

Engineer Beru Must Die

A experimental scenario for 2 players, 300 to 340 points.

Defender: *You have been negotiating with Engineer Beru at his residence for a couple of days. If only he were to accept to share his knowledge and help you enhance your boat...*

Attacker: *After weeks trying to negotiate with Engineer Beru, he's been very clear that he won't share or sell his secrets with you. Now you hear that another group is following in your steps. You cannot risk that they get away with his secrets, and so Engineer Beru Must Die.*

Forces

Defender

Pick a 300 points force (use the player's list, excluding their boat (if they have selected one)), and add the below extra models:

Empire

1 x Engineer Beru

2 x Apprentice

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with the Engineer's house at the centre. The defending player deploys their models as a single group (deploy one model and then all other models within its Command Range) 18" from the house. The attacker does not start on the board.

Victory Conditions

Defender: The defending player wins if the Engineer or one of her apprentices get off the board. Given the importance of this mission, the defender will only flee if the Engineer is killed.

Attacker: The attacking player wins if they kill the Engineer.

Boons: If he escapes, Beru is swayed and accepts to share his secrets: the defender gains one Boon, to be rolled on the Boons table before the final game (D2 then D6). If Beru dies, the attacker has proven their determination to do whatever it takes to win and gains one Boon, to be rolled on the Boons table before the final game (6 then D6).

Special Rules

At the end of each turn the attacking player rolls one die. On a 4+ a group arrives: place the models as one group at least 12" from the house and 9" from any defending models.

Special Models

Apprentice: Empire - Core; Civilian, Apprentice; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 1", Size: small (30mm); Abilities: Assistant [T]

Abilities

Assistant [T]: This model is allocated a Master at the start of the game and will always activate for free when his Master is activated so long he is in his Command Range.

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