

FURIOSO

Starter Scenario

Players that are new to Furioso can use this scenario to give them an easy way into the rules. Army lists, a map and a basic scenario are provided as an introduction to the game.

Scenario Background

In a hidden valley not far from the border lies a small village as yet untouched by war. The recently gathered harvest will provide several weeks food and fodder for an army. It is also rumoured that a powerful weapon is hidden here - and so the two approaching armies have several reasons to invade the area.

Game Requirements

For this scenario players will need the two armies shown in the army lists here. These are the FURA01 and FURA02 starter armies of 250 points each. Players will need a few 15mm buildings. The HOB1 Small Hovel and Large Hovel from Alternative Armies are ideal plus the Large House from that same set. The Da Vinci Tank model from HOT101 would also be useful in this scenario or at least a marker to represent the vehicle. A playing area of 80cm x 80cm will suffice for play.

Game Set Up

Players will go through the usual Game Set Up process except that the terrain has already been specified for this battle so this part of the setup is not required. Players will use seven dice rather than the usual nine and allocate the dice to the Path, Approach and Events elements of the setup.

Terrain: In the exact centre of the battlefield the buildings will be placed plus a few small fields surrounded by walls or hedges. The hovels will be grouped close together with the larger building set a little apart. A couple of gentle hills will be positioned on the table and a few small wooded areas will also be placed.

Deployment

Players will use the unit cards and deploy their armies in the usual way so that initially the units identity is hidden from the opposing side.

Objectives

The objective for this scenario is to take and hold the village in the centre of the battlefield. Whichever army controls the village and prevents the other side from occupying it will win the battle. The village is divided into three locations, the village (represented by two or three hovels), the large house - and the war-machine.

The Village: This location represents the supplies of food that both armies seek. Taking and holding this area means that the army gains one Victory Point.

The Large House: This location contains an amount of wealth including cash and other valuables plus a book of drawings of mysterious machines and inventions. Taking and holding this area means that the army gains two Victory Points.

The War Machine: Mostly covered by a haystack and other farming detritus is a large wooden structure armed with a number of small cannon. An image of this object appears in the book of drawings and is described as a 'Turtle Car'. Taking and holding this area means that the army gains one Victory Point.

Defeating the Enemy: If both sides have scored the same number of Victory Points, the side that suffered the fewest losses of Army Morale Points will be declared the winner of the battle.

Holding an Objective: To hold an objective an army must have a unit in the location (i.e. the village) and that unit cannot be Disordered. Each location can only contain one unit at a time (of no more than eight stands). The unit in the location can be fighting an enemy unit in close combat that is not in the location and still count as holding.

The Battle Ends

The battle will end when one side has gained at least three victory points (i.e. the first army to gain three VPs). The first side to achieve this will be declared the victor!



The War Machine and other Curiosities

Although the 'Turtle Car' is in a sorry state of disrepair it has the potential to be a fearsome weapon of war. Careful studies of the plans (that can be found in the large house) might allow scholars to understand its operation.

The plans also provide the potential for gifted engineers to construct other engines of war, weapons that could perhaps change the face of warfare for good. Players will have to wait for later rules and miniature releases before these Renaissance Inventions can be deployed on the battlefield.

This section details the two armies that can be used in this scenario. These are equally pointed forces that provide players with balanced opponents. If players have additional forces they can add these to the units listed here but players will need to ensure that the forces still have equal points costs.

FURA01 French Army of the Great Italian Wars (250 Point Starter Army)			
Unit Title	Points Cost	Figure Composition	Number of Bases and Size
Swiss Pike (Vanguard)	117	MR4 x 12, MR5 x 36, MR9 x 6, MR7 x 2 (48)	12 Bases (40mm x 20mm)
Compagnies D'ordonnance	44	MRC12 x 12 (12)	4 Bases (40mm x 30mm)
Mounted Crossbows	6	MRC6 x 6 (6)	3 Bases (40mm x 30mm)
Mounted Crossbows	6	MRC6 x 6 (6)	3 Bases (40mm x 30mm)
Italian Shot Infantry	3	MR8 x 6 (6)	3 Bases (40mm x 20mm)
Italian Shot Infantry	3	MR8 x 6 (6)	3 Bases (40mm x 20mm)
Field Gun and Crew	36	MRX1 x 1, MRX7 x1 (5)	1 Base (40mm x 30mm)
Field Gun and Crew	36	MRX1 x 1, MRX7 x1 (5)	1 Base (40mm x 30mm)
	251		18 20mm x 40mm Bases 12 30mm x 40mm Bases

The French Army

This small French army is well stocked with experienced and well equipped troops, more than a match for any opponent in the open field of battle.



FURA02 Italian Army of the Great Italian Wars (250 Point Starter Army)			
Unit Title	Points Cost	Figure Composition	Number of Bases and Size
Romandiole Pike	30	MR20 x 30 MR7 x 2 (32)	8 Bases (40mm x 20mm)
Landsknecht Pike	46	MR26 x 30 MR28 x 2 (32)	8 Bases (40mm x 20mm)
Italian Crossbowmen	3	MR23 x 6 (6)	3 Bases (40mm x 20mm)
Italian Shot	3	MR22 x 6 (6)	3 Bases (40mm x 20mm)
Famiglia Ducale	32	MRC1 x 12 (12)	4 Bases (40mm x 30mm)
Famiglia Ducale	32	MRC1 x 12 (12)	4 Bases (40mm x 30mm)
Stradiots	12	MRC4 x 6 (6)	3 Bases (40mm x 30mm)
Stradiots	12	MRC4 x 6 (6)	3 Bases (40mm x 30mm)
Field Gun and Crew	36	MRX1 x 1, MRX7 x1 (5)	1 Base (40mm x 30mm)
Field Gun and Crew	36	MRX1 x 1, MRX7 x1 (5)	1 Base (40mm x 30mm)
FURA02	242		22 20mm x 40mm Bases 16 30mm x 40mm Bases

The Italian Army

This larger Italian army may not be able to boast the quality of many of the French units but it might have the numbers to steal the scenario objectives before the larger French units arrive.



Players should use the map provided here as a plan to set out their gaming table. An area no more than 80cm square will suit this scenario. Players can add a few features of their own if they like but players must ensure that the central village area is as shown on the map and players should also take care that both armies have a reasonably easy approach to the central area.

S.Danes. 2017.

Find out more about Furioso on the Alternative Armies website [HERE](#).

