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“A Battle Lost” By Matt Unsworth

As those around you start to panic and flee the battlefield, you wonder how you will keep your head & survive this day....

A The Battle Line- Roll up equipment and motivation for your character(s). Then start at #1

- 1) The Line Breaks! Do you- Rally with others (2), Go to a Heavy Weapon (3) or Run towards the woodline (4)
- 2) A Last Stand. Fight random Foes until group of 2d3 Friends collapse, then flee to 3, 5 or 6
- 3) Loaded Heavy Weapon. Fire once at crowd of friends & foes, or destroy after fighting 1 Foe, or flee to 6 or 7
- 4) Found a Horse! Fight 1 Foe and then capture horse with ability roll, or ignore. Flee to 7 or 8

B Enemy attack on left flank occurs

- 5) Friend fighting 1d3 Foes; Help fight Foes simultaneously and/or then flee to 6 or 9
- 6) Hospital. Can search here or flee to 7, 9, 10 or 11; A massacre is starting...
- 7) Baggage Camp. Can search here or flee to 6 or 11; Pillaging is starting...
- 8) The Wood Line; Surprised by 2d3 Foes, fight simultaneously and then flee to 7 or escape if deserting...
- 9) Enemy Cavalry Attack, fight 1d3 Mounted Foes separately, then flee to 10 or 13

C Enemy attack on right flank occurs

- 10) The Bridge. A dead horse slows passage while bridge is collapsing. Multiple ability rolls to get to 14
- 11) Wounded Friend: slows PCs down if helped and 1d6 foes are approaching, or ignore and run to 10 (or 12...)
- 12) Hidden Ford. Multiple ability rolls to find and cross, otherwise go to 10. If successful, fight 2 Foes simultaneously after crossing and then go to 14
- 13) The Ford. Two Friends with royal standard pursued by 2d3 Foes. Fight Foes simultaneously and go to 14, or let Friends fend for themselves and flee to 10
- 14) Village. Commander here; Civilian, Friend or Foe encounters every turn; go to 15 when done. Fire started...
- 15) Escape to safety! You have lived to fight another day unless you have a mortal wound...

Start Up	Weapon	Armor	Extras	Health (2d6)	Status (2d6)	Motivation: Stay alive and
1	Foul Language	Hat or similar	Cards and dice	2 Mortal Wound (Death Save each turn)	Untouchable 2	Find your comrade or relative, they're somewhere in the village (1-2) or camp (3-4) or hospital (5-6)
2	Knife	Helmet	Flask with your choice of liquid	3 Leg injury (Move Penalty)	Peasant 3-6	Deliver orders to commander in village.
3	Club	Shield	1st aid kit	4 Arm injury (Fight Penalty)	Yeoman 7-8	Cover your name in glory!
4	1H weapon	Chest armor, front	1 day rations	5 Blurred vision (Sight Penalty)	Self Made 9-10	Desert the army!
5	2H weapon	Chest armor, back	Pocketable valuable	6 Head wound (Mortal if 3+3)	Nobility 11	Act honorably!
6	Any 2 of above	Any 2 of above	Roll for Money	7+ Unwounded	Nobility 12	Make yourself as rich as possible!

Search Table	Civilian	Friend	Foe	Money	Valuables	Equipment
	1	2	3	4	5	6
1	Comrade	Comrade	Boss	Nothing	Nothing	Nothing
2	Or Relative	Or Relative	Lt. Warrior	1d8 Copper	Medicine	Knife
3	Panicked	Panicked	Lt. Warrior	1d12 Copper	Holy Book	Shield
4	Panicked	Panicked	Hvy. Warrior	1d4 Silver	Silver Bracelet	1H weapon
5	Helpful	Stalwart	Hvy. Warrior	1d6 Silver	Gold Ring	1 day rations
6	Hostile	Boss	Shooter	1d3 Gold	Flask of Alcohol	Simmering Torch

Roll 2d6 and cross reference results when searching; otherwise roll on appropriate column(s) as indicated