

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 Miniatures

Wild Creature

2 x Yartain

3 x Yartain Pup

Set Up

Place the target creatures in base contact with each other in the centre of a medium (4 x 4 feet) playing area. No models are initially placed on the table. When a player's stone is drawn they may either deploy a group of models (deploy one model and then all other models within its Command Range) or activate a model as usual. When deployed, models must be placed at least 12" 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 an adult target, and 2 points for a 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 yartains the additional abilities Aggressive and Pounce. 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.

Abilities

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

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

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