

# ***BARD ROOM BRAWL***

**May 24th, 2025**

Schedule	
<b>Game 1</b>	<b>10:00 AM - 12:00 PM</b>
Lunch	12:00 PM - 12:30 PM
<b>Game 2</b>	<b>12:30 PM - 2:30 PM</b>
<b>Game 3</b>	<b>2:45 PM - 4:45 PM</b>
Awards	5:00 PM

We'll be using all the rules from the Kings of Memphis 5 Event Pack:

- 2020 Points.
- Free Bard.
- Command Dice with 3 free **RED** dice.
- No Withdraw.
- No Allies.
- KOM 5 Scenarios.
- Counter Charge Scoring System.

And with the following tweaks:

- 120 minute round times.
- You may choose a new Bard at the start of each game.
- No soft scores.



Bard <i>Troubadour of Tempo</i>					Hero (Large Infantry) Spellcaster: 1				
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	4	2	1	3	11/13	180
<b>Special Rules:</b> Nimble, Stealthy									
<b>Guitar Duelist:</b> When engaged with another Bard they count as having 9 attacks.									
<b>Spells:</b> Hex (2), Surge (4), Wind Blast (4)									
<b>Bardic Motivation:</b> Unless disordered, immediately before giving the Bard a Movement order, pick <i>one</i> song for the Bard to sing and roll <i>three</i> dice. If any of the dice score a 4+, the Bard gains the Special Rule until the start of its following Movement Phase. Each song may be <i>attempted once</i> per game.									
<ul style="list-style-type: none"> <li>• <i>All Snook Up:</i> Aura (Pathfinder)</li> <li>• <i>Blue Invade Shoes:</i> Aura (Wild Charge +1)</li> <li>• <i>Cry Me a Pivot:</i> Aura (Nimble)</li> </ul>									

Bard <i>Minstrel of Mail</i>					Hero (Large Infantry) Spellcaster: 1				
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	4	2	1	3	11/13	180
<b>Special Rules:</b> Nimble, Stealthy									
<b>Guitar Duelist:</b> When engaged with another Bard they count as having 9 attacks.									
<b>Spells:</b> Barkskin (4), Heal (4)									
<b>Bardic Motivation:</b> Unless disordered, immediately before giving the Bard a Movement order, pick <i>one</i> song for the Bard to sing and roll <i>three</i> dice. If any of the dice score a 4+, the Bard gains the Special Rule until the start of its following Movement Phase. Each song may be <i>attempted once</i> per game.									
<ul style="list-style-type: none"> <li>• <i>The Kill is Gone:</i> Aura (Stealthy)</li> <li>• <i>Ring of Quagmire:</i> Aura (Phalanx)</li> <li>• <i>Great Walls of Abbetshire:</i> Aura (Spellward)</li> </ul>									

Bard <i>Balladeer of Battle</i>					Hero (Large Infantry) Spellcaster: 1				
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	4	2	1	3	11/13	180
<b>Special Rules:</b> Nimble, Stealthy									
<b>Guitar Duelist:</b> When engaged with another Bard they count as having 9 attacks.									
<b>Spells:</b> Bane Chant (2), Lightning Bolt (4)									
<b>Bardic Motivation:</b> Unless disordered, immediately before giving the Bard a Movement order, pick <i>one</i> song for the Bard to sing and roll <i>three</i> dice. If any of the dice score a 4+, the Bard gains the Special Rule until the start of its following Movement Phase. Each song may be <i>attempted once</i> per game.									
<ul style="list-style-type: none"> <li>• <i>Awake and Astride:</i> Aura (Strider)</li> <li>• <i>Fury Chicken:</i> Aura (Fury)</li> <li>• <i>Sole Man:</i> Aura (Elite (Melee))</li> </ul>									

Terrain Feature	Height
Forests	10
Blocking Terrain	10
Hills	3
Obstacles	2
Difficult Terrain	1

