Ambush

A experimental scenario for 2 players, 300 to 350 points.

Defender: Bringing a boat overland to Gar Loren is no mean feat, so whenever a river is found that is going in the right direction the boat is put off its trailer and onto the water. But not all is safe however – as the river meanders through a dense forest, a large fallen tree can be seen in the distance, blocking the passage.

Attacker: Quite a number of boats have been going down the river these past few weeks. Never to miss a plundering opportunity, you have arranged a suitable impediment for the next one to come that way…

Forces

Attacker

Pick a 300 points force (use the player's list, excluding their Boat (if they have selected one)).

Defender

Pick a 350 points non-Kedashi/Devanu force (the list must include a single Boat).

Set Up

The game is played on a medium (4 x 4 feet) playing area. Place a narrow River (about 90mm wide) down the centre of the board, with areas of woods on both sides. A felled tree crosses the river about 6 inches from one end, forming a barrier. The Boat is placed 18 inches from the barrier.

The defending player deploys their forces within 2 inches of the Boat.

The attacking player does not deploy initially but can use each Initiative Counter to deploy a group at least 12 inches from any Enemy models. The attacking player may activate models even if not all their models have deployed.

Victory Conditions

Defender: Get the Boat past the barrier. The defending player will flee if they have lost more than half their Elites.

Attacker: Capture the Boat. The attacking player will flee if they have lost more than half their Elites.

The game will end as soon as either side flees, or the Boat passes the barrier.

Boons: If the defender wins, their reputation increases and they gain one Boon, to be rolled on the Boons table before the final game (D4+2 then D6)
If the attacker wins, they have proven their determination to do whatever it takes to win and gain one Boon, to be rolled on the Boons table before the final game (6 then D6).

Binds: If the Boat rams the barrier, roll 1 Combat Stone per inch of speed and then roll one Toughness save per success (ignore Very Tough[S]). If any fails the defender gains one Bind, to be rolled on the Binds table before the final game (D4 then D6).

Special Rules

Crew Activation: On top of its regular abilities, a model that is on the Boat can use its Activation to perform one of the actions listed below.
• Row the Boat (note some Boats require more than one rower)
• Steer the Boat: place the relevant Template(s) alongside the Boat, in the direction of the turn. Rotate the Boat up to the width of the Template. This can be done once per turn only.

Moving the Boat: The Boat starts at speed 2. Row and sail Boats must rely on rowers (there is no wind underneath the canopy). The Boat will move its speed in inches at the end of each Combat Phase.

Movement on and off the Boat: Any Medium or smaller models can move around on the Boat and may move on or off the Boat if they are within 1 inch of the shore. However, if a non-flying model does not Move Cautiously then it must make an Agility Test before moving on the Boat.

Agility Test: D6 roll:
1: the model falls overboard (remove as a casualty).
2: the model stops its movement immediately.
3+: The model moves as planned

The test may be re-rolled if a model has Surefooted[T] or Agility[T].

If an Enemy model is in the way when a model tries to board it must either move back to give space, or move forward to engage the boarding model. If a boarding model defeats an Enemy in combat then it may choose to take an Agility Test to take the defeated model's place.

The Barrier: The barrier is a stationary object that can be attacked in combat with a 3+ Toughness save. It can take 3 damage before being removed. It may not be targeted by Ranged Attacks.

If the Boat hits the barrier then it attacks with two Combat stones per inch of speed. Blows landed by the Boat are Powerful[C]. If the barrier is not destroyed then the Boat immediately halts (speed drops to zero) and all models onboard must make an Agility Test. If the Boat was travelling at speed 3 then the test is at -1.

Abilities

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

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

Surefooted [T]: This model may re-roll a failed *Agility Test*.

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

Source: Twilight Day Summer 2022

Author: Frédéric Fiquet, adapted from an original scenario by Mike Thorp