

FORGOTTEN TALES

A BATTLE COMPANIES EVENT

Date: 22nd April 2018

Location: [Hall of Heroes](#), Queen Street Campbelltown.

Costs: \$15

Payment Options:

1/ Via Paypal – Payment to ajjenkinson88@gmail.com with “Your name” Lotr as a reference

2/ Via Hall of Heroes – Contact them to arrange payment.

Army Lists: Via Facebook or emailed to ajjenkinson88@gmail.com by April 20th.

Games: 7 to 8 games (times TBA). Each game will go for 45 minutes and include paper work time.

There and back again, your battle company story:

In addition to games, your company will undertake a story. Prior/after each game players will be given scenario and asked to make a choice. These choices will affect your battle company – influencing or hindering their journey.

Secret Missions and Titles: Prior to each game, players will have the choice to play a secret mission. These missions may reflect your battle company’s desires and may reward you additional benefits.

Alternatively players may play a title. A follower may only ever have one title.

Inventory: Each warband will have an inventory, in which they may store items they acquire during the quest.



Starting Warband: Players can select one warband from the BC book or create their own up to 50 points with prior TO permission.

Starting Influence: Players will start off with 10 influence points and may spend them prior to the first game, following some restrictions.

1/ Players may acquire 2 additional members (this includes, scouts, elves, wargs and dogs).

2/Any warrior rolls may be chosen, including 1 specialist up to 12 points.

3/Any reinforcements may not be a starting hero.

4/ Up to 2 additional equipment of each type may be purchased (including 2 mounts).

5/ Up to 5 influence may be stored for later games.

Scenarios:

Scenario 2 – A Show of Strength

Scenario 3 – Chance Encounter

Scenario 4 – Recovery

Scenario 8 – Secure the Area

Scenario 9 – Seize Ground

Scenario 10 – Kill the Beast

Scenario 11 – Kill the Messenger

Others TBA

Scenario End: All Scenarios will end once one warband has either achieved the objective OR been reduced to 25% of its starting numbers.

“Live to fight another day”: Once your warband has been broken, at the start of priority you may elect to withdraw. If you do, play out the final turn. At the end of the game, your result counts as a lose.

Additional Information and Questions can be found on the event page.

[Forgotten Tales ~ A Battle Companies Event](#)

“Well get you next time”

Objective: Lose a game

Reward: 2 Influence points. You may reroll one injury after this game.

“Slaughter them All”

Objective: Kill 75% of the enemy’s warband

Reward: 3 Influence points

Old Grudges

Objective: Select a Hero from the opponent’s army. If your leader slays them, gain the reward.

Reward: 2 Influence points

Gift of the Valor

Objective: Ensure the protection of your battle company by suffering no loses.

Reward: 3 Influence points

No ground was earned this day

Objective: Achieve a draw result

Reward: Both you and your opponent gain 2 influence.

Victory through Might

Objective: Win a game.

Reward: 1 Influence points. You gain one reroll token (see TO)

Title: The Pathfinder

Objective: Have a follower within 6” inches of the opponents table edge.

Reward: 1 Influence point. Your follower gains +2 to movement.

Title: The Merciless

Objective: One of your followers deals 3 wounds (including fate) this game.

Reward: 1 Influence point. Your follower gains +1 attack.

Title: The Tactician

Objective: Your follower has completed the mission (either holding the objective, or slaying the opponent).

Reward: 1 Influence point. Your follower and two warriors within 3” may redeploy up to 12” prior to the first turn.

Title: The Bulwark

Objective: Successfully defend against an opponent, three times.

Reward: 1 influence point. Your follower gains a Tower Shield (+2 defence) (3/10)

Title: The Kin-slayer

Objective: Kill a model of the same race.

Reward: 0 Influence points (+1 if you are evil). Your leader gains One Fate point.

Title: The Diplomatic

Objective: Do not kill any of the enemies models. You may elect not to strike.

Reward: 0 Influence points (+1 if you are good). Your leader gains One Fate point.