

Defend The Boat

A experimental scenario for 2 players, 300 to 390 points.

It is a long slog getting your boat over to Gar Loren. Luckily, you have managed to hire a couple of Dhogu Sprogs and their Yirnak, which is a major help. Losing them would be a blow, so you ensure they are well protected at all times. You have set up camp in the outskirts of the Naralon forest, but as the sun rises there is a scream from one of the scouts...

Forces

Attacker

Pick a 300 points force (use the player's list, excluding their boat (if they have selected one)).

Defender

Pick a 350 points non-Kedashi/Devanu force (the list must include a single boat), and add the below extra models:

Dhogu

2 x Yirnak

2 x Dhogu Sprog

Set Up

The defending player set up their force near the centre of the board. The boat is placed near the camp and the Yirnak are tethered to one of the trees. The Yirnak are accompanied by two Allied Dhogu Sprogs.

The attacking player does not deploy initially. When their Initiative Counters are drawn they may deploy a single group (deploy one model and then all other models in the force within its Command Range) anywhere on the table at least 9" from any Enemy models.

Players may activate models even if not all their models have been deployed.

Victory Conditions

Each player will flee individually if they lose more than half their Elites.

The attacker achieves a major victory if they can force the defender to flee or if they destroy the boat. They can achieve a minor victory if they kill both Yirnak, even if they then flee.

The defender achieves a major victory if they can repel the attackers and keep both the boat and Yirnak alive. They can achieve a minor victory if they repel the attackers and the boat has not been destroyed.

Boons: Gain one Boon for a minor victory, and two Boons for a major one, to be rolled on the Boons table before the final game.

Binds: If the boat has been heavily damaged, the defender gains one Bind, to be rolled on the Binds table before the final game (D4 then D6).

Special Rules

The boat may not be moved. It may only be attacked in close combat. It casts no Combat Stones. If blows are landed on the boat, do not make any Toughness saves immediately. Instead, mark the boat with one damage for each blow landed. At the end of the game, if they do not flee the defending player can inspect the damage and attempt repairs. Roll one dice for each damage and remove it on a 3+. If any damage remains then the boat has been too heavily damaged to repair then and there.

The Yirnak can be activated by a model with Beast Handler[L] from either side. They will always attack if engaged in combat and cast 2 Erac and 1 Oran.

Special Models

Dhogu Sprog: Dhogu - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 5+, CR: 3", Size: small (30mm); Abilities: Beast Handler (1) [L], Evasive [C], Ranger [T]

Domesticated Yirnak: Dhogu - Core; Beast; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Instinctive (2, 1) [T], Powerful [C], Ranger [T], Untrained [T], Very Strong [T]

Abilities

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

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

Untrained [T]: This model may not be Activated Directly.

Very Strong [T]: This model counts as a Large model for pulling a Log Wagon or a Belderak Bombard.

Source: Twilight Day Summer 2022

Author: Frédéric Fiquet, adapted from an original scenario by Mike Thorp