

# DEMOBLADE

## SPECIAL RELICBLADE DEMO SCENARIO

### PREPARATION AND SETUP

This scenario is written with the assumption that the person giving the Demo has purchased and painted to completion the Relicblade Core set. You will need everything you normally need to play a game of Relicblade.

There are two levels of preparation to consider before setting up the board depending on your materials on hand and time available. Gather the following game components accordingly and follow the set-up instructions written below depending on the Level you choose to demo.

### LEVELS:

**STUDENT** – Follower Cards: Questing Knight, Soldier Pig, Shield Pig. Tactic Cards: Brutal Charge. Upgrade Cards: Health Potion.

**SCHOLAR** – Follower Cards: Questing Knight, Cleric of Justice, Spirit Weapon, Soldier Pig, 2 Shield Pig, Berserker Pig. Tactic Cards: Brutal Charge. Upgrade Cards: Condemnation, Sling and Stone, Writ of Justice, Health Potion, Magic Weapon.

Depending on the set up each scenario is specifically themed to touch on certain areas of the game for new players, offering and introducing gameplay themes we want to highlight within Relicblade. The upgrade cards have been given to specific Characters to reinforce this idea, allowing us to craft interactions that will give us a chance to talk about unique components or mechanics at each step along the way; While also allowing the freedom of choice to handle situations depending on the playstyle of the persons both giving and going through the Demo.

At certain points in this document, I will mark portions with "**~RB~**".

These are points during gameplay that I think would be an appropriate time to pause gameplay, and explain certain key aspects of the current interaction.

In each of these scenarios, the person giving the Demo will play as the Adversary.

## **STUDENT SCENARIO**

**STUDENT CARDS** – Follower Cards: Questing Knight, Soldier Pig, Shield Pig. Tactic Cards: Riposte, Brutal Charge. Upgrade Cards: Health Potion.

### **STUDENT SET UP AND PREPARATION:**

Before any players arrive:

- set up a 12" by 12" game board, and place down suitable terrain, ideally if you have a campfire model place that within 1" of the center of the area. For this set up keep terrain thematic and light in terms of terrain that involves rules.
- Place the Knight model directly in the center of the play area, next to campfire.
- Place the 2 Battle Pigs opposite one another in 2 corners of the play area.
- Place two counters next to the Fire. These are the Flames.
- Place the Player cards on either side of the board, with Activation dice laid on top of them.

Once you have a player willing to participate, show them the board and elements of the game components, mostly just explaining what things are so they understand how the cards work. "**~RB~**" **EXPLAIN TO THEM THAT YOU'RE PLAYING IN A SMALLER PLAY AREA THAN NORMAL GAMES.**

When you are ready to play:

- Upgrade the Questing Knight with the Health Potion upgrade card. Then upgrade the Soldier Pig with Brutal Charge.
- Take this time to explain how these upgrades plug into the main cards, and how they modify the characters main set of skills. "**~RB~**" **POINT OUT THE MATCHING UPGRADE SYMBOLS, AND EXPLAIN HOW MUCH OF THE ABILITIES IN THIS GAME ARE BASED OFF OF DRAWN SYMBOLS, RATHER THAN WORDS. OPEN TO PAGE 11 OF THE RULEBOOK TO EXPLAIN THE NAMES OF THESE UPGRADE SLOTS TO HELP FACILITATE THE VISUAL ASPECT OF INTERPRETING THIS GAME.**
- Read the flavor text to the player and begin play.

# DEMOBLADE SCENARIO 1

## THE FINAL FLAMES

*Battered, beaten and bloodied, a heavy feeling looms over you.*

*Too exhausted to remove your armor, you struggle to recall how you even ended up here. "Am I the only survivor? Where are the rest? What were those creatures, and what drove them to attack us?"*

*In a single moment exhaustion becomes adrenaline as disturbing sounds can be heard from the darkness surrounding you. With your heart pounding at your breastplate, you clutch your blade and ready yourself for a final stand.*

### **SPECIAL RULES:**

The Knight takes the first activation, then alternate as normal.

**FLAMES OF GUIDANCE.** *The flames from the fire provide a spark of hope, and as the fire dies out, it burns brighter in the heart of the Knight.*

The Knight player may at any time remove a token from the Campfire to re-roll a single die. Once both tokens are removed, the flame burns out. Pigs don't care about the fire.

In the very first turn only, should a Pig be destroyed before he can activate, immediately set up that Pig in a new corner. **"~RB~" TAKE A MOMENT TO MENTION HOW RELICBLADE SCENARIOS HAVE SPECIAL CONDITIONS AND TRIGGERS, JUST LIKE THE FLAMES IN THIS MISSION!**

### **VICTORY CONDITIONS**

The player who destroys the opposing players model's claim's victory. **"~RB~" TRY YOUR BEST TO ENSURE THAT THE KNIGHT PLAYER HAS SOME TENSE MOMENTS, BUT DOESN'T GET COMPLETELY DESTROYED. THE RE-ROLL AND HEALTH POTION ARE THERE TO HELP THEM ACHIEVE VICTORY, ADVISE THEM ON OPPORTUNE TIMES TO USE THEM!**

## **SCHOLAR SCENARIO**

**SCHOLAR CARDS** – Follower Cards: Questing Knight, Cleric of Justice, Spirit Weapon, Soldier Pig, 2 Shield Pig, Berserker Pig. Tactic Cards: Brutal Charge. Upgrade Cards: Condemnation, Sling and Stone, Writ of Justice, Health Potion, Magic Weapon.

### **SCHOLAR SET UP AND PREPARATION:**

Before any players arrive:

- set up a 24" by 24" game board, and place down suitable terrain. Ideally you want the middle of the board to be a clear path or roadway that stretches the length of the board, that is at most 12" wide.
- The rest of the board should have plenty of areas for ambushers to hide, like forest or ruins.
- Place the Knight and Cleric model in the center of the board edge containing the pathway.
- Place the Berserker Pig along the side of the pathway, 12" away from the Cleric.
- Place the 2 Shield Pigs out of line of sight from the Heroes more 24" away, and more than 12" from each other.
- Place the Soldier Pig out of line of sight anywhere in contact with the opposite board edge from the Heroes.
- Place the Player cards on either side of the board, with Activation dice laid on top of them.

Once you have a player willing to participate, show them the board and elements of the game components, mostly just explaining what things are so they understand how the cards work. **"~RB~"** **EXPLAIN TO THEM THAT 24" BY 24" IS THE NORMAL PLAY AREA SIZE FOR GAMES OF RELICBLADE.**

When you are ready to play:

- Upgrade the Questing Knight with the Magic Weapon and Health Potion upgrade cards.
- Upgrade the Cleric with Condemnation and Writ of Justice upgrade cards.
- Upgrade the Berserker Pig with Brutal Charge and give a Shield pig the sling and stone upgrade.
- Take this time to explain how these upgrades plug into the main cards, and how they modify the characters main set of skills. **"~RB~"** **POINT OUT THE MATCHING UPGRADE SYMBOLS, AND EXPLAIN HOW MUCH OF THE ABILITIES IN THIS GAME ARE BASED OFF OF DRAWN SYMBOLS, RATHER THAN WORDS. OPEN TO PAGE 11 OF THE RULEBOOK TO EXPLAIN THE NAMES OF THESE UPGRADE SLOTS TO HELP FACILITATE THE VISUAL ASPECT OF INTERPRETING THIS GAME.**
- Read the flavor text to the player and begin play.

# **DEMOBLADE SCENARIO 2**

## **BONDS OF BATTLE**

*You had to turn our back on them. Where they went, you could not follow. It's been days now since you left their company, and the thought of treachery has been ever present. As you travel back towards the walls you have to keep a sharp eye for dangerous creatures and potential ambushes from more cunning opponents, you know that many that travel from the safety of the walls often encounter danger--- Just then your companion breaks your train of thought, alerting you to moving shapes long the side of the pathway. A Crazy Pigman burst from cover and begins to charge!*

*"Did I bring about this reality from my thoughts? Is this punishment for breaking my word?"*

*The thoughts race across your mind.*

*Clutching your Weapon, you ready yourself and turn to your companion and say one last thing of meaning: "It is fate".*

**EXAMPLE MAP GOES HERE**

## **SPECIAL RULES**

The Berserker Pig takes the first activation, then alternate as normal.

**BONDS OF BATTLE.** *The Warriors are dear friends who have battled at one another's side for years.*

At any time during a model's activation, if the Advocate characters are within 3" of one another they gain a single re-roll to use however they wish during that activation. This can only benefit each character once per game round.

**HEARTBROKEN VENGEANCE.** *The sight of seeing a close one struck down in combat is more than enough to drive anyone to the edge of madness.*

If a Hero is ever destroyed, the remaining hero is affected by Heartbroken Vengeance. If the Heartbroken Hero suffers damage that would disable him, he immediately Activates with all AD and may perform whatever is necessary to kill their opponents.

After this Activation is resolved, the Hero slumps over lifelessly near their fallen comrade.

## **VICTORY CONDITIONS**

The player who destroys the opposing players model's claim's victory. **"~RB~" TRY TO MAKE THIS SCENARIO PARTICULARLY EXCITING!**

**OPEN BY CHARGING THE CLERIC WITH THE BERSERKER PIG AND SEE WHAT YOU CAN DO, THE SET-UP DISTANCE SHOULD LEAVE YOU WITH A SINGLE DICE CHARGE ATTACK, WITH BRUTAL CHARGE. ENCOURAGE THE PLAYER TO DESTROY THIS PIG WITH THE KNIGHTS ACTIVATION. ALTERNATIVELY, YOU CAN FRENZY TO ENSURE THAT THE PIG LIKELY DIES NEXT ACTIVATION, BUT ALSO DOES MORE DAMAGE POTENTIALLY. YOU'LL WANT THEM TO TRY AND HEAL AT LEAST ONCE.**

**THAT COULD BE A GOOD TIME TO LET THE CLERIC USE THE WRIT OF JUSTICE TO DISPATCH THE MOST LIKELY DISABLED BERSERKER PIG.**

**USE ONE OF THE SHIELD PIGS TO ASSIST THE SOLDIER PIG, AND LEAVE THE OTHER TO DO RANGED ATTACKS WITH HIS SLING. TRY A 'PROTECT YOUR FRIENDS' RULES INTERACTION WITH THESE THE SHIELD AND SOLDIER PIG IF YOU CAN.**

**THE HOPE IS THAT AFTER A TENSE BATTLE, THE NEW PLAYER WILL EITHER BE REALLY TRIUMPHANT, OR MANAGE TO CLAIM VENGEANCE ON THEIR ATTACKER. IT'S A WIN WIN!**

## **"~RB~" – GENERAL HINTS AND TIPS FOR DEMOING GAMEPLAY**

### **MOVEMENT**

- When the new player begins their first activation, guide them through how to track and use dice during activation by placing all the Dice on the card at the beginning of play, then remove Dice from the card as the character activates abilities or attacks.
- When performing a Charge action, do not place the dice off to the side of the card, but instead enforce that they hold on to that dice to apply it as an Charge (attack) action.
- Talk about Engagement ranges and point out the range on the card, also what it means to be unengaged vs engaged and how those states affect your models.
- At some point Charge with the Soldier Pig equipped with the Halberd, stop at 1" range and explain why you can't use Brutal charge for this charge, as you're outside of 1", then bash them with your Halberd attack.
- Try and have one of your Pigs perform a Disengage action at some point.

### **ATTACKING**

- Encourage the player to attack on their first activation, using a charge action and Vicious strike.
- Explain to the player the importance of Focusing Dice, and how abilities on their cards that list two dice require two dice to complete.
- The second Scenario includes a bit of Ranged attacks, this may give you the chance to discuss the cover rules and Line of sight.

### **THINKING AHEAD**

- As an Experienced player, do your best to put the new player in a situation where they must choose one thing or the other, either Dodge, or Attack etc.
- You want to encourage them to think about what may happen next turn, and how initiative can swing at any moment. Relicblade is a game of strategy and luck!
- Tell them your plans, and what you're trying to do.
- Approach this from a GM / DM standpoint – You're trying to curate their experience for maximum enjoyment.
- Do your best to watch their moves and suggest a more optimal route if you think that they have made a mistake you can easily take advantage of; including dodging, what sort of attack to use, which target etc.