Advancement:

To advance to the next level, you will need an additional amount of experience equal to your current level x 1000. The primary way to gain experience is through returning to Yonwell with loot. Each gold piece (whether literally gold or in treasure value) returned and sold/spent is one experience point. This gold must have been earned through adventuring and not through any passive income to count for experience.

Additionally, discovering a location is worth 50 experience, with locations further from Yonwell being worth more experience.

There is a grand growing list of "achievements" that count for experience as well.

A character can never receive enough experience in one session to advance more than one level. If a character gains enough that would put them over the next level, then they instead are one experience point away.

Knacks
On level up, choose or roll for one of the below knacks and only increase two attribute scores. You can only ever have four knacks.

<u>Fighting</u>

1. +1 boon on attack rolls
2. +1 boon on stunts
3. Deal damage equal to your Strength on a successful stunt
4. Ignore losing 1 point of quality on armor *or* extra damage when an attacker rolls a 20 (or you roll a 1 to defend).
5. When wielding two weapons, roll damage dice for both weapons on a successful attack.
6. Grant an ally +1 boon on attack rolls if they can see or hear you once per turn.

<u>Skills</u>

1. Pick an ability. +1 boon to **saves** with that ability.
2. Rations take ½ a slot *or* your light sources last twice as long *or* items you have that are bundled can hold double the amount in 1 slot.
3. Whenever the GM makes a **morale roll** for an NPC or monster, you can make one also and use either result once a day.
4. Deal an additional die of damage *or* the defender's armor loses an additional 1 point of quality when you roll an attack roll of 20 (or the defender rolls a 1).
5. Impose 1 bane on an attack roll as long as the attacker can see or hear you, once per turn.
6. You can use an item *and* make an attack during the same turn.

<u>Magic</u>

1.   You can cast a spell from a spellbook 1 additional time per day.
2.   You memorize a single spell you have access to (consumes the spellbook, and no longer takes an inventory slot).
3.   +1 boon on saves vs. magical effects.
4.   You can carry two spell books in one slot
5.   You can add your Intelligence bonus to attacks instead of your Strength.
6.   You can hold a spellbook in one hand.

Scars
When reduced to 0hp for the first time, take a scar and you become unconscious as well as increase your max hp by 1d6 (static).

Death
When reduced below 0 hp, you are knocked out. Roll a d20 plus your negative HP after combat ends. Make a constitution save against this number, if you fail then your character is dead. If the roll succeeds, take a number of wounds equal to the death saving roll/3. Each wound causes a cumulative -1 to all rolls for that character until the wound is treated. One week of bed rest will cure one wound.

Ammunition, Usage Die
Ammunition will deplete according to die rolls. Each turn, or when the appropriate die roll comes up, roll. If the result is less than four, use a lower die. If anything less than a four is rolled on a D4, the item is depleted.

D20>D12>D10>D8>D6>D4>gone

A single quiver of arrows or case of bolts uses a d12 Usage Die.

Light Sources:

Fighting in darkness is done with disadvantage. Perception checks in darkness are done with disadvantage. While exploring dungeons, it is imperative to bring light. Sometimes, you will need to expend torches or lanterns more frequently than normal. Light sources must be held in one hand.
Lighting: It takes an action and d4 rounds to light an object. If a dexterity check is passed then it is done immediately.

Light Source	Duration	Effect
Candle	2 turns	10'r/Close. 10 Per Inventory Slot

Lantern	6 turns	30'r/Nearby. 3 flasks of oil per Inventory Slot
Torch	3 turns	30'r/Nearby. 5 per Inventory Slot

Shooting into Melee
If the roll is under 10, roll to hit against a random combatant.

Wrestling
Roll off against your opponent. 1d20+melee attack bonus.
The winner decides whether they Brawl, Disarm, Hold, or Kick Away.
<u>Brawl</u> - deal damage with a Small, Minor or natural weapon (like fists).
<u>Disarm</u> - Grab something they're holding, or throw it in the direction of your choice.
<u>Hold</u> - Attempt to pin them. Successfully Hold three times in a row to pin someone completely.
<u>Kick Away</u> - Kick them back in the direction of your choice.

Notes on Wrestling
Wrestling rolls usually happen twice in the same round, once on each side's turn.
Multiple wrestlers roll off together - the winner chooses what they do to one of the losers.
A natural 20 gives +1000 to your roll and a natural 1 gives -1000 to your roll.
Size advantage: A wrestler twice the size of their opponent counts as two wrestlers, and so on.

Critical Hits
On a natural 20 of a roll, your attack will do double damage. You may then try for an instant kill, by rolling again and getting a natural 19 or 20. Attacks made against you follow the same rules, but with a natural 1 and a natural 1 or 2 respectively causing critical damage. There is no save for an instant kill.

Cleave
If an attack reduces an opponent to 0 hit points, you may immediately make another attack on a target within range.

Chases
The pursued may choose to drop an item, such as food or treasure. If it is something a pursuer desires, roll morale to see if the pursuer is distracted from the chase.

Roll an opposed Dexterity save between the pursuer and the pursued with the lowest Dexterities.

The difference between the roll and the Defense is awarded to the victor. The first side to gain 5 points has won, either catching their quarry (if the pursuers) or escaping (if the pursued).

Unarmed Combat

Unarmed attacks deal 1 damage plus the attacker's strength bonus. Unarmed attacks cannot reduce HP below 1.

Replacement Characters
When a PC dies, the player rolls up a new character, starting with 0 XP. The replacement inherits the previous character's debt and possessions. Expediency is to be prized over realism when getting the new character to join the party.

Exhaustion
Adverse conditions, such as going without food, water, rest, sleep, or proper protection from the elements, cause a PC to accrue Exhaustion. Each instance of Exhaustion takes up one item slot.

Take a break: You can consume a ration to heal 1d6 HP. This takes ten minutes and involves generally chilling out, adjusting your bags, and pumping yourself up.

Camping Out
If you have shelter and food overnight you count as sleeping in Comfortable conditions. If you don't have a tent, you can roll Wisdom to build a makeshift shelter.

Eating Monsters for Rations
Parties with strong stomachs and daring palettes may turn to slain monsters as a source of food. A dead monster has a 1-in-6 chance of being usable for rations. Simply butchering a monster provides 1 meal per HD. This food will spoil in one day.

To prepare longer-lasting rations takes HD hours, and begins with a 1-in-6 chance of success, adjusted according to the Preparing Rations table. Success results in 2xHD rations. Failure indicates that the food is spoiled. Consuming spoiled food necessitates a CON Save to avoid food poisoning (1d6 damage). Note that eating some monsters, especially highly magical ones, may have potential side effects.

Preparing Rations
+1 Clean Water
+1 Cooking Gear
+1 Fire
+1 Salt
-4 Insufficient Time

Falling
Damage is based on the distance fallen. Intentionally falling allows for a Dexterity save. Success reduces the effective distance by 10 feet.

Distance Damage
10' none

20' 1d6
30' 2d6
40' 3d6
Over 40' CON save or die

Fire
A creature that has caught on fire takes 1d6 damage per round. Extinguishing the fire normally takes one round and a successful Dexterity save.

Encounter Distance and Surprise
In the case of an encounter, roll to see how far away the parties are from one another, and whether either side is surprised. If surprise occurs, roll an opposed Wisdom save to see which side is surprised.

1d8 Distance
1 10'
2 20'
3 30'
4 40'
5 50'
6 60'
7 70'
8 80'

Time
"Game time is of utmost importance. Failure to keep careful track of time expenditure by player characters will result in many anomalies in the game. The stricture of time is what makes recovery of hit points meaningful. Likewise, the time spent adventuring in wilderness areas removes concerned characters from their bases of operations – be they rented chambers or battlemented strongholds. Certainly the most important time strictures pertain to the manufacturing of magic items, for during the period of such activity no adventuring can be done. Time is also considered in gaining levels and learning new languages and more. All of these demands upon game time force choices upon player characters and likewise number their days of game life…YOU CAN NOT HAVE A MEANINGFUL CAMPAIGN IF STRICT TIME RECORDS ARE NOT KEPT." - Gary Gygax (Dungeon Master's Guide p. 37)

Game time is measured in units based on how often meaningful decisions are asked of the players. Wilderness travel may progress in days, Carefully mapping and exploring a space is measured in exploration turns of about ten minutes each. Rapid action passes in combat rounds of less than ten seconds each.

Wilderness Travel
Daily Procedure for Wilderness Travel
1 The PCs choose their course of travel for the day.
2 Determine weather.
3 Check navigation.

4 Check for random encounters

     -Changing biome or going off road will incur an additional check

5 Day ends. Mark the party's new location. Update ration records, etc.

6 Check for random encounters again during the night.

Terrain	Miles	Hexes Per Day	Hours Per Hex
Open	12	3	4
Difficult	6	2	8
Roads	18	4	2.6

Hexes

Wilderness areas are usually mapped in hexes. The standard hex represents six miles. Base overland movement is 12 miles, or 2 hexes, a day. Difficult terrain, such as jungles, swamps, or mountains, reduces this by 1 hex- weather can reduce this again to a minimum of 1 hex per day. Traveling via roads increases travel to 36 miles. Travelers can push further in a day by engaging in a forced march. A forced march can be used to travel one additional hex- but each time this is used it incurs an exhaustion penalty as per Knave rules.

If the party is all mounted, the base overland movement increases to 18 miles or 3 hexes a day.

Navigation

Accurately navigating the wilderness requires a Wisdom save. Advantage is awarded for familiarity with the territory, a good map, or a prominent landmark. Disadvantages are given for difficult terrain, bad weather, or traveling in a great hurry. If the roll indicates the party is lost, the referee picks or rolls a direction for them to wander in, without informing the players.

Weather

Unfavorable weather conditions can lead to difficulty navigating, and can cause an unprepared party to accrue slots of Exhaustion due to heat, cold, or wet conditions if camping out. Results from the Weather table should be interpreted according to the season and climate.

2d6	Weather
2	Beautiful
3-6	Improved from yesterday
7-8	Same as yesterday
9-11	Worsens from yesterday
12	Storms

Exploring a Hex

Visibility in open terrain is three miles, giving a traveler a general sense of the features of the hex they are standing in. Difficult terrain can be surveyed by gaining altitude, usually by climbing the tallest available feature.

Exploring a hex takes time, based on the difficulty of the terrain, and whether it is a cursory survey (revealing obvious features) or a detailed survey (revealing all notable details, including encounters, within the hex).

Terrain	Cursory	Detailed
Open	3	6
Difficult	6	12

Foraging and Hunting in the Wilderness

A party can forage while traveling, once per six hours, without adding time to the journey. Roll a disadvantaged Wisdom save. Success results in 1d3 rations produced. Hunting requires three hours of time to be taken away from traveling, and triggers a random encounter roll. Roll a Wisdom save. Success results in 1d6 rations.

Random Encounters

It is usual to check for random encounters once a day, but some environments may suggest additional checks.

Terrain	Chance of Encounter
Road, Grassland, Settlements	1 in 6
Desert, Forest, Hills, River, Danger Adjacent	2 in 6
Jungle, Swamp, Mountain, Danger Present	3 in 6

Encounter Distance in Open Terrain

For crowded environments with poor visibility, use the Encounter Distance table provided previously. For open terrain, however, there is a greater likelihood of spotting an encounter further off.

1d20	Distance
1-4	10-40' Surprised
5-20	50-200'

Vessel Movements at Sea

The distance traveled in a day is determined by the type of vessel being used and the prevailing weather conditions.

Vessel	Rowing Hexes Per Day	Sailing Hexes Per Day
Raft	2	-
Fishing Boat	4	6
Sloop	-	10
Caravel or Galleon	-	8

2d6 Wind Effect
2 No wind Progress is only possible by rowing.
3-5 Gentle breeze Movement rate reduced by half.
6-8 Fresh breeze Normal movement rate.
9-10 High wind Movement rate increased by half.
11 Near gale Movement rate doubled. 10% chance of taking on water (reducing speed half until repaired at a dock).
12 Storm Movement rate tripled. See Storms.

Rivers

When traveling upon rivers, the current may increase (moving downstream) or decrease (moving upstream) the distance traveled by 1d2 hexes per day.

Weather at Sea

The referee should check conditions at the start of each day by rolling 2d6:

Storms

During a storm, ships move at triple its normal speed in a random direction. If the ship encounters land during this travel, there is a 4-in-6 chance of it wrecking against the shore.

Swimming

Characters move at half their normal movement rate when swimming. While swimming, characters can only fill as many item slots as their Strength Bonus. For each item in their inventory above this number, there is a cumulative 10% chance of drowning.

Flight

Base movement while flying is twice overland movement: 6 hexes. This rate might be reduced if there are adverse conditions such as very high mountains, storms, or thick fog.

Mounts

Flying creatures generally can carry riders or other burdens based on their Hit Dice:

3 HD may carry creatures smaller than an adult human.

6 HD may carry an adult human.

12 HD may carry a large animal like a horse or 4 adult humans.

24 HD may carry a very large animal, four horses, or 8 adult humans.

Weather While Flying

Weather is an important factor in a flier's movement rate. The referee should check conditions at the start of each day by rolling 1d6 to determine wind direction and 2d6 to determine wind strength.

2d6/ Wind/ With Wind/ Otherwise

2-4/ No wind /Normal movement/ Normal movement

5-8/ Breezy/ Normal movement/ 3/4 Movement rate

9/ Windy/ Movement x 1.5/ 1/2 Movement rate

10-11/ High wind/Movement x 2, 2-in-6 chance of becoming lost /1/4 Movement rate 2-in-6 chance of becoming lost

12 Storm/2-in-6 chance of crashing; otherwise, lost.

When fliers become lost due to weather, the referee should move them 1d4 hexes in a random direction.

Resting

Most flying creatures must rest for half of each day. They must further rest for a full day after six consecutive days of travel.

Dungeon Procedures

Crawling through dungeons is founded on the random encounter check. While not a literal clock, the encounter die functions to drain resources over time and add urgency to dungeon crawls.

Whenever the party either: enters a new area, explores a room for an exploration turn, or every thirty minutes you should roll the encounter die. For the first six exploration turns or so, ignore results above three.

d6	Result
1	Encounter
2	Sign/Clue of Encounter
3	Dungeon Effect
4	Tired! Eat a ration or take exhaustion

5	Torch burns out/Lantern needs refill!
6	Everything is fine!

Haven Turn

Yonwell works on an assumption that after any significant foray out of town, the party will return and spend a haven turn in town. A haven turn is a week long and each player can accomplish two actions in this turn. Haven turns are the only way to collect experience. At the conclusion of the haven turn, the player will roll for a rumor.

Living Standards:

While on your Haven Turn, you must decide on your lifestyle. Your lifestyle will affect how healthy you are as well as how you are seen in society. Costs in this table account for food and lodging, however if you own your lodging then reduce the costs by half.

Lifestyle	Cost
Vagrant	Free
Comfortable	24gp
Splendid	60gp

Vagrant: You are living in the streets and trying to avoid the law. Make a Charisma save, on a failure you are flogged and start your next turn at 1HP. After living as a Vagrant, any people of good standing in society will frown at associating with you or your social circle. You recover 1 attribute score per week when living as a Vagrant.

Comfortable: Living at an inn. Recover attributes at a rate of 1d6 per week. Gain 1d4 temporary HP for your next turn.

Splendid: Living at an inn and spending money liberally. Recover attributes at a rate of 2d6 per week. Gain 1d6+level temporary bonus HP.

Actions:

A player can choose two actions that they can take in a week. What follows is a noncomprehensive list of actions that can be taken, however any endeavor not listed could also be taken should the player wish it.

Philanthropy: Donate an amount that you choose to a cause and gain 80% of your donated gold in experience.

Carousing: Choose an amount of money to spend on drinking and partying. You gain that much experience and roll on the carousing table to see if you must reckon with consequences.

Gossip: You spend your time hanging around taverns and salons and get an additional rumor at the end of your turn.

Training: Is there a skill that you want? Spend a week and 500 gold to gain that skill with a trainer. More experienced trainers are available but will be out of town. Most skills will add a +2 to your roll, if you train with experienced trainers in the world you can increase this bonus.

Work: Work in your failed career. You negate comfortable living costs and may

Gambling: Make a dexterity save. On a success, increase the amount you gambled with by 2d10%. On a fail, decrease it by 5d20%

Ask Around: Make a Charisma or Intelligence save to learn more about a topic. Specific topics may require you to seek out others with specialized knowledge elsewhere.

Intensive Medical Care: Spend 200gp for the week and make an advantaged save in the relevant attribute. On a success, your mania/disease is taken care of. Some ailments may require additional specialized cures.

Hiring: Whether gathering banners, finding mercenaries, or looking for lantern boys and sword-arms, make a Charisma check and see what sort of potential recruits show up.

Selling: Spend a week and forgo the experience return for the item. On a Charisma check, a buyer will purchase the item for it's value + d100 + CHA

Buying: Spend a week looking for something specific to purchase. On a Charisma check you find it.

Magical Research: Establish a library of arcane materials and books worth 2000gp and you can begin to do magical research. This includes creating potions and scrolls, discovering new spells, enchanting items, etc. More complicated and powerful tasks will require arcane libraries of greater value.

So You Want to Build a Castle:

When building a castle or stronghold, a character must first clear a hex or local area of monsters, entering the hex with a force of men and dealing with any lairs the DM has set up in the area. (The DM may also require the character to get a land grant from the local ruler, if any.) The player should draw complete plans of the stronghold, using the guidelines given. After the DM approves the plans, an engineer should be hired, and the construction begins. When the building is complete, the character may want to clear the surrounding area of monsters. The

cleared area will remain free of monsters as long as it is patrolled. Patrols usually range up to 18
miles from a castle or stronghold, though jungles, swamps, and mountains will require a garrison every 6 miles to keep the area clear. Settlers can be attracted to cleared areas by spending money on improvements (inns, mills, boatyards, etc.) or advertising. The costs and the number of settlers who move into the area are up to the DM. The settlers will pay taxes (10gp/year) to help maintain the holding and the character's mercenaries.

Castle Plans: When drawing castle plans, the player should allow for wall thickness. Castle walls are about 10' thick, tower and gatehouse walls are about 5' thick, and house stone walls are about 1-2' thick. Typical structures include:
Castle Wall, 100' long, 20' high 2,500 gp
Bastion, 30' base, 30' high 4,500 gp
Round Tower, 20' base, 30' high 7,500 gp
Round Tower, 30' base, 40' high 15,000 gp
Square Keep, 60' base, 80' high 38,000 gp
Moat, 100' long, 20' wide, 10' deep 200 gp
Gatehouse, 30' x 20' base, 20' high, with portcullis 3,750 gp
Barbican, two 20' x 30' towers, gatehouse, and drawbridge 37,000 gp
Dungeon Corridor, 10' x 10' x 10', stone flagged 250 gp
Stone Building, Civilian (two story, attic, 120' of wall, wooden doors, stairs, floors, and roof) 3,000 gp
Wooden Building (as above) 1,500 gp

Construction Time. The time required for construction is one day for every 500 gp spent. This assumes the land has already been cleared and prepared and all the materials are on hand. For every 10,000 gp of construction costs, one engineer must be hired.

Walls: Cost is normal to 30' height, but double cost from 30' to 60' height (the maximum).
Towers: Cost is normal until height equals base width; building higher costs twice the normal amount. Towers may be no more than twice as high as their base width.
Other Costs
Stairs (3' x 10')
Wood: 20*
Stone: 60*
Door (3' x 7')
Wood: 10*
Reinforced: 20*
iron/stone: 50
Secret: cost x 5
Trap Door (4' x 3') door cost x 2
Roof/Floor(10' x 10')
Wood: 40*
flagstone/tile: 100*

Arrow Slit or Window: 10*
Shutters (window): 5*
Bars (window): 10*
Shifting Wall (10* x 10'): 500
* These, plus internal walls and modest furnishings, can be
assumed by adding 25% to the cost of the basic structure.

Other constructions: A home, tavern or barn, of stone cost about 40% of the given costs.
Wooden constructions cost about 20% of the given costs when built in an already secured area
(Yonwell, elsewhere).

So You Want to Run a Business

A character wishing to run a business needs first to secure a location to run this business from.
Whether this be an inn, a tavern, a shop, a fighting pit, a reptile cult, etc. they all need a
location. Once the location is purchased, it costs 1000gp to get the materials together to run the
business (variable depending on retired character involvement). Minute management or hirings
are not necessary past this initial startup fee.

Income: New businesses generate 1d400 Gold of Income each month. They also face a Threat
that will cause 1d4 Gold in losses unless dealt with. If a business cannot pay its debts, it
collapses.
Growth: If a business ends a month with profit, its income moves up to the next type of die, to a
maximum of d12. However, this larger die also applies to losses from Threats.

So You Want to Be a Warlord

Units can be hired, these are a flexible amount of men but typically amount to about 50.
Depending on the type of unit, there are different costs associated and they can perform
different tasks. Costs are listed in gold per month, as bands of warriors do not get paid by the
day.

Human Footmen: Cost: 200 Power: 6 Speed: 2

Human Heavy Footmen: Cost 300 Power: 8 Speed: 2

Human Pikemen: Cost 300 Power: 8 Speed: 2
- *Pike Square:* Bonus +2 Power vs Cavalry

Human Archer: Cost 200 Power: 6 Speed: 2
- *Ranged:* This unit can attack from 2 hexes away, but has -2 Power in normal melee combat. If
they lose in a ranged combat against a non-ranged foe, they take no damage.

Human Longbowmen: Cost 700 Power: 10 Speed: 2

- *Ranged:* This unit can attack from 2 hexes away, but has -2 Power in normal melee combat. If they lose in a ranged combat against a non-ranged foe, they take no damage.

Human Light Horsemen: Cost 700 Power: 8 Speed: 3
- *Charge:* Bonus +1 Speed moving in a straight line.

Human Heavy Horsemen Cost 1200 Power : 12 Speed: 3
- *Charge:* Bonus +1 Speed moving in a straight line.

Mass Combat Rules Overview

Battles are fought by **Units**, representing formations of troops.
Battles take place on a hex grid **Battlefield.**
The PCs can influence the battle by going to **Flashpoints**, places which could tip the balance of the battle in their favour.

Units

Armies are made up of individual Units, each representing a single formation of troops.
They have two stats - Speed and Power, and perhaps some extra bullshit special abilities.

Speed:
Slow Units (eg. zombies) move 1 Hex per Turn.
Standard Units (eg. human armies) travel at 2 Hexes per Turn.
Fast Units (eg. winged dragon-cultists) can move 3 Hexes per Turn.

Power:
A Unit's Power dictates the die they roll in combat. It's 1dX, where X is their Power.
eg. a Unit with Power 10 rolls 1d10 for combat, a Unit with Power 6 rolls 1d6.

Combat:
Each side rolls their combat die.
The Loser loses 2 Power, dropping down a die size.

The Loser may move a hex, if able.

Killing a Unit:
If a Unit is at 4 power (ie. uses a base d4 for combat) and loses a combat, they are destroyed. Survivors may flee, if possible, as a useless noncombatant unit.

Bullshit Special Abilities:
These are some extra bits to differentiate units and make them a bit more characterful.
Some possibilities:
Charge: Move an extra hex when you move in a straight line.
Riverwalk: Can cross water without a bridge.
Overrun: When you destroy another unit, move into their vacated hex.
Ranged: This unit can attack from 2 hexes away, but has -2 Power in normal melee combat. If they lose in a ranged combat against a non-ranged foe, they take no damage.

The Battlefield

Distance
The Battlefield is a hex grid. Each hex is as big as you need it to be.

Timescale
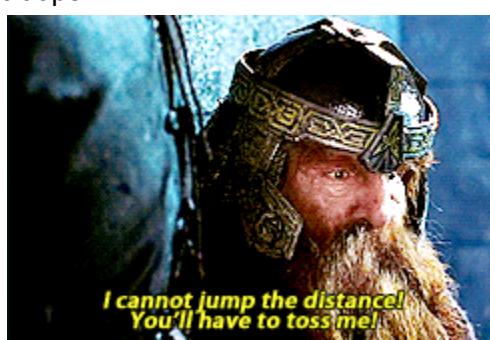Each Turn is anywhere between 10 minutes and an hour - time is flexible in the midst of combat.

Terrain
Add some terrain to spice up the battlefield. Some possibilities:
Elevation: Units with the high ground gain +2 Power.
Slow Terrain: Units that move into this terrain end their movement.
River: Impassable to normal troops.

I cannot jump the distance! You'll have to toss me!

Flashpoints

Flashpoints are places where a small and dedicated group of 2-8 characters of appropriate level might make an impact.

Think of Aragorn and Gimli defending the gates from the battering ram at Helm's Deep, or what would have happened if Legolas had actually taken down that one guy with the torch before he could light the bombs under the walls.

Whenever two enemy Units engage in combat, a random Flashpoint occurs.
PCs that arrive in time can enter the Flashpoint - essentially a short combat scenario that affects the course of the combat.

The PCs' success or failure decides the outcome of the combat.
Success: Your allied Unit wins.
Failure: Your allied Unit loses.

These can basically be any cool combat battle scenario you can think of and you'll need to stat them up appropriately, but here's a d10 table to start you off!

Roll 1d10:

1. Enemy Champion
A very strong foe is here! A big monster, a powerful enemy hero, or some other terrifying singular threat! Defeat the Champion and your side is assured of victory!

2. Defend the Breach
A hole has opened up in the ranks and/or fortifications, and enemy troops are surging through! Hold the line for several rounds until reinforcements arrive, your troops recover, or the fortification can be shored up.

3. Enemy Leader
A particularly important enemy commander is here, and their tactical acumen will lead to the inevitable victory of the enemy forces if they're not stopped!
Fight, sneak or otherwise reach the leader in a few rounds and either kill them or force them to flee.

4. Morale Shaken
The pressure of combat, the death of a beloved soldier, or some other calamity has shaken the faith of the troops! Fight at their side and encourage them with inspirational deeds and words, stirring their souls and raising their morale to fight back against their foes!

5. Unexpected Tactics
Something completely unanticipated has happened! Outriders are attacking the flanks, or some fell magicks have turned the soil to mud, or a feigned retreat has left the unit surrounded by once-hidden foes! Help your Unit recover the initiative and turn the tides back in your favour!

6. Push the Advantage

A hole has opened up in the enemy formation, an opportunity to break through if only someone could seize it! Lead the charge and break the morale of your foes!

7. Capture the Standard
The enemy is holding some prideful totem that gives their forces strength and power! Capture their prized standard, powerful magical totem, or whatever it is that will make them abased and demoralised if it is seized!

8. Mark a Target
Some sort of destructive ranged attack, be it massed bowmen or artillery or arch-wizard, is ready to fire on a tactically important place but they need someone to mark the target before they can do so!
Somehow get to the target location and plant the smoke canister, arrow-attractor, or magical ley-stone in position so they can blow it to hell!

9. Recon Mission
If only your troops knew what was ahead they could assure themselves victory! Whether it's an ambush, a trap, or simply knowing what the enemy they're facing has to fight back with, there's something ahead that would be easily overcome with prior knowledge.
You have limited time to go forth, find out the necessary knowledge, and survive to return and inform your troops of what lies ahead!

10. Elite Guard
The elite forces of the enemy are ahead - bloody-minded veterans, empowered uruk-hai, or some other force much more powerful than their regular rank-and-file is arrayed before you.
Support your troops in the fight ahead against a multitude of powerful foes!

The exact make-up of these different Flashpoints is down to the individual scenario.
If the enemy is other humans, an Enemy Champion result might be a particularly powerful warrior with a massive sword.
If they're undead it might be a massive zombie abomination that crushes all before it.
If they're mushroom men perhaps it's a rolling spore monster that chokes your soldiers so that the shroom rank-and-file can finish them off.

Turn Order

Each Turn goes like this:

1. Unit Movement
2. Create Flashpoints
3. PC Movement
4. Flashpoints!
5. Resolve Combat

1. Movement
Units move in whatever order you want up to their speed.

2. Create Flashpoints
If two opposing units are in adjacent hexes, a Flashpoint occurs!

3. PC Movement
PCs move in whatever order they want.
Since they don't have to march in formation, PCs are faster than regular Units.
Mounted: 4 hexes.
Lightly Encumbered: 3 hexes
Encumbered: 2 hexes
Morbidly Encumbered: 1 hex

4. Flashpoints!
If one or more PCs has moved to a Flashpoint, they see what the scenario is!
If they choose to engage, they join the Flashpoint scenario.

5. Unit Combat
If the PCs succeed at a Flashpoint, their Unit wins!
If the PCs fail at a Flashpoint, their Unit fails.
Otherwise, roll for the outcome as above.

Some Example Units

Pikemen
Power 6. Speed 2.
- *Pike Square:* Bonus +2 Power vs Cavalry

Cavalry
Power 6. Speed 3.
- *Charge:* Bonus +1 Speed moving in a straight line.

Archers
Power 6. Speed 2.
- *Ranged:* This unit can attack from 2 hexes away, but has -2 Power in normal melee combat. If they lose in a ranged combat against a non-ranged foe, they take no damage.

Skeletons
Power 6. Speed 2.
- *Raise Dead:* Permanently gain +2 Power when they defeat a Unit with bones.

Dryads
Power 8. Speed 2.
- *Treestride:* This unit is not slowed by forests.

Dragon
Power 10. Speed 3.
- *Flying:* This unit is not blocked by impassable terrain.
- *Devastate:* If this unit wins a combat, the enemy unit loses 4 Power instead of 2.