

BOSS RUSH #1

v 1.1.31

“A veteran of many battles will likely have fitful dreams, from time to time.”

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More details can be found in WARSURGE Book 1. Core Rules.

PROLOGUE

This is a tale of a warrior and champion, a victor of many battles. Though courageous and rarely beaten, one thing that is not easily escaped is the subconscious, where dreams will pluck from experience. And so, on this night that the warrior wishes to sleep peacefully, they find themselves not able to do so. Whether these past battles were thrilling or are remembered as a nightmare, it matters not. The warrior must do battle once more, inside the boundaries of their very mind.

Logistics

Narrative Type	Solo	Map Size	2' x 2'
Number of Players	1	Theme	Fantasy / Fighting Monsters
Point Limit	Varies with each Stage	Playstyle	Standard
Unit Cap	1	Model Cap	1
Difficulty	Moderate	Perk Restrictions	Yes

Perk Restrictions: Perk Restrictions are detailed in Book 4. Narrative Games under Section 15.2. In addition, the 'Breach' Perk and Psychotic Perks are not permitted.

Environment: The playing area could cycle through terrain based on the location described in a Stage, or be a generic 'dream land'.

Models Needed: For playing this Narrative, you will need a large spider, 3-12 small spiders, a large snake, three skeleton knights on horseback, a dragon and a large demon. Any of these models can be proxied with your existing miniatures.

Beginning the Narrative: In this Narrative, you have a hero who goes on a series of adventures, reliving fights against massive monsters and villains. You must begin by making a roster worth 150pts (with a only a single model Unit). This roster is what you will use to face Stage 1.

Leveling Up Your Hero: As you progress through the Stages of this Narrative, you will increase your Point Limit. You can use this to increase stats, adjust perks, add or upgrade Weapons. For continuity and character consistency, you must obey the following guidelines:

- 1) Stats:** You can't lower your maximum HP. You cannot lower your Defence by more than one between each Stage. Move and Dash can't be lower than what you started with in Stage 1.
- 2) Perks:** You can remove any number of Unit Perks with a negative effect (represented with a negative Point Cost), but otherwise can only remove one beneficial Unit Perk between each Stage.
- 3) Co-Op:** If you want to turn this Solo Narrative into Party, divide the Point Limit by the number of players. Each player must have a single model Unit with an approximately equal Point Cost.



STAGE 1: Vidua

Prologue: A giant spider known as 'Vidua' was among the first great creatures fought by the warrior. She was a constant blight upon a settlement, dragging away victims to her cave and laying eggs into their unconscious bodies.

Objective: Using a profile worth 150pts, cause Vidua to become a casualty. The player Unit must also survive to the end of the Game Turn that Vidua is slain.

Time: Unlimited Game Turns.

Deployment: The player Unit can start anywhere in the Green Deployment Zone. Deploy Vidua (V) and the first Spiderling Swarm (S), then the player's Unit.

Turn Master: The enemy always goes first.

Enemy Tactics: Refer to the two Units below. Begin actions with the furthest Unit (Vidua to begin with on Turn 1), then the next closest Unit.

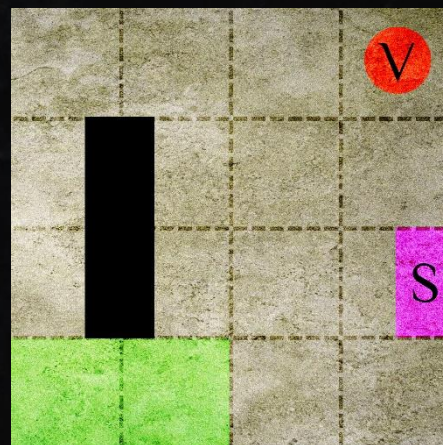
Vidua (Specific): Initially, this Unit will attack with Webbing as she attempts to engage the player Unit in a Melee. If Vidua is reduced to 4 HP or less, or the player is currently suffering 'Freeze' (cannot Move or Dash) or will suffer it on the following Game Turn, she will instead direct Movement away from the player Unit (she has the Unyielding Perk), using only its Webbing to attack and relying on Spiderling Swarms to engage the player Unit. In this situation, she will only use Venomous Bite if engaged in a Melee, trying to keep 9" away if able (and still maintain line of sight), and use Webbing. If all existing Spiderlings are casualties in the current Game Turn while at 4 HP or less, Vidua will attempt to engage a Melee until she is a casualty.

Spiderlings (Aggressive): One Unit will 'spawn' at their Deployment Zone each Game Turn during the Deployment Phase. Place the Spiderling as close as possible to the centre of their Deployment Zone. From here, the Unit will move toward and attack the player's Unit, engaging them in a Melee when possible.

Enemies: One Unit of 1 Vidua, Multiple Units of 1 Spiderling Swarm (1 new Unit appears each Game Turn via Summon Trait)

Map Data

2' x 2' Map



The Black Rectangle is a cave wall that blocks line of sight

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Vidua (V)	1	9"	9"	5	7	5+	5+	Dodge, Immunity I, Jumper, Unyielding	Specific

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Venomous Bite	1	0"	5	5	5+	AS	Poison, Weaken, Piercing Hit I
Webbing	1	18"	2	5	-	AS	Cripple II, Freeze

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Spiderling Swarm (S)	1+	4"	4"	2	3	6+	4+	Summon	Aggressive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Tiny Fangs	1+	0"	3	2	-	AS	-

Defeat: If the player Unit becomes a casualty, refer to Epilogue: Arachnophobia. If the player Unit slays Vidua but also becomes a casualty, refer to Epilogue: Night Terrors.

Completion: Once the Objective has been met, collect your Reward then proceed to Stage 2.

Rewards: The player's Unit has increased in power and experience, leveling up. The player's Unit has been increased from 150pts to 200pts. In addition, the player Unit removes all negative Perk effects, restores all lost HP, and restores all limited use Perks and Weapons. When adjusting the Unit's profile, refer to the guidelines on Page 1 of this Narrative.



STAGE 2: Emperor Cobra

Prologue: In a far-off land, the warrior ventured in search of legendary treasure. Protecting it was an augmented snake, created by powerful mystics for the purpose of guarding it. The warrior would not back down, for the treasure was sorely needed to face a great evil that threatened the entire world.

Objective: Slay the Emperor Cobra.

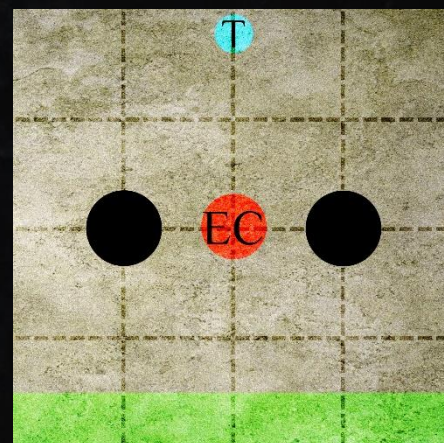
Time: Unlimited Game Turns.

Event: Collect the treasure at the blue circle (T) on the map before the end of the third Game Turn to gain an immediate benefit. At the start of the fourth Game Turn, the treasure will disappear and be unavailable. If the player is positioned within 2" of the treasure, they will collect it and can choose one of the following:

- 1) **Power Boost:** For the current Stage only, all Weapons receive +2 to Power.
- 2) **Full Recovery:** The player's Unit restores all lost HP, and for the current Stage is unaffected by Poison and Virus (unless the User has Immunity II).

Map Data

2' x 2' Map



The Black Circles are tall pillars that block line of sight

Deployment: Deploy the Emperor Cobra (EC) then the player Unit anywhere in the Green Deployment Zone.

Turn Master: The player always goes first.

Enemy Tactics: Emperor Cobra = Specific: For the first three Game Turns, the Emperor Cobra will position itself 4" away from the player, between the player Unit and the treasure (T), this occurs after the player's Movement due to the player always being the Turn Master in this Stage. After resolving all other Weapons, the Emperor Cobra will use Tail Swipe last, as a means of preventing the player from getting to the treasure. When it is the fourth Game Turn or later, or the player has acquired the treasure (T), the Emperor Cobra will instead attempt to engage the player Unit in a Melee.

Enemies: One Unit of 1 Emperor Cobra

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Emperor Cobra (EC)	1	9"	9"	6	10	4+	5+	Unyielding	Specific

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Venom Spit	1	18"	3	6	3+	AS	Poison
Emperor Fangs	1	4"	5	8	4+	AS	Virus, Cripple I, Piercing Hit I
Tail Swipe	1	6"	1	10	2+	AS	Knockback II

Defeat: If the player Unit is slain, refer to Epilogue: Hiss in the Dark

Completion: Once the objective has been met, collect your Reward then proceed to Stage 3.

Rewards: Beyond a locked vault the player's Unit has acquired a mythical treasure, greatly increasing their power. The player's Unit has been increased from 200pts to 300pts. When adjusting the Unit's profile, refer to the guidelines on Page 1 of this Narrative.

The player Unit removes all negative Perk effects, restores all lost HP, and restores all limited use Perks and Weapons.



STAGE 3: Chill of the Grave

Prologue: In a land covered with swamps, dark forests and far more graveyards than villagers, a township was haunted by undead knights. Once sworn to justice, they were slain dishonourably in life and cursed by their enemy. They then wandered the world in agony, slaying the innocent and guilty alike. The warrior was journeying through the region and accepted the task of ending their torment.

Objective: Slay the three Undead Knights.

Time: Unlimited Game Turns.

Deployment: Deploy the enemy Units (marked as K1, K2 and K3) then Deploy the player Unit in the Green Deployment Zone. K3 has a bow, K1 and K2 have spears. See the list of Weapons the Undead Knights wield below the 'Enemies' heading.

Turn Master: The player always goes first.

Enemy Tactics: Undead Knight = Specific: Resolve the closest Undead Knight to the player Unit first (if same distance, resolve in any order). The two Undead Knights with Ether Spears will both dedicate Movement toward and target the player Unit, engaging in a Melee if possible but positioning to allow line of sight for the other Undead Knight to use the Shrieking Bow. If a Knight is reduced to 2 HP or less, it will attempt to leave the Melee, moving away as far as possible and out of line of sight if able to do so. It will use Regenerate while moving away, until it has been restored to full HP. Once at full HP, they will resume original behaviour.

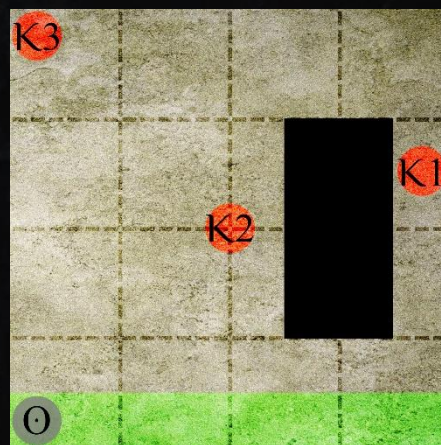
Note that Undead Knights will use Regenerate as soon as possible once they have lost any HP. This can occur once per Game Turn before or after any action (Move, Attack or Dash).

The Undead Knight with the Shrieking Bow will remain stationary to shoot with the bow. It will never relocate from this position unless engaged in a Melee. It will use the Spectral Blade if engaged, but with the Unyielding Perk, will attempt to relocate to the opposite end of the map as soon as possible, marked with (O), south of its starting location in the Green Deployment Zone.

Enemies: Three Units of 1 Undead Knight. Two Models have Ether Spears, one Model has a Shrieking Bow. All of them have one Spectral Blade.

Map Data

2' x 2' Map



The Black Rectangle is a villager's house that blocks line of sight

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Undead Knight (K1, 2, 3)	3	12"	6"	5	5	3+	5+	Regenerate, Unyielding	Specific

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Spectral Blade	3	2"	3	5	4+	AS	Burn, Wane
Ether Spear (K1 & K2)	2	5"	5	5	4+	AS	Burn, Wane
Shrieking Bow (K3)	1	36"	2	5	2+	HV	Burn, Unwieldy, Fugue, Wane

Defeat: If the player Unit is slain, refer to Epilogue: Cursed Scars.

Completion: Once the objective has been met, collect your Reward then proceed to Stage 4.

Rewards: The player's Unit has increased in power and experience, leveling up. The player's Unit has been increased from 300pts to 400pts. When adjusting the Unit's profile, refer to the guidelines on Page 1 of this Narrative.

The player Unit removes all negative Perk effects, restores all lost HP, and restores all limited use Perks and Weapons.



STAGE 4: Dragon Fire

Prologue: Above the sound of burning buildings and screams of victims, the thunderous flapping of wings could be heard. A powerful dragon attacked a village the warrior was visiting. This creature was an intelligent, cunning destroyer of those it declared to be unworthy... which was mostly 'lesser races and mortal filth'. The warrior saw this reptile as a challenge to overcome.

Objective: Slay the Dragon.

Time: Unlimited Game Turns.

Deployment: Deploy the Dragon marked (D) then Deploy the player Unit in the Green Deployment Zone.

Event - Burning Debris: There are several fires blazing on the Battlefield, represented as orange flame markers on the Map. Each time the player Unit stands, makes Movement through or suffers Knockback through a Burning Debris marker, they automatically suffer an application of 'Burn', as described by the Burn Perk: *"The Target is afflicted with Burn. At the end of each Game Turn, the Target loses 1 HP with no Saves allowed."* The Dragon is unaffected by Burning Debris.

Turn Master: The enemy always goes first.

Enemy Tactics: Dragon = Specific: It will dedicate Movement along the perimeter of the map (refer to map) and target the player Unit. If the player Unit engages the Dragon in a Melee, it will make Movement (Moves and Dashes) away as soon as possible (thanks to the Unyielding Perk) and attack from a distance, continuing on its path as referenced on the Map. If no HP Loss is inflicted on the player's Unit during its full lap around the Battlefield, it will adopt a Melee focused approach. Note that the Fiery Breath can only be used every second Game Turn, due to Countdown I and Recharge I.

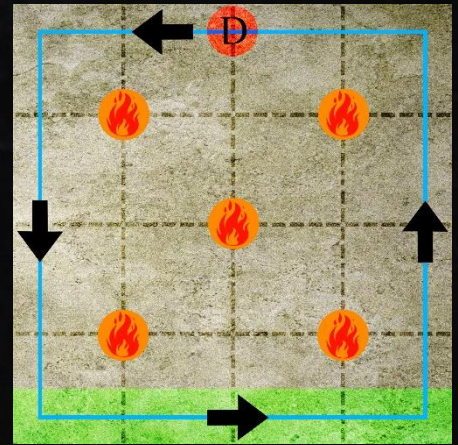
The Dragon will use Draconic Claws whenever the player Unit is within range of this Weapon. If the Dragon has adopted a Melee focused approach (as mentioned in the previous paragraph), it will still use Howling Winds, but will pursue the player Unit and engage them in a Melee again when able to do so.

The Dragon will always attack with Howling Winds last from its available Weapons.

Enemies: One Unit of 1 Dragon

Map Data

2' x 2' Map



Blue Line and Black Arrows indicate the path and direction the Dragon will fly

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Dragon (D)	1	12"	12"	6	8	3+	4+	Airborne, Dodge, Evasive, Unyielding, Fire Resist I	Specific

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Draconic Claws	1	5"	5	6	3+	AS	Protean I
Fiery Breath	1	24"	3	6	-	AS	Piercing Hit II, +Power II (D6), Recharge I, +Attacks II (D6), Countdown I
Howling Winds	1	36"	5	5	-	AS	Cripple II, Stun, Freeze, Knockback II

Defeat: If the player Unit is slain, refer to Epilogue: Smoke and Ashes.

Completion: Once the objective has been met, collect your Reward then proceed to Stage 5.

Rewards: The player's Unit has increased in power and experience, leveling up. The player's Unit has been increased from 400pts to 500pts. When adjusting the Unit's profile, refer to the guidelines on Page 1 of this Narrative.

The player Unit removes all negative Perk effects, restores all lost HP, and restores all limited use Perks and Weapons.



STAGE 5: The End of All Things

Prologue: A powerful otherworldly creature had manifested in the mortal realm. Having destroyed the centre of a city with its arrival, the world stood still in sheer horror of the doom that awaited them. However, the warrior was near and ready to fight. All would be doomed to darkness or saved by a single soul.

Objective: Slay the Demon Lord. The player Unit must also survive the Game Turn that the Demon Lord is defeated.

Time: Unlimited Game Turns.

Deployment: Deploy the Demon Lord in the location marked as (L), then Deploy the player Unit in the Green Deployment Zone.

Event: There is a central pillar of netherworld energy. Any Unit that passes through or enters the pillar will receive D6 HP Loss with no Saves for each Game Turn they are in or passing through it. This applies for both the player Unit and the Demon Lord. The Demon Lord will always go around the pillar (and not through it) with its Movement, even if the player is in the pillar.

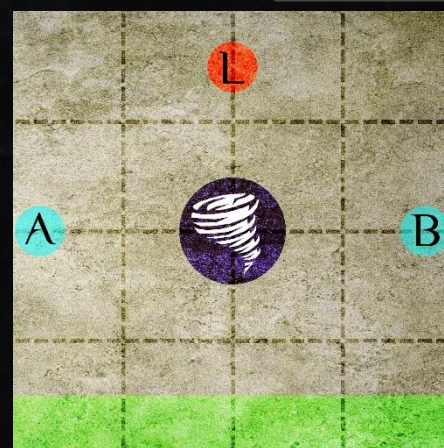
Turn Master: The enemy always goes first.

Enemy Tactics: Demon Lord = Specific: The Demon Lord dedicates all Movement toward the player's Unit to engage them in a Melee, striking them with the Demon Blade. After using the Demon Blade, the Demon Lord will use Kinetic Slam and attempt to position the player's Unit into (or toward) the central energy pillar. When it is Game Turn 4, the Demon Lord will not Move but use Blink III in the Move Phase to teleport to either location A or B (if the player Unit is in the right half of the Map, the Demon Lord will go to position A, or position B if the player is in the left half). During Game Turn 4's Attack Phase, the Demon Lord will use Black Meteor on the player Unit (followed by other Weapons in range if the player Unit survives). Note that Blink does not count as Movement, so the Black Meteor will be usable. If the Demon Lord cannot use Blink, it will not use Black Meteor, and will try again in the following Game Turn.

Enemies: One Unit of 1 Demon Lord

Map Data

2' x 2' Map



The Purple Circle is the energy pillar. It can harm both the player Unit and Demon Lord

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Demon Lord (L)	1	9"	9"	7	10	4+	3+	Blink III, Unyielding	Specific

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Demon Blade	1	6"	10	8	-	AS	Piercing Hit II
Kinetic Slam	1	24"	1	9	2+	AS	Force II
Black Meteor	1	48"	10	10	2+	HV	Devastate I, Use I, Countdown III, Negate AEGIS, Penetrate IV

Defeat: If the player was a casualty due to 'Black Meteor', refer to Epilogue: Apocalypse. If the player Unit is a casualty in the central energy pillar, refer to Epilogue: Eternity of the Dead. If the player was defeated the same Game Turn as the Demon Lord, refer to Epilogue: Nowhere to be Found. If the player Unit is a casualty, refer to Epilogue: Remnant of Darkness.

Completion: Go to Epilogue: Dream Conqueror.



EPILOGUE

Arachnophobia

Spider eggs continue to hatch and Vidua looms above you, readying herself for the killing strike. You roll and dodge several of her attacks, but more spiderlings swarm over you, inhibiting your movement. Struggling to free yourself, she bites down with her fangs into your body at lightning speed.

At this moment you awake and roll out of the bed. It wasn't a good night's sleep, but you feel like eggs for breakfast.

Night Terrors

Vidua collapses from your attacks, but the damage has taken its toll, making you sluggish and weak. To make matters worse, hundreds of spider eggs all begin to hatch; the creatures soon swarming toward you. Dragging you down and making movement impossible, you begin to scream. The scream continues as you wake, drenched with sweat and muscles cramping from extreme tension.

Sitting upright, you look around then fall back into bed. Still shivering at the nightmare that just occurred.

Hiss in the Dark

Your body is flung through the air from a powerful strike by the Emperor Cobra's tail. Slithering and hissing, it makes a zig zag motion toward you, spitting more of its venom as it closes the distance. Taking cover behind an ancient pillar, you notice everything goes quiet.

Suspicious of a sly tactic, you search the room. Looking above you, the open mouth of a snake awaits. With blinding speed, it drops onto you.

Waking up with heavy muscle fatigue and perspiration, you find yourself thrashing at an imaginary snake hanging from the ceiling. After you stop for a second and gather your senses, you cannot see it and realise that it was not real. Looking at your shaking hands, you lay back on the pillow and reflect, counting yourself lucky that this was not your true fate.

Cursed Scars

The burns from the cursed weapons take their toll, as you feel your spirit itself being seared by the flaming blue weapons of the Undead Knights. The rattling of bones, the shrieks of the damned along with the hollow neighs of the skeletal horses echo in a delusional wave through your mind; a mind that already swims with fatigue and pain. A knight with a raspy voice utters something in a language you do not understand and prepares its weapon for a stabbing attack. It drives the blade deep into your chest, and you feel a change... the flesh on you begins to melt and you hear the call of a sinister force, granting you visions of merciless murder. You can feel it fighting to seize control of your will.

At this moment you wearily awake from your slumber. You run your hand along an old scar, one made by the blue flame of the undead knights you had slain years ago. You look twice when you thought you saw a faint blue glow in the old wound.

Smoke and Ashes

The dragon laughs as you stumble, shouting a barrage of insults. "You thought you could best me? ME? You are NOTHING to ME! I've killed champions twice your calibre!"

At this moment, you see plumes of smoke and heat come from the dragon's nostrils. It inhales deeply, ready to incinerate you and the surrounding area. Seeing an opportunity to strike a weak spot, you feel powerless, slow and weak, unable to lift your weapon to make an opportunistic strike. As if in slow motion, you struggle against your inevitable death. The flames rush toward you and you briefly feel unbearable heat before your nerves are completely destroyed.

Suddenly you wake. Half asleep, a low rumble in the distance reminds you of a dragon's roar.

Remnant of Darkness

Lunging forward with a massive slash of his blade, the Demon Lord created a massive gash in your gut and sent you flying into a wall. Slumped on the ground, the manifested interdimensional being now gripped you by your neck in its clawed hand.

“Look around you mortal. All you see here will be left in ruin. I will craft a throne from your living flesh, where the souls you failed to save will bow, grovel and beg at my feet. I will shatter your spirit, forcing you to watch the fruits of your failure until time itself comes to an end.”

The Demon Lord then let out a laugh that seemingly reverberated across space and time itself. At this moment you awake thrashing in your bed. Looking around the room, you see nothing but the flicker of a shadow outside. Opening the window, there seemed to be a pair of eyes watching from a distance. They promptly disappear, shortly followed by the sudden howl of a frigid wind.

Apocalypse

The Demon Lord summons a massive, burning boulder from the sky above and hurls it at you. Standing in shock from the sheer size of the rock, you are unable to move or escape. As the meteor makes impact, you awake violently and physically tumble out of bed, landing on the floor below. A heavy object on the bedside table falls and breaks upon your head, knocking you out until the morning. The following day, your headache is so severe that it requires magical assistance to remedy.

Nowhere to be Found

Exchanging a series of deadly blows, both you and the Demon Lord relentlessly attack with little regard for your own safety or preservation. After a few seconds of staring each other down, you simultaneously collapse. You can feel the earth shift and swallow both you and the corpse of the Demon Lord into its maw. The darkness then overtakes you...

Suddenly, you find yourself in a field in the dark of night. Looking around, you see the light of your room in a distant building, and at your feet the corpses of several malevolent creatures. It seems that killing in your sleep is a new thing for you.

Eternity of the Dead

After a few seconds, the burning pain of the energy pillar becomes as nothing, due to the absence of your disintegrated body. You find your consciousness being dragged into the sky and as your soul rushes skyward with hundreds of others, you feel that all reality becomes peaceful, if not pointless... then you find yourself arriving in an unfamiliar destination. There is a massive expanse of nothingness, perhaps an ocean, with a distant orange light, illuminating the serene waters beneath which appear to be a gentle purple. While admiring the view, something taps your shoulder from behind. Turning around, you see a huge mass of humanoids, monsters and other creatures. You soon realise they are all creatures you have slain in your long, violent career. One clears its throat and demands an apology. All the other creatures raise their voice and demand the same. You then wake from your slumber. You aren't tired but genuinely confused as to whether you may have hidden guilt or regret.

Dream Conqueror

After landing the killing blow, an unholy energy bursts from the Demon Lord's body, parting the clouds and shaking the earth. You stand triumphant, and roar in victory. The cowering populace realises they have been saved, and also erupt into cheers and shouts.

At this moment you finally awaken from your slumber, perhaps a little tired but feeling mentally focused and sharp, confident in your abilities and accomplishments of the past. The morning light shines, and today is a new day, one that was purchased with a battle of the ages.

Your next quest is somewhere over the hills. The journey shall continue on.

CHALLENGES

Pest Control: Arachnids

In Stage 1, slay at least 5 Units of Spiderling Swarms then complete the Stage.



Creepy Crawlies

In Stage 1, slay Vidua without inflicting any HP Loss on Spiderling Swarms.



The Emperor's Old Groove

In Stage 2, acquire the Treasure on the first Game Turn.



Grim Reaped

In Stage 3, cause all Undead Knights to be casualties during the same Game Turn.



How to Maim your Dragon

Defeat the Dragon in Stage 4 before Game Turn 4 begins.



This Belongs to You

In Stage 5, use the Reflect Perk against the Demon Lord's Black Meteor and by doing so, cause the Demon Lord to become a casualty.



Deep-Fried Demon

In Stage 5, cause the Demon Lord to suffer HP Loss from the central energy pillar.



That's the Best You Can Do?

In Stage 5, survive being struck by the Black Meteor and successfully complete the Narrative.



Always Angry

Successfully complete the Narrative with the 'Berserk' Unit Perk equipped in every Stage.



Good ol' Trusty

Have at least one Weapon in your Roster that is used in each Stage and never altered throughout the Narrative. Complete the Narrative, and cause at least 1 HP to be lost in each Stage with this Weapon.

