

Intro-

Throughout the 1980s I expanded the gridless tabletop/minature wargaming TFT into larger and larger scenarios. My gaming tables a conventions reached 3 feet by 6 feet, with plenty of railroad and wargaming terrain. I could accommodate coastal woods, hamlets and even dungeons.

I called my mass combat games “Troop Movement” and the game still represented 1 figure is one character as opposed to 1 figure representing 5 or 10 characters as in Warhammer®.

Recap

In my previous articles Hexless TFT, I described converting hexes to inches, how to base your miniatures, suggested some gaming aids.

In my Wargaming Miniatures TFT article, I described Zone Combat, the modification of TFT Turn System to accommodate the larger table sizes, occasional use flexible turn lengths, WYSIWYG “What-You-See-Is-What-You-Get” concepts for miniatures/character creation and terrain usage, the various penalties for concealment and cover.

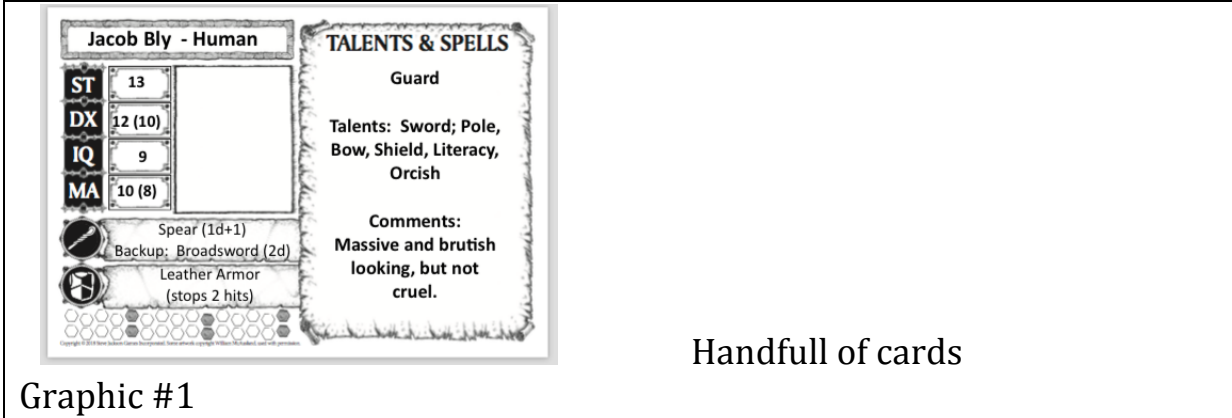
Running Multiple Characters

Wargaming TFT often involves running multiple characters. You can envision your main character as a star in a movie and the side-kicks as supporting actors and the rest as bit-part characters. The stars should be fully developed RPG types; the supporting actors should have at least the combat talents listed and some idea of style of the character (choosing a particular actor in a movie role might help with this.) The bit-parters could be generic Melee +IQ characters with additional talents as they are needed.

Character Sheets, Individual and Multiple Character Sheet

Character Sheets

Using the TFT Character Cards _____, here is a sheet.



Graphic #1

A photograph of the figure is placed on the card to identify it. As mentioned in Wargaming Miniatures TFT article, WYSIWIG characters can match the figure. With multiple cards, you can play an effective party all at once.

Multiple Character Sheet

Using a spreadsheet that contains 8 characters, you can create a unit.

Marble's First Squad			
RACE: Dwarf NAME: Captain Marble ST: 12 Dam: DX: 14 (11) fST: IQ: 12 MA: 10 (6) ARMOR: Chain (stop 3) Sm Shield (stop 1) WEAPON: Military Ax 2d Pistol* 2d Pistol* 2d SKILL: Ax/Mace, Shield, Crossbow, Gun, Literacy, Common, Charisma, Tactics, Literacy *pistol reload is 12 turns ITEM: Pouch w/ \$50, Journal, 2 healing potion, 6 Ammo	RACE: Dwarf NAME: Sergeant Alabaster ST: 11 Dam: DX: 13 (10) (13m) fST: IQ: 11 MA: 10 (6) ARMOR: Chain (stop 3) WEAPON: Blunderbus 1d+3, 1d-1 Sm Ax 1d+2 SKILL: Ax/Mace, Crossbow, Gun, Missile Weapon +3, Common Tactics, Carousing ITEM: 5 Ammo	RACE: Human NAME: Corporal Philip Brown ST: 12 Dam: DX: 15 (11) fST: IQ: 10 MA: 10 (6) ARMOR: Half Plate (stop 4) Sm Shield (stop 1) WEAPON: Broadsw 2d Dagger 1d+1 Lt Xbow 2d SKILL: Sword, Crossbow, Shield, Business Sense, Literacy, Dwarf, Swimming, Boating ITEM: 10 bolts	RACE: Human NAME: Doctor Ron Blanco ST: 12 Dam: DX: 11 (12m) fST: IQ: 12 MA: 10 ARMOR: Sm Shield (stop 2*) WEAPON: Broadsw 2d Lt Xbow 2d SKILL: Sword, Crossbow, Shield, Physicker, Literacy, Missile Weapon +1, Dwarf, *Shield Expertise ITEM: 10 bolts, Physicker Kit
RACE: Human NAME: Trooper Daniel Gray - Horse ST: 15 Dam: DX: 12 (11) fST: IQ: 9 MA: 12 (10) ARMOR: Cloth (stop 1) Toughness (stop 1) WEAPON: Halberd 2d BattleAx 3d SKILL: Ax/Mace, Pole Weapon, Shield, Running, Toughness, Carousing, Mundane Lumberjack ITEM:	RACE: Human NAME: Trooper Hector Verde ST: 11 Dam: DX: 12 (11) fST: IQ: 10 MA: 12 (10) ARMOR: Cloth (stop 1) Sm Shield (stop 1) WEAPON: Saber 2d-2 Longbow 1d+2 SKILL: Sword, Bow, Shield, Running, Tracking, Naturalist, Mundane Cook ITEM: Cooking Kit, Herb pouch, 10 arrows	RACE: Human NAME: Trooper William Rose ST: 10 Dam: DX: 12 (11) fST: IQ: 11 MA: 10 (8) ARMOR: Cloth (stop 1) Sm Shield (stop 1) WEAPON: Saber 2d-2 Longbow 1d+2 SKILL: Sword, Bow, Shield, Detect Trap, Remove Trap, Alertness, Dwarf ITEM: 10 arrows, Tool Kit	RACE: Dwarf NAME: Trooper Slate ST: 11 Dam: DX: 12 (11) (13t) fST: IQ: 10 MA: 10 (8) ARMOR: Cloth (stop 1) Sm Shield (stop 1) WEAPON: Saber 2d-2 Longbow 1d+2 3 Sm Ax 1d+2 SKILL: Sword, Bow, Shield, Ax/Mace, Thrown Weap, Driver, Mundane Miner ITEM: 10 arrows

Graphic #2

It can be as detailed as you need it to be for this game. Your most important figures can have lots of info, the cannon-fodder just weapons/armor listed.

Creating Scenario Storylines

Here are some of the basic concepts I use when making a scenario.

- 1) Is this going to be a player vs player or players vs GameMaster (who runs everything else)?
- 2) How big a surface are do I have to work with. Some conventions have tables that are 8' x 3'. Most times you can bump two together to get a 8'x6'. So on that single table, I might make the gaming surface 2' x 5' to allow for player character sheets & dice rolling on the table side.
- 3) How many figures will you use. Will it be a squad versus a squad? Will it be a posse tracking down a lone bank robber? Will it be two members of a larger party trying to identify the doppelganger in a section of the town (2 figures and lots of townspeople) ? Will it be WAR with one group of figures defending a pass against a constantly replenishing hoard run by two to three players?
- 4) How much of this game will be Role-Playing? Will it be strictly arena battling? Will there be a few specialists who must complete an action while defended by warriors, during which the big bads attack from all sides (role-playing the specialists while Meleeing the rest)? Will it be strictly Meleeing until the baddies are terminated and it is safe to investigate (role-play) this exact area?
- 5) What kind of Terrain will this scenario require? Are you going to use what you already have? Will you be supplementing with new terrain to expand the story? Is it going to be relatively open space (dangerous if enemy has ranged weapons) or densely packed with buildings or trees? Are you going to designate a certain area rough terrain (like bog or rocky)?

6) Are you using pre-existing scenario maps or making your own layout? Is this a generic village or are you trying to represent a specific layout (for which you want to get as close to the original as possible)?

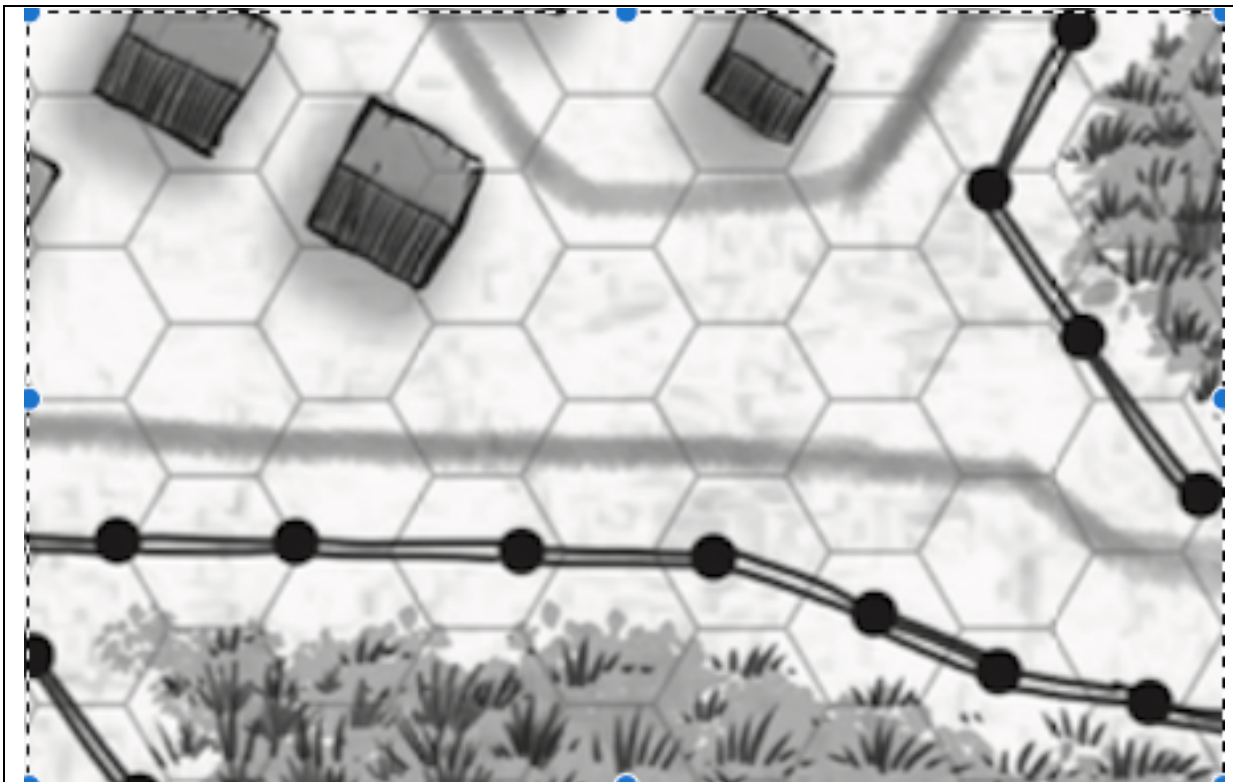
For pre-existing maps game-maps, you will probably have to fudge the layout as you won't have the exact quantity or building size or fencing, etc to match it. This is OK; your players won't know.

7) Are there going to be Victory Conditions? Is there a time limit to this game, as in a certain number of turns to win the Victory Conditions, or is this an open ended encounter?

Is this an important point in the story or just another encounter? Is the purpose to drive the enemy from the map, capture the leader, negotiate for something, or perhaps avoid being detected? Are there different objective locations to reach/hold before the game is over?

Is there an overall Victory Condition and individual character Victory Conditions as in the Thief must pick the lock of the safe to gain the Universal Antidote and the Bodyguard must prevent his Master from killing the enemy captain? There can be conflicting conditions in the game.

Example of Layout for Small Skirmish



Graphic #3	Village map scale	Table Side 5 feet x 3 feet
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This is a portion of the village of Bendwyn and the path on the way to Skarg's. ITL p 168. 1 hex is 10 yards from side to side or (30 feet or . This table represents 36" x 60".

Map Scales (ITL p 55)

*The scale on the village map is one increment up from the labyrinth maps. Just as one hex on the labyrinth map represents one megahex (7 hexes) on the **Melee** tunnel segments, one hex on the village map represents one megahex on the labyrinth map. A **Melee** tunnel hex is 4 feet across. A megahex (that is, a labyrinth hex) represents about 3 yards. A hex on the village map is 10 yards across.*

*Basic Melee combat hex = 4 feet. Labyrinth map hex = 3 yards.
Village map hex = 10 yards.*

So when using TFT maps, make sure you know which scale it is or you could be shortchanging your gaming space.

You can lay out the road, fields and fencing pretty easily. The buildings can be either flat rectangles cut out of paper, or printed cardboard houses folded into shape or resin or plastic buildings.

Example of Scenario – Archibald versus Hugo (Small Skirmish)

As twilight (its getting dark...did somebody bring some light?), scholar Stanly and his daughter are taking his expedition to Skarg's after a successful day scouting for ancient burial grounds. They are coming from Bridgefort Road east going east. They see a party walking south near the farm fence.

A rival dealer in antiquities, along with his ruffians, are bent of scaring Stanly's group into giving out the location of their find. Gretzli was going to ambush them between the fields, but Archibald happened by too soon and now they confront each other at the edge of the village itself.

If there is a scuffle, the Rival will only use non-lethal force (ITL p 126 Taking Prisoners). However, if it gets ugly, it may turn lethal.

If any of the scuffle ends up taking place next to a building, the occupants will either start complaining, enter the fray (create 32 point stat), or summon the guard.

There is a local guard at the Watchhouse. Guard-sergeant Max Beerfoam and his nightwatchman are about 90 yards away and will hear the commotion if it is loud enough. They are listed in ITL p 170.

Victory Conditions

Benefactor's party

- **Win** – All escape to Skarg's
- **Meh** – Scuffle turns lethal and Benefactor, Daughter and most members escape to Skarg's
- **Lose** – Benefactor, Daughter or most members die.

Rival's Party

- **Win** – Rival confirms location of burial ground from Benefactor or his crew.
- **Meh** – Forces Benefactor's workers to desert him OR Scuffle turns lethal and they are arrested.
- **Lose** – Benefactor is killed before revealing location.

Guards Condition happens only if Guards are alerted.

- **Win** – Guards either prevent scuffle, breaks up scuffle or arrests fighters.
- **Meh** – Arrests made but guardsman is killed.
- **Lose** – More than six scufflers killed without arrests.

Gretzli Party's Wizard If opportunity presents itself. He is acting on his own.

- **Win** – Captures Archibold's daughter & escape with her off-table.
- **Meh** – Captures Archibold's daughter & go in hiding with her.
- **Lose** – Archibold's daughter dies, is harmed for more than 5 points or Smith is killed.

Stanly Expedition			
RACE: Human	RACE: Human, Female	RACE: Human	RACE: Human
NAME: Professor Archibold Stanly	NAME: Veronica Stanly	NAME: Clark Boynton, Builder	NAME: Brock Tango, Hunter
ST: 10 Dam:	ST: 10 Dam:	ST: 11 Dam:	ST: 11 Dam:
DX: 11(10) fST:	DX: 12 (11) fST:	DX: 12 (11) fST:	DX: 14 (12) (15m) fST:
IQ: 14	IQ: 12	IQ: 13	IQ: 12
MA: 10 (8)	MA: 10 (8)	MA: 10 (8)	MA: 10
ARMOR: Cloth coat (stop 1)	ARMOR: Cloth coat (stop 1)	ARMOR: Cloth coat (stop 1)	ARMOR: Leather (stop 2)
WEAPON: Rapier 1d	WEAPON: Sm Ax 1d+2 Dagger 1d	WEAPON: Hammer 1d+1 Dagger 1d+1	WEAPON: Spear 1d / 1d+1 Longbow 1d+2 Shortbow 1d-1
SKILL: Sword, Scholar, Physicker Literacy, Writing, Priest, Orc, Elf, Recognize Value, Asses Value	SKILL: Ax/Mace, Knife, Literacy, Detect Lies, Business Sense Sex Appeal, Recognize Value Carousing, Courtly Graces, Mundane Scribe	SKILL: Ax/Mace, Detect Trap, Mathematician, Architect, Mechanician, Locksmith, Engineer, Literacy	SKILL: Pole Weapon, Bow, Missile Weapon +3, Orc, Naturalist, Woodsman, Tracker, Brawling
ITEM: Pipe & Tobacco, Diary, Hat, Physick Kit, Magnifying Glass	ITEM: bandolier w/ \$500 in gold, Journal, Abacus	ITEM: Slide Rule, Surveyor Kit, Lock Kit, Labrynth Kit	ITEM: 20 arrows, Labrynth Kit
RACE: Orc	RACE: Orc	RACE: Orc	RACE: Orc
NAME: Xerzcheck, Headman	NAME: Digger D'bwan	NAME: Bearer Truzzer	NAME: Bearer Bobo
ST: 12 Dam:	ST: 11 Dam:	ST: 12 Dam:	ST: 12 Dam:
DX: 12 fST:	DX: 12 fST:	DX: 11 fST:	DX: 11 fST:
IQ: 11	IQ: 10	IQ: 9	IQ: 9
MA: 10	MA: 12	MA: 12	MA: 10
ARMOR: Toughness (stop 1)	ARMOR:	ARMOR:	ARMOR:
WEAPON: Spear 1d / 1d+1 War Ax 2d	WEAPON: Spear 1d / 1d+1	WEAPON: Dagger 1d+1	WEAPON: Dagger 1d+1 Dagger throw 1d-1
SKILL: Ax/Mace, Pole Weapon, Toughness, Detect Lies, Area Knowledge - County, Brawling, Common	SKILL: Pole Weapon, Ax/Mace, Running, Swimming, Climbing, Recognize Value, Streetwise, Mundane Miner	SKILL: Knife, Pole Weapon, Swimming, Running, Alertness, Brawling, Mundane Porter	SKILL: Knife, Pole Weapon, Swimming, Thrown Weap, Acute Hearing, Brawling, Mundane Porter
ITEM: Metal Gear Pendant of Stone Flesh	ITEM: Digging Gear, Sifting Gear, Labrynth Kit	ITEM: Backpack of Supplies, Construction Tools	ITEM: Backpack of Supplies, Labrynth Kit

Graphic #4 Stanley Expedition party

Hugo Gretzli Expedition			
RACE: Goblin	RACE: Half-Elf Wizard	RACE: Dwarf	RACE: Reptile Man, Female
NAME: Hugo Gretzli, Limited	NAME: Chrysanthemum Smith	NAME: Gneiss Quarterstone	NAME: Uck-Uck
ST: 9 Dam:	ST: 10 Dam:	ST: 12 Dam:	ST: 13 Dam:
DX: 11 fST:	DX: 13 (15t) fST:	DX: 11 (9) fST:	DX: 12 fST:
IQ: 15	IQ: 13	IQ: 13	IQ: 11
MA: 10	MA: 11*	MA: 10 (8)	MA: 12
ARMOR:	ARMOR:	ARMOR: Leather (stop 2)	ARMOR: Toughness (stop 1)
WEAPON: Rapier 1d	WEAPON: Dagger 1d	WEAPON: War Pick 2d	WEAPON: Halberd 2d
Pistol 2d	Dagger Throw 1d-1	Dagger 1d+1	Spear 1d
	Staff (3m) 1d	Dagger Throw 1d-1	Claw 1d+1
SKILL: Sword, Gun, Literacy,	SKILL: Knife, Literacy, Thrown W	SKILL: Ax/Mace, Detect Trap,	SKILL: Pole Weapon, Running,
Business Sense, Diplomacy,	SPELLS: Staff I & II, Reveal/Conceal,	Mathematician, Architect,	Thrown Weapon,
Recognize Value, Asses Val,	Control Person, Illusion,	Mechanician, Locksmith,	Naturalist, Toughness,
Common, Orc, Neanderthal,	Detect Magic	Literacy, Common,	Common
Stealth	*Racial Halfbreed: Common, Elf,	Carousing, Mundane Miner	Racial: Double HTH damage
	Fear of Insects -2DX		ITEM: Labrynth Kit
ITEM: Pouch w/ \$150, Journal,	ITEM: Powerstone 5, Wiz Chest,	ITEM: Mechanician Kit & Tools	
2 healing potion, 4 Ammo	Grimoire of 7 spells		
RACE: Human	RACE: Human	RACE: Neanderthal	RACE: Neanderthal
NAME: Master Juan Carlos	NAME: Bart Obrian, Digger	NAME: Bearer Noz	NAME: Bearer Wheez
ST: 12 Dam:	ST: 11 Dam:	ST: 16 Dam:	ST: 16 Dam:
DX: 12 (11) fST:	DX: 12 (11) fST:	DX: 10 fST:	DX: 10 fST:
IQ: 11	IQ: 10	IQ: 7	IQ: 7
MA: 10 (8)	MA: 10 (8)	MA: 10	MA: 10
ARMOR: Cloth (stop 1)	ARMOR: Cloth (stop 1)	ARMOR:	ARMOR:
WEAPON: Broadsw 2d	WEAPON: Sm Ax 1+2	WEAPON: Spear 1d / 1d+1	WEAPON: Spear 1 / 1+1
Dagger 1d+1	Longbow 1+2	Club 1d+3	Club 1+3
Dagger Throw 1d-1			
SKILL: Sword, Charisma, Physicker,	SKILL: Ax/Mace, Brawling, Bow,	SKILL: Pole Weapon, Brawling,	SKILL: Pole Weapon, Brawling,
Boating, Swimming,	Detect Traps, Driver,	Carousing, Sasquatch,	Carousing, Sasquatch,
Literacy, Mermen, Carousing	Recognize Value, Literacy,	Trolls, Ogre	Octopus, Gargoyle
Mundane Fisherman	Mundane Miner		
ITEM: Physicker Kit, Fishing Pole	ITEM: Labrynth Kit, Digging Tools	ITEM: Backpack of Supplies,	ITEM: Backpack of Supplies,
		Wizard Chest	Construction Tools

Graphic #5 Gretzli Rival party

This small skirmish will probably have one zone. However, a raid on Bendwyn by neighboring band of 30 goblins could have many zones.

So next time you see a minature wargame table in the gaming mags, internet or at a convention, just picture what it would be like to do it with The Fantasy Trip rules!

- JPB