

Stop! Thief!

A simple experimental scenario for 2 players, 50 to 60 points.

A bunch of unruly jenta are lurking along the highway hoping to steal juice from renowned juice maker Zhontain Al Griba. As she wasn't born yesterday, she is ready for their shenanigans and has a couple of guard graku to defend her wares.



Forces

Empire

1 x Zhontain al Griba
1 x Vorall Juice Bar
2 x Graku

Empire

4 x Fubarnii Jenta
8 x Critter

Set Up

Set up a 2x2 feet square board. Place a road running from the centre of the north side to the south side. Dot the rest of the table with scatter terrain for the jenta to lurk behind.

The juice bar: The Juice bar is set up on the road touching the north board edge. The defenders must all start with their base in contact with the juice bar.

The thieves: The attackers may deploy anywhere on the board, but must start at least 12" from the juice bar.

Victory Conditions

Defenders: The defenders need to minimise stock loss by driving the jenta away.

Attackers: The attackers are trying to steal as much juice as possible from the bar.

Special Rules

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

Guards: At the start of the first Combat Phase, any unactivated graku immediately move 4" towards the nearest

non-friendly model.

Caravan: The juice bar cannot be activated by the defending force. Instead, starting with the second combat of the first turn, it automatically moves 6" along the road towards the opposite table edge at the end of each Combat Phase.

Grumpy: The vorall gains Instinctive(2, 2) for the duration of the game.

Thieving: Any jenta in contact with the juice bar may attempt to steal juice during a Combat Phase.

Calculate and cast combat stones as for a normal combat. The attacking jenta steals one bottle of juice from the bar for each unblocked erac they cast (the juice bar does not get to roll Toughness to avoid this).

Only Kids!: All combat in this game is non-lethal.

At the end of combat the protagonists drive each other off 2" directly backwards for each unsaved hit that they inflict.

Jenta striking the Juice bar will steal juice rather than causing damage. The jenta cannot drive the juice bar back – the vorall is much too heavy and grumpy for that.

Abilities

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

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