

The Wandering Engineer

An official scenario for 2 players, 250 to 280 points.

A Fubarnii Engineer is a precious commodity and a significant status symbol for their adopted settlement. This prestige however, is coupled with the burden of protection, not made easy by the common engineer's trait of wandering off to ruminate on ideas and experiment.

On this particular occasion a small band of Fubarnii militia, assisted by a detachment of knights, have managed to track down old Engineer Beru with his experimental derak in tow. As they near the safety of the village, a Devanu Kopa on his way back from an unsuccessful hunt spies new prey and launches a surprise attack. The Fubarnii must protect Engineer Beru and deliver him to the safety of his cottage.

Forces

Empire

1 x Knight Captain
2 x Knight
1 x Militia Captain
5 x Militia
1 x Engineer Beru

Devanu

1 x Devanu Kopa
3 x Grishak

Set Up

The encounter takes place on a small (3 x 3 feet) playing area. The Engineer's home is placed near one edge of the playing area. The Empire player then deploys his models in a single group (deploy one model and then all other models in the force within its Command Range) at least 18" from the Engineer's home.

The Devanu player deploys his models in one or more groups (deploy one model and then as many other models as you like within its Command Range) anywhere on the table, but keeping all his models at least 18" away from any of the Empire models.

Victory Conditions

The Empire player wins if he can escort Engineer Beru to the safety of his home. Engineer Beru may enter his home if he can move adjacent to the building's door.

The Devanu player wins if he can kill Engineer Beru and the Devanu Kopa escapes from the table. If he fails to escape from the table then the game is a draw.

The Empire player will not flee. The Devanu player will flee if the Devanu Kopa is killed.

Variations

Campaign Mode: This scenario can be played as the first scenario of a mini campaign, the next scenarios being "The Journey Home" followed by "Cornered".

- If the Empire win then they may field Engineer Beru in the final game.
- If the Devanu win they may field an additional Grishak or Kosok in the final game.

Source: Chronicles of Anyaral

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