

WARRIOR HEROES: ARMIES AND ADVENTURES

GETTING STARTED IN – WARRIOR HEROES: ARMIES & ADVENTURES

Or

“NO WHERE TO GO BUT UP”

Someone on the Yahoo Group suggested a start up example for Warrior Heroes: Armies & Adventures and I decided to give it a whirl last night. So here we go.

I started at the beginning of the book and the first thing that I went for was the Stars section (page 4). This section gives me an overview of the benefits of being a Star. They are Larger Than Life, Cheating Death, Free Will, and the last one Home. And Home takes you to the next important step.

“Where are you from boy?” (Page 5) You need to determine this as soon as you start. Why? Well, it tells you whether you’re human or not. Which then limits the army lists you can use. Which defines the equipment you can have at the start. For example, a Hykarian has no chance to get plate armor. Which leads you to choosing an Alignment (page 5).

Alignment plays a large part in how the people you meet react to you. You don’t have to fight all the time, there’s a chance to use the Talk the Talk Table and see if you can settle things peacefully (page 46).

I decide my character is from the Border Kingdoms and has an alignment of Setting Sun.

Now it’s time to “define “ my character. (Page 6)

I choose a Rep 4 as suggested in the Reputation section. (Page 7)

Then have a Hardiness of 1 like is outlined in the next section on Hardiness. (Page 7)

Next it’s weapon and armor and I decide on chainmail (AC 4) and a long sword. (Page 9 & 7) I get this from the Border Kingdoms army list as this is the best a Border Kingdom infantry figure can have.

Now what class will he be? (Page 9) I choose melee class. This will be important for taking the reaction tests later in the rules. Melee class will stick around and are prone to melee while missile would be more inclined to

stand back and fire. As dual does not appear on the Border Kingdom army list I cannot start out as dual but can acquire a bow later if desired either by buying or capturing one in an Encounter.

I then need to determine what my Social Standing is. (Page 11) This will determine how likely I am to recruit followers. I roll a “1” and am a whopping SS of zero. This means that I won’t be able to recruit anyone at the start.

Now I need to decide, “What do I do?” (Page 12) There are four Adventurer classes. From the profile I figure Warrior fits me best. I now will count Elite Trained in melee and ignore the minimum fighting room requirement for using weapons. This is good as the long sword has a FR of 1”, meaning I need a distance of 1” between friends when I use it. The Elite Training allows me to ignore that.

So what do I do for a living? Who employs me? (Page 12) Well, I don’t want to join the Army but as a Warrior I can be a mercenary and maybe join a caravan as a guard but decide for now I will just go it alone.

That’s taken care of by my Social Standing of zero, as I cannot recruit anyone (Page 12). You see, zero x CV is huh, zero.

Okay, so now I’m ready. Well the first question is when is it and where am I?

Going to the campaign section called The Ongoing Story (Page 39) I find out that the campaign starts in the spring of 986 (page 40).

As I am not in the army I will be having Adventures so will be using the Adventure combat rules.

Now where am I? (Page 40) I decide to be “on the border” of the Border Kingdoms. Looking on the Encounter Rating by Country Table (directly after the Index) I find out that the ER of the area is a 5.

I roll 2d6 on the Encounter Table and score a 4 and 5 so there will be an Encounter. (Page 41) But with whom?

As I playing Adventures I go to the section called Random Wilderness Encounters (page 41) and roll 1d6. On a score 1-4 I will run into “locals”. I score a 5 so must use the Border Kingdoms Encounter Table. I roll 1d6

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and score a 3 – My Encounter will be with the Hykar.

So now where did I run into them at? I go the section called Where Are They? (Page 44) and roll 1d6 on the Border Kingdom column to find out where I will meet these Hykar. I score a 2 and find out that it is on a farm. I next roll 1d6 and look on the same column at the three sets of numbers under the words Border Kingdoms. This tells me what type of terrain the board will be. I score a 2 and determine the tabletop to be clear.

I next read the description about the Hykar (page 74) and find out this is not going to be fun. The Hykar are Hunnish raiders, mounted horse archers.

Okay so now what? I go to the section called ta-da, "Now What?" (Page 46) and roll 2d6 on the Adventurers Encounter Table to see what they are doing. Well, it's no surprise, the Hykar are raiding the farm.

So with a few die rolls I have discovered that while my adventurer was seeking food at a farm a Hykar Raiding party attacked him.

How alert are my enemy? (Page 46) Maybe I can catch them off guard. No, I roll on the Alertness Table and find out that they are on high alert and will activate first!

Now I go to the Raid: Defender section (page 53) and read the description of the Encounter. I can use the Terrain Generator on page 18 but decide to cut to the chase. I choose a small farmhouse in the middle of the board and decide to start in the house. I mean really the Hykar are mounted and bow armed. The house is looking mighty good about now.

So how many of them are there? Referring to the Raider encounter sends me to the "How Many of Them?" table. (Page 54) I roll and discover that they equal CV to me. I have 3 CV (figured out on page 12). This means there is at least 3 CV of Hykar.

I go to the Hykar list and roll until I recruit at least 3 CV. I get three horse archers. They are all Rep 4 AC 2 mounted archers.

I set up my hero in the house and the three Hykar start at the table edge. Because I am in the house I know they have to come to me so it really doesn't matter from where they will come from. If I were out in the open I would

use the procedure on page 53 under the Special Instructions for the Encounter to determine where they would be coming from.

So the game starts with me in the house and the three Hykar riding up towards the building. As they activate first, due to their alertness roll, they now roll on the NPC Actions Table to see what they do. (Page 48)

They pass 2d6 versus the Rep of the leader and this means that as mounted missile troops and with me being "holed up in cover" they will "close". They now move forward and get within 12" from the building forcing a Test of Wills (page 22) in hopes of getting me to come out into the open.

Well now it's decision time. What do I do?

If I stay in the windows they can shoot me. If I wait inside they can come in one at a time through the doorway and maybe that will offset their numbers. But if I wait then maybe more of them come along. So I decided to charge.

As a Star I can choose how many d6 I want to pass. I choose to pass the maximum that I have or 4d6.

The Hykar roll 4d6 for their Leader and score a pass 1d6. I pass 3d6 and can now charge frenzied!

I take the Charge Test (page 24) and choose to pass 4d6 again. They roll and score a result of pass 2d6. As I passed 2d6 more than they did I can charge and they can't fire. Except I can only move 6".

Time to take the Fast Move test. (Page 20) If I pass I can double my move and reach them, if I don't I come up short and as they are active they'll fire at me.

I pass! I charge into the Hykar leader and we go to the melee table (page 25) The Hykar tosses 4d6 + 1d6 for a larger base (he's mounted) and passes 2d6.

I mistakenly roll 5d6 and pass 4d6...except I should only have rolled 4d6. Argh! What do I do?!

I rolled them over.

A little history is in order here. I never name my characters when it comes to fantasy games like Legends of Araby, as they never,

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ever, live long. Needless to say, I didn't name this guy.

The dice came up pass 4d6!

Beating the Hykar leader by 2d6 I inflicted a severe blow to him and caused him to go out of the fight.

This caused a Crisis test (page 27). The first Hykar scores a result of pass 2d6 and stays. The second Hykar scores a result of pass 0d6 and routs! This causes the first Hykar to take another Crisis test. He passes 1d6 and as he is the last Hykar remaining he routs away as well.

The Encounter is over; my hero has been successful and can now reap the benefits.

First I check the dead Hykar for booty. (Page 51) and find that there are no interesting items on him. I do take the bow, arrows, and horse.

Next I see if my stats go up. (Page 16) I roll for a Rep increase and score higher than my current Rep so I'm raised to Rep 5.

I next roll for Hardiness and roll higher so now his Hardiness is increased to 2.

Finally I roll for his Social Standing and easily roll over the current one so now I am Social Standing 1.

That's it. First Encounter under my belt, I raised my Rep, Hardiness, and more importantly my Social Standing so now I can recruit followers.

Here's the process from start to finish.

- 1) Being a Star – page 4
- 2) Where am I from – page 5
- 3) What's my alignment – page 5
- 4) Rep – page 6
- 5) Hardiness – page 7
- 6) Weapon – from army list of where you are from
- 7) Armor – from army list of where you are from
- 8) Troop class- page 9
- 9) Social standing – page 11
- 10) What do I do – page 12
- 11) Employment –page 12
- 12) Recruiting my group –page 12
- 13) When do I start – page 40
- 14) Big battle or adventurer – page 40
- 15) Where do you start – page 40

- 16) Test for Encounter - page 41
- 17) Who are you fighting – page 41
- 18) Where are they – page 44
- 19) What are they doing – page 46
- 20) How alert are they – page 46
- 21) How many are there – page 54
- 22) Generate terrain – page 18
- 23) Read the Encounter description and follow the directions...

I hope this helps you get started and if you have any questions feel free to ask me on the Yahoo Group.

<http://games.groups.yahoo.com/group/twohourwargames/>