

The Misbehavior of the Great Wizard Fawkes

The fatuous Wizard Fawkes was a powerful and unstable wizard that has not been seen since before the End Times. When he showed up, he made friend and foe nervous with his flights of fancy. To him, nothing was worse than a one sided victory. Most conflicts that he participated in ended up with just a handful of survivors crawling away to tell the tales.

Eons have passed since then. The Old World has been rend asunder and turned to ash that has been spread through the Winds of Magic. The Mortal Realms are still new to a surviving populace of warriors; still being mapped out by exploration and necessity.

As the General of your army, you have heard rumors of the Wizard's treasure hoard being discovered not far from here. Quickly, gather a group of scouts and send them on their way. Procuring the spoils could reap enough coin to ensure your foreseeable survival, or even a priceless artefact or two to help you swathe your way through any foe that dares to get in your way.

The Misbehavior of the Great Wizard Fawkes is a one day narrative event that is comprised of 3 battles. First, is the scouting parties trying to establish a base camp and begin amassing a treasure cache. This is played out as a 35 renown Skirmish game. Next, the armies arrive to stake their claim. The chaotic flames of war and fickle allegiances awake the spirit of the Wizard Fawkes. Generals can pay coin for the Wizard's favor. They can purchase spells, artefacts, reinforcements, or other interlopings. The more the request tickles the Wizard's fancy, the more likely you will receive his blessing. This is played out as a free for all game of Triumph and Treachery using the Path to Glory method of creating an army. Finally, the two armies with the most coin will team together and take shelter in a local stronghold and make their final stand. This is a game of Siege Warfare that builds off of the army started in the second round.

Each round will have gold coins spread all across the battlefield. Any hero or unit that ends its movement within 1" of a coin immediately picks it up. A coin is able to be used the moment it is picked up. Additionally, there will also be treasure chests. If a unit ends their movement within 1" of a treasure chest, roll a D6 and obtain that many coins. If there is an opposing enemy unit within 1" of the treasure chest, roll a D3 instead. If a unit enters combat while within 1" of an un-depleted treasure chest, that unit gets +1 to all wound rolls in combat. If a unit rolls a 6 when collecting coin from a treasure chest, the chest is now depleted and no further coins can be taken from it.

Coins can be used to purchase favor from the Wizard Fawkes starting Battle 2. However, coins can always be exchanged between Generals for side arrangements of their choosing. Coins will also be used to determine a final victor at the end of the event.

Battle 1: Blood & Coin

Skirmish Battle: Treasure Hunt

*There, in a small clearing you see treasure, simply sitting out in the open, ripe for the pickings...
However, as you step out, you see that you are not the only one here trying to plant their flag...*

The Warbands:

Use the charts found in the Skirmish book to form a warband worth 35 renown.

The Battlefield:

The battlefield will be setup by the TO

Hidden Wealth:

The battlefield features five hoards, as shown on the map found on page 23 in the Skirmish book.

Setup:

Follow the directions found on page 23 in the Skirmish book. Each player will set up within 12" of a corner.

Searching for Artefacts:

As described on page 23 of the Skirmish book with the following changes: Starting Round 2, add an accumulating +1 to your search roll. (i.e. +1 Round 2, +2 Round 3, etc.) Additionally, any time someone rolls a natural 6 when searching, they get to choose an artefact next round from any Grand Alliance. The hero retains the artefact between Battles, unless slain. Heroes still may not have more than 1 artefact.

Victory:

Use the following instead of the victory condition found on page 23 of the Skirmish book. After four rounds, the game ends. At that point, each player calculates how many points they have left. Then each player adds the number of coins they have, and adds 1 for each artefact found. The player with the highest number determines who begins placing models first in Battle 2. The player with the second highest number determines if placement order goes clockwise or counterclockwise. The player with the third highest number chooses their deployment area first. Then player with the lowest number gets to choose each other players' deployment area.

Battle 2: To Parlay or To Plunder

Triumph & Treachery: Battle for the Artefact

Your scouts return with various amounts of bruises and bullion. Reports indicate that three other armies have their eyes on your spoils! Use your wit, wealth, and warfare to come out on top!!

As a Triumph & Treachery game use the information found on page 24 – 29 of the General's Handbook 2017 regarding Player Turns, Game Phases, Victory Points & Bribes, Treacherous Acts, and Secret Objectives.

Armies:

Each army is made using the charts found in the Path to Glory book. Then add either 2 Retinue Followers, 1 Elite Retinue Follower, or 1 Hero.

Set-Up:

A marker will be placed in the center of the battlefield to represent the artefact. The TO will set up all other scenery.

Deployment areas are as depicted on page 31 of the General's Handbook 2017. The armies are set up based on the results of Battle 1: Blood & Coin.

The Artefact is Mine!:

As described on page 31 of the General's Handbook 2017, except the following changes: heroes may also pick up the artefact, but cannot run or charge. If any hero or General picks up the artefact, they lose all benefits they receive from flying. Any magical means of movement leaves the artefact behind. If a hero or General moves more than 8" with the artefact, they have to roll a dice, and on a 1, they drop the artefact. Roll 2D3 and place the artefact that many inches in the direction the model moved from.

The Time is Nigh:

This will not be used in this battle. The game will end after 4 rounds.

The Wizard Awakens:

During this battle, you will be able to bargain with the Great Wizard Fawkes. He will have scrolls of service for purchase of varying coin costs. The Wizard can also be bargained with for other arcane shenanigans. Don't forget, the Wizard loves seeing the winds shift, don't be afraid to haggle!

Victory:

Victory points are calculated as per page 31 of the General's Handbook 2017. If a hero has the artefact, it is worth 8 Victory points. Additionally, Wizard Fawkes will pay for his artefact to be returned to him. He will pay a General 20 coins, and a hero 10 coins. The winner gets 1 additional hero going into Battle 3.

Battle 3: Mortar and Mortality

Siege Warfare: The Relief Force

War and profit makes for strange bedfellows. Bizarre alliances are forged for the final assault on Iron Vale Stronghold for the claim on the Fawkes Treasure Hoard.

Siege Battle:

Use the siege rules from page 62 – 65 in the General's Handbook 2017.

Set-up:

As described on page 66 of the General's Handbook 2017, with the following exception: The 2 players with the highest coin totals are on a team and are the defenders. Each defender gains 10 coins. Both players will activate on the same turn. Defenders should not combine their coins. The 2 attacking players are not necessarily on a team, and may attack each other, if they decide to do so. However, the attackers will also activate on the same turn. Also, instead of placing 3 objective markers, place 3 treasure chests. Defenders may not take coin from these like in previous Battles. If attackers take coins from these, they take coins directly from the defenders. Roll a dice to determine which player you take coins from.

Armies:

Each player will use the army constructed in Battle 2: To Parlay or To Plunder. Each player can choose either 2 additional Retinue Followers, 1 additional Elite Retinue Follower, or 1 additional Hero. For the defenders, these additional units are “The Relief Force.” (See below)

The Relief Force:

The additional units gained as described above do not start on the table for the defenders, and are deployed as described on page 66 of the General's handbook 2017.

The Wizard's Interloping:

Wizard Fawkes is still active and available for all goods, services and bargains.

Controlling Objectives:

This will not follow as described in the book, but instead as described above in the set-up.

Coins:

If an attacker's General is slain, half (rounded up) of the army's coins are scattered within 3” of where the General was before it was removed. If there is no room available, then the coins are stacked where the General was. An army with a slain General may still pick up and use coins. Additionally, defenders cannot bargain with Wizard Fawkes during their opponents' movement phase.

Victory:

After 4 rounds, the battle is over. The player with the most coins remaining at the end of the battle is the winner and earns the title: “Herald of the Fawkes.” All the other players gain a grudge against the winner until next year...