

The Cost Of Defiance

An official scenario for 2 players, 250 to 285 points.

Cren grimly wiped his axe clean. Dark crimson blood soaked into the snow where the Delgon bodies lay crumpled. The ambush had been swift and effective and the supplies they had liberated would be a great relief for the small band of resistance that he had been staying with for the last few weeks. The yirnak they had captured would also be useful, either as pack beasts or if all else failed they could be slaughtered for food. Just as the draals had finished rummaging through the Delgon remains and started to lead the yirnak back home a deafening, guttural cry echoed across the snow.

Forces

Empire

1 x Cren Blaak
1 x Engu Garosa
1 x Engu Harpoon
3 x Engu Axe
1 x Engu Garosa
3 x Engu Draal
2 x Yirnak

Dhogu

1 x Tak Sirahn
4 x Setir Skerrat
2 x Yartain

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a few snow drifts and rocky outcrops scattered around. The Empire player deploys their models as a single group (deploy one model and then all other models within its Command Range) in the centre of the table. The Dhogu player deploys their models in one or more groups, at least 12" from any Empire models.

Victory Conditions

The Empire player wins if they can drive the attacking forces away by killing Tak Sirahn or both yartain.

The Dhogu player wins if they can kill Cren or both yirnak.

Special Rules

The yirnak count as Empire models.

The Draals all gain the Beast Handler(1) ability for the game.

Abilities

Beast Handler (x) [L]: Activate up to X *Friendly Beasts*.

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