



FREEBLADES



TOURNAMENT SEASON 2025-26 v3

Bridge to the Future

Tournament Packet
Freeblades Fantasy Skirmish Game



SCENARIO BASICS

TOURNAMENT SEASON

The Freeblades Tournament Season lasts from the conclusion of the North American Championship each year until through the following year's North American Championship. The packet lays out the point size for the Freeblades major events as well as any special rules that will be in effect during those events.

The theme of the 2025-2026 Freeblades Tournament Season is "Bridge to the Future." As part of our rules streamlining project, we are considering a revision of the way scenarios are scored. This tourney pack is a preview of what is to come!

SUMMARY OF WHAT'S DIFFERENT

- 275 Gold Freebands
- Games last a maximum of 9 turns
- Players score victory points (VP) and can score a maximum of 9 VP in a game.
- Games end one of four standard ways.
- The winner is the the player who has the most VP at game end.
- "Break" vs "Objective is not a tiebreaker. That has been replaced by Major vs. Minor Victory.

GAME SIZE

The game size for this Tournament Season is 275 gold.

SCENARIO BASICS

Scenarios represent common tasks freebands are sent to accomplish.

OBJECTIVE MARKERS

Many scenarios make use of Objective Markers. For the purpose of all talents, anything listed in the Objectives section of a scenario counts as an Objective. Objective Markers are 50 mm circles. They may be modeled as mini-dioramas themed to the player's freeband. Objectives do not impact movement or LOS in any way and are considered flat, no matter how they are

modeled, unless otherwise specified by the scenario. Players should keep 1-3 flat 50 mm bases handy for when the action gets heated around an Objective.

CENTERLINE

This is a line that runs through the center of the table and is parallel to two of its opposite sides. When a scenario calls for a centerline, players define it before they do anything else.

HOME EDGE

The scenario will identify each player's home edge. This is the location to which models from that side will make indirect Panic Moves and may have other scenario specific effects as well. Home edges are always parallel to the centerline when a scenario defines a centerline.

Panicking toward home edge: Models that make indirect Panic Moves do so as to move toward their home edge by the shortest possible route.

LOOT MARKERS

Loot Markers (LM or Loot) are game items. They may be represented in any way the players choose: as a 25 mm circle, a plastic gem, modeled as a mini-diorama, etc. Loot Markers have no effect on movement or LOS. Loot Markers once first interacted with in a scenario represent items. In their nature as items, all the normal rules of non-inherent items apply to the items represented in a scenario by Loot Markers.

GAME END (NEW)

The determination of game end happens in the Check for Game End step of the End Phase of a turn. If one of these conditions are met, then the game ends at that point.

1. The ninth game turn has been completed.
2. There are one or fewer Freebands remaining unbroken.
3. A Player has scored 9 VP.
4. Time has been called.

Some scenarios have additional Game End conditions which will be listed in the scenario.



SCENARIO BASICS

VICTORY POINTS (NEW)

All Standard Scenarios are scored by Victory Points (VP). **A player may score a maximum of 9 Victory Points in a given scenario even if it would be possible to score more points due to that scenario's scoring method.** Each scenario will lay out how points are scored in that scenario.

The winner for any given scenario is the player with the most Victory Points after the completion of the scenario.

If the difference in VP is 3 or more the player with more VP scores a Major Victory. Otherwise the player scores a Minor Victory. Major and Minor Victory levels are used as tiebreakers in competition formats.

SCENARIO POINTS (NEW)

Some scenarios use an interim scoring called Scenario Points (SP). The scenario will describe how SP are used and if or when SP are reset.

SUPPORT MODELS (NEW)

A Support Model is a Caster or any model taken as a replacement for the Freeband's Caster during freeband assembly. Going forward, this will be known as "the Caster slot."

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SCENARIO: ADVANCED GUARD

ADVANCED GUARD

Rival factions have gone to war. Your freeband has been warranted to act as advanced guard for one of the armies. Go forward and scout the location of the enemy, keeping their advanced guard from doing the same.

Encounter Area: 4'x4' Table

Terrain: Any mutually agreeable terrain may be used in this scenario.

Objective: Four total Objective markers are placed. Each is placed 12" in from the side and 9" from the table centerline on both sides of the table as shown in the diagram below. Objectives that start on the side of the table containing a freeband's deployment area are not treated as Objectives by that freeband for any purpose.

Deployment: Standard

Special Rules:

Each Objective on the opposing half of the table represents a vantage point from which to gather information on the enemy army. A model does not block LOS to an Objective but will cause an Objective to be viewed as Concealed if LOS to the Objective is obscured by the model.

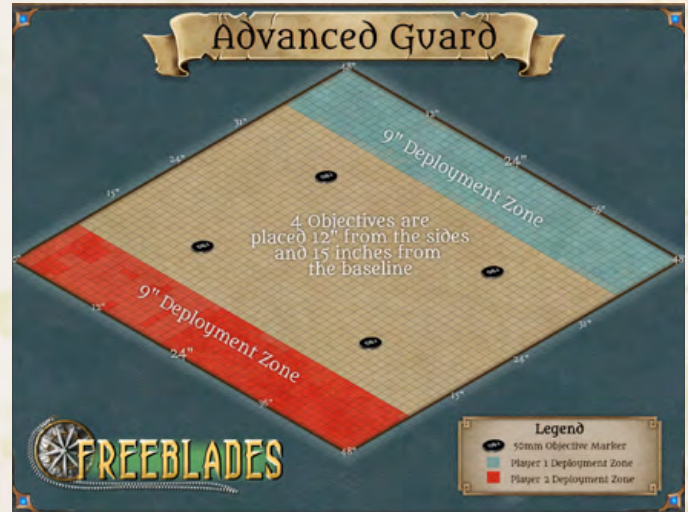
A non-Feral/Animal faction model may gain Recon Points (RP) by passing a Recon test as an End Phase action. A Recon test is a KNW test with a TN of 4 and can only be taken if the model has an Objective that started on the side of the table opposite the model's deployment area in LOS.

- The TN of the test is +1 for every full 3" the model is from the Objective.
- The TN is +1 if the Objective is Concealed to the model taking the test.
- The TN is 2 if the model is in contact with the Objective.

A passed test results in the model gaining one RP and an additional RP for every level of Crit. A model with the Scout talent is +1dl to this test. Objectives that start on the side of the table containing a freeband's deployment area cannot be used to gain RP.

Scoring

- At the end of each turn after the first the freeband with the most RP scores 1 VP.
- At the end of the game the freeband with the most models that have 1 or more RP gains 1 VP.
- At the end of the game if only 1 unbroken freeband remains the unbroken freeband gains 2 VP.



SCENARIO: BOUNTY HUNT

BOUNTY HUNT

Your employer feels that they have been wronged by the other freeband and wants them hunted down. Unfortunately they seem to have a different opinion on the matter.

This scenario is a Freeblades Scenario Design Contest 2020 winner by Colin Scott.

Encounter Area: 4'x4' Table.

Objective: There are no Objectives in this scenario.

Deployment: Standard, see Standard Scenario Deployment Rules.

Scoring:

- Each time a freeband drops an opposing Hero with a melee attack they gain 1 VP up to a maximum of 6 VP.
- Dropping the opposing Leader model gains 1 additional VP. If the opponent's freeband does not contain a Support model gain 1 additional VP for dropping their Leader.
- Dropping an opposing Support model gains 1 additional VP.
- The first player to drop all opposing heroes gains 1 VP plus an additional VP for each hero less than six in the opponent's freeband at game start.
- At the end of the game if only 1 unbroken freeband remains, the unbroken freeband gains 1 VP.
- If, at the end of the game the VP are otherwise tied, the first freeband to have dropped an enemy hero is the winner.



SCENARIO: CAMP RAID

CAMP RAID

It has been a great run. Your band is relaxing after a series of successful Warrants, counting their loot and sharing tales. Your scouts return to report that you are not the only ones who found this a good area to set up camp...

Encounter Area: 4'x4' Table

Terrain: Any mutually agreeable terrain may be used in this scenario.

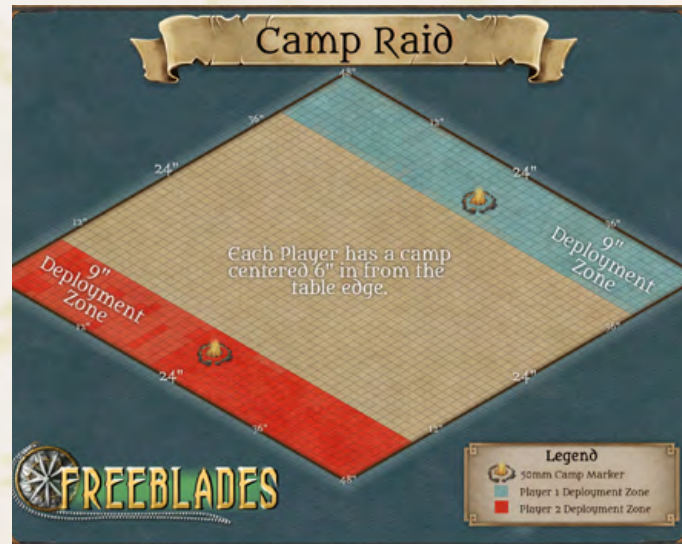
Objective: Two Objective markers are placed. Each is placed with its center 6" in from a player's home edge and equidistant from the side edges as shown in the diagram below. Objectives that start in a freeband's deployment zone are also known as that freeband's "camp." Objective markers in this scenario have no effect on movement or LOS.

Deployment: Standard

Scoring

- At the end of any turn in which a freeband has a **hero** in contact with the opposing camp and no **enemy heroes** are within 3" of either camp it gains 1 VP.
- At the end of any turn in which a freeband has a **hero** in contact with the opposing camp and no **enemy heroes** are within 3" of that camp it gains 1 VP.
- If at the end of the game a freeband has a **hero** in contact with both camps and no enemy **heroes** in contact with either camp it gains 1 VP.
- At the end of the game if only 1 unbroken freeband remains the unbroken freeband gains 2 VP.

Note that a player may score VP from the first two sources on the same turn.



SCENARIO: DOMINATION

DOMINATION

A window of opportunity has come for your patron to seize a strategic point in an ongoing conflict. Your freeband is being called upon to seize it and impose your patron's will in the area.

Encounter Area: 4'x4' Table

Objective: Five Objective markers are placed. The first in the center of the table. The remaining four are placed at the corners of a rectangle with the center of the table in its center, 12" on the sides perpendicular to the centerline and 18" on the sides parallel to the center line. See diagram below. The Objectives have no effect on movement or line of sight (LOS).

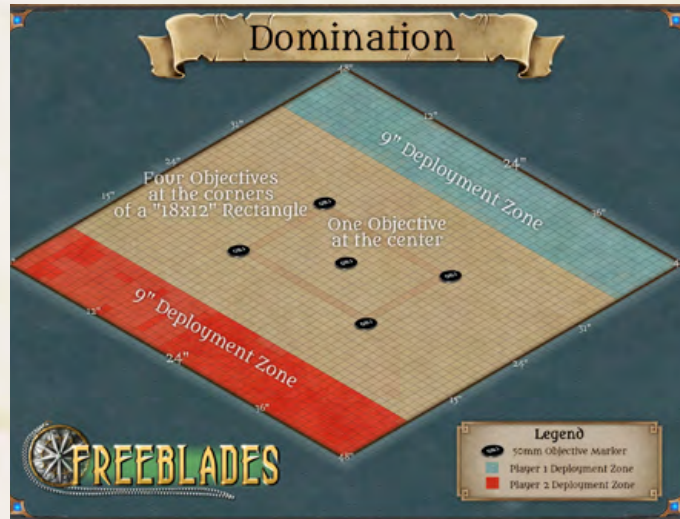
Deployment: Standard, see Standard Scenario Deployment Rules.

Special Rules:

As an End Phase Event in each turn after the first, if a model is in contact with an Objective and no enemy models are within 3" of that Objective, the owning player gains one or more Scenario Points (SP). One SP is gained for control of an Objective on the player's side of the center line, two SP for the center Objective and three SP for control of an Objective on the enemy side of the table. After determining VP for the turn both players lose all SP.

Scoring

- At the end of each turn after the first the freeband with the most SP gains 1 VP.
- At the end of the game the freeband that controls the center objective gains 1 VP.
- At the end of the game if only 1 unbroken freeband remains the unbroken freeband gains **1 VP**.



SCENARIO: THE FRONTIER

THE FRONTIER

And what is more precious to the nobles of Faelon than land? They jealously guard it and take very seriously any incursion. Freebands may also find themselves establishing contested borders and demonstrating through their presence whose claim is the strongest.

Encounter Area: 4'x4' Table

Objective: Three Objectives markers are placed across the center line of the table. One is placed in the table center and the other two with their centers 12" from the table center point. The Objectives have no effect on movement or line of sight (LOS).

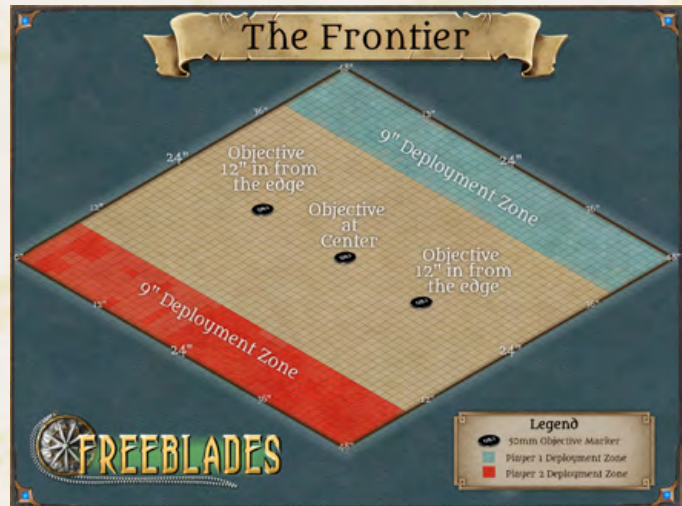
Deployment: Standard.

Special Rules:

As an End Phase Event in each turn after the first, if a model is in contact with an Objective and no enemy models are within 3" of that Objective, the owning player gains one Scenario Point (SP). After determining VP for the turn both players lose all SP.

Scoring

- At the end of each turn after the first the freeband with the most SP gains 1 VP.
- At the end of the game the freeband that controls the center objective gains 1 VP.
- At the end of the game if only 1 unbroken freeband remains the unbroken freeband gains 1 VP.



SCENARIO: THE GAAL MUST BE CRAZY

THE GAAL MUST BE CRAZY

Word of the discovery of a rift in the dimensions has reached various powerful nobles in the land. Each would like to have their own Casters investigate its properties and learn how best to harness the region's mysterious weaves of power. First, however, one must lay claim to it.

Encounter Area: 4'x4' Table

Objective: Place an Objective in the center of the table.

Deployment: Standard

Special Rules:

1. Each Caster gains +1dl CAR and +15 Power for the duration of this game. In a freeband with two Casters, for the purposes of this special rule, that player chooses one Caster to gain the extra Power and CAR.
2. Each Caster may choose any one spell list in the game and may cast one spell from this list AND one spell from their original list each turn. If a freeband has two Casters, this rule only applies to the one chosen above.
3. Casters within 6" of the Objective gain an additional +1dl CAR.
4. If you have a model with **Dampening** talent as your support model then **Dampening's** effect becomes -6.

Scoring

- At the end of the 2nd and 3rd turn the player with the most **heroes** within 9" of the objective gains 1 VP.
- At the end of the 4th, 5th, and 6th turn the player with the most **heroes** within 6" of the objective gains 1 VP.
- At the end of the 7th, 8th, and 9th turn the player with the most **heroes** within 3" of the objective gains 1 VP.
- Dropping the opponent's chosen Caster gains 1 VP. If the opponent has no chosen Caster in their freeband, at the end of the game if you have a model in contact with the objective and no enemy models are in contact with the objective you gain 1 VP.
- At the end of the game if only 1 unbroken freeband remains the unbroken freeband gains 1 VP.



SCENARIO: LOOTING SPREE

LOOTING SPREE

Vile creatures have destroyed a wayward caravan, eating its members and leaving their treasures scattered about the countryside. Your patron wants this wealth recovered, no matter who else might have the same idea.

Encounter Area: 4'x4' Table

Objective: An Objective marker is placed in the center of the encounter area.

Deployment: Standard, see Standard Scenario Deployment Rules.

Loot: The Objective marker is also known as, for the purposes of this scenario, the Hoard. It is a **Solid** and **Impassable** terrain feature. A non-Feral, non-Animal model in contact with the Hoard after turn 1 may conduct a Special Action and receive one Loot Marker. A total of six Loot Markers may be acquired from the Hoard.

Special Rules:

- All Loot Markers remaining on the encounter area at game end are lost and do not belong to any player.
- Loot markers in a model's possession are retained by the player whether or not his freeband loses.
- Models that are run off drop Loot Markers at the point where they would begin their move that would result in them leaving the encounter area.

Scoring

- If a model removes a Loot Marker from the encounter area that freeband scores 2 VP.
- The first freeband to remove 3 Loot Markers from the encounter area gains 1 VP.
- At the end of the game each freeband receives 1VP for each Loot Marker they possessed by their models in the encounter area.
- At the end of the game if only 1 unbroken freeband remains the unbroken freeband gains 2 VP.

Additional Game End:

- All Loot Markers have been removed from the encounter area



SCENARIO: RETURN TO CAMP

RETURN TO CAMP

After a long day of being out working for their respective patrons, two Freebands meet on their way back to their home camps. Neither can resist the opportunity to collect more loot - or maybe a skull or two

Encounter Area: 4'x4' Table

Objective: No Objective markers are used in this scenario

Deployment: Standard

Special Rules:

Three Loot Markers (LMs) are assigned to each player. Before Deployment, each player chooses three models and assigns one LM to each. Any models chosen must be deployed as normal during Deployment. This requirement overrides any talents, faction rules, or abilities.



- Models carrying a Loot Marker may not employ the **Disguise** talent
- If any spell, talent, or faction rule removes a model with a Loot Marker from the encounter area or causes a model to become Discorporate, the Loot Marker is dropped when the model is removed or becomes Discorporate, at that model's location on the encounter area.
- If a model with a Loot Marker is dropped, the Loot Marker is placed on the encounter area in the spot the model was dropped. If a model carrying a Loot Marker is run off the Loot Marker is dropped at the point where the model left the encounter area.
- Models that exit the enemy's Home Edge with a Loot Marker return to play after 1d4+1 turns. Models with Fast may roll 2d4 and use the lower result and models with Slow roll 2d4 and must use the higher result.
- All Loot Markers remaining on the encounter area at game end are lost and do not belong to any player.
- Only LMs moved off the opposing Home Edge count toward Game End or determining a winner.

Scoring

- If a model removes a Loot Marker from the encounter area that freeband scores 2 VP.
- The first freeband to remove 3 Loot Markers from the encounter area gains 1 VP.
- At the end of the game each freeband receives 1VP for each Loot Marker they possessed by their models in the encounter area.
- At the end of the game if only 1 unbroken freeband remains the unbroken freeband gains 2 VP.

Game End:

- All Loot Markers have been removed from the encounter area

SCENARIO: SKIRMISH

SKIRMISH

Freebands are prized by all sides in a war, serving as scouts, flank guards and operatives. Here, two freebands warranted to opposite sides of a conflict clash over a strategic point. Your commander demands seizure of this key terrain. Trouble is, he is not the only one...

Encounter Area: 4'x4' Table

Objective: Place an Objective in the center of the table.

Deployment: Standard, see Standard Scenario Deployment Rules.

Special Rules: none

Scoring

- At the end of the 2nd and 3rd turn the player with the most **heroes** within 9" of the objective gains 1 VP.
- At the end of the 4th, 5th, and 6th turn the player with the most **heroes** within 6" of the objective gains 1 VP.
- At the end of the 7th, 8th, and 9th turn the player with the most **heroes** within 3" of the objective gains 1 VP.
- At the end of the game if a freeband has a model in contact with the objective and no enemy models are in contact with the objective that freeband gains 1 VP
- At the end of the game if only 1 unbroken freeband remains, the unbroken freeband gains 1 VP



SCENARIO: TRIALS OF GARAVUS

THE TRIALS OF GARAVUS

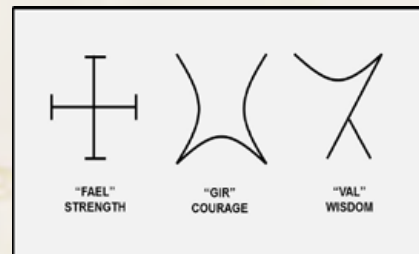
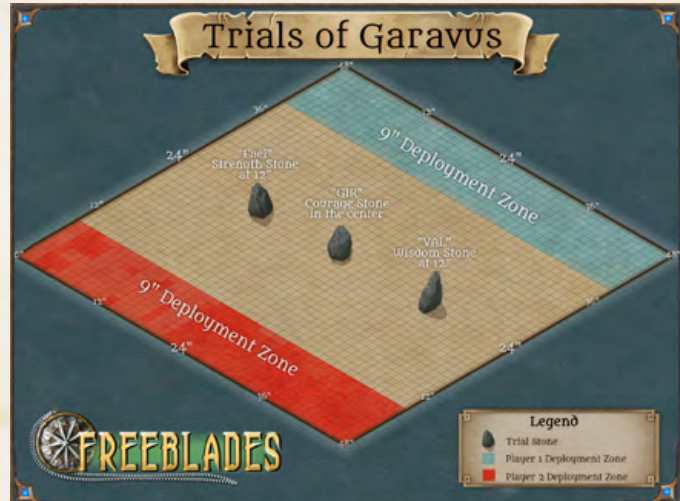
Lost for centuries, Bronze Mountain tribesmen recently rediscovered the location of the Wizard Lord Garavus' legendary Trial Stones. The race is now on for enterprising freebands to test themselves against these ancient challenges.

Encounter Area: 4'x4' Table

Terrain: Any mutually agreeable terrain may be used in this scenario.

Objective: Three Objectives markers are placed across the center line of the table. One is placed in the table center and the other two with their centers 12" from the table center point. These Objectives represent Trial Stones. Trial Stones are **Impassable** and **Masking** terrain.

The center Trial Stone is the Trial of Courage. After the Objectives are placed, one player randomly determines which of the two "side" Trial Stones is the Trial of Strength and which is the Trial of Wisdom.



Deployment: Standard, see Standard Scenario Deployment Rules.

Trial Stones. A Trial test may be taken on any turn after the first. A Trial is completed by any non-Feral non-Summoned model in contact with the Trial Stone passing a Trial test as an End Phase Action. To complete a given Trial, no non-Summoned enemy models may be in contact with the same Trial Stone. A Trial test is a DISC or Attribute test 6 that differs with each Trial Stone. This test must be taken on the DISC or attribute of the model not through an effect that allows the model to replace its DISC or appropriate attribute with that of another model such as **Leader** or **Bonded**. It may benefit from any effect, such as a spell, that alters its own DISC or attribute.

- Trial of Courage: DISC test 6
- Trial of Strength: STR test 6
- Trial of Wisdom: KNW test 6

SCENARIO: TRIALS OF GARAVUS

Once a Trial is completed it becomes aligned with the freeband that completed it, no other models may attempt to complete that Trial unless the model that completed the trial is dropped, in that case the Trial Stone remains aligned with the freeband but it can be attempted again. A model may only attempt to complete each type of Trial once. If every model in a freeband has attempted a still uncompleted Trial, that Trial resets and each model gains the ability to attempt it a second time.

A model that completes a Trial gains an Aura based on the Trial completed:

Trial of Courage: Aura [+dl DISC]

Trial of Strength: Aura [+dl STR]

Trial of Wisdom: Aura [+dl KNW]

Aura [effect]. An Aura is treated as an experience advance for all purposes.

Scoring

- The first time you complete each Trial gain 1 VP
- At the end of the game for each Trial Stone aligned with a freeband that freeband gains 1 VP
- At the end of the game each freeband gains 1 VP for each model with a Trial aura in play.
- At the end of the game if only 1 unbroken freeband remains the unbroken freeband gains 2 VP

Faelon Note:

The Stone of Courage, when touched, creates a vision of that which the freeblade fears most.

The Stone of Strength must be lifted off the ground.

The Stone of Wisdom is inscribed with an ancient riddle that must be solved.