Beneath the Howling Canopy

A play test scenario for 2 players, 155 to 240 points.

Arlon never felt comfortable this close to the forest, where the broad river curved deep beneath the canopy of the trees. They had always passed safely, even if they occasionally had to deter wild beasts, but recent rumours made him nervous and he was still shaken by the earlier attack.
Suddenly, a wild howling erupted around the boat, echoing across the still waters…

Forces

Empire

1 x Riverfolk Captain

1 x Riverfolk First Mate

4 x Riverfolk Crew

1 x Riverfolk Bolas

1 x Steamboat

2 x Barge

Kedashi

1 x Trebarnii Howler Bristleback

4 x Trebarnii Howler

2 x Seldoath

1 x Barge

Extra Models

Marker

6 x Large Tree

8 x Cargo Token

Set Up

The game is played on a medium (4 x 4 feet) playing area. The encounter takes place on a broad river - the entire board is treated as shallow water. Starting with the Kedashi player, take turns placing a total of 6 large trees. Trees are approximately 3 inches diameter and can be placed anywhere on the board, at least 4 inches from any edge and 8 inches from other trees.

The Empire player deploys their Steamboat and two Barges on the river, with the rear Barge touching a short edge of the board. The full force is deployed on the Steamboat and Barges. The Empire player places 8 Cargo Tokens across the two Barges.

The Kedashi player places a Barge or Raft on the river, touching one shore. They deploy one or more of their models on the Barge, other models are kept as reserves.

Victory Conditions

The game ends when the Boat reaches the opposite end of the board, or all the cargo is in the water.

Empire: The Empire player wins if they still have at least half the cargo on board.

Kedashi: The Kedashi player wins if they can stop this from happening.

Special Rules

Activation Counters: Each player gets four Initiative Counters rather than the usual six.

The Boats: The Boat starts at Speed 2 and has a Maximum Speed of 3. Barges may not be detached.
The Raft can be paddled by the Kedashi during their Activation, moving 1 inch per small model paddling. The Seldoath may assist and move the Raft an additional 2 inches. If the Raft is hit by the Boat then follow the rules for a collision; the Raft then sinks to the bottom of the river and is removed.

Dense Canopy: The Kedashi models can all move swiftly through the dense tree canopy. The Kedashi player may spend an Activation to "Descend from the Canopy": place any number of reserves adjacent to a single tree. These models may activate using a later Activation. Kedashi models that are adjacent to a tree do not count as in the water. They may also spend an action to be removed from the table; these models can be moved to reserves during the End Phase. Unengaged

Kedashi models that are not currently in the water may sacrifice their normal move to use low hanging vines to swing up to 6 inches, ignoring usual movement restrictions. After moving they must drop from the vines, potentially into the water.

Stealing Cargo Tokens: Kedashi models may pick up and move cargo as Objects. Alternatively, Trebarnii Howlers may use Throw Stones to throw cargo. It can only be thrown 2 inches, but if thrown at a model cast one additional Combat Stone for the attack.

Models

Barge: Item; Boat, Object; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: colossal (100mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Cargo Token: Marker; Object; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm); Abilities: Untrained [T]

Large Tree: Item; Object; Movement: –, Attack: –, Support: –, Toughness: 3+, CR: –, Stamina: 2, Size: gargantuan (80mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Raft: Item; Boat, Object; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: colossal (100mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Riverfolk Bolas: Empire - Riverfolk; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Sea Legs [T]; **Bolas:** : Movement: 1", Range: 9", Attack: 3, Abilities: Entangle (1) [C]

Riverfolk Captain: Empire - Riverfolk; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 12", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Sea Legs [T], Trainer (6, Sea Legs) [T], Well-Travelled [T]

Riverfolk Crew: Empire - Riverfolk; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Hook (2) [A], Sea Legs [T]

Riverfolk First Mate: Empire - Riverfolk; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 4+, CR: 12", Size: small (30mm); Abilities: Captain (2) [L], Combat Trained (1) [C], Favoured Allies (Tahela) [T], Hook (2) [A], Pitch (2) [C], Powerful [C], Sea Legs [T], Well-Travelled [T]

Seldoath: Kedashi - Core; Beast, Elite; Movement: 8", Attack: 4, Support: 1, Toughness: 4+, CR: 12", Stamina: 2, Size: medium (40mm); Abilities: Aggressive (3) [T], Charge (2) [A], Combat Trained (1) [C], Dodge* [C], Lunge (2) [C], Pack (1) [L], Ranger [T], Savage [C], Transport (1) [A]

Steamboat: Item; Boat, Object, Mechanical; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: gigantic (130mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Trebarnii Howler: Kedashi - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 12", Size: small (30mm); Abilities: Aggressive (3) [T], Surefooted [T], Bomber [A], Flit [C], Pack (1) [L], Ranger [T], Rider [T]; **Throw Stones:** : Movement: 6", Range: 6", Attack: 2

Trebarnii Howler Bristleback: Kedashi - Core; Elite; Movement: 6", Attack: 2, Support: 1, Toughness: 6+, CR: 12", Stamina: 1, Size: small (30mm); Abilities: Surefooted [T], Combat Trained (1) [C], Dodge* [C], Pack (2) [L], Pathfinder (7) [S], Ranger [T], Rider [T]; **Throw Stones:** : Movement: 6", Range: 6", Attack: 2, Abilities: Accurate [R]

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".

Bomber [A]: If this model is adjacent to a model with the Bomb Carrier[T] ability then it may take one Ishkarru bomb. It may discard a bomb before making a Ranged Attack to cast an additional Combat Stone.

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.

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

Dodge* [C]: Force your opponent to turn over one successful Erac.

Entangle (x) [C]: The first X blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.

Favoured Allies (x) [T]: This model allows you to take models of type X as *Allies*. Those models and this model may treat each other as being *Friendly*.

Flit [C]: Use this model's Combat Action to move up to 3 inches.

Hook (x) [A]: After a normal movement, select one *Object* or model of equal size or smaller within X" and move it adjacent to this model.

Lunge (x) [C]: Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Pack (x) [L]: Activate up to X *Friendly* models with the Pack[L] ability.

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.

Pitch (x) [C]: If this model lands a blow on a model of equal size or smaller then it may move the model up to X" in any direction before they make their Toughness save roll.

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*.

Rider [T]: This model may be moved by a model with the Transport[A] ability.

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed *Agility Test*).

Sturdy [T]: This model cannot be targeted by Ranged Attacks.

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

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

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

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

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

Well-Travelled [T]: This model treats all *Allies* as *Friendly* models.

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