

Balance Of Power

An official scenario for 2 players, 260 to 280 points.

While most conflicts within Gar Loren are dealt with using diplomacy and bureaucracy, there are some Noble families who will use whatever tools are available to them to further their position, not shying away from using lies, poisoning or even brute force.

It is not uncommon for nobles to fall under attack from common assailants hired by their opponents, even within the relatively safe streets of the city. It is at these times that the nobleguard must prove their worth.

Forces

Empire

1 x Imperial Standard
2 x Guard Captain
7 x Noble Guard

Empire

1 x Mounted Militia Captain
5 x Militia
4 x Slinger
1 x Mounted Reyad
3 x Light Cavalry

Set Up

The encounter takes place on the streets of Gar Loren, so the table should have a few buildings and other obstructions such as piles of crates or ornate fountains.

The Noble player deploys his models in a single group (deploy one model and then all other models in the force within its Command Range) close to the centre of the board. The Empire player then deploys his models in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 12" from any models from the Noble force.

Victory Conditions

The Empire player wins if he can kill the Noble.

The Noble player wins if he can force the Empire player to flee.

The Empire player will flee if they lose more than half their Elites. The Noble player will not flee.

Special Rules

The Noble is caught by surprise and may not use any Initiative Counters that are drawn to activate models until after the first Combat Phase.

Source: Chronicles of Anyaral

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