

# Balance Of Power

An official scenario for 2 players, 260 to 280 points.

*While most conflicts within Gar Loren are dealt with using diplomacy and bureaucracy, there are some Noble families who will use whatever tools are available to them to further their position, not shying away from using lies, poisoning or even brute force.*

*It is not uncommon for nobles to fall under attack from common assailants hired by their opponents, even within the relatively safe streets of the city. It is at these times that the nobleguard must prove their worth.*

## Forces

### Empire

1 x Imperial Standard  
2 x Guard Captain  
7 x Noble Guard

### Empire

1 x Mounted Militia Captain  
5 x Militia  
4 x Slinger  
1 x Mounted Reyad  
3 x Light Cavalry

## Set Up

The game is played on a small (at least 3 x 3 feet) playing area. The encounter takes place on the streets of Gar Loren, so the board should have a few buildings and other obstructions such as piles of crates or ornate fountains.

**Noble:** The Noble player deploys their models in a single group (deploy one model and then all other models in the force within its Command Range) close to the centre of the board.

**Empire:** The Empire player then deploys their models in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 12 inches from any models from the Noble force.

## Victory Conditions

**Empire:** The Empire player wins if he can kill the Noble.

The Empire player will flee if they lose more than half their Elites.

**Noble:** The Noble player wins if he can force the Empire player to flee.

The Noble player will not flee.

## Special Rules

The Noble is caught by surprise and may not use any Initiative Counters that are drawn to activate models until after the first Combat Phase.

## Models

**Guard Captain:** Empire - Noble; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Charge (1) [A], Combat Discipline\* [C], Combat Trained (2) [C], Defensive Stance [T]

**Imperial Standard:** Empire - Noble; Elite; Movement: 6", Attack: 1, Support: 1, Toughness: 5+, CR: 9", Size: small (30mm); Abilities: Persistent [T], Standard [T], Trainer (2, Retinue(Imperial Standard)) [T]

**Light Cavalry:** Empire - Core; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm);  
**Spear:** : Movement: 10", Range: 4", Attack: 3, Abilities: Light Weapon [R]

**Militia:** Empire - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Defender [S]

**Mounted Militia Captain:** Empire - Core; Elite; Movement: 10", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (8) [L], Combat Discipline\* [C], Combat Trained (2) [C], Coordinated Strike\* [A], Defender [S]

**Mounted Reyad:** Empire - Core; Elite; Movement: 10", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Concentrated Fire\* [A]; **Staff Sling:** : Movement: 3", Range: 18", Attack: 2, Abilities: Accurate [R], Quick Shot\* [R]

**Noble:** Empire - Noble; Civilian; Movement: 6", Attack: 1, Support: 0, Toughness: 6+, CR: 3", Size: small (30mm); Abilities: Commander (2) [L], Coward [T], Proud [T]

**Noble Guard:** Empire - Noble; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Charge (1) [A], Combat Trained (1) [C], Defensive Stance [T]

**Slinger:** Empire - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); **Staff Sling:** : Movement: 3", Range: 18", Attack: 2

## Abilities

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

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

**Charge (x) [A]:** Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

**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.

**Commander (x) [L]:** Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

**Concentrated Fire\* [A]:** Place a Target Marker in Line of Sight at least 4 inches away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2 inches of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

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

**Coward [T]:** If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

**Defender [S]:** If an adjacent *Friendly* model becomes *Engaged* during the Activation Phase then this model may immediately move to engage the *Enemy* model, but must maintain contact with the *Friendly* model at all times during the movement.

**Defensive Stance [T]:** Cast one additional Combat Stone if targeted by a Charge[A] attack.

**Light Weapon [R]:** This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

**Persistent [T]:** Do not remove this model when disabled, the model continues to gain Stamina.

**Proud [T]:** This model may only be Activated Directly.

**Quick Shot\* [R]:** Make an additional Ranged Attack.

**Standard [T]:** Adjacent *Friendly* models may use this model's Command Range for their Leadership abilities and may activate twice as many models as usual.

**Trainer (x, y) [T]:** At the start of the game, up to X models in the force may be given the Y ability.

*Source: Chronicles of Anyaral*

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