A chance to shine

A simple official scenario for 2 players, 200 points.

Two youngsters are starting to bang heads so the leader of the tribe has set them the task of acquiring the most beautiful hide to make into a cloak for him, settling who is the best.

Forces

Dhogu

1 x Dhogu Captain

4 x Dhogu Spear

2 x Dhogu Bow

1 x Dhogu Trapper

4 x Setir Skerrat

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Extra Models

Wild Creature

2 x Yartain

3 x Yartain Pup

Set Up

The game is played on a medium (4 x 4 feet) playing area. Place the target creatures in base contact with each other in the centre of the board. No models are initially placed on the board.

When a player's Activation Counter is drawn they may either deploy a group of models (deploy one model and then as many other models as you like within its Command Range) or activate a model as usual. When deployed, models must be placed at least 12 inches from both the target creatures and any Enemy models and do not count as having activated this turn.

Victory Conditions

Collect 5 victory points for a Yartain, and 2 points for a Yartain Pup. The first player to reach 9 victory points wins the game. Alternatively, set a time limit: the player with the most victory points at the end of the game wins. The forces will not flee, even if they lose more than half of their Elites.

Special Rules

At the start of each Combat Phase, any adult Yartain that has not yet moved this turn will, if possible, move into base contact with the closest non-Yartain miniature that is in its movement range.

The adult Yartain will never move more than 6 inches away from the pups.

Variations

To make them a bit more dangerous, give the Yartain the additional abilities Aggressive[T] and Pounce[C]. They will only pounce if they are not in base contact with an opponent.

Feel free to use different forces, ideally they should both be identical and at least from the same culture. The creatures being hunted can be varied as well.

Models

Dhogu Bow: Dhogu - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Ranger [T]; **Bow:** : Movement: 3", Range: 9", Attack: 2, Abilities: Accurate [R]

Dhogu Captain: Dhogu - Core; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (1) [C], Ranger [T]

Dhogu Spear: Dhogu - Core; Troop; Movement: 6”, Attack: 2, Support: 1, Toughness: 5+, CR: 6”, Size: small (30mm); Abilities: Combat Trained (1) [C], Ranger [T]

Dhogu Trapper: Dhogu - Core; Elite; Movement: 6”, Attack: 3, Support: 1, Toughness: 5+, CR: 6”, Stamina: 1, Size: small (30mm); Abilities: Beast Handler (6) [L], Combat Trained (2) [C], Coordinated Strike* [A], Pathfinder (6) [S], Ranger [T], Solo [T]; **Bow:** : Movement: 3”, Range: 9”, Attack: 2, Abilities: Accurate [R]

Setir Skerrat: Dhogu - Core; Beast, Troop; Movement: 10”, Attack: 1, Support: 1, Toughness: 6+, CR: 6”, Size: small (30mm); Abilities: Evasive [C], Ranger [T]

Yartain: Wild Creature; Beast; Movement: 6”, Attack: 5, Support: 2, Toughness: 3+, CR: 6”, Stamina: 2, Size: large (50mm); Abilities: Blitz (3) [C], Overdrive* [C], Powerful [C], Ranger [T], Very Tough* [S]

Yartain Pup: Wild Creature; Beast; Movement: 6”, Attack: 3, Support: 1, Toughness: 4+, CR: 6”, Size: small (30mm); Abilities: Blitz (3) [C], Loyalty (Yartain) [T], Ranger [T]

Abilities

Accurate [R]: Recast up to one failed Combat Stone for this attack.

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X”.

Beast Handler (x) [L]: Activate up to X *Friendly Beasts*.

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent’s Combat Stones for the duration of the combat.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

Combat Discipline* [C]: Recast any or all Combat Stones.

Combat Trained (x) [C]: Recast up to X failed Combat Stones. Can be used once per combat.

Coordinated Strike* [A]: Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model’s Master. While within its Master’s Command Range this model may be activated for free with the Master.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Pathfinder (x) [S]: At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

Pounce (x) [C]: Use this model’s Combat Action to move up to X” and fight a combat against an adjacent *Enemy* model.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

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

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