

a tale of bravery

Demo Questbook Components

This book contains the components you need to play the demo version of the game A Tale of Bravery. The game is for 1 to 4 players.

You will have to cut out and prepare the components in order to play the demo game.

Please note that this is a modified version of the design for Player Characters, Retinue and Opponents. Also, for practical reasons, some options available to players in the full game has been removed in this demo version.



1h/game



1-4



14+

KICKSTARTER

www.barsarkentertainment.com



What this book is

This book contains the components for the demo version of A Tale of Bravery. You will need to print this book and cut the components out according to the instructions on each page. With the components in this book you can use the Rulebook and the Demo Questbook for A Tale of Bravery to play the demo game.

If you enjoy yourself playing the demo version of the game, please support us on Kickstarter.

The components

This book contains the Player Character sheets, a set of Game Board tiles, Opponents, tokens and cards. We recommend that you fasten the Game Board tiles on pieces of cardboard. You will need several regular 6 sided dice (we suggest that you use at least 7 dice) and some pencils to play the game. If you don't want to use the cut out paper figures you can use almost anything to mark the position of the Player Characters and the Opponents on the game board tiles.

In the actual game of A Tale of Bravery the Party would have a "Wealth", money that can be used to purchase Equipment etc. For simplicity's sake we have omitted the coins in this demo Questbook. You might find references in the Quests where the Party gains rewards in the form of Pennies. Please ignore these when you come across them, and at the same time pat yourself on the back. In the full version of the game you'd have just made some money.

We are including the Power Chart for the Party on page 3 of this demo Questbook. The Player Characters have already been improved by 2 Experience points. When you are checking the Difficulty Level (DL) of a Skill Check in the Quests you will be reading from the first column.

For reasons of space, we have not included all the Game Board Tiles of the game. The full game will contain over 40 different Game Board tiles.

Before playing, at least one of the players should have read through the Rulebook that is available for download on our homepage (www.barsarkentertainment.com). You will also be able to find informative videos on how to set up and play the game on YouTube and our homepage.

Please note that this is a work in progress. As such, the Kickstarter product may differ from this demo version.

Instructions:

Cut out the Power Chart and keep it as a Reference for Difficulty Levels in the Quests.

The Power Chart

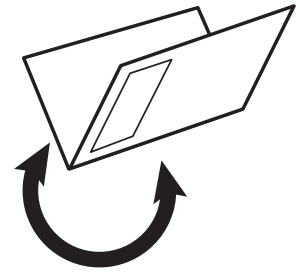
Opponent- and Retinue level

	Novice Retinue Mean Opponents 0 - 5 XP	Skilled Retinue Raging Opponents 6 - 10 XP	
XP:	☒☒☐☐☐	☐☐☐☐☐	
	0 - 5 XP	6 - 15 XP	
Zero	0	0	Zero
Very Easy	0	1	Very Easy
Easy	1	2	Easy
Average	2	3	Average
Hard	3	4	Hard
Very Hard	4	5	Very Hard

Difficulty Level (DL)

Instructions:

Cut out these Player Character Characteristics sheets, fold them and glue them together. You should be able to flip the finished Player Character sheet between the wounded and the unwounded side.





Maol the Knight

Strength: 4 

Dexterity: 3 

Psyche: 2 

Reason: 2 

Move: 3 
(Equal to Dex)

Hit Points: 6 
(Sum of Str and Psy)

Max Bravery: 4 
(Sum of Psy and Rea)

Specialisations:

The Champion 

Starting Outfit:

Sword 

Cuir Bouilli Armor 

Condition Dishonoured 

WOUNDED

Move: 1 
(Equal to Dex)

Hit Points: 4 
(Sum of Str and Psy)

Max Bravery: 4 
(Sum of Psy and Rea)

Strength: 2 

Dexterity: 1 

Psyche: 2 

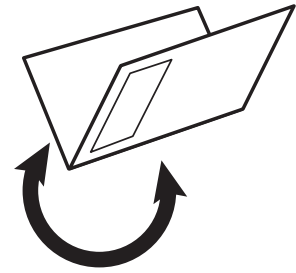
Reason: 2 

Maol the Knight



Instructions:

Cut out these Player Character Characteristics sheets, fold them and glue them together. You should be able to flip the finished Player Character sheet between the wounded and the unwounded side.



Idelinde the Mage




Strength: <input type="checkbox"/> 2	Move: <input type="checkbox"/> 2
Dexterity: <input type="checkbox"/> 2	<i>(Equal to Dex)</i>
Psyche: <input type="checkbox"/> 4	Hit Points: <input type="checkbox"/> 6
Reason: <input type="checkbox"/> 3	<i>(Sum of Str and Psy)</i>
	Max Bravery: <input type="checkbox"/> 7
	<i>(Sum of Psy and Rea)</i>

Specialisations: The Conjurer	Starting Outfit: Lightning Entangle Heal Wounds Mass Heal Asphyxiate
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WOUNDED

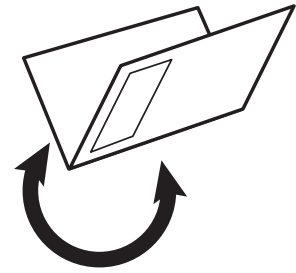
Move: <input type="checkbox"/> 1	Strength: <input type="checkbox"/> 1
Hit Points: <input type="checkbox"/> 5	Dexterity: <input type="checkbox"/> 1
<i>(Equal to Dex)</i>	Psyche: <input type="checkbox"/> 4
Max Bravery: <input type="checkbox"/> 7	Reason: <input type="checkbox"/> 3
<i>(Sum of Str and Psy)</i>	
<i>(Sum of Psy and Rea)</i>	



Idelinde the Mage

Instructions:

Cut out these Player Character Characteristics sheets, fold them and glue them together. You should be able to flip the finished Player Character sheet between the wounded and the unwounded side.



Retilbern the Ranger

Strength: 2

Dexterity: 4

Psyche: 1

Reason: 4

Move: 4
(Equal to Dex)

Hit Points: 3
(Sum of Str and Psy)

Max Bravery: 5
(Sum of Psy and Rea)

Specialisations:

The Marksman

Starting Outfit:

Axe

Short Bow

WOUNDED

Move: 2
(Equal to Dex)

Hit Points: 2
(Sum of Str and Psy)

Max Bravery: 5
(Sum of Psy and Rea)

Strength: 1

Dexterity: 2

Psyche: 1

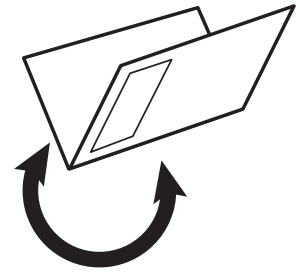
Reason: 4

Retilbern the Ranger



Instructions:

Cut out these Player Character Characteristics sheets, fold them and glue them together. You should be able to flip the finished Player Character sheet between the wounded and the unwounded side.



Odine the Thief



Strength: <input type="checkbox"/> 1	Move: <input type="checkbox"/> 4
Dexterity: <input type="checkbox"/> 4	<i>(Equal to Dex)</i>
Psyche: <input type="checkbox"/> 3	Hit Points: <input type="checkbox"/> 4
Reason: <input type="checkbox"/> 3	<i>(Sum of Str and Psy)</i>
	Max Bravery: <input type="checkbox"/> 6
	<i>(Sum of Psy and Rea)</i>

Specialisations: The Backstabber	Starting Outfit: Throwing Knives Family Heirloom Padded Quilt Armour Condition Wanted by the Law
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WOUNDED

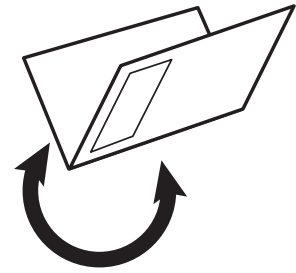


Strength: <input type="checkbox"/> 1	Reason: <input type="checkbox"/> 3
Dexterity: <input type="checkbox"/> 2	Psyche: <input type="checkbox"/> 3
<i>(Equal to Dex)</i>	Hit Points: <input type="checkbox"/> 4
Move: <input type="checkbox"/> 2	Max Bravery: <input type="checkbox"/> 6
	<i>(Sum of Psy and Rea)</i>
	<i>(Sum of Str and Psy)</i>

Odine the Thief

Instructions:

Cut out the Player Character Skill sheet and Background information sheet. Then fold them and glue them together. You should be able to flip between the Skill sheet and the Background information sheet.



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Maol the Knight

<p>Strength: </p> <p>Unnamed: <input type="checkbox"/> <input type="checkbox"/> 3 </p> <p>One-Handed Weapons: <input type="checkbox"/> <input type="checkbox"/> 3 </p> <p>Two-Handed Weapons: <input type="checkbox"/> <input type="checkbox"/> 3 </p>	<p>Psyche: </p> <p>Haggle: <input type="checkbox"/> <input type="checkbox"/> </p> <p>Deceive: <input type="checkbox"/> <input type="checkbox"/> </p> <p>Eloquence: <input type="checkbox"/> <input type="checkbox"/> 1 </p> <p>Leadership: <input type="checkbox"/> <input type="checkbox"/> 2 </p>	<p>Magic and Alchemy: </p> <p>Air (Element): <input type="checkbox"/> <input type="checkbox"/> </p> <p>Earth (Element): <input type="checkbox"/> <input type="checkbox"/> </p> <p>Fire (Element): <input type="checkbox"/> <input type="checkbox"/> </p> <p>Water (Element): <input type="checkbox"/> <input type="checkbox"/> </p> <p>Sulphur (Principle): <input type="checkbox"/> <input type="checkbox"/> </p> <p>Mercury (Principle): <input type="checkbox"/> <input type="checkbox"/> </p> <p>Salt (Principle): <input type="checkbox"/> <input type="checkbox"/> </p>
<p>Dexterity: </p> <p>Throwing Weapons: <input type="checkbox"/> <input type="checkbox"/> </p> <p>Bows and Crossbows: <input type="checkbox"/> <input type="checkbox"/> </p> <p>Athletics: <input type="checkbox"/> <input type="checkbox"/> 1 </p>	<p>Reason: </p> <p>Hunting and Tracking: <input type="checkbox"/> <input type="checkbox"/> </p> <p>Deft Fingers: <input type="checkbox"/> <input type="checkbox"/> </p> <p>World Knowledge: <input type="checkbox"/> <input type="checkbox"/> </p> <p>Medicine: <input type="checkbox"/> <input type="checkbox"/> </p>	<div style="border: 1px solid black; padding: 5px; display: inline-block;">Unspent XP:</div>

Maol the Knight

Maol's father, Graid mac Cineaed was a knight in the court of King Myrddog of Gododdin, in the north. The King rode out with 300 of his bravest warriors and attacked the stronghold of Catraeth in Deira. His plans went disastrously wrong. The defenders knew he was coming and crushed his army.

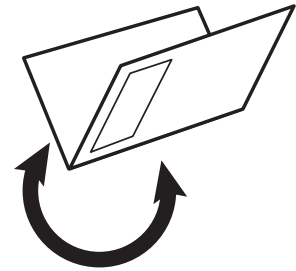
King Myrddog began to suspect that there was a traitor among them. When an incriminating letter was found in Maol's father's study, he was executed for treason. Young Maol had to flee for his life.

Maol is certain that his father was set up by the real traitor and has sworn to redeem his disgraced family name.



Instructions:

Cut out the Player Character Skill sheet and Background information sheet.
Then fold them and glue them together. You should be able to flip between the Skill sheet and the Background information sheet.



Idelinde the Mage

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Strength:

Unarmed: 1

One-Handed Weapons:

Two-Handed Weapons:

Dexterity:

Throwing Weapons:

Bows and Crossbows:

Athletics:

Psyche:

Haggle:

Deceive:

Eloquence:

Leadership:

Reason:

Hunting and Tracking:

Deft Fingers:

World Knowledge: 3

Medicine: 2

Magic and Alchemy:

Air (Element):

Earth (Element): 3

Fire (Element): 2

Water (Element): 2

Sulphur (Principle): 1

Mercury (Principle): 2

Salt (Principle):

Unspent XP:

Idelinde the Mage

The mother of Idelinde was a female druid of the Osismi tribe. One of nine holy virgins on the island of Sena off the coast of Gaul. Idelinde's mother left the island and her duties after receiving a powerful vision. Her mother claimed it was sent by Esus, a pagan god.

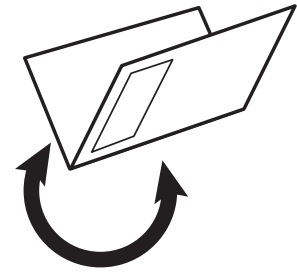
Idelinde does not know who her father is. She travelled the world with her mother and grew up assisting her in healing and soothsaying. Her mother told Idelinde that Esus had directed her to conceive a daughter and make her way north across the sea to Britain. The pagan god did not explain why, as gods are prone to do.

The mother of Idelinde died a year ago. She was left all alone without a clue as to what to do next. She wants to solve the mystery of her mother's vision. It seems ancient powers have plans for her, but what are those plans?



Instructions:

Cut out the Player Character Skill sheet and Background information sheet.
Then fold them and glue them together. You should be able to flip between the Skill sheet and the Background information sheet.



Retilbern the Ranger

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Strength:

Unnamed: **2**

One-Handed Weapons: **3**

Two-Handed Weapons:

Psyche:

Haggle:

Deceive:

Eloquence: **1**

Leadership:

Magic and Alchemy:

Air (Element):

Earth (Element):

Fire (Element):

Water (Element):

Sulphur (Principle):

Mercury (Principle):

Salt (Principle):

Dexterity:

Throwing Weapons:

Bows and Crossbows: **3**

Athletics: **2**

Reason:

Hunting and Tracking: **3**

Deft Fingers: **1**

World Knowledge:

Medicine:

Unspent XP:

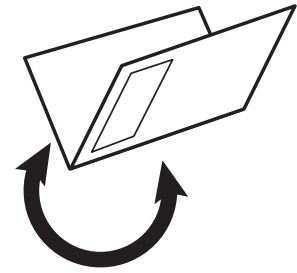
Retilbern the Ranger

Ketilbern grew up near the wide forest of Andredsweald in Sussex. He grew up tracking, trapping and hunting wildlife with his father. When he came of age he joined the army and served for a time as a ranger. By the time he left the army, his parents had died, and the family farm had fallen into disrepair. Saddened, and knowing he could never settle down as a farmer, he began to wander the lands aimlessly. Ketilbern made a living hunting wildlife and hiring himself out as a caravan guard to travelling merchants.

Ketilbern is restless and unable to settle down. He's still looking for a purpose in his life. He's uneasy with civilisation, bustling cities and silver-tongued bureaucrats. Instead, he prefers the freedom of the road, the green of the forest and the honesty of true friends.

Instructions:

Cut out the Player Character Skill sheet and Background information sheet.
Then fold them and glue them together. You should be able to flip between the Skill sheet and the Background information sheet.



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Odine the Thief

<p>Strength: </p> <p>Unarmed: <input type="checkbox"/> 2 </p> <p>One-Handed Weapons: <input type="checkbox"/> 1 </p> <p>Two-Handed Weapons: <input type="checkbox"/> <input type="checkbox"/> </p>	<p>Psyche: </p> <p>Haggle: <input type="checkbox"/> 2 </p> <p>Deceive: <input type="checkbox"/> 2 </p> <p>Eloquence: <input type="checkbox"/> <input type="checkbox"/> </p> <p>Leadership: <input type="checkbox"/> <input type="checkbox"/> </p>	<p>Magic and Alchemy: </p> <p>Air (Element): <input type="checkbox"/> <input type="checkbox"/> </p> <p>Earth (Element): <input type="checkbox"/> <input type="checkbox"/> </p> <p>Fire (Element): <input type="checkbox"/> <input type="checkbox"/> </p> <p>Water (Element): <input type="checkbox"/> <input type="checkbox"/> </p> <p>Sulphur (Principle): <input type="checkbox"/> <input type="checkbox"/> </p> <p>Mercury (Principle): <input type="checkbox"/> <input type="checkbox"/> </p> <p>Salt (Principle): <input type="checkbox"/> <input type="checkbox"/> </p>
<p>Dexterity: </p> <p>Throwing Weapons: <input type="checkbox"/> 3 </p> <p>Bows and Crossbows: <input type="checkbox"/> <input type="checkbox"/> </p> <p>Athletics: <input type="checkbox"/> 3 </p>	<p>Reason: </p> <p>Hunting and Tracking: <input type="checkbox"/> <input type="checkbox"/> </p> <p>Deft Fingers: <input type="checkbox"/> 2 </p> <p>World Knowledge: <input type="checkbox"/> 1 </p> <p>Medicine: <input type="checkbox"/> <input type="checkbox"/> </p>	

Unspent XP:

Odine the Thief

Odine grew up on the streets and back alleys of Lyonsesse. She grew up alone, pickpocketing unsuspecting city dwellers and pilfering food from salesman's stalls to sustain herself.

Her mother died in abject poverty when she was a small child. She never knew her father, but her mother always spoke about how he would return for her one day. Odine's mother gave her a beautiful necklace, saying it was engraved with strange sea creatures and symbols.

Odine wants to find her father. She thinks he might be a sailor or a travelling merchant. He could be anywhere, her only lead is the necklace, her family heirloom.



Instructions:

Cut out the Specialisation cards. The Specialisation that is written on each Player Character characteristics sheet lists which Specialisation card belong to that Player Character.

<p>The Champion</p> <p>Specialisation</p> <p>Once per Battle, immediately before performing the Action Attack, using either of the Skills Unarmed, One-Handed Weapons or Two-Handed Weapons, the Champion may choose to lower the Difficulty Level to hit her Opponent by 2.</p> <p>The Difficulty Level to hit may never fall below but can become exactly zero this way.</p> <p></p>	<p>The Backstabber</p> <p>Specialisation</p> <p>Once per Battle or Brawl, as an Action immediately before or after her Move, the Backstabber may choose to perform 2 Attack Actions instead of just 1.</p> <p></p>
<p>The Conjurer</p> <p>Specialisation</p> <p>The Conjurer will start the game with two additional Spell Cards of the Players choice.</p> <p>The Conjurer must have the minimum Skill Levels listed for the Prerequisites of the Spells chosen.</p> <p></p>	<p>The Marksman</p> <p>Specialisation</p> <p>Once per Battle, when performing an Attack Action on an Opponent and using the skill Bows and Crossbows, the Marksman may choose to cause the Opponent to become Pinned instead of taking Damage. This must be declared before performing the Skill Check to hit.</p> <p>if the Skill Check is successful, the Opponent will be Pinned during the next Opponent Phase, plus an additional number of Opponent Phases for each ES.</p> <p>The Marksman can't cause Unpinnable Opponents to become Pinned.</p> <p></p>

Instructions:

Cut out the Equipment cards. The Starting Outfit on each Player Character characteristics sheet lists which Equipment cards belong to that Player Character. The cards not specified as Starting Outfit will be used later in the game and do not belong to any Player Character

Sword



Common Equipment

There's nothing a trained arm and sharp blade of steel can't hold at bay.

Damage: 1D + ES

Gives the No Casting Condition while Equipped.

Buy: 5 | Sell: 3

Cuir Bouilli



Common Equipment

Even the ancient Greeks knew the effectiveness of hardened leather armour.

While Equipped, gives DL to hit: 2

Gives the No Casting Condition while Equipped.

Buy: 5 | Sell: 3

Axe



Common Equipment

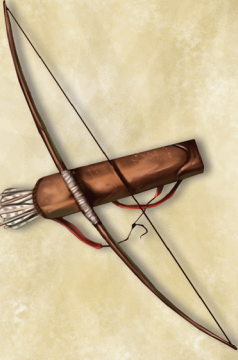
Very handy for cutting down trees as well as enemies.

Damage: 1D

Gives the No Casting Condition while Equipped.

Buy: 3 | Sell: 2

Short Bow



Common Equipment

Cheap, light and powerful. Traditionally made out of yew wood.

Damage: 1D + ES

Range: 4 Areas

Can't use this Equipment if Pinned. Gives the No Casting Condition while Equipped.

Buy: 3 | Sell: 2

Throwing Knives



Common Equipment

Deadly, sharp, silent and easy to hide.

Damage: 1D

Range: 3 Areas

Can't use this Equipment if Pinned. The Equipment card stays on the Player Character after use. She is assumed to have several throwing knives.

Buy: 2 | Sell: 1

Family Heirloom



Quest Equipment

A necklace carried by Odine the Thief.

This item is part of the Main Quest and can't be bought or sold.

This card doesn't count towards the Character's carrying capacity.

Do not trade, remove, drop, swap or discard this card unless the game explicitly instructs you to do so.

Instructions:

Cut out the Equipment cards, Companion card and Condition cards. The Starting Outfit on each Player Character characteristics sheet lists which Equipment and Condition cards belong to that Player Character. The cards not specified as Starting Outfit will be used later in the game and do not belong to any Player Character

Padded Quilt



Common Equipment

The padded quilt is cheap but gives surprisingly effective protection.

While equipped, gives DL to hit: 1

Gives the No Casting Condition while Equipped.

Buy: 3 | Sell: 2

Painted Pebbles



Quest Equipment

A handful of small round pebbles with tiny symbols painted on them

This item is part of the Main Quest and can't be bought or sold.

This card doesn't count towards the Player Character's carrying capacity.

Do not trade, remove, drop, swap or discard this card unless the game explicitly instructs you to do so.

Man at Arms

As long as there are wars to fight, dragons to slay and maidens to rescue, there will always be a need for skilled and well-equipped fighters.

HP: 6


DL to hit: 1

Attack: 7

Mind: 2

Size: 1

Move: 2



Weapon: Sword 1D + ES

Ability: No Ability

090

Dishonoured

Condition

This Condition gives you a +1 Skill Bonus to World Knowledge Skill Checks.

Unfortunately, it also gives you a -1 negative Skill Bonus to Leadership Skill Checks.

This Condition card may have additional effects defined in the game.

Wanted by the Law

Condition

This Condition gives you a +1 Skill Bonus to Deft Fingers Skill Checks.

Unfortunately, it also gives you a -1 Skill Bonus to Haggle Skill Checks.

This Condition may have additional effects defined in the game.

No Casting

Condition

The Player Character is incapable of Casting Magic.

Note that the Player Character is still affected by Magic and may still use Magical Equipment.

Instructions:

Cut out the Magic Spell cards. Place them with Idelinde.

Entangle
Magic Spell

Cost to Learn: 2 XP Req: Water 1, Mercury 2

1 Target in LOS of the Caster must check Mind vs DL 3.

If the Target succeeds, the Magic Spell has no effect.

If the Target fails, she is Pinned, unable to move, cause Pin, Attack or use Shield, for a number of Rounds equal to the Casters Successes. The entangled Opponents DL to hit is lowered by 2 points for the duration of the Magic Spell. DL to Hit will never be less than 0.

Cast: Water

Retain: Mercury, DL: 2

Heal Wounds
Magic Spell

Cost to Learn: 1 XP Req: Earth 2, Mercury 2

If successful, 1 Wounded Player Character in LOS from the Caster flips her Player Character Characteristics card over to the unwounded side. The Player Characters HP is set to the number of Successes the Caster rolled on her Skill Check.

Cast: Earth

Retain: Mercury, DL: 2

Lightning
Magic Spell

Cost to Learn: 1 XP Req: Water 1, Sulphur 1

1 Target in the same Area as the Caster is hit by an electric discharge emanating from the Caster.

The Target is hit if the number of Successes the Caster rolled on her Skill Check is equal to or more than the DL to hit of the Target.

The Damage Value of the attack is 1D + ES.

Cast: Water

Retain: Sulphur, DL: 1

Mass Heal
Magic Spell

Cost to Learn: 1 XP Req: Earth 2, Mercury 2

For each Success rolled by the Caster, one Player Character in the Party regains 3 HP immediately.

The healing must be distributed as evenly as possible across the party. Mass Heal does not cause Wounded Player Characters to flip Player Character Characteristics cards over to the Unwounded side.

Cast: Earth

Retain: Mercury, DL: 2

Asphyxiate
Magic Spell

Cost to Learn: 1 XP Req: Earth 1, Mercury 1

1 Target in Line of Sight from the Caster is choked with a Damage Value of 2 HP + ES.

The Target is hit if the number of Successes rolled on the Skill Check is equal or more than the DL to hit the Target.





















If the Magic Spell causes Damage, the Target is Pinned for the rest of the Combat Round, unable to move. It is also unable to cause Pin, Attack or use Shield.

Cast: Earth

Retain: Mercury, DL: 2

Instructions:

Cut out the Ability cards. They will be used with the Opponents.

         	    	    
<p>Unpinnable Ability</p> <p>The Player Character, Opponent or Retinue can't become Pinned, regardless of game effects.</p> <p>She is immune to the Cause Pin Ability, but she must Break her Move if she enters an Area containing an Opponent.</p> <p>Through her actions, she can cause others to be Pinned.</p>	<p>Flying Ability</p> <p>May as a Move, fly to and land on any Area within its Move range that is walkable (ie that has at least one yellow border).</p> <p>Note that the Flying Ability can not be used while Pinned.</p>	<p>Reach Ability</p> <p>May Attack enemies in adjacent Areas. This attack may be performed even if Pinned.</p> <p>The Reach Ability will only cause Pin to enemies standing in the same Area as the attacker.</p>
<p>Summon Minion Ability</p> <p>Once per Opponent Phase, The Opponent summons minions to her Area. The summoned minions are of the type and number specified on the Opponent card.</p> <p>Summon Minion is not an Action. It is performed automatically even if the Opponent is Pinned.</p>	<p>Cause Pin Ability</p> <p>Will cause Pin as if equipped with a One-Handed or Two-Handed Weapon. Retinue or Player Characters with this Ability causes Pin to Opponents. Opponents with this Ability causes Pin to Player Characters and Retinue.</p>	

Instructions:

Cut out the Behaviour cards. They will be used with the Opponents.

Basic Behaviour

- If there are several equally valid Targets, pick the one with the highest Reference Number.
- When performing a Move, always take the shortest possible route. Please note that it might mean not moving at all if the shortest possible route is to move zero Areas.
- When performing a Move, never move to Break the Move or get Pinned, unless all adjacent Areas of your starting Area will cause you to Break the Move or get Pinned.
- If there are several equally valid routes, pick the one that passes through the adjacent Area with the highest Reference Number.
- If there are several equally valid Areas to stand on, land in or summon at, pick the one with the highest Reference Number.

Behaviour

The Fighter

1. Perform a Move to, and attack the Target. If the Opponent has the Reach Ability, stop in the closest Area where she can perform the Attack on the Target.
2. Else, perform a Move to, and Attack, any Party Member. If the Opponent has the Reach Ability, stop in the closest Area where she can perform an Attack on the Party Member.
3. If the Opponent can't reach the Target or any Party Member this Opponent Phase, perform a Move to have the shortest possible distance (I.E. shortest possible route) between the Opponent and the Target.

Behaviour

The Monster

1. If the Opponent has the Flying Ability, use it to land in an Area where it is possible to perform an Attack on the Target. If the Opponent has the Reach Ability, stop in the Targets adjacent Area with the highest Reference Number from which the Attack can be performed. Then perform an Attack on the Target.
2. Else, If the Opponent has the Flying Ability, use it to land in an Area where it is possible to perform an Attack on a Party Member. If the Opponent has the Reach Ability, stop in the Party Members adjacent Area with the highest Reference Number from which the Attack can be performed. Then perform an Attack on the Party Member.
3. If an Attack will not be possible on any Target or Party Member, perform a Move (do not fly) to have the shortest possible distance (I.E. the shortest possible route) between the Monster and the Target.

Behaviour

The Archer

1. If Pinned, perform a close combat Attack on a Party Member in the same Area, using the close combat weapon of the Opponent.
2. Else, perform a Move to be able to perform a ranged combat Attack on the Target. Then perform the Attack.
3. Else, perform a Move to be able to make a ranged combat Attack on a Party Member. Then perform the Attack.
4. Else, perform a Move to be able to perform a close combat Attack on a Party Member, using the close combat weapon of the Opponent.
4. Else, if an Attack will not be possible on any Target or Party Member this Opponent Phase, perform a Move to have the shortest possible distance (ie the shortest possible route) between the Archer and the Target.

Behaviour

The Summoner

1. If Pinned, perform a close combat Attack on a Party Member in the same Area.
2. Summon Minion according to the Opponent card instructions.
3. Then, if not Pinned, perform a Move to have the longest possible distance (I.E. longest possible route) between the Summoner and the Summoners Target.

Instructions:

Cut out the Opponent cards.

Hobgoblin

HP: 5 ♥
 DL to hit: 2 ♠
 Attack: 7 ✂
 Mind: 1 ♣
 Size: 1 📄
 Move: 3 🚶



Weapon: Spear 1D + ES
Behaviour: The Fighter

Target Condition: Lowest current Bravery tokens
Ability: Reach (spear)

Peasant Rabble

HP: 1 ♥
 DL to hit: 0 ♠
 Attack: 5 ✂
 Mind: 1 ♣
 Size: 1 📄
 Move: 2 🚶



Weapon: Club 1D
Behaviour: The Fighter

Target Condition: Lowest Strength
Ability: No ability

Warlock

HP: 8 ♥
 DL to hit: 1 ♠
 Attack: 10 ✂
 Mind: 5 ♣
 Size: 1 📄
 Move: 3 🚶




Weapon: Dagger 1D
Behaviour: The Summoner

Target Condition: Lowest Reason
Ability: Summon minion (1 hob goblin)

Bucca Leader

HP: 10 ♥
 DL to hit: 3 ♠
 Attack: 9 ✂
 Mind: 3 ♣
 Size: 1 📄
 Move: 3 🚶




Weapon: Spear 1D + ES
Behaviour: The Fighter

Target Condition: Highest Strength
Ability: Reach (Spear)

Bucca

HP: 6 ♥
 DL to hit: 2 ♠
 Attack: 7 ✂
 Mind: 2 ♣
 Size: 1 📄
 Move: 3 🚶

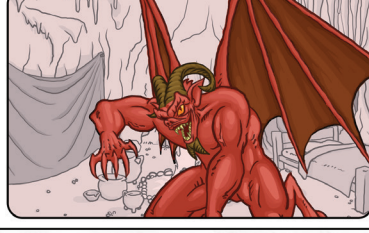


Weapon: Spear 1D + ES
Behaviour: The Fighter

Target Condition: Lowest Psyche
Ability: Reach (Spear)

Gargoyle

HP: 8 ♥
 DL to hit: 2 ♠
 Attack: 9 ✂
 Mind: 5 ♣
 Size: 1 📄
 Move: 2 🚶



Weapon: Claws (Unarmed) 1D + ES
Behaviour: The Monster

Target Condition: Highest Reason
Ability: Flying, Cause Pin

Instructions:

Cut out the Opponent cards.

✂

Saxon Noble ♠

- HP: 8
- DL to hit: 4
- Attack: 8
- Mind: 3
- Size: 1
- Move: 3

Weapon:
Sword 1D + ES

Behaviour:
The Fighter

Target Condition:
Highest Leadership Skill

Ability:
No Ability

✂

Saxon Archer ♠

- HP: 4
- DL to hit: 1
- Attack: 7
- Mind: 3
- Size: 1
- Move: 2

Weapon:
Long Bow (Range 5) 2D + ES
Dagger 1D

Behaviour:
The Archer

Target Condition:
Lowest Armour Value

Ability:
No Ability

✂

Soldier ♠

- HP: 6
- DL to hit: 2
- Attack: 7
- Mind: 2
- Size: 1
- Move: 3

Weapon:
Sword 1D + ES

Behaviour:
The Fighter

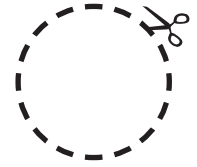
Target Condition:
Wanted by the Law Condition

Ability:
No Ability

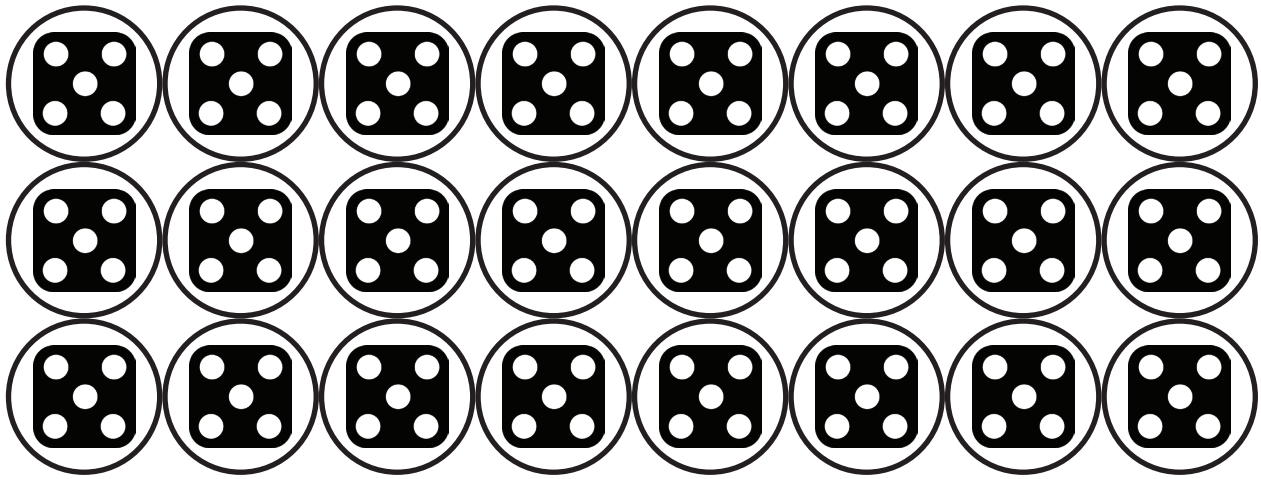
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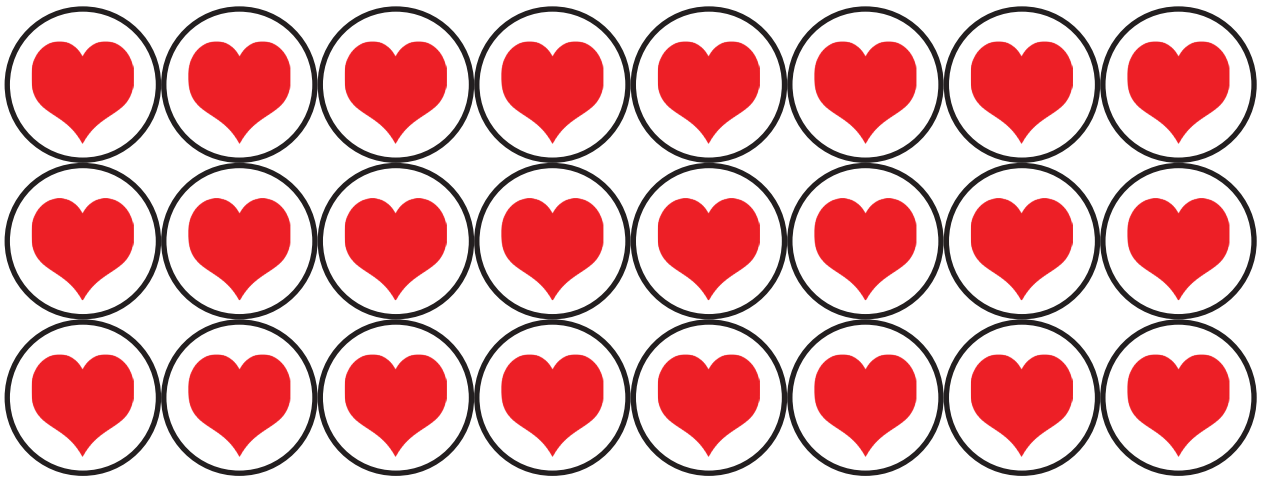
Cut out the markers and tokens. You will use them in the game.



Bravery Tokens

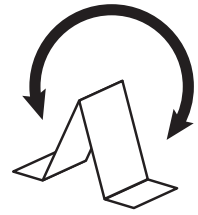


























Health Tokens



Instructions:

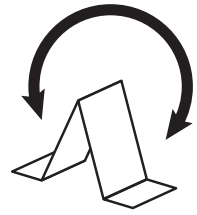
Cut out the Hero and Opponent minis. Fold them into stand-up markers for your Player Characters and their Opponents. You will use them in Battles and Brawls in the game.



Hero miniatures	Maol	Idelinde	Ketilbern	Odine				
								
								
	Maol	Idelinde	Ketilbern	Odine				
Opponent miniatures	Saxon noble	Soldier	Soldier	Soldier	Soldier	Saxon Archer	Saxon Archer	Warlock
								
								
	Saxon noble	Soldier	Soldier	Soldier	Soldier	Saxon Archer	Saxon Archer	Warlock

Instructions:

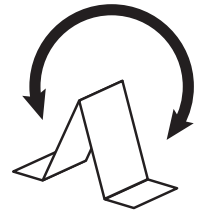
Cut out the Opponent minis. Fold them into stand-up markers for your Player Characters and their Opponents. You will use them in Battles and Brawls in the game.



Opponent miniatures	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Bucca Leader
	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Bucca Leader
	Bucca	Bucca	Bucca	Bucca	Bucca	Bucca	Bucca	Peasant Rabble
	Bucca	Bucca	Bucca	Bucca	Bucca	Bucca	Peasant Rabble	Peasant Rabble

Instructions:

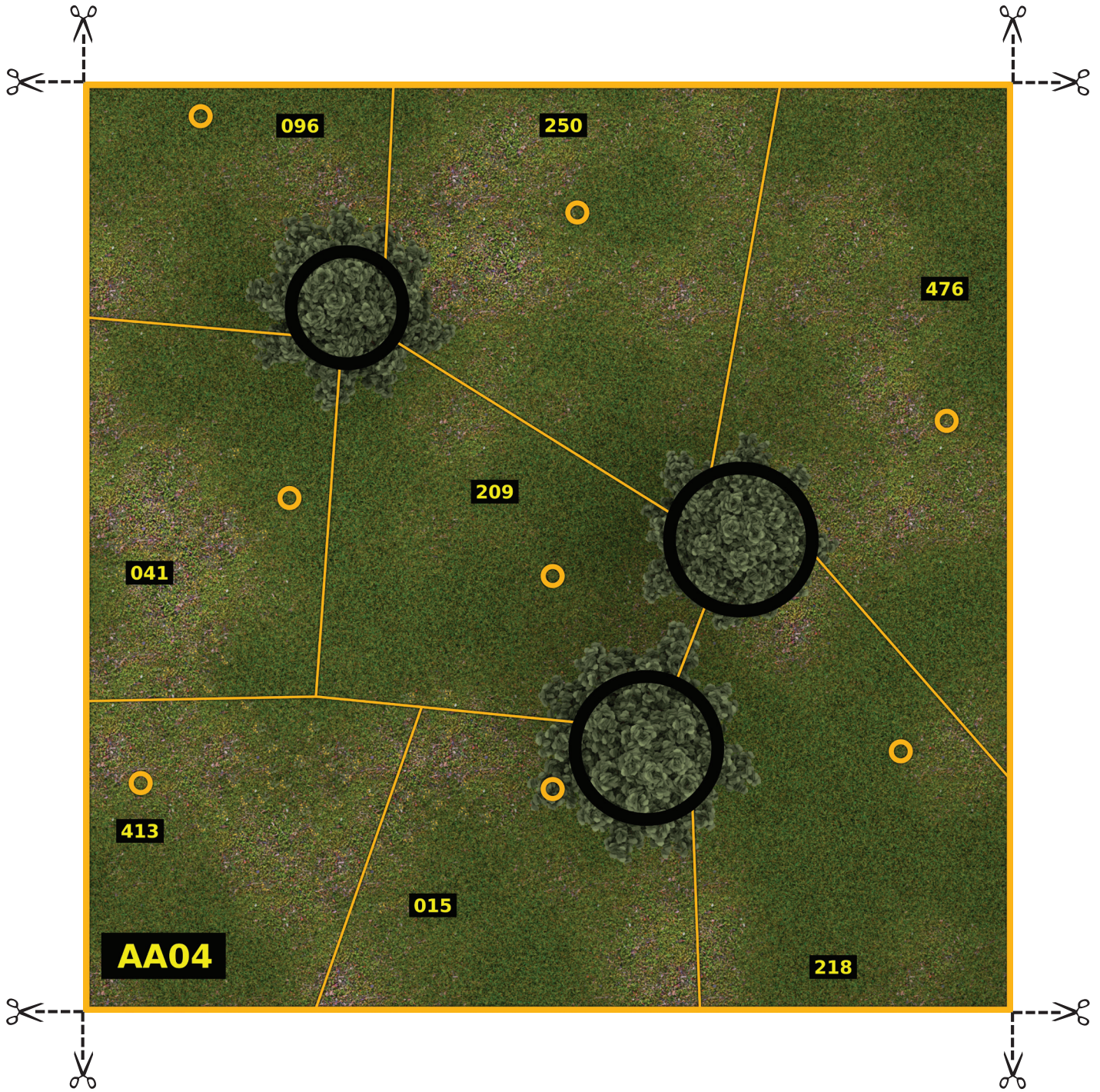
Cut out the Opponent minis. Fold them into stand-up markers for your Player Characters and their Opponents. You will use them in Battles and Brawls in the game.



Opponent miniatures	Peasant Rabble	Peasant Rabble	Peasant Rabble	Man at Arms	Gargoyle
	Peasant Rabble	Peasant Rabble	Peasant Rabble	Man at Arms	Gargoyle
	Opponent miniatures	Peasant Rabble	Peasant Rabble	Peasant Rabble	Gargoyle
Peasant Rabble		Peasant Rabble	Peasant Rabble	Gargoyle	Gargoyle

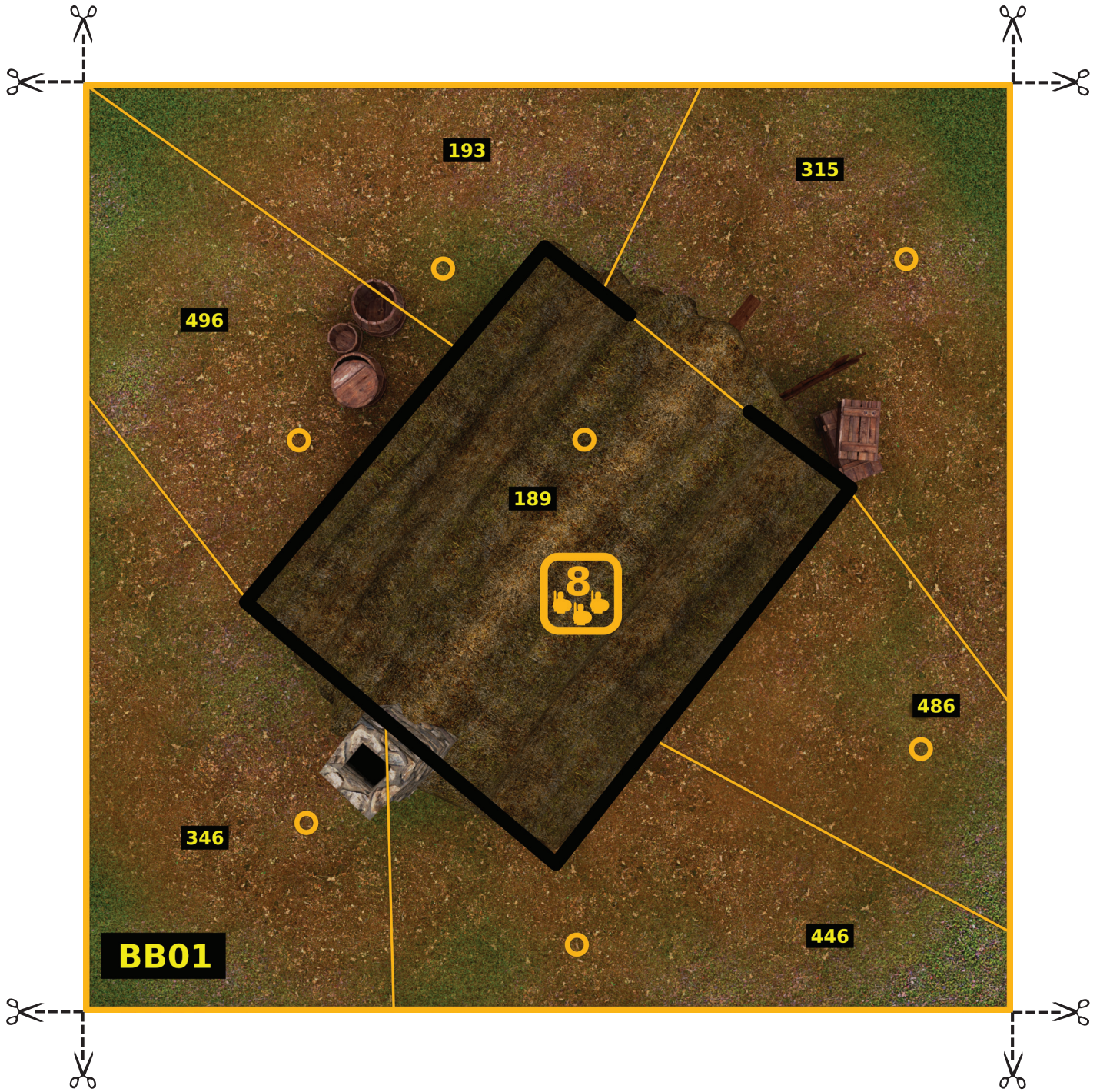
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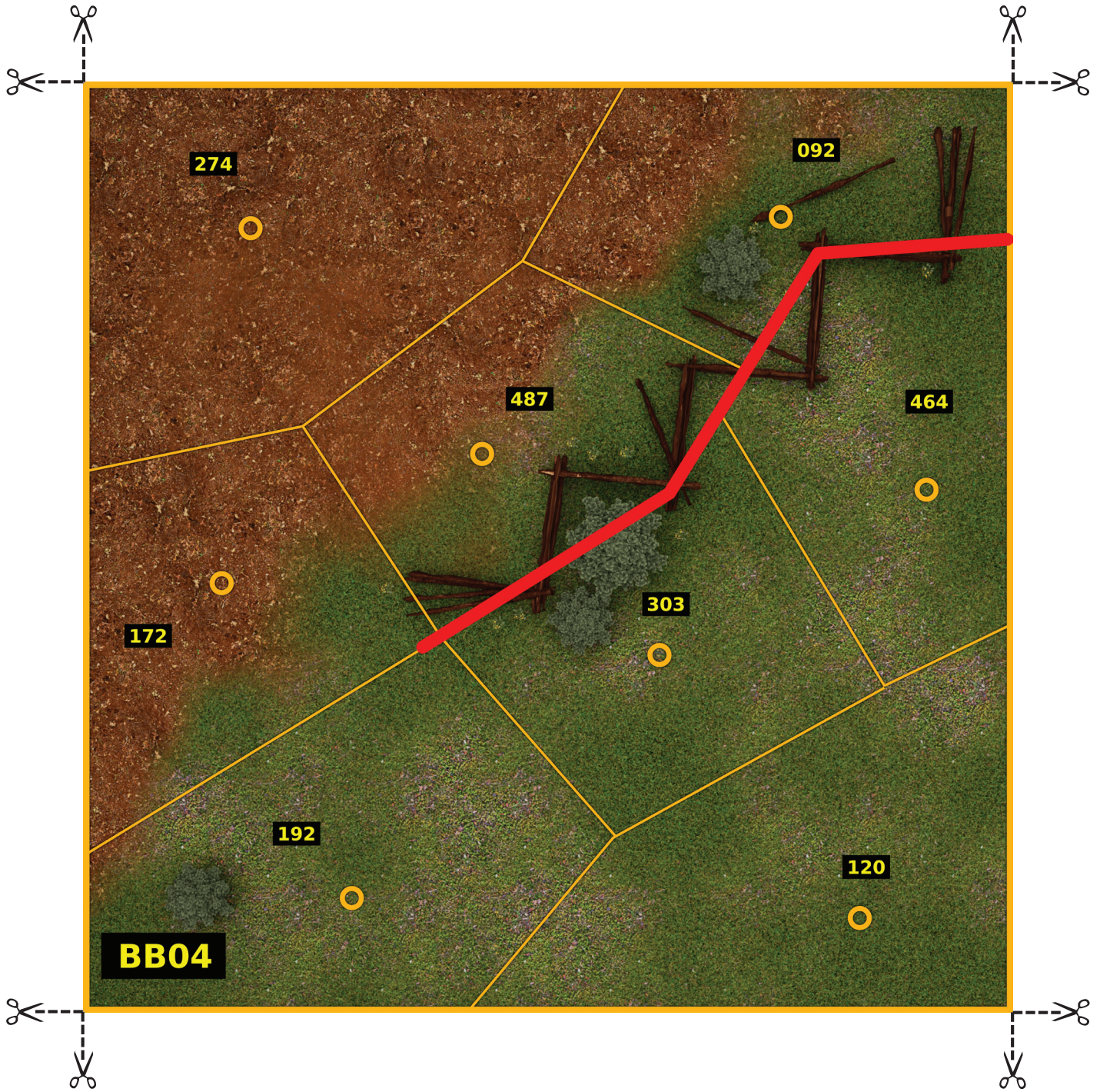
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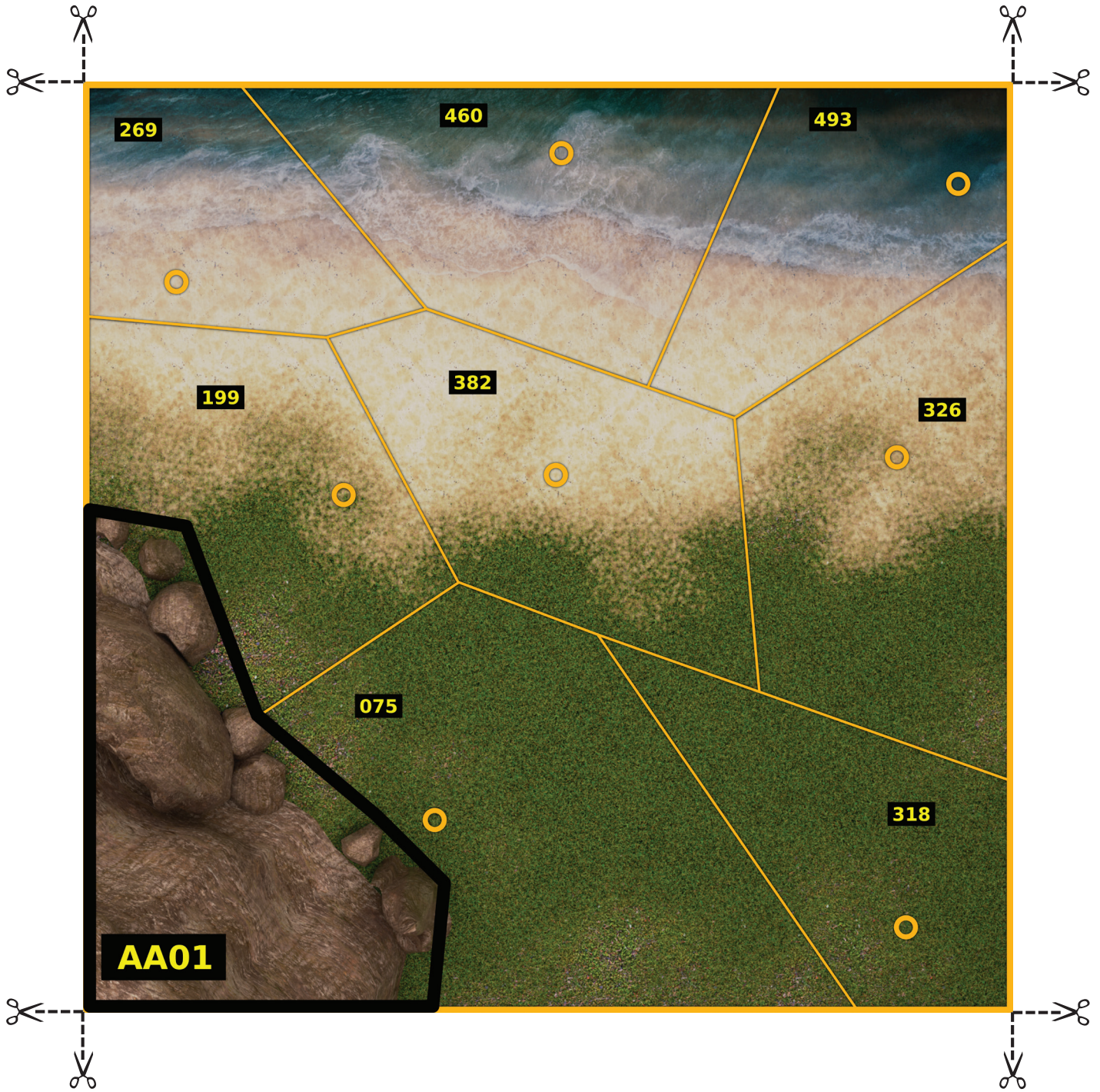
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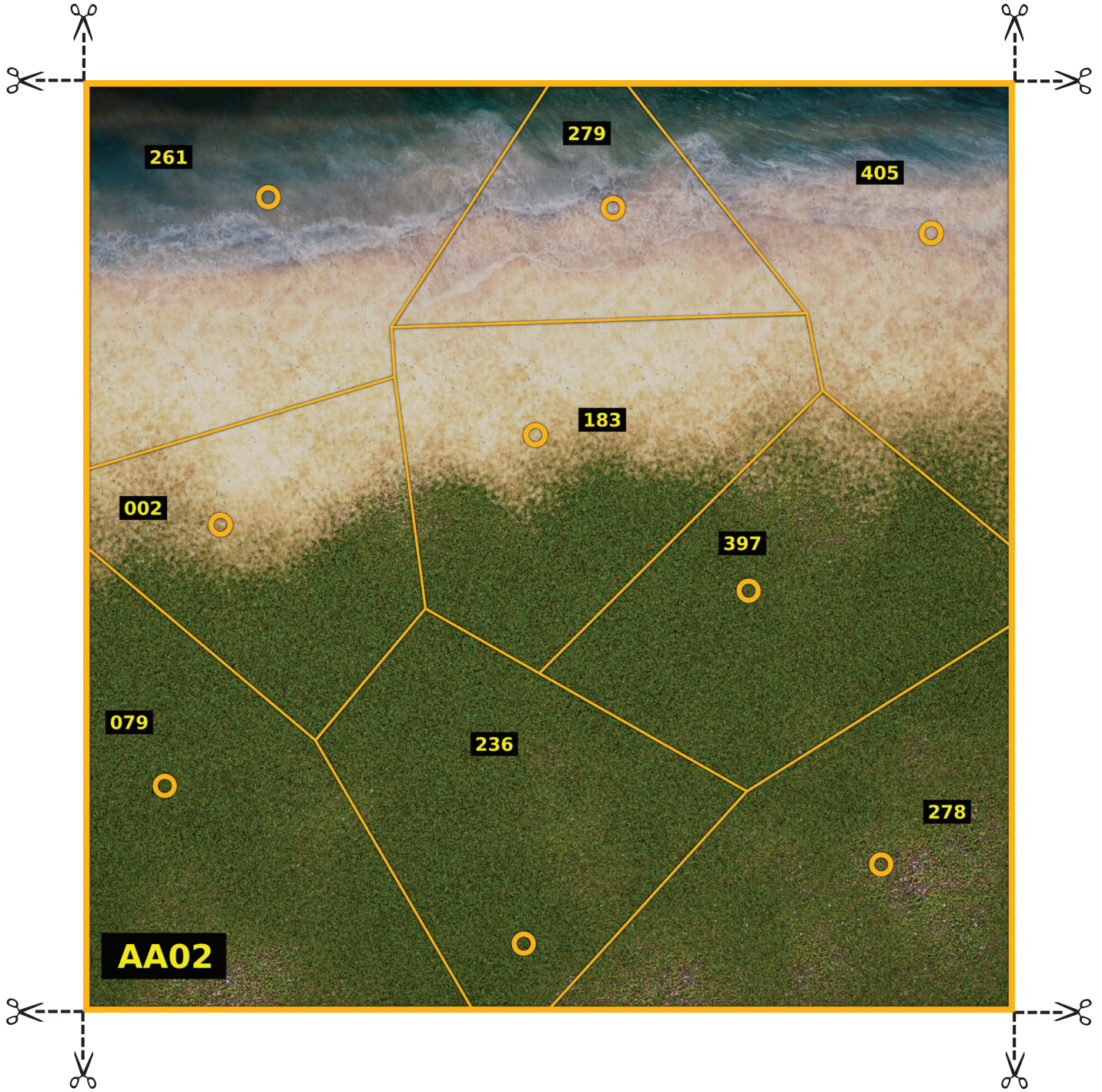
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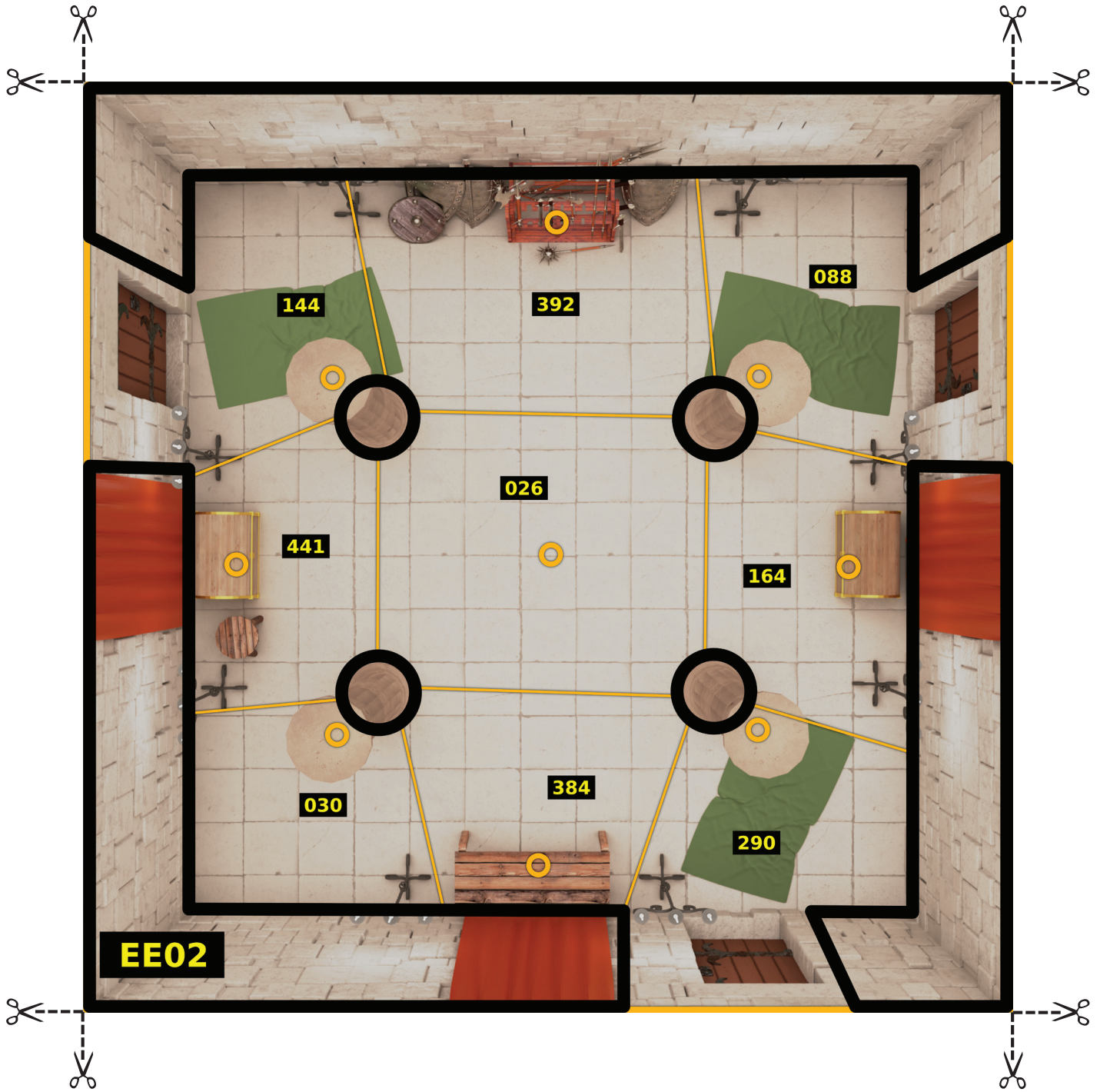
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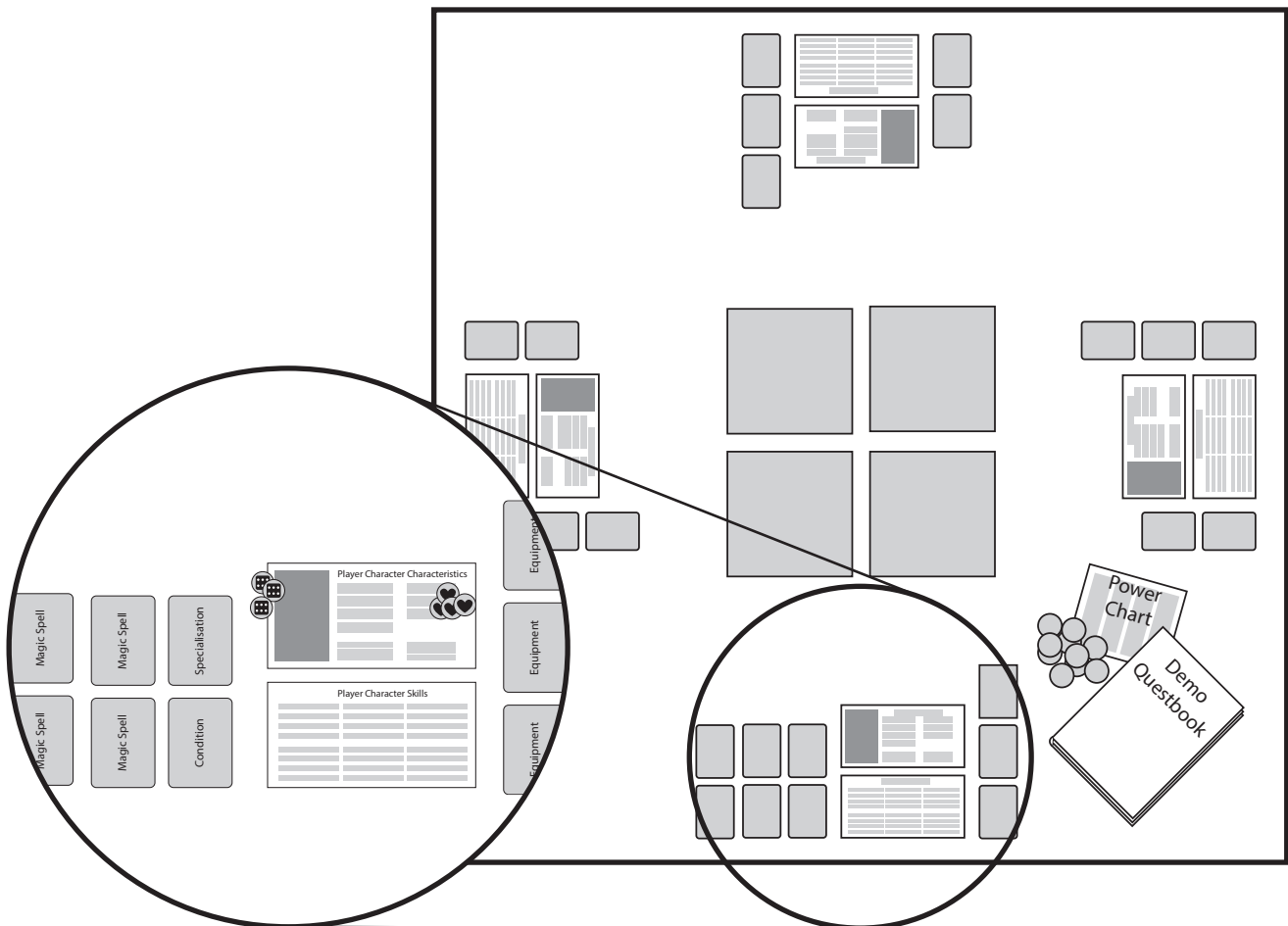
Instructions:

Cut out the Game Board Tile below. We suggest that you glue it to a piece of cardboard. You will use it in Battles and Brawls.



Game setup

1. Read the Rulebook for A Tale of Bravery. You can download it from www.barsarkentertainment.com.
2. Find a gaming area roughly the size of a dinner table to play the game on.
3. Make sure you have pencils and erasers available.
4. Take turns picking a Player Character Characteristics sheet and the corresponding Player Character Skill sheet. If you are fewer than four Players, someone will be playing more than one Player Character.
5. Place the Player Character sheets on the gaming area. Place the Player Character Characteristics sheet with the side marked “Wounded” face down.
6. Add the Equipment, condition and Magic Spell cards specified on the Player Character sheets.
7. Add the Specialisation card listed for your chosen Player Character.
8. Add markers equal to the number of Hit Points listed on each Player Character Characteristics sheet.
9. Place the Power Chart and the rest of the tokens, dice, Game Board tiles, Opponents and figures where you can comfortably access them during gameplay.
10. Place the Demo Questbook in the play area and pick one player to read from it.
11. Start reading the Questbook and enjoy the game.



Credits

Game Design: Kent-Ove Lindström, Nils-Erik Lindström and Lars-Stellan Persson

Editing: Nils-Erik Lindström

illustrations and game illustrations: Dimitrina Angelska, Velislav Ivanov, Nils-Erik Lindström, Kent-Ove Lindström

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