

Torch & Shield

SKIRMISH MINIATURES GAME

DEMO GUIDE

Thanks for taking the time and effort to share *Torch & Shield* with new players! This Torch & Shield Demo Guide will help you run effective demos, and ensure that prospective players get a good taste of what the game has to offer.

Be sure to describe the game concept to participants before you begin. Torch & Shield is a miniatures game about brutal tactical combat. At the core of the game is an action card mechanic which relies on your ability activate the right warrior in your crew, with the right action, at the right moment!

Also explain that you'll go into particular mechanics and rules as they become important. This way your players can get into the game as soon as possible, and they won't be surprised or upset that you didn't tell them everything up front.

This Torch & Shield Demo Guide utilizes material from the Torch & Shield Core Rulebook. Be sure to read the rules and have the necessary parts before running a demo.

SUGGESTED CREWS

IRONTHANE CLAN

Morrak Firebeard

Beli

Krum

Torch & Shield

MORRAK FIREBEARD
Greyschild



Mv	MS	S	R	A	N	D	C
4	5/3	5	2	3	4	3	2

EQUIPMENT:
Shield (1 Save Roll)
Mail Armour (+1R against hits)
Spear (Reach)

TRAITS: Leader
Shieldbreaker - This warrior is particularly skilled at breaking through defences. Enemies automatically fail one of their Save Rolls against hits from this Model/weapon.

Valor **1** Ammunition Spent Fortune **0**
Damage

Torch & Shield

BELI
Shortbeard



Mv	MS	S	R	A	N	D	C
4	3/2	4	2	2	2	2	1

EQUIPMENT:
Mace (Bludgeon)
Breastplate (Removes one additional Success after the first on a Damage Roll.)
Shield (1 Save Roll)

TRAITS:

Valor **0** Ammunition Spent Fortune **0**
Damage

Torch & Shield

KRUM
Shortbeard



Mv	MS	S	R	A	N	D	C
4	3/2	4	2	2	2	2	1

EQUIPMENT:
Sword (Riposte)
Breastplate (Removes one additional Success after the first on a Damage Roll.)
Torch

TRAITS:

Valor **0** Ammunition Spent Fortune **0**
Damage

COPPERBROW CLAN

Groth Damminson

Drong

Torch & Shield

GROTH DAMMINSON
Greyschild



Mv	MS	S	R	A	N	D	C
4	5/3	5	2	3	4	3	2

EQUIPMENT:
Shield (1 Save Roll)
Mail Armour (+1R against hits)
Breastplate (Removes one additional Success after the first on a Damage Roll.)
Sword (Riposte)

TRAITS: Leader
Planner - Time spent planning before the fight, will be called tactical brilliance after it. If this Model has the Leader Trait they may draw and Sheath an additional card at the start of the game, which can be used as normal.

Valor **0** Ammunition Spent Fortune **1**
Damage

Torch & Shield

DRONG
Clansman



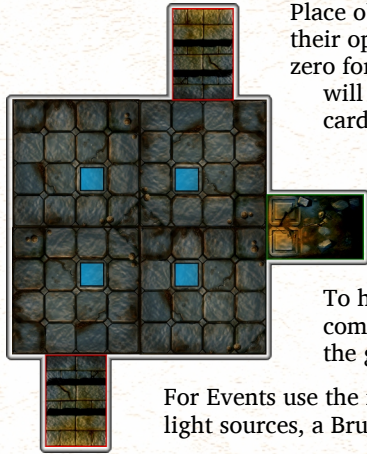
Mv	MS	S	R	A	N	D	C
4	4/2	5	2	2	3	2	2

EQUIPMENT:
Crossbow
Hardcoat (If Casualty, flip card. On a ♥, leave Warrior in the Wounded State.)
Lantern

TRAITS:

Valor **0** Ammunition Spent Fortune **0**
Damage

SETUP



Place objects (columns, crates, statues) on the blue squares. Then place both crews on their opposite entrances, with light markers where required. The Fuel Counter is set to zero for the demo. The distance will allow some tactical movement on the first turn, but will also let players get into combat quickly. Place profile cards, a deck of playing cards, the Fated One token, and a bunch of dice to the side of the play area.

DEMO STRUCTURE

To help you get your players into the thick of battle as quickly as possible, we've come up with a general structure that will allow you to introduce the key elements of the game in just a few rounds.

For Events use the following simplified method: ♥ or ♦ : A Light Source goes out, and if there are no light sources, a Brute Monster spawns ♣ or ♠ : 1 Brood Monster spawns.

Determine the Fated One, and then have players draw their action cards and place them face up in front of them. To start, explain the action cards, and how the values and suits relate to activation order and the various standard and special actions, i.e. Fury, Jump Up, Overwatch and Rush. Then it's time for the participants to take command and advance their Dwarves!

- **Turn 1:** Players will select activation cards, and then execute them in order. On Turn 1 you should be able to resolve a ranged attack with Drong's Crossbow, and possibly a Reach Attack with Morrak.
- **Turn 2:** Warriors will be in range now and they should all be able to get Engaged in combat. You can show players how Outnumbered Contests work, and how Fury and Barge can be used. It is likely that you will resolve Damage on Warriors and explain how Drive Backs work.
- **Turn 3:** Introduce Valor and Fortune, as a way to modify Contests and Injuries. If possible encourage players to initiate a Duel.
- **Turn 4+:** If time permits, and you have not had to already, introduce things like Search and Defend actions, Instant Death!, Drag attacks, and Command Actions. Also talk about other equipment like Axes and Picks and Blackpowder weapons.

HOW TO RUN A GREAT DEMO

Demos aim to teach the fundamentals of a game and excite players. They are more likely to leave happy if they are having fun. To improve your demo, remember to:

- Involve participants in every part of the demo. Explain the rules, but see if the participants can apply it and figure out things themselves.
- Don't let a bad action choice ruin a player's experience. It's ok to suggest different actions so the player can achieve what they want to achieve - just remember to let them choose.
- If players are participating in your demo, there's a good chance they like Dwarves. Don't be afraid to inject fun into the game. For example, if a warrior blunders during a contest, explain that he has tripped over his beard and is knocked down. Swearing an oath when an ally is wounded, or criticising the craftsmanship of your opponent's weapons when they fail to inflict damage are good examples of ways to add flavour to your demo.
- If the lights go out and the monsters start to take over the game, embrace it. Explain to your players that they might need to join forces to survive.

AFTER THE DEMO

Ask for the participants' opinions and feedback. You should take this opportunity to answer any queries they may have regarding the demo, the game, or how they can get started.

Lastly, don't forget to thank your players for trying Torch & Shield!