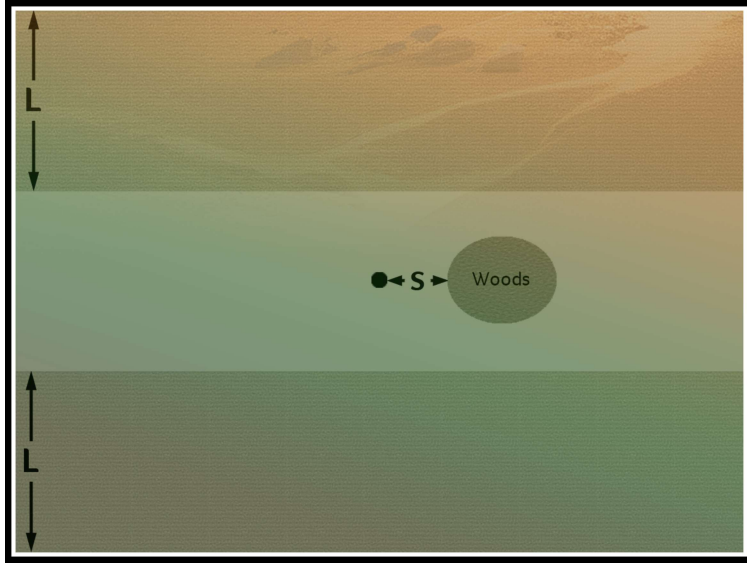


First Fortune

A Scenario by Rodge, last updated Jan 15th, 2025



Recommendation

This scenario is intended for 4 point warbands.

Set-up

Place an objective marker in the exact center of the table. The objective is impassable but models may move into base contact with it.

Both players roll a d6. Whoever rolls highest is the first player and places a small woods exactly **S** away from the objective, centered as best they can between the two deployment zones.

Deployment Beginning the Game

The first player deploys their entire warband within L of their table edge. Then, the second player deploys their whole warband within L of their table edge.

For their first turn, the first player rolls and plays with just 3 Saga dice. Set aside the remaining 5 Saga dice out of play until the start of Turn 2.

Special Rules

Starting on Turn 2, both Warlords generates an additional Saga die - so two dice instead of one. **If playing a 5+ point game, disregard this.**

If a player starts their turn with at least one of their figures touching the objective **AND** they didn't roll at least one Rare symbol on their Saga dice, they can change the facing on one of their dice to show the Rare symbol. If they do so, they cannot place the die on Activation pool.

End of the Game

The game lasts 4 turns. **If playing a 5+ point game, play 5 turns instead.**

Victory!

A player wins the game if one or more of their figures are touching the objective and their opponent has no one touching it.

If both players have one or more figures touching, or neither player has any touching, then the result is a draw!

If a woods terrain piece is not available, choose another piece of small uneven terrain. The full terrain rules are on pg. 34 of the rulebook but woods are summarized below:

- 1) Woods are uneven. Any unit which finds itself in uneven terrain at any point in their move or charge replaces all their movement sticks with a single S stick. This affects all models in the unit, even those moving solely in the open.
- 2) A unit entirely in the woods gains Light Cover against shooting attacks. A unit is considered entirely in a piece of terrain when all its figures and the entirety of their bases are within the area of terrain. A unit in Light Cover cancels shooting hits on a 3 instead of a 4. Woods reduce charge ranges but otherwise have no impact on melee.
- 3) Woods are considered a High piece of terrain. High terrain blocks Line of Sight for shooting if it crosses the edge at two different points. Simply put, you can see into High terrain but not through it. See the diagram on pg. 34. Line of Sight is determined by individual figure, so some may contribute to the shooting attack and some may not. Line of Sight is not necessary for charges.