

Impure Science

An official scenario for 2 players, 290 to 390 points.

Belomoch had never dreamed that her experiments could be applied to anything other than pure research. While plenty of garkrid and small creatures had perished during her trials and she had applied her mechanical grafts to her own arm, she was horrified that the Delgon had so corrupted her work!

While she dug around in the depths of the machine, the poor Delgon's body still cooling in the snow, an icy wind started to blow in off the mountains, bringing with it a light sprinkling of snow. The small flakes sizzled as they settled on the machinery.

Belomoch's escorts readied their immaculately cared for weapons... they were no longer alone.

Forces

Empire

1 x Belomoch dre Hearne
2 x Automata
1 x Toloran Rider Captain
2 x Toloran Rider
1 x Guard Captain
1 x Imperial Standard
1 x Guard Captain
2 x Guard Crossbow
2 x Noble Guard

Dhogu

1 x Tak Sirahn
6 x Setir Skerrat
1 x Dhogu Archer
2 x Dhogu Bow
1 x Dhogu Captain
5 x Dhogu Spear

Extra Miniatures

Delgon

1 x KalMalog

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, along with a disabled KalMalog. 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 capture sufficient information from the damaged KalMalog. The Dhogu will flee if they lose any two Elites. The Empire will flee if they lose Belomoch and at least two Elites.

Roll one dice for each piece of salvage retrieved by the Empire player at the end of the game and add them up to give the total. If Belomoch survived then you may re-roll any number of dice once.

If the total is 10 or more then the Empire player achieves a minor victory. If 15 or more then they achieve a major victory!

Special Rules

Belomoch is studying the destroyed KalMalog strider. Each turn Belomoch can extract one piece of salvage from the KalMalog wreckage if she stands adjacent to it and sacrifices her basic movement. Each piece of salvage can be treated as an object and can be transferred as normal.

Whenever a Dhogu Troop model is removed as a casualty, set it to one side. During the end phase the Dhogu player may redeploy these models anywhere on the table at least 9" from any Empire models.

Individual Empire models may voluntarily flee if there are no enemy models within 9" during the end phase. Any salvage

they are carrying counts as having been retrieved.

If the Empire flee then cast a stone for each piece of salvage in their possession at that time, it is retrieved on a success.

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