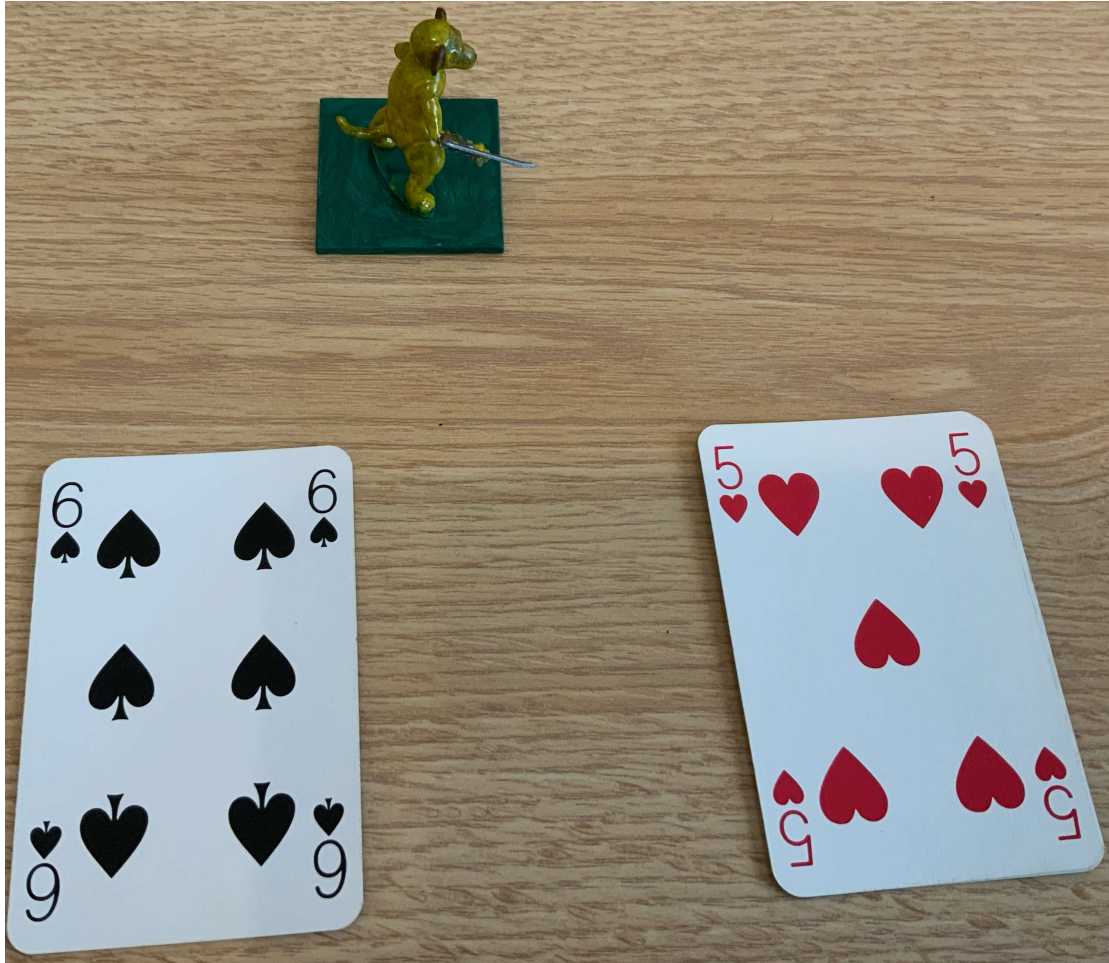


With no commander skill, each side draws 1 card for their hand.



Going first, the Golden Labrador draws his command card. Drawing a 5 of hearts the

player gets up to 5 activations this turn.



The player decides to make a move directly towards the enemy for the first move, with the unit's standard move being 4"



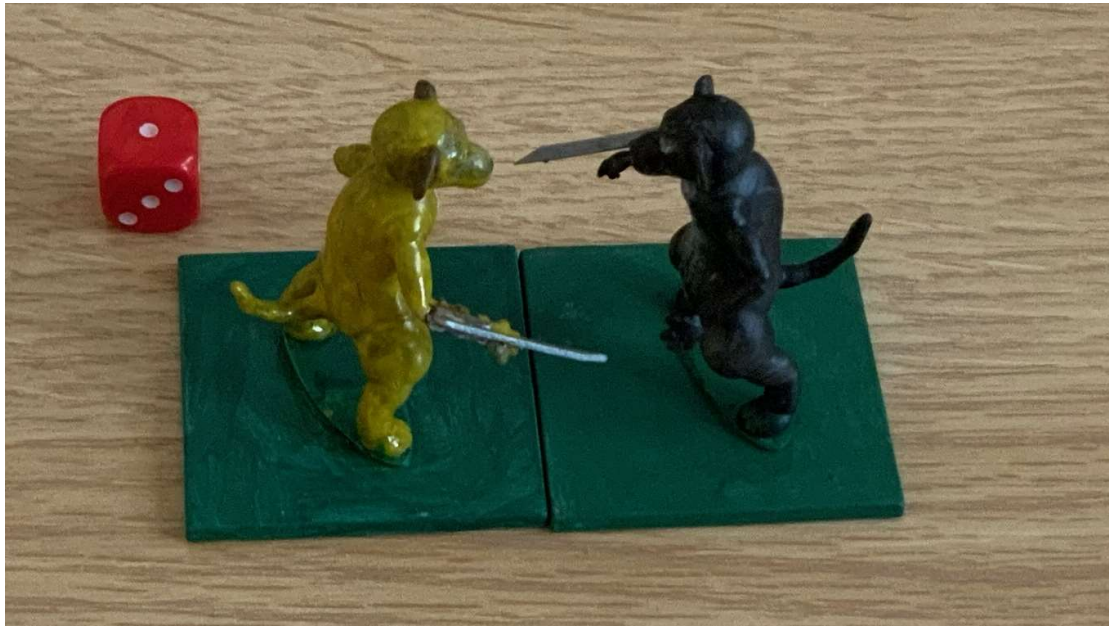
With the enemy being 6" away the player decides not to risk a charge, and so moves to within 3" of the enemy.



Although the player will take a fatigue token, the player decides that a charge will be worth it as they gain a +1 for charging.



The player takes a fatigue token and is now engaged and gets a free attack action via the charge with a +1 to their combat skill.



Both players draw a card for combat and the defender draws higher.



The charging player has suffered a -1 from the fatigue token and a +1 from the charge cancelling them out. With both sides having an equal combat skill, the defender wins by 4 and reduces the player's courage down to 2.



Having drawn a queen the unit has lost by 9 and so they flee directly away from the enemy. Were a commander present, the unit could have cheated on this play. With all the company now fleeing, the company is destroyed and the game is over.

-Universal special rules-

Herding cats - this unit will not follow orders from ANY character(s) and always act independently, Always getting 1 action per turn outside of your flipped card orders.

Good boy - This unit gets +2 attack if you flip a dog suit face card.

Blade storm - This unit flips two cards while attacking and may choose which card to use, if a commander joins a unit that does not have this special rule it is lost until the character leaves the unit.

Iron will - this unit gets -2 to courage checks

Horned charge - this unit gets a +4 modifier to it's attack flip on the turn it charges

Loner - this unit cannot join or form units with other characters

Independant character - This character may be deployed alone or in a unit with the bracketed keyword in the unit name.

-Basic Army profiles-

-Kingdom of the Northern Bear-

--Commanders--

-Rosie, the cat queen of the north-

Combat skill:7 Ranged skill:N/A Defense:4 Courage:8 pts-80 (1 base) Strategy

Rating:10 Starting Hand Sizes:4

Special rules/

-Blade Storm

-Iron Will

-Independant character (Any unit) Adds +1 **Combat skill** to any unit she joins.

-Legendary Queen/ This character can command any unit with the **Herding Cats** special rule. These units have their movement halved. If not commanded then they recieve 1 activation as usual.

Company composition/

- 0-4 Labrador soldier squads

- 0-6 Labrador packs

- 1-4 Cat soldier squad

- 0-1 Rosie's royal guard

- 0-2 Goat cavalry squad

-Labrador Knight commander-

Combat skill:6 Ranged skill:N/A Defense:4 Courage:8 pts-50 (1 base) Strategy

Rating:4 Starting Hand Sizes:2

Special rules/

-Good boy

-Blade storm

-Independant character (Labrador) Adds +1 **Combat skill** to any unit they join.

Company composition/

- 1-4 Labrador soldier squads

-0-1 Labrador knight squad

- 0-6 Labrador packs

- 0-1 Cat soldier squad

--Units--

-Labrador pack-

Combat skill:3 Ranged skill:N/A Defense:0 Courage:4 Points-8 (1-16 bases)

Movement:6"

-Cat soldier squad-

Combat skill:4 Ranged skill:N/A Defense:1 Courage:5 Points-12 (1-12 bases)

Movement:8"

Special rules/

-Herding cats

-Labrador soldier squad-

Combat skill:3 Ranged skill:N/A Defense:2 Courage:6 pts-10 (1-12 bases)

Special rules/

-Good boy

-Labrador knight squad-

Combat skill:5 Ranged skill:N/A Defense:4 Courage:7 pts-15 (1-12 bases)

Special rules/

-Good boy

-Goat cavalry squad-

Combat skill:4 Ranged skill:N/A Defense:1 Courage:5 Points-20 (1-4 bases)

Movement:12"

Special rules/

Special rules/

-Horned charge

-Herding cats

-Rosie's royal guard-

Combat skill:6 Ranged skill:N/A Defense:3 Courage:6 Points-18 (1-12 bases)

Movement:8"

Special rules/

-Herding cats

-For the Queen/ If **Rosie, the cat queen of the north** is in this unit, the unit gains

Blade Storm.

-The Ghuls of the north-

--Commanders--

-The Weeper-

Combat skill:6 Ranged skill:N/A Defense:4 Courage:10 Points-80 (1 base)

Movement:6" Strategy Rating:3 Starting Hand Sizes:3

Special rules/

-Loner

-Demoralising wail/ (**Range 12"**), target one enemy unit within range, this unit must

immediately take a courage test at +2. Treat this as an attack (8 or 9 unit flees, 10+ unit is destroyed. Instead of a wound token however, the unit instead incurs a fatigue token.

Company composition/

-0-10 Corrupted

-The Caller-

Combat skill:6 Ranged skill:N/A Defense:3 Courage:10 Points-80 (1 base)

Movement:6" Strategy Rating:3 Starting Hand Sizes:3

Special rules/

-Loner

-Who's a good boy then/ (**Range** 18", target one unit within range, if this unit is friendly it gains the **Good Boy** special rule until the end of the turn. If targeting an enemy unit that unit must pass a courage test at +1 or be forced to move as if a move action had been used, determined by the casting player (this move CAN cause damage to the unit targeted) the normal rules for movement apply.

Company composition/

-0-10 Corrupted

-The Petros-

Combat skill:2 Ranged skill:N/A Defense:2 Courage:2 Points-50 (1 base)

Movement:6" Strategy Rating:4 Starting Hand Sizes:3

Special rules/

-Independant character (Corrupted) Adds +1 **Combat skill** to any unit they join.

-This land is ours (**Range**: self, Flip a card upon activation, if it is a **Spade** suit add that number to this characters modifiers for this turn (cannot be cheated), if the suit flipped is **Diamond**, increase this units modifiers by half the amount. If from the **Club** suit there's no effect, if it is from the **Heart** suit the modifiers become negatives. If the card flipped is the **Queen of Hearts** this character gets the negative modifiers and also flees directly away from the nearest **Cat** unit, if there are no cat units on the field this unit does not flee (but feels very anxious

Company composition/

-0-10 Corrupted

--Units--

-Corrupted-

Combat skill:5 Ranged skill:N/A Defense:3 Courage:10 Points-20 (1-4 bases)

Movement:6"

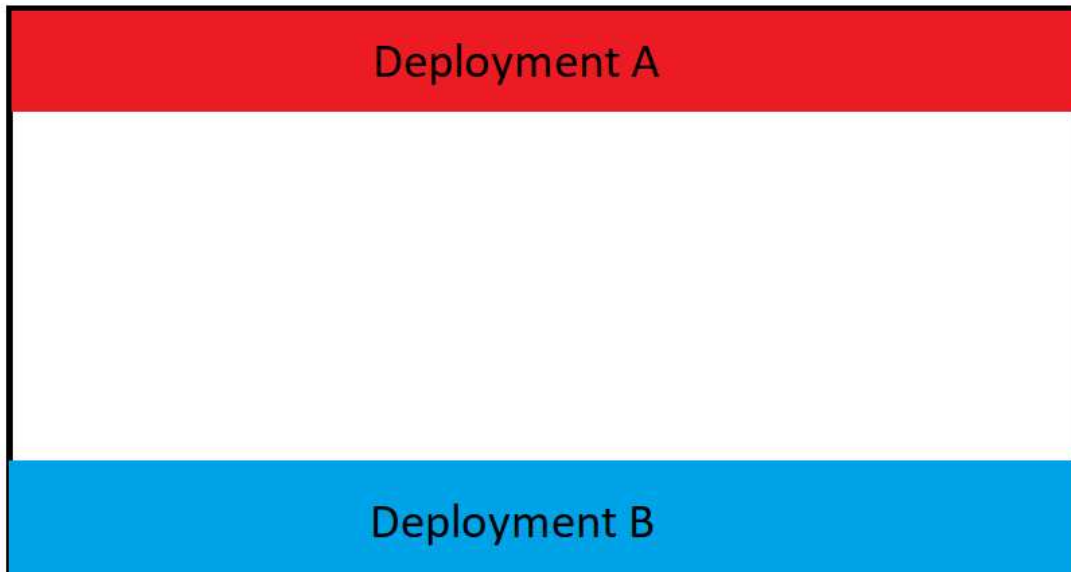
Special rules/

-Scenarios-

--Meeting engagement--

Playing area - 60" x 36"

Points size - 300 points+



---Choosing table edge---

Players can either decide who deploys on each side, or draw a card each and highest picks sides.

---Placing objective markers---

Deploy 5 objective markers on the board, with no one objective marker within 6" of another

---Army deployment---

Players then deploy their army by company, lowest strategy rating first. Deployment is 6" from the players board edge.

---Victory conditions---

A **Corrupted** player gets 1 victory point per enemy unit destroyed, 2 victory points per company destroyed and 1 point per objective held.

A **Kingdom of the Northern bear** player gets 3 points per objective held and 1 point per company destroyed