



FREEBLADES



TOURNAMENT SEASON 2025-26 v4

Bridge to the Future

Tournament Packet
Freeblades Fantasy Skirmish Game



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 DGS's 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

- Brand new scenario: Command the Field.
- "Break" vs "Objective" is no longer a tiebreaker. That has been replaced by Major vs. Minor Victory. Each scenario now identifies the one result that qualifies as a Major Victory.

GAME SIZE

The game size for this North American Freeblades Championships at AdeptiCon 26 is 275 gold.

TO's are welcome, as always, to use this tournament pack with whatever game size best suits their group.

SCENARIOS

With the exception of the new scenario Command the Field, all of the scenarios can be found in the Freeblades Living Rulebook.

On the next page, find a table of the scenarios to be used this tournament season by the North American Freeblades Championship.

LOOT MARKER CLARIFICATIONS

On the encounter area, Loot Markers (LM or Loot) have no effect on movement or LOS. They may be represented in any way the players choose: as a 25 mm circle, a plastic gem, modeled as a mini-diorama, etc. LMs are items once acquired. Unless determined to be something else by the scenario, an LM is a Coin item.

MAJOR AND MINOR VICTORIES (NEW)

Each scenario identifies the one game end result that is a Major Victory. All other game end results that determine a winner are considered Minor Victories. This only matters in a tournament setting where a third tie breaker is needed.

The conditions for earning a Major Victory for each scenario in this season are indicated in the table on the next page.

"Sole" means the sole player to have achieved that condition. For example, if both players achieve the Recon Point goal in Advanced Guard, there is no Major Victory result for that game.

Designer's Note. We often get asked why, when an enemy freeband breaks, a player does not "get credit" for a major victory in those scenarios where, theoretically, once the enemy has left the field, the mission could be accomplished at leisure.

In Faelon, it is considered the height of tactical prowess to accomplish one's goal with clever maneuver instead of brute force.

Also, freeblades are a precious commodity among the movers and shakers of the world. A freeband may be working for one patron this month, but hired on by one they opposed the next. Faelon's powerful may be more cavalier with the lives of the rank and file of their armies, but would prefer the professionals were available when called upon.



SCENARIO BASICS

#	Scenario Name	Major Victory
1	Advanced Guard	Sole RP Goal
2	Bounty Hunt	Sole Bounty Target
3	Camp Raid	Sole Two turn hold objective
4	Domination	Sole 9 VP
5	Frontier	Sole 3 VP
6	The Gaal Must be Crazy	Sole Two turn hold objective
7	Command the Field	Sole 10 VP
8	Return to Camp	3 Loot Markers off and Most
9	Skirmish	Sole Two turn hold objective
10	The Trials of Garavus	2+ Trials accomplished

This version of the Tournament Pack for the 25-26 season only contains the new scenario Command the Field and not all ten from which the NAC scenarios will be selected. This is to get it out to you as quickly as possible. We recognize it would be more convenient to have them all here, even if nine of them are repeats. We'll get out a new version with the other nine included as soon as practical.

SCENARIO: COMMAND THE FIELD

COMMAND THE FIELD

There's only room in this town for one patron...make it yours.

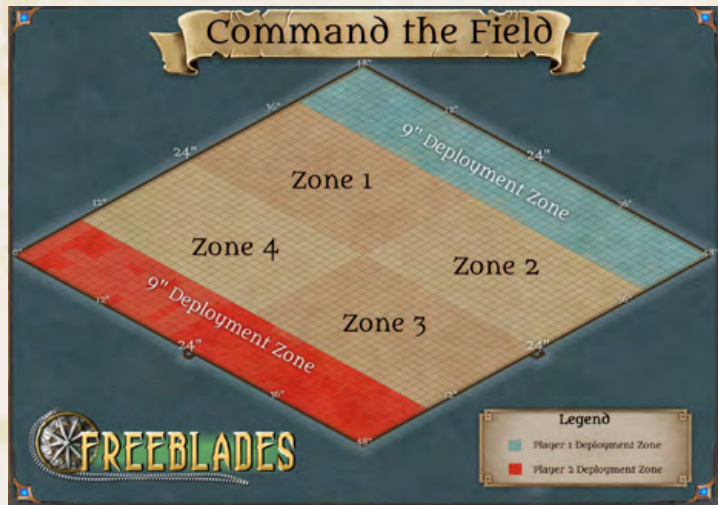
Encounter Area: 4'x4' Table

Objective: Divide the area outside of the deployment zones into even 4 rectangles each of which is 15" by 18". Each rectangle is considered a zone.

Deployment: Standard

Special Rules:

To control a zone you must have the most Recruiting Gold Cost (not counting any Gear or Items) of models in that zone. A model that is on the border of 2 zones does not count for either zone.



During the End Phase of every turn after the first players score Victory Points as follows:

- If a player controls more zones than their opponent they score 2 VP
- If a player controls the same number of zones as their opponent they score 1 VP
- If a player controls fewer zones than their opponent they do not score any VP

Lead from the Front. A player controls any zone in which their Leader is present unless there is also an opposing Leader in that zone. If there are 2 Leaders in a single zone that zone is scored normally.

Game End:

The game ends at the conclusion of an End Phase if any of the following are true:

- Only one side has an unbroken freeband or all freebands are broken.
- The time limit has been reached.
- One side has gained at least 10 VP and has the most VP.

Winner:

1. The side that is the only one to gain at least 10 VP is the winner
2. If no side has gained at least 10 VP and only one side with an unbroken freeband remains, the side with the unbroken freeband wins.
3. If no side has gained at least 10 VP and all freebands have broken or more than one side has unbroken freebands, the side with the most VP is the winner.
4. If no side has gained at least 10 VP, all freebands have broken or more than one side has unbroken freebands, and no side has the most VP is the game is a draw.

