

The Shattered Crown – The Beastrider Wars

Skirmish rules for battle in Rosodtir



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Following the death of King Draven, the Eastern provinces of Rosodtir immediately fell into chaos, with Grayne Khra refusing to recognise Aiden as ruler, and instead declaring Aethor as King, stating that Aiden must have been conceived out of wedlock and as a bastard should not rule.

Immediately, scuffles broke out along the borders of Deastir and Helles - a situation not at all calmed by Grayne's decision to send his own daughter, Nave and her renowned stagrider to guard the border. Inevitably Aiden responded in kind, calling about Hrashnarr the hunter to lead his bear riders to police what he, of course, considered to be his kingdom.



Rosodtir

The battles that followed became known as the Beastrider Wars, though in truth most were little more than skirmishes.

These simple rules allow you to refight these skirmishes with your Fiarcesonne and Stagrider miniatures.

You Will Need

To play The Beastrider Wars you will need:

Some miniatures to represent the forces of bear riders and stagrider, plus some infantry if you'd like.

A good number of d20 dice.

Something to measure with, in inches.

2 roster sheets and pen or pencil

Roster Sheets

Roster sheets track your forces through the game, allowing you to note their remaining attack and defence strength, and whether they have used their special ability or not. They are laid out as follows:

Character Attack Defend Special

Under the Character column, note down the way in which you will identify these miniature from others- you may know them well enough to refer to them simply by a name, or you could paint their armour or shields a specific way. It is important that BOTH players are able to identify characters.

Under the Attack column, note down how many dice the Character has remaining to use – the amount they begin with is detailed in the Stats section below. Under Defend, similarly note that amount of dice the character has remaining to defend with. Under Special, tick or write a x when, and only when, this character has used their Special ability, which they can do once per game.

Stats

A Character's Stats detail its Speed, Toughness, the default amount of Attack dice it starts the game with, and the default amount of Defend dice it starts the game with. They also detail the Character's Special ability. All Character's have one special ability, with some heroes or leaders having more than one. In these rules we will detail the Stats of the units available to 3d print from Dead Earth Games right now, we may add stats for other Character types in future.

Character	Movement	Toughness	Attack	Defend	Special
Stag rider	14	13	3	3	Stag Charge
Bear Rider	10	15	5	2 (+2 with Shield)	Berzerk
Hrashnarr	10	16	3	5	True Shot
Nave	14	14	3	5	Rally
Infantry	6	10	1	1	None

Specials

Stag Charge

If there is an enemy character in clear sight (i.e. no other characters or buildings, trees etc are in the way) and are more than half but not more than the total Movement of the Stag, so between 7 and 14 inches away, the Stag rider moves into base to base contact with the enemy and Attacks with an additional 2 Die.

Berzerk

If the Bear-rider has successfully wounded their enemy, they may immediately carry out another attack with no additional Actions used.

True Shot

This ability is passive, it is always in use: Whenever Hrashnarr attacks with her bow, the enemy may roll no defend dice.



Princess Nave Khra

Playing the game

Roll a D20 to establish who starts the game, unless you are playing a scenario which states who starts for you. The player who rolls the highest chooses whether they wish to act first or they wish for their opponent to.

Players then alternate activating and carrying out the actions of a single character in turn, in the order they are listed on the force's roster. It will usually be the case that one player has more characters than the other. Once one player has finished acting with all their Character's, the other player acts with all of theirs one after the other, in roster order. Once all Characters have acted, the turn is over, and the second turn begins. This time, and for all future occasions, the player has done the most damage to their enemy on the preceding turn decides who goes first. If no damage was done on the previous turn, or both players inflicted the same amount of damage on each other, roll for initiative as before.

Character Actions

In a single turn a Character can perform 2 actions (with the exception of leaders and some heroes, who can carry out 3). The available actions to any Character are:

Move

Attack

Perform Special

A Character can perform any combination of these any turn – they can move twice, attack twice if they are in base to base contact with an enemy, or perform each of these Actions Once. They may also perform any Action and their Special – but remember they can only perform their Special Once a game.

In addition to the Actions available to all Characters, Leaders may give an Order with a maximum of one Action per turn.



Hashnarr the Hunter

Moving

Any Character can move in any direction the number of Inches indicated by their stats, above. Any character riding a Beast can move over any terrain without penalty. Infantry may only move half their usual Movement over difficult terrain. Players should agree what constitutes difficult terrain before the game begins, but the designer considers things like Marsh, fences which need vaulting and small streams to be difficult.

If a Character, at the start of their phase, is in Melee with an enemy, they must continue fighting, if they Attack and are successful i.e. they injure their opponent, they may move freely.

Attacking

If a Character is in base to base contact with an enemy, they may Attack.

The Attacking Player rolls the number of Attack Dice (D20) which they still have. The Defending Player rolls the number of Defend dice they still have. The defending player then removes any die the Attacking player rolled which has a lower or equal score to one of their defend die. This is done a maximum of once per defend die. If, after the removal of any Attack die, there remain any which scored equal to or more than the Toughness of the opponent, that opponent had been wounded. The attacker chooses whether to permanently remove from the defender the use of an attack die or a defend die. This is noted on the Character's Roster. If a Character loses all their Attack die, they must flee, using all available Actions on any remaining phase to reach the end of the playing area, at which point they are removed from the game. If a Character loses all their Defend die they MAY flee but do not have to – however, should they be injured again they are killed, and removed from the game. If playing a campaign, this Character is no longer available.

Bows and Crossbows

Characters armed with bows or crossbows attack in the normal way, except they do not have to be in base to base combat with their target, for Bows the range is 14 inches and for crossbows it is 10.



Orders

A Leader may use One Action per turn to give an order. They may give an Order to any Character on their force who is within one Movement's distance. This Character may perform One Action as if it were their own phase, regardless of whether they have already Acted in this turn, or their position on the roster.

Winning the game

The game is won when only one player is able to Act at the beginning of a turn because the other player has no Characters who have not fled or been killed.

Campaigns and Scenarios

A Campaign is a series of interlined games based around a narrative, usually featuring a number of scenarios rather than simply straight forward battles. Scenarios and a Campaign module will be written for The Beastrider Wars if demand warrants it. The campaign module will include the ability to keep your band of warriors throughout a Campaign and upgrade them with new Specials and other abilities.

