

Beneath the Howling Canopy

A play test scenario for 2 players, 155 to 240 points.

Arlon never felt comfortable this close to the forest, where the broad river curved deep beneath the canopy of the trees. They had always passed safely, even if they occasionally had to deter wild beasts, but recent rumours made him nervous and he was still shaken by the earlier attack.

Suddenly, a wild howling erupted around the boat, echoing across the still waters...

Forces

Empire

1 x Riverfolk Captain
1 x Riverfolk First Mate
4 x Riverfolk Crew
1 x Riverfolk Bolas
1 x Steamboat
2 x Barge

Kedashi

1 x Trebarnii Howler Bristleback
4 x Trebarnii Howler
2 x Seldoath
1 x Barge

Extra Miniatures

Marker

6 x Large Tree
8 x Cargo Token

Set Up

The encounter takes place on a broad river. The river should be medium (4 x 4 feet) playing area and is all treated as shallow water. Starting with the Kedashi player, take turns placing a total of 6 large trees. Trees are approximately 3" diameter and can be placed anywhere on the board, at least 4" from any edge and 8" from other trees.

The Empire player deploys their boat and two barges on the river, with the rear barge touching a short edge of the board. The full force is deployed on the boat and barges. The Empire player places 8 cargo counters across the two barges.

The Kedashi player places a barge or raft on the river, touching one shore. They deploy one or more of their models on the barge, other models are kept as reserves.

Victory Conditions

The game ends when the boat reaches the opposite end of the board, or all the cargo is in the water.

The Empire player wins if they still have at least half the cargo on board. The Kedashi player wins if they can stop this from happening.

Special Rules

Activation Counters: Each player gets four Initiative Counters rather than the usual six.

The Boats: The boat starts at Speed 2 and has a Maximum Speed of 3. Barges may not be detached.

The raft can be paddled by the Kedashi during their activation, moving 1" per small model paddling. The seldoath may assist and move the boat an additional 2". If the raft is hit by the boat then follow the rules for a collision; the raft then sinks to the bottom of the river and is removed.

Dense Canopy:

The Kedashi models can all move swiftly through the dense tree canopy. The Kedashi player may spend an activation to "Descend from the Canopy": place any number of reserves adjacent to a single tree. These models may activate using a later activation. Kedashi models that are adjacent to a tree do not count as in the water. They may also spend an action to be removed from the table; these models can be moved to reserves during the End Phase. Unengaged Kedashi models that are not currently in the water may sacrifice their normal move to use low hanging vines to swing up to 6", ignoring usual

movement restrictions. After moving they must drop from the vines, potentially into the water.

Stealing Cargo Tokens:

Kedashi models may pick up and move cargo as Objects. Alternatively, Trebarnii Howlers may use Throw Stones to throw cargo. It can only be thrown 2", but if thrown at a model cast one additional Combat Stone for the attack.

Special Models

Cargo Token: Marker; Object; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm); Abilities: Untrained [T]

Large Tree: Item; Object; Movement: –, Attack: –, Support: –, Toughness: 3+, CR: –, Stamina: 2, Size: gargantuan (80mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Abilities

Sturdy [T]: This model cannot be targeted by Ranged Attacks.

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

Very Tough* [S]: Re-roll a failed Toughness save.

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