

The Broodmother

A play test scenario for 2 or more players, 300 points.

Capture Setir Skerrats while avoiding being ripped to shreds by the The Broodmother.

Extra Miniatures

Wild Creature

1 x Skerrat Broodmother

16 x Setir Skerrat

Marker

12 x Tunnel Entrance

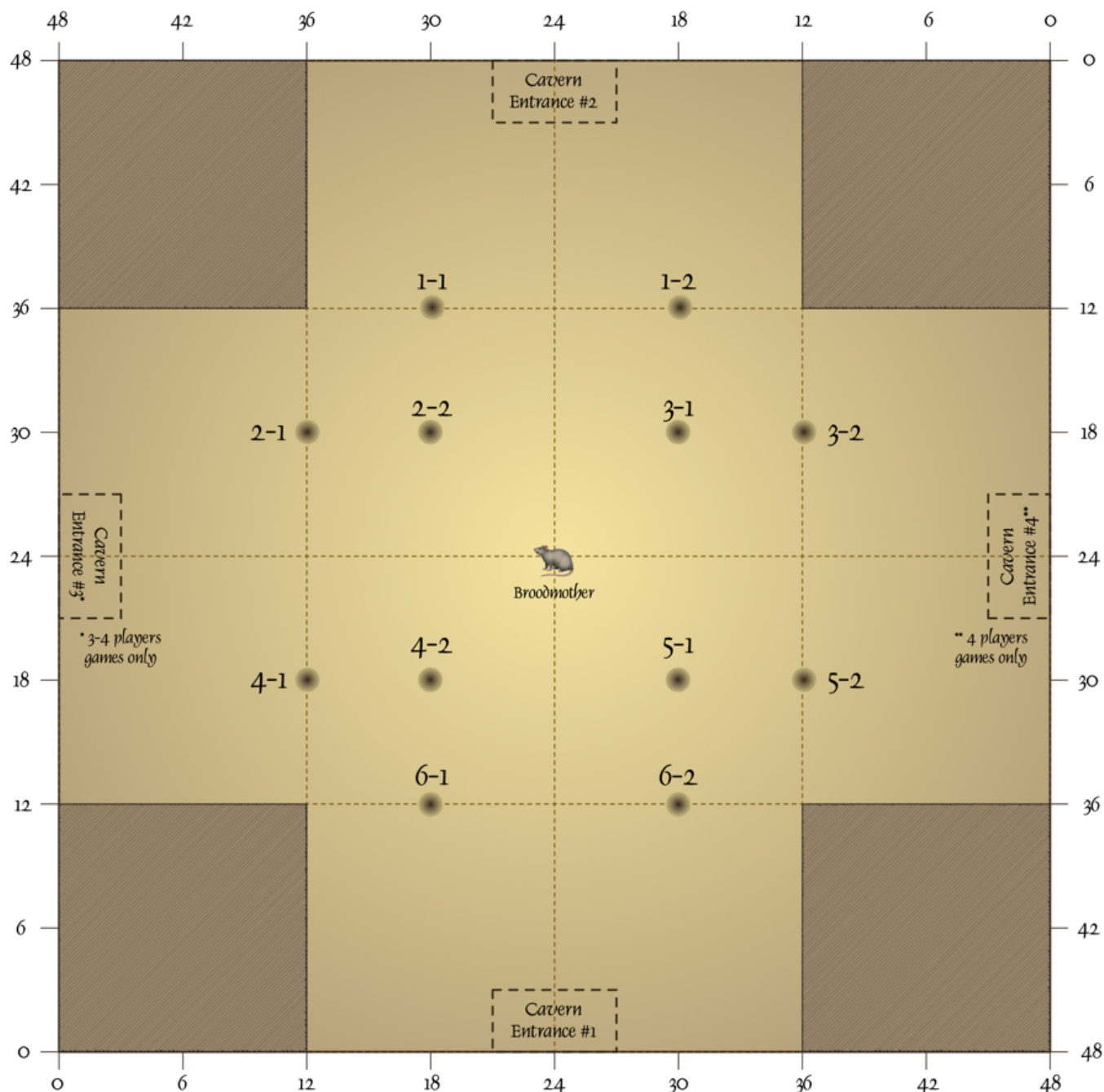
1 x Prey Marker

Set Up

The The Broodmother lives in a large roundish cavern with two entrances. The Setir Skerrats spend most of their time hidden in a network of tunnels under the floor, their entrances hidden amid the rubble. To simulate this, divide a medium (4 x 4 feet) playing area into 16 squares, and mark the 4 corners squares as impassable. Mark the entrances to the cavern as 6" openings in the middle of opposite sides of the board (for 3 or 4 players, open the other sides of the cavern as well).

Place the The Broodmother in the middle of the board.

The players draw Initiative Counters to deploy. When their Counter is drawn a player may place all their models as a single group (deploy one model and then all other models in the force within its Command Range) at one of the cavern's entrances (i.e. as close to the board's edge as possible), at least 8" away from any other models.



Victory Conditions

End Game: If the The Broodmother is killed, any remaining Setir Skerrats flee and the game ends immediately. Otherwise, continue until all models have left the table.

Setir Skerrat haul: Each live Setir Skerrat taken off the board is worth 3 victory points. Setir Skerrats killed by Beasts will be used for their pelts and bring 1 victory point. The player with the most victory points wins the game.

Killing the The Broodmother: It is bad luck to kill a The Broodmother. A player that kills the The Broodmother loses 3D6 victory points.

Special Rules

Adding Setir Skerrats to the board: At the start of each turn, roll a D6 and a D2. The result (1-1 to 6-2) identifies one of the potential tunnel entrances - place a tunnel entrance marker there. D3 Setir Skerrats push aside the stones that were keeping the tunnel concealed and pop out of it (place them in contact with the tunnel entrance token, as close to the The Broodmother as possible).

Capturing a Setir Skerrat: Run a regular combat. If the Setir Skerrat fails a Toughness save, it is considered captured (but not killed). Once captured, the Setir Skerrats are treated as Unwieldy[T] Objects. Beasts aren't subtle and will always kill Setir Skerrats in combat. They may carry Setir Skerrat bodies (whether alive or dead), but drop them after moving.

Activating the The Broodmother: The The Broodmother activates at the start of each Combat Phase. If the The Broodmother is engaged in combat with a model holding a Setir Skerrat, it will remain so. If not, it will move towards such a model if there is one (roll a die to determine which model she picks). If there are no such models, the The Broodmother will move towards the closest Enemy model. In all cases, it will use its Leadership Ability to activate as many Setir Skerrats as possible.

Activating the Setir Skerrats: A Setir Skerrat activated via the The Broodmother will try to join an existing combat if possible, and will join the The Broodmother in combat if possible. If there is no such combat within range, it will move towards the closest Enemy model.

The The Broodmother and Setir Skerrats in combat: Either player may use a Combat Activation to attack with either the The Broodmother or a Setir Skerrat.

Fleeing: Any model may leave the cavern by reaching one of the entrances (on the board edges). Players cannot be forced to flee.

Special Models

Prey Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

Tunnel Entrance: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: small (30mm)

Authors: Frédéric Fiquet & Tami