Three Banners Test Kit

Everything you need to play the Three Banners scenario: scenario rules, map, unit cards, tokens, a score tracker and a quick reference. Sizes are in millimetres so the kit prints at true size on US Letter: cards are 63 by 88 mm, banner markers 40 mm and the Frost Trap template 2 inches across. Print at 100% scale. Mark damage and resources on the card tracks with a pencil or paperclip.

SCENARIO: THREE BANNERS

Two teams of five fight over three banners. First side to 12 victory points wins. If the Rally counter reaches 12 first, the side with more points wins.

SETUP

1. Place terrain, banners, runes and graveyards as on the map.
2. Each player picks 5 different classes in secret, then reveals.
3. Roll off. The winner picks a table edge; the other player takes the opposite one.
4. Alternate placing one model at a time wholly within 6" of your own edge, the roll-off loser first.
5. Each side makes an opening Rally: generate and place Valor, set class resources to their starting values. No scoring.
6. Roll off again. The winner chooses who activates first.

CAPTURING BANNERS

Each banner is a 40 mm marker with a 3" zone around it. All three start neutral.

1. **Assault.** A model within 1" of a banner uses an Interact action to place your assault token on it. Your side must have more models in the zone than the enemy.
2. **Hold.** The token stays while you keep at least one model in the zone. If none are left, remove it.
3. **Flip.** At your next Rally, if you still have more models in the zone than the enemy, the banner becomes yours. Remove the token either way.
4. **Defend.** An enemy model within 1" of the banner can use an Interact action to remove an assault token. Until it flips, the banner still belongs to, and scores for, its current owner.

SCORING AND VALOR

At every Rally, by either side, both sides score for the banners they hold. Banners also add Valor at your own Rally.

Banners held	VP each Rally	Extra Valor at your Rally
1	1	+1
2	2	+2
3	4	+3

RESPAWN AT BANNERS

Returning models may be placed within 3" of your graveyard or within 3" of any banner you own that has no enemy model in its zone. They return with full HP, starting class resource and no conditions.

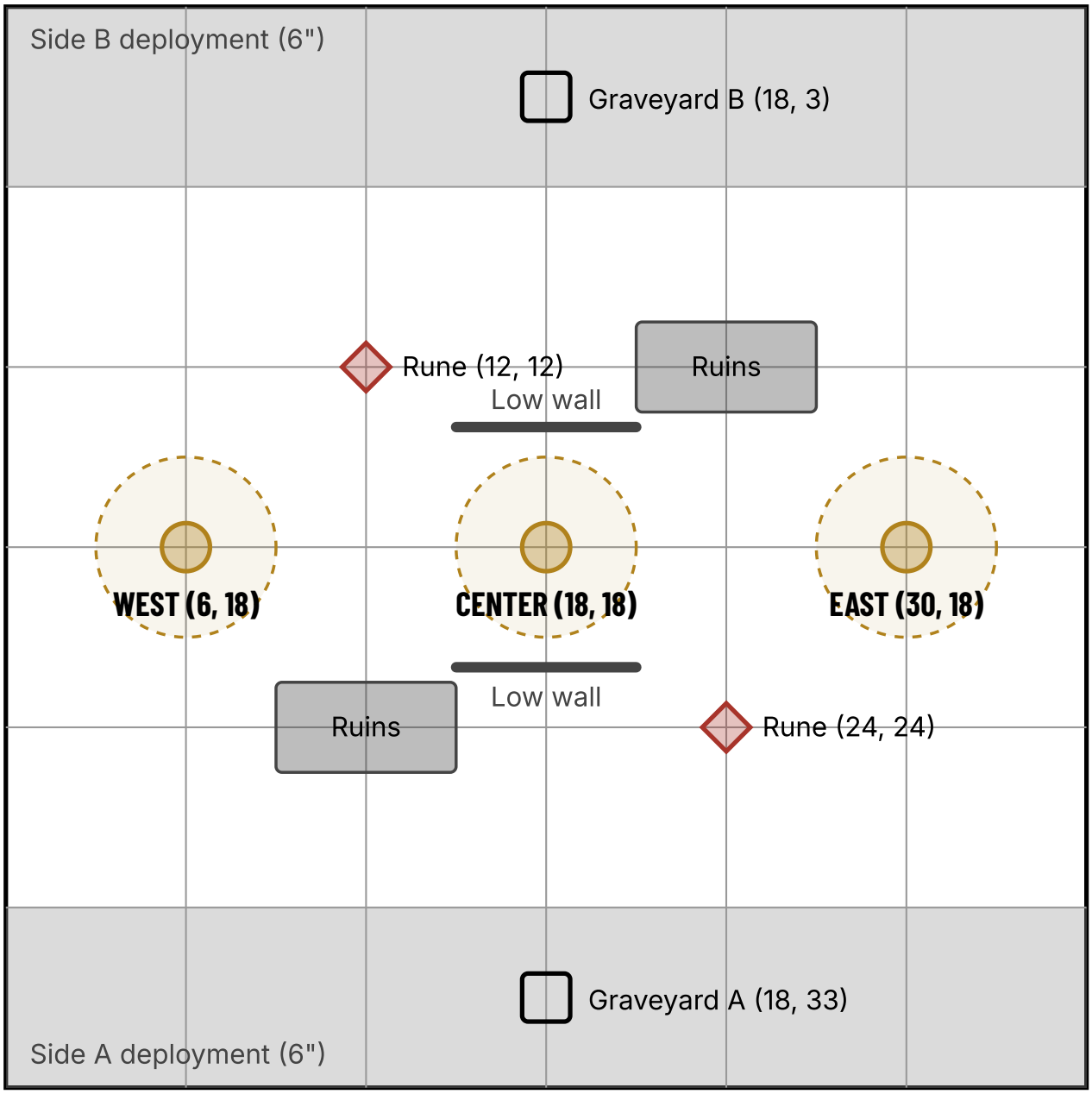
BATTLE RUNES

A model that ends any move touching a rune takes it: roll a d6 and remove the marker. It returns after two more Rallies by either side.

d6	Rune	Effect
1-2	Haste	+2 MV until your next Rally
3-4	Restoration	Heal to full and gain 2 class resource (up to max)
5-6	Berserking	+1 damage on all attacks until your next Rally

MAP

36" by 36" table. Grid squares are 6". Banners sit on the center line 12" apart. The layout is the same for both sides when the table is turned 180 degrees.



Coordinates in inches from the top-left corner Dashed circle: 3" banner zone Ruins: 6" by 3", block sight

Low walls: 6" long, give cover

UNIT CARDS

One card per class. Tick an HP box for each point of damage; the round boxes track the class resource.

WARRIOR — TANK

MV	DEF	ARM	HP	GEN	CAP
4	9	2	16	2	3

HP ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RAGE ○○○○○

Rage: +1 when it deals or takes damage. -2 at each Rally if it has not attacked since the last one.

Sunder: Melee 1", +2, 4 dmg. Crit: Knockback 2".

Taunt (1 Valor): Enemies within 4" are Taunted.

Heroic Strike (3 Rage): Sunder with +2 damage.

Shield Wall (2 Rage, Reaction): When hit, halve the damage.

Intercept (2 Rage, Reaction): Enemy ends a move within 6": move 3" toward it.

Base 40mm — Three Banners v0.2

PALADIN — OFF-TANK

MV	DEF	ARM	HP	GEN	CAP
5	9	1	12	2	3

HP ☐☐☐☐☐☐☐☐☐☐☐☐

HOLY ○○○

Holy Power: +1 each time it hits with an attack.

Hammer: Melee 1", +2, 4 dmg.

Holy Light (2 Holy Power): Friendly within 4" (or self) regains 4 HP.

Blessing of Protection (1 Valor): Friendly within 4" becomes Shielded.

Divine Shield (1 Valor, Reaction, once per game): When targeted, ignore all damage until the end of its next activation.

Base 30mm — Three Banners v0.2

ROGUE — MELEE

MV	DEF	ARM	HP	GEN	CAP
6	9	0	10	1	3

HP ☐☐☐☐☐☐☐☐☐☐

ENERGY ○○○

Energy: Refills to 3 at each Rally.

Daggers: Melee 1", +2, 4 dmg. Crit: Bleed.

Backstab (2 Energy): Daggers +1 dmg; +1 Offense if the target is engaged with another friendly.

Kidney Shot (2 Energy): Melee, +2. On a hit, Stunned instead of damage.

Vanish (1 Valor, once per game): Move 4" ignoring engagement; cannot be targeted until its next activation.

Base 30mm — Three Banners v0.2

RANGER — RANGED

MV	DEF	ARM	HP	GEN	CAP
5	9	1	12	1	3

HP ☐☐☐☐☐☐☐☐☐☐☐☐

FOCUS ○○○○

Focus: Starts at 2. +1 after an activation with no Advance or Sprint.

Bow: Range 12", +2, 4 dmg.

Aimed Shot (2 Focus): Range 16", +3, 6 dmg.

Frost Trap (1 Valor): 2" trap within 3". First enemy to enter is Snared.

Disengage (1 Focus): Move 3" ignoring engagement. Not an Advance.

Base 30mm — Three Banners v0.2

MAGE — CASTER

MV	DEF	ARM	HP	GEN	CAP
5	9	0	11	1	3

HP ☐☐☐☐☐☐☐☐☐☐☐☐

MANA ○○○○○○○○

Mana: Starts at 8. +2 at each Rally. Interact to drink: +3.

Wand: Range 8", +1, 3 dmg.

Frostbolt (1 Mana): Range 10", +3, 4 dmg, Snared on a hit.

Fireball (2 Mana): Range 10", +3, 6 dmg. Crit: Bleed.

Blizzard (4 Mana): Point within 10": attack each enemy within 3", +1, 3 dmg, Snared.

Blink (1 Mana): Move 4" ignoring engagement and terrain.

Base 30mm — Three Banners v0.2

PRIEST — HEALER

MV	DEF	ARM	HP	GEN	CAP
5	8	0	10	2	4

HP ☐☐☐☐☐☐☐☐☐☐

MANA ○○○○○○○○

Mana: Starts at 8. +1 at each Rally. Interact to drink: +3.

Smite: Range 8", +1, 3 dmg.

Heal (2 Mana): Friendly within 6" regains 5 HP.

Renew (1 Mana): Friendly within 6" regains 2 HP now and 2 at the end of its next activation.

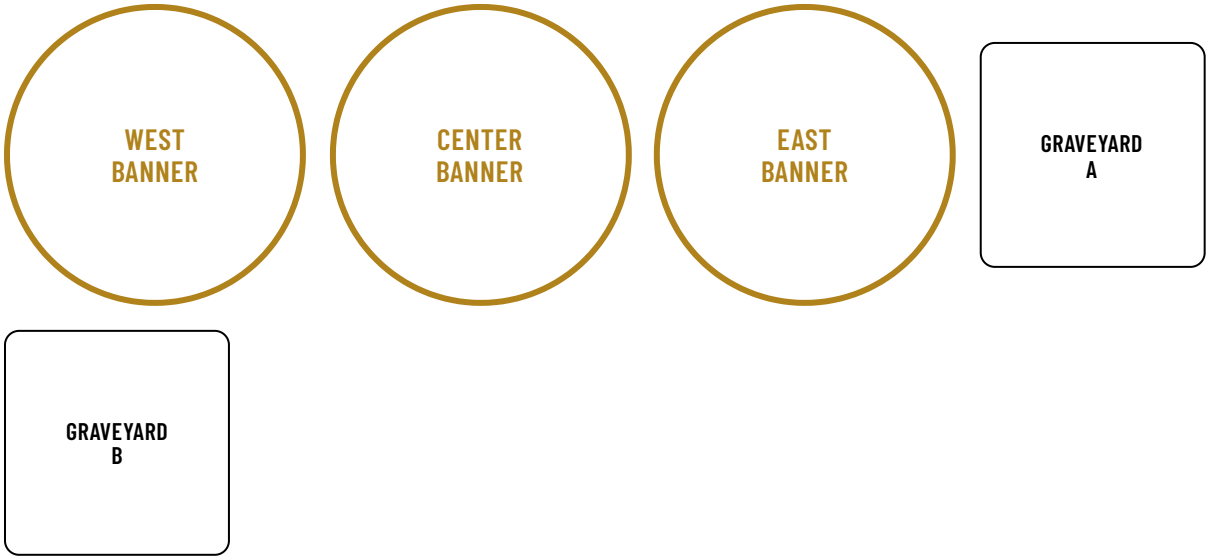
Power Word: Shield (1 Mana + 1 Valor, can be a Reaction): Friendly within 6" becomes Shielded.

Base 30mm — Three Banners v0.2

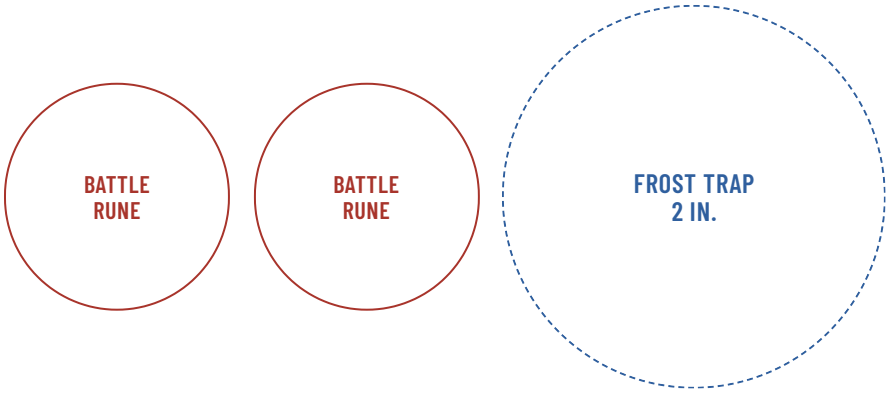
TOKENS AND MARKERS

Cut out, or swap in coins and dice. Print two copies of this sheet for a full game.

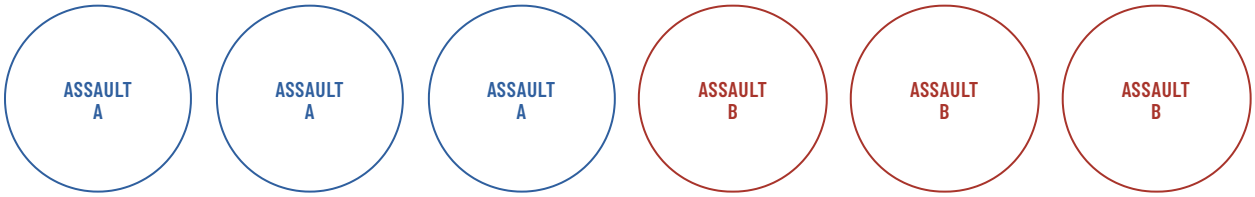
BANNERS (40 MM) AND GRAVEYARDS



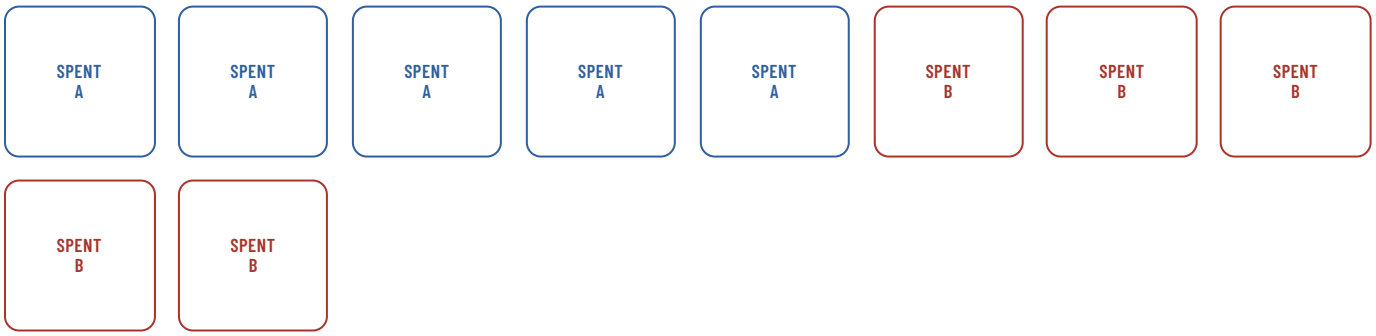
BATTLE RUNES AND TEMPLATES



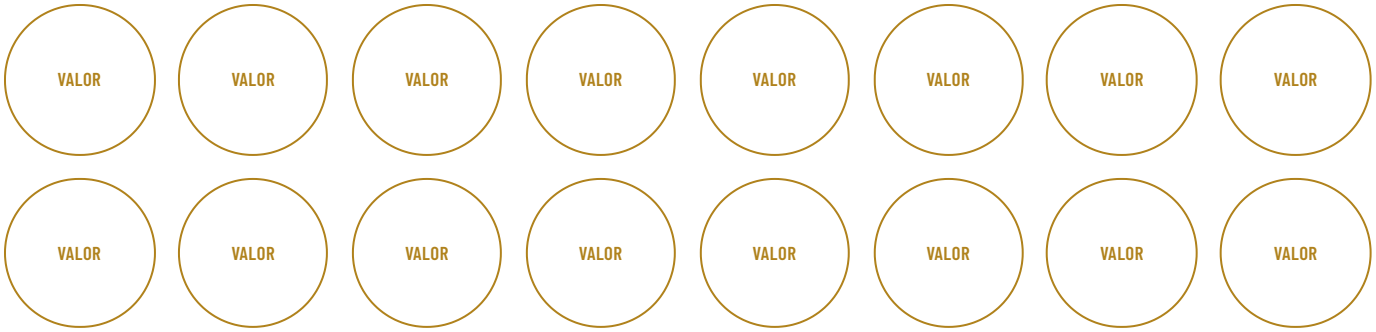
ASSAULT TOKENS



SPENT MARKERS (5 PER SIDE)



VALOR (16)



CONDITIONS (3 EACH)



SCORE AND RALLY TRACKER

Move a marker along each row. The game ends at 12 victory points, or after 12 Rallies.

Side A VP	0	1	2	3	4	5	6	7	8	9	10	11	**12**
Side B VP	0	1	2	3	4	5	6	7	8	9	10	11	**12**
Rally counter	0	1	2	3	4	5	6	7	8	9	10	11	**12**

QUICK REFERENCE

TURN SEQUENCE

1. Players alternate activating one ready model, then mark it spent.
2. When a side has no ready models, it Rallies at once:
   - dead models return at the graveyard or an owned, uncontested banner, with full HP and starting class resource
   - clear leftover Valor, generate new Valor (GEN + banners held), allocate up to CAP
   - ready every model
   - both sides score banners; advance the Rally counter
3. First to 12 VP wins; at 12 Rallies, most VP wins.

AN ACTIVATION

Free	One Advance (MV) and one Action, in either order
Action	Attack, Sprint (move MV again) or Interact
1 Valor	Extra attack, or Charge: MV + 2 straight in, +1 damage
Card cost	Abilities and Reactions, each once per activation

ATTACKS

- Roll 2d6 + Offense; hit on the target's DEF or more.
- Damage minus ARM, at least 1.
- Doubles crit: ignore ARM, trigger crit effect.
- Double 1s miss, double 6s hit.
- Cover +1 DEF. Engaged = within 1". Leaving engagement draws a Parting Blow; ranged attacks while engaged take -2.

BANNERS

- Assault: Interact within 1" while your side has more models in the 3" zone than the enemy.
- Flips at your next Rally if you still have more models in the zone.
- Defend: Interact within 1" to remove an assault token.
- Score per Rally: 1 banner 1 VP, 2 banners 2 VP, 3 banners 4 VP.