Derak Days

An official scenario for 2 players, 140 to 300 points.

Beru was, as most engineers are, absent-minded. He built things, forgot about them, and that was the way things were. His apprentice wandered around after him, grumbling incessantly, but that was the way things were too. Beru's old derak lay up against the corner, the day he had blown a mighty devanu's guts out with it long in the past. Or at least, somewhere in the past. The garkrid he was staring at was far more exciting.

His apprentice was far less excited by the garkrid. What had excited him was a very interesting letter from outside the Empire. Fed up with caring for the cranky and ageing engineer, he had remembered the the old derak's potential, its valves half-rusted with lack of care, and had quietly mentioned it to a dark-robed stranger who had passed through the market not so very long ago. And now he had been promised a reward – all he had to do was to be patient.

So he waited for a sign. And, mechanically clattering over a nearby hill one cold morning, he got it. Sneaking out to a nearby wood, he met four soldiers, and pointed out to them where Beru's cottage was. They signalled to the great steam-powered monstrosities, which crashed brutally on into the attack. The striders had come to claim their prize – if, that is, they could get to it. The villagers remembered what Beru had done for them against the devanu, and were not going to give up without a fight...

Forces

Empire	Empire Reinforcements	Delgon
1 x Engineer Beru	**Empire**	1 x Apprentice
2 x Slinger	1 x Knight Captain	1 x NuraKira
1 x Militia Captain	8 x Knight	1 x KalDreman
3 x Militia		3 x KalJoran
1 x Token		2 x KalMalog

Set Up

The game is played on a medium (4 x 4 feet) playing area. The Empire player places a few buildings about 25% of the way across the table and deploys his models there.

A wood is placed similarly on the opposite side of the table. The Delgon players deploys the Apprentice and all infantry models within the wood, and the KalMalog just in front of the wooded area.

Victory Conditions

Delgon: The Delgon player wins if they can bring the Token (representing the derak) to the edge of their table. The Delgon will flee if they lose more than half of their Elites.

Empire: The Empire player wins if the Delgon flee.

Special Rules

If (once) Engineer Beru is killed, remove the model and replace it with a Token. The model that killed Engineer Beru can immediately pick it.

From the second turn onwards and once per turn, when the Empire player draws an Activation Counter, they may attempt to bring their reinforcements in. The Empire player casts a single Erac Combat Stone, with the Delgon player casting four Oran. The reinforcements arrive from the Empire's table edge if the Empire player wins this mock combat. On each subsequent turn, the Empire player casts one more Erac.

Models

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

Engineer Beru: Empire - Core; Civilian, Unique; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 6", Size: small (30mm); **Experimental Derak:** : Movement: 0", Range: blast, Attack: 4, Abilities: Point Blank [R]

KalDreman: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 2, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Bodyguard [S], Combat Trained (1) [C], Defender [S], Initiative [S], Rare [T]

KalJoran: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Charge (1) [A], Defensive Line [C]

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]

Knight: Empire - Knights; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Combat Trained (2) [C]

Knight Captain: 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], Coordinated Strike* [A]

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]

NuraKira: Delgon - Core; Elite; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (2) [L], Protected (2) [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

Token: Item; Object; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

Abilities

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

Assistant [T]: This model is allocated a Master at the start of the game and will always activate for free when his Master is activated so long he is in his Command Range.

Authority (x) [L]: Activate up to X *Friendly Troops* or *Civilians*. Any *Troops* activated by this model may immediately activate up to four *Friendly Troops*, who may not use any further Leadership abilities.

Bodyguard [S]: If an adjacent *Friendly Elite* or *Civilian* model is about to take a Toughness save, this model may make the save in their place. If it is failed then this model is removed as a casualty.

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

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.

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 Line [C]: During any combat while adjacent to another *Friendly* model with Defensive Line[C], if all successful casts are Oran then each success cancels two opposing Erac.

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

Initiative [S]: If this model has not already activated and an adjacent *Friendly Elite* or *Civilian* is activated this model may be activated for free.

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

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

Protected (x) [T]: This model may be accompanied by up to X Rare[T] models.

Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.

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.

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