

Before Dawn

A experimental scenario for 2 players, 285 to 290 points.

Quiet, all of you! murmured captain Umin to his troops, which were all hiding nearby. One of them had opened a small bottle of water, the noise echoed through the night and it was as a thunderclap to Umin. He turned his head towards the camp again.

There wasn't much light, but it didn't seem like they sounded an alarm.

It was only a few days ago since the Dhogu had raided their village and took every able-bodied kopa, sempa and jenta as a prisoner.

They had been away to fend off some Devanu, which were becoming bolder with every passing day. This close to the border there was a constant tussle with the Delgon as well, but most of the time the knights took care of them.

This was the first time however the Dhogu came down this far from their mountain homes.

Umin sighed and looked around at his fellow Fubarnii, there was a grim determination on their faces as most of them had lost relatives to the invading Delgon and everyone knew the Dhogu were working for them.

The rocky terrain impeded tracking and so it had taken a few days for Len, the hunter accompanying them, to find the culprits.

The goal of the Dhogu was clear, the mountain was rich with minerals and their prisoners would fetch a nice price when sold to the Delgon to work as slaves in their mines.

Now they had them surrounded and flat-footed, but the Dhogu are fierce and outnumbered them. Only the element of surprise and the darkness are in our advantage, Umin contemplated. Time to gamble. He took a deep breath and gave the signal to move.

Forces

Empire

1 x Knight Commander
1 x Militia Captain
5 x Militia
1 x Hunter
2 x Graku

Dhogu

1 x Dhogu Captain
6 x Dhogu Spear
6 x Dhogu Bow
1 x Dhogu Trapper
4 x Setir Skerrat

Extra Models

Prisoners

3 x Civilian

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place the Dhogu camp sat in the middle. Decorate as you see fit: tents, rocky terrain, and maybe a stockade for the prisoners to lay in.

Dhogu and prisoners: The Dhogu player deploys her troops within 12 inches of the centre of the board, with the prisoners placed within 6 inches of the centre.

Empire: The Empire player may then deploy her models, outside of the Dhogu deployment zone.

Victory Conditions

Empire: The Empire player wins if all the prisoners are escorted off the board before the end of turn 4. The Empire player will not flee.

Dhogu: The Dhogu player wins if the Empire player fails to save all the prisoners before the end of turn 4. If at any point not enough Empire models remain on the board to escort the remaining prisoners, the Dhogu player automatically wins. The Dhogu player will not flee.

Special Rules

Under the cover of darkness: Due the rocky ground and the limited light, the entire field counts as difficult terrain. Line of Sight is limited to 4 inches.

Prisoners of War: The few remaining prisoners are exhausted after their long march and cannot move on their own. An Empire model needs to escort a Civilian by staying in base contact, after which the prisoner moves at the same pace as the Empire model. An Empire model can only carry one prisoner at a time. If an Empire model escorting a prisoner breaks base contact for any reason, the Civilian simply stops moving and stays where she is until an Empire model moves into base contact again.

The prisoners can't be harmed by either side.

An Empire model that successfully escorts a prisoner off the board is removed from the board as well.

Surprise!: The Dhogu didn't expect this nightly raid and are completely surprised. Until the first Combat Counter is drawn in the first turn, the Dhogu player cannot act when an Initiative Counter of her colour comes out.

Rising Sun: The sun rises at the end of turn 4. As this stage the Dhogu can better organise themselves, and the Empire player is forced to flee.

Models

Civilian: Empire - Core; Civilian; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 2", Size: small (30mm); Abilities: Untrained [T]

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]

Graku: Empire - Orel; Beast; Movement: 8", Attack: 2, Support: 1, Toughness: 5+, CR: 3", Size: small (30mm); Abilities: Pack Hunter [C], Ranger [T]

Hunter: Empire - Orel; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Beast Handler (4) [L], Combat Trained (2) [C], Confuse* [A], Get 'em!* [A], Pathfinder (4) [S], Ranger [T], Solo [T]

Knight Commander: Empire - Knights; Elite; Movement: 10", Attack: 4, Support: 2, Toughness: 4+, CR: 6", Stamina: 2, Size: medium (40mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Coordinated Strike* [A], Inspire [T]

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

Militia Captain: Empire - Core; Elite; Movement: 6", 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]

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

Abilities

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

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

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.

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

Confuse* [A]: Select a *Beast* model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn.

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

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.

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

Get 'em!* [A]: Select one *Friendly Beast* model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.

Inspire [T]: All models directly activated by this model gain one Stamina.

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

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.

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.

Untrained [T]: This model may not be Activated Directly.

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