

BROADSWORD ADVENTURES Savage Tales of Fantasy

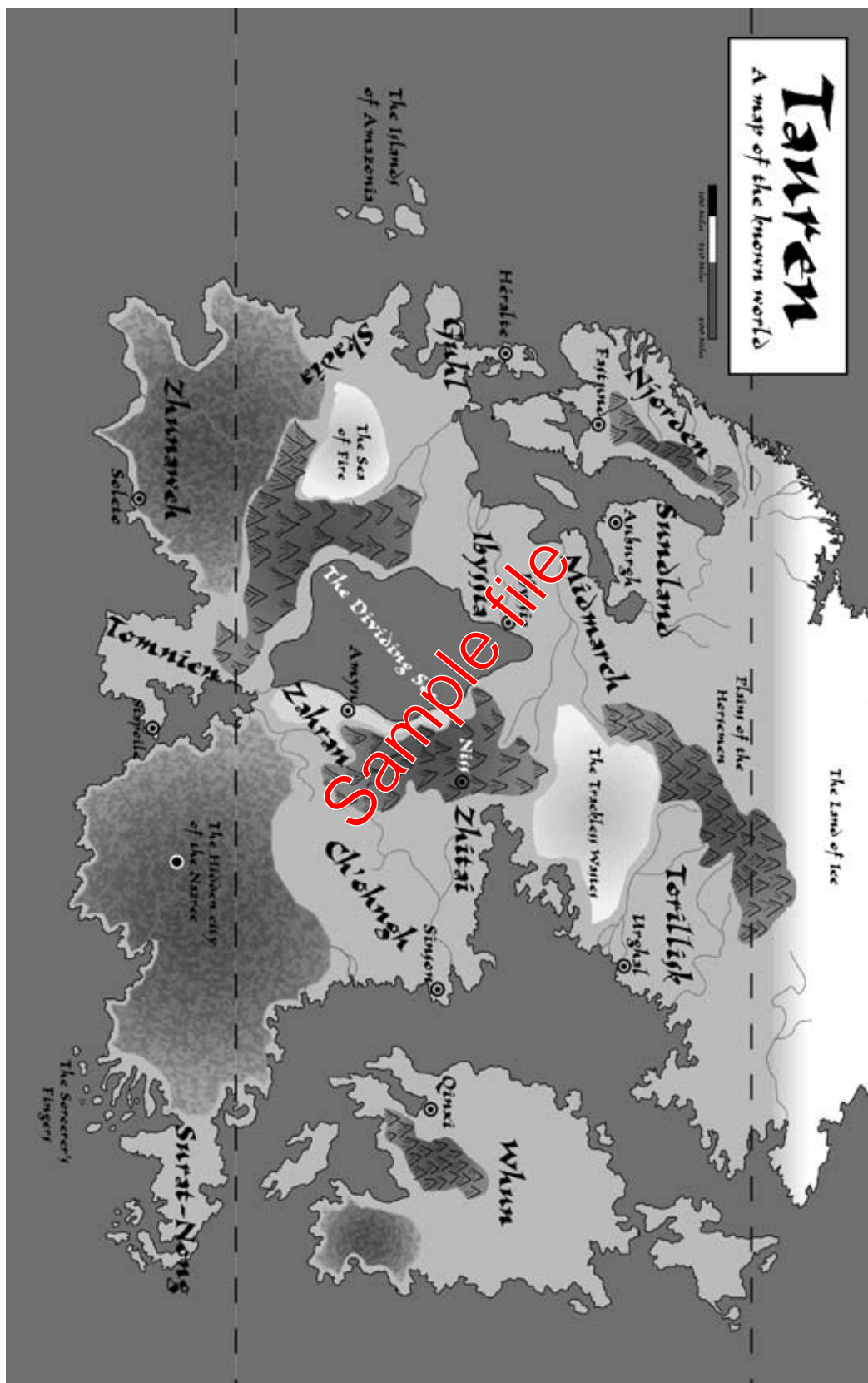
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INTRODUCTION

Welcome to the world of *Broadsword Adventures: Savage Tales of Fantasy*. This stand-alone, Narrative Adventure game is designed to provide all the rules necessary to play sword and sorcery action. Some basic background is provided on a few areas of the world of Tauren, but the character archetypes provided are not tied specifically to this world. The barbarians presented here would be equally at home in a historical setting or another fantasy world.

What do we mean by Narrative Adventure?

A Narrative Adventure game is one in which the player takes on the role of one to a handful of heroes or villains. But rather than players setting up point values for each side, a scenario is picked or designed and players take the figures that are appropriate for it. Then, when the game begins, they seek to solve puzzles and avoid traps all the while battling each other or a game master. A Narrative Adventure game is about the story and not the battle. Players should play their characters as they are supposed to act and not do what it takes to win. It's more exciting to have the hero drop the idol and race to save his friends than for him to race off the board, leaving them in the fowl clutches of the villain.

What You Need

The game is illustrated with lots of miniatures on 3D terrain; from scratchbuilt to store-bought. But whereas some miniature games can be daunting from the sheer number of figures required, *Broadsword Adventures* can be played with as little as one figure per player. And, like a board game, the space required is minimal. The scenarios in the book are designed to fit on a space no larger than a small kitchen table, just 2 ft. by 2 ft.

And if miniatures are just not your thing, the games can be played without them. From cardboard cut-outs to board game pieces to paper chits, players can use their preference when playing.

And even the 3D terrain can be replaced with simple 2 dimensional maps.

Welcome to the world of Tauren and get ready for some Broadsword Adventures!

Acknowledgements

Many people helped with ideas, comments, criticisms, and playtesting along the way. Without their help, this game would not have made it to where it is today. For this I thank them. A few, though, require a special mention here. They are: Jim "Grunt the Barbarian" Stuht and Ryan "Master of Misdirected Magic" Flesing.

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BASICS OF THE GAME

DICE AND MECHANICS

This game uses only the 10-sided die (d10) for game mechanics. A roll is either an *opposed roll* during which players try to outscore each other, or an *unopposed roll* or *stat test* in which case a d10 roll plus an attribute value— along with any bonuses or penalties are added together in an attempt to roll equal to or more than 10.

STAT LINE

Each of a model's stats is tied to a hit location. As a model takes wounds, the stats associated with that location are reduced; for example a model with wounds to the arms will suffer a reduction to both its Blade and Musket stats. The current stat is the one showing in the first unmarked box. When the last box is crossed off, the effects described at the end of the row are applied.

Grade: The model's level in game terms. A Grade 3 model would be a hero, a Grade 2 would be a sidekick, and the Grade 1 would be the nameless soldier. Grades are explained more fully under Character Creation (see page 20).

Brains (BR): A measure of mental fortitude. It is used in skill tests and some additional tests.

Brawn (BW): Represents a model's physical strength. The stronger the model the more damage it can cause.

Guts (GT): The bravery of a model. It is used to determine whether a model panics at the first sign of trouble or stands their ground against overwhelming odds.

Blade (BD): The model's ability in hand-to-hand combat.

Bow (BO): The model's ability with thrown or fired weapons.

Dodge (DG): The quickness with which a model reacts to a situation. In ranged combat, models with faster reflexes are going to be more difficult to hit.

Speed (SP): The distance that a model can move in one action in inches.

Willpower (WP): A model's mental fortitude. A model that is not overly intelligent can still possess great mental resilience. Like Hero Points, Willpower can be spent and is discussed further in the section on Magic.

STAT TEST

In the course of a game a model might need to determine whether an action is successful based on a particular stat; this is called a stat test. The player rolls a d10 and adds the appropriate stat, together with any bonuses or penalties that apply. The test is successful if the total is equal to or more than 10. If it is less than 10, the test is failed.

During a game many situations may arise, in which a character wishes to perform an action that is not covered by specific rules. In those cases, players should use the Stat Test and apply modifiers as shown below as long as the desired action is in the realm of the possible. Wanting your model to push down a castle wall and thinking this can be accomplished by passing a BRAWN test, is not possible.

0	---	Not a normal action, but not overly difficult; i.e. jumping through a window
1	---	A difficult action; i.e. leaping onto a horse after crashing through a window
2	---	A very difficult action; i.e. leaping onto a moving wagon after crashing through a window
3	---	A heroic action; i.e. leaping onto a moving wagon after crashing through a window and attacking the driver

Example: John's model is attempting to leap onto a moving wagon from a room in the tavern, and so needs to pass a stat test. DODGE is the most appropriate stat to use, so the model's DODGE of 3 is added to the roll of a d10 and a difficulty modifier of -2 is applied. John rolls a 5, for a total of 6. Since the result is lower than a 10, John's model fails the test. Had John rolled a 9 or more, the model would have passed.

INITIATIVE AND TURN SEQUENCE

The turn begins with each player rolling a d10 for Initiative. The player who rolls highest has the Initiative. Ties are rolled off until there is an order of Initiative among all the players. The player with the highest Initiative can choose to activate any model on his team, regardless of the model's DODGE score.

Then, starting with the model with the highest DODGE stat, the players take turns moving their models in the order of