

Smugglers

An official scenario for 2 to 4 players, 40 points.

While the riverfolk generally live a law-abiding life, there are occasions when they find it necessary to take a looser view of the legalities of moving their wares around...

The crew have come across a stash of goods that may not be seen as entirely acceptable by the city watch. A friendly contact has agreed to take them off their hands, as long as they can avoid causing too much trouble!

Forces

Smuggler Team

Empire

- 4 x Riverfolk Crew
- 4 x Contraband Token
- 4 x 'Spotted!' Marker
- 4 x 'Hidden' Marker
- 4 x 'No Trouble' Marker
- 4 x 'Nonchalant Walk' Marker

Extra Miniatures

The Watch

- 3 x City Watch on Foot
- 3 x Patrol Die
- 6 x Watch Patrol Counter

Markers

- 1 x Coracle

Set Up

The scenario takes place on a small (3 x 3 feet) playing area along the docks, with the river (about 3.5" deep) along one edge and the rest of the board crowded with buildings.

There are six Watch Patrol Counters, numbered 1-6. These are placed in a loop through the city in numerical order, each about 9" apart. The three City Watch on Foot are placed on numbers 1, 3 and 5 with their Patrol Die placed next to them showing the next number they will be moving towards (2, 4 and 6 respectively).

The Coracle is placed at the centre of the far side of the river.

The smugglers are not deployed initially. Players may move their smugglers onto the table edge opposite the river when they activate. Each smuggler is deployed with one piece of contraband.

Victory Conditions

The first player to deliver two pieces of contraband to the Coracle is the winner. If neither player succeeds then they should both hang their heads in shame.

Special Rules

For this game all the smugglers are treated as simple Riverfolk Crew with no special abilities. Each Riverfolk Crew may however activate one Friendly Riverfolk Crew model within 3".

The contraband: Contraband are Small objects. Each model may carry up to two pieces of contraband at a time.

The City Watch on Foot: At the start of each Combat Phase check for each of the smugglers to see if they have been

spotted by any of the City Watch on Foot. If a smuggler is within 12" of a City Watch on Foot or has a 'Spotted!' Marker then make a roll to see if they have caught the attention of the City Watch on Foot.

Make a Spotting Check by rolling 2D6 with the following modifiers:

- Model has a 'Hidden' Marker: -1D6.
- Model has a 'Spotted!' Marker: +1D6.
- The model is in clear line of sight of a City Watch on Foot: +1D6.

If the total equals or exceeds the distance to the nearest City Watch on Foot then the smuggler takes a 'Spotted!' Marker. If it is less than the distance then remove any 'Spotted!' Markers from the model.

Each City Watch on Foot is then activated and moves D6" towards the nearest 'Spotted!' model within 12", or towards its target Watch Patrol Counter. If a City Watch on Foot reaches a Watch Patrol Counter then cast one Combat Stone: on a success increase its Patrol Die by one, on a failure decrease it by one. The City Watch on Foot then continues its move straight towards their new Watch Patrol Counter.

Talking Your Way Out Of Trouble: If a smuggler is engaged by a City Watch on Foot then at the start of the Combat Phase they may try to talk their way out of trouble. If they fail, then the City Watch on Foot will do their best to arrest them!

Each smuggler may select an adjacent City Watch on Foot and fight a special combat using 3 Combat Stones, the City Watch on Foot casts one Erac and one Oran.

No damage can be caused during the combat and neither side may use combat abilities. The smuggler may cast an additional Combat Stone if they have a 'Nonchalant Walk' Marker and may recast all their stones if they aren't carrying any contraband. If the City Watch on Foot lands any blows then the smuggler fails to charm them and they will remain in combat, otherwise the smuggler can move 1" out of contact, but retain their 'Spotted!' Marker. If the smuggler avoids being hit and also lands a blow then they may immediately remove their 'Spotted!' Marker and replace it with a 'No Trouble' Marker until the model next activates. While a model has a 'No Trouble' Marker it does not need to take any spotting checks.

After all smugglers have tried to talk their way out of trouble, any City Watch on Foot who are still engaged will try to arrest the smugglers and attack with Instinctive[T] (2,1).

Any injured smugglers are removed from the game, dropping any contraband they were carrying. If a City Watch on Foot is killed then all that players' smugglers immediately take a 'Spotted!' Marker.

Any City Watch on Foot casualties will redeploy at the end of the turn. Roll a D6 and place them next to the corresponding Watch Patrol Counter.

Special Actions: Smugglers do not have any of their usual equipment or abilities, but they may sacrifice their normal movement to take one of the following special actions when they activate:

- Make Some Noise: Move up to 6" and take a 'Spotted!' Marker.
- Hide: Move cautiously up to 3" and take a 'Hidden' Marker until the model next activates.
- Nonchalant Walk: Move Cautiously up to 3" and take a 'Nonchalant Walk' Marker until the model next activates. If engaged you may cast an additional Combat Stone when trying to 'Talk your way out of Trouble'.
- Stash the Goods: Move up to 6", then throw one Contraband Token up to 3". This may be used to load contraband onto the Coracle.
- Diversion: Move one Watch Patrol Counter up to 6". The Counter must end up within 12" of this model.
- Whistle: Move the Coracle 3" towards this model. This action may only be used if the model is within 3" of the water and does not have a 'Spotted!' Marker. The Coracle will never move within 9" of a City Watch on Foot.

Variations

More players: Adding more players might require the use of a larger board. Add one City Watch on Foot and two Watch Patrol Counters per extra foot of width (you might want to use eight-side dice, or larger, for the Patrol Die). The board's depth should however remain at 3 feet (or less!). You might want to use more Coracles as well.

Special Models

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

'No Trouble' Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

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

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

City Watch on Foot: Empire - Core; Troop; Movement: 6", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm)

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

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

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

Author: Mike Thorp