Crush The Clutch

A experimental scenario for 2 players, 300 points.

A pack of wild Grishak pack has recently grown unchecked near the city of Deyak, to the detriment of trade and the outlying homesteads and farms around the city. The councillors have decided that one powerful strike is all that is needed to remove the threat. Whilst doing so requires a commitment of force, attacking the nest and destroying the eggs should deal a blow sufficient to sent the Grishak pride back deep into the Wastes.

It is a dirty and unpopular job: while it is easy to justify the killing of grown Grishak, egg breaking has bad connotations as the Fubarnii reproduce by the same method.

Forces

Empire

Pick a 200 points Militia force, and add the below extra models:

Pick an extra 100 points Knights force.

Note: Due to the nature of the task (destroying eggs), no Civilians can be part of the force.

Grishak

Pick a 300 points Grishak force, and add the below extra models:

6 x Grishak Egg

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place terrain on the board, making sure there is significant screening and rough terrain towards the centre.

The Devanu player chooses a location for their nest within 6 inches of the central point on the board and marks it with a counter (or a nest miniature if one is available).

The Empire player chooses an edge for their force to enter from, and announces it.

The Devanu player then places six Grishak Egg counters within 6 inches of the nest.

The Empire player then secretly notes down the side from which their strike force will enter (left or right of the board only).

The Devanu player then deploys their Grishak within 6 inches of the nest.

The Empire player then deploys their force 6 inches from the board edge that he announced at the beginning of deployment.

Victory Conditions

Empire: The Empire player wins if all the Grishak Eggs are destroyed.

Devanu: The Devanu player wins if they kill more than half of the Empire Elites. The Grishak will not flee.

Special Rules

Empire reinforcements: At the start of each round after the first, the Empire player should roll to see if the strike force joins the fray. The force arrives on a 5+ roll on the second round, 4+ on the third, etc. Placing the force requires the use of an Initiative Counter, it can then be activated in the same round by using another Initiative Counter.

The eggs: Any Fubarnii can attempt to destroy a Grishak Egg during any Combat Phase, using an all Erac attack.

Variations

A Delgon force with a few KalMalog would be an excellent alternative to the Empire.

Models

Grishak: Devanu - Core; Beast; Movement: 10", Attack: 2, Support: 1, Toughness: 4+, CR: 3", Size: small (30mm); Abilities: Charge (2) [A], Pack (1) [L], Pack Hunter [C], Savage [C]

Grishak Egg: Devanu - Core; Egg, Object; Movement: ?, Attack: ?, Support: ?, Toughness: 5+, CR: ?, Size: tiny (15mm); Abilities: Untrained [T]

KalMalog: Delgon - Core; Elite, Mechanical; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 6, Size: medium (40mm); Abilities: Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Fuel [T], Overdrive* [C], Sprint* (4) [A], Stamina Limit (3) [T]

Abilities

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

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

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 Trained (x) [C]: Recast up to X failed Combat Stones. Can be used once per combat.

Fuel [T]: This model does not recover Stamina during the End Phase.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

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

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

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

Sprint* (x) [A]: Move up to X". This ability may only be used after this model has performed a Basic Movement.

Stamina Limit (x) [T]: This model may never use more than X Stamina during one Turn.

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

Source: http://forum.worldoftwilight.com/index.php?topic=170.0

Author: TheGremlin