Impure Science

An official scenario for 2 players, 290 to 390 points.

Belomoch had never dreamed that her experiments could be applied to anything other than pure research. While plenty of garkrid and small creatures had perished during her trials and she had applied her mechanical grafts to her own arm, she was horrified that the Delgon had so corrupted her work!
While she dug around in the depths of the machine, the poor Delgon's body still cooling in the snow, an icy wind started to blow in off the mountains, bringing with it a light sprinkling of snow. The small flakes sizzled as they settled on the machinery.
Belomoch's escorts readied their immaculately cared for weapons… they were no longer alone.

Forces

Empire

1 x Belomoch dre Hearne

2 x Automata

1 x Toloran Rider Captain

2 x Toloran Rider

1 x Guard Captain

1 x Imperial Standard

1 x Guard Captain

2 x Guard Crossbow

2 x Noble Guard

Dhogu

1 x Tak Sirahn

6 x Setir Skerrat

1 x Dhogu Archer

2 x Dhogu Bow

1 x Dhogu Captain

5 x Dhogu Spear

Extra Models

Delgon

1 x KalMalog

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a few snow drifts and rocky outcrops scattered around.

The Empire player deploys their models as a single group (deploy one model and then all other models in the force within its Command Range) in the centre of the board, along with a disabled KalMalog.

The Dhogu player deploys their models in one or more groups, at least 12 inches from any Empire models.

Victory Conditions

The Empire player wins if they can capture sufficient information from the damaged KalMalog. The Dhogu will flee if they lose any two Elites. The Empire will flee if they lose Belomoch and at least two Elites.

Roll one dice for each piece of salvage retrieved by the Empire player at the end of the game and add them up to give the total. If Belomoch survived then you may re-roll any number of dice once.

If the total is 10 or more then the Empire player achieves a minor victory. If 15 or more then they achieve a major victory!

Special Rules

Belomoch is studying the destroyed KalMalog strider. Each turn Belomoch can extract one piece of salvage from the KalMalog wreckage if she stands adjacent to it and sacrifices her basic movement. Each piece of salvage can be treated as an object and can be transferred as normal.

Whenever a Dhogu Troop model is removed as a casualty, set it to one side. During the end phase the Dhogu player may redeploy these models anywhere on the table at least 9 inches from any Empire models.

Individual Empire models may voluntarily flee if there are no Enemy models within 9 inches during the end phase. Any salvage they are carrying counts as having been retrieved.

If the Empire flee then cast a stone for each piece of salvage in their possession at that time, it is retrieved on a success.

Models

Automata: Empire - Core; Mechanical; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 0", Stamina: 3, Size: tiny (15mm); Abilities: Fuel [T], Gasmask [T], Loyalty (Belomoch dre Hearne) [T], Overdrive* [C], Sprint* (4) [A], Unstable (0) [T], Untrained [T], Vent* [A]

Belomoch dre Hearne: Empire - Core; Civilian, Unique; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Creator (2, Belomoch dre Hearne) [T], Refuel* (3) [A]

Dhogu Archer: Dhogu - Core; Elite; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Combat Trained (1) [C], Concentrated Fire* [A], Ranger [T]; **Bow:** : Movement: 3", Range: 9", Attack: 2, Abilities: Accurate [R]

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]

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]

Guard Crossbow: Empire - Noble; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); **Crossbow:** : Movement: 1", Range: 12", Attack: 2, Abilities: Accurate [R], Powerful [C]

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]

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]

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]

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

Tak Sirahn: Dhogu - Core; Elite, Unique; Movement: 6", Attack: 3, Support: 0, Toughness: 4+, CR: 12", Stamina: 3, Size: small (30mm); Abilities: Beast Handler (8) [L], Combat Trained (1) [C], Favoured Allies (Yartain) [T], Ranger [T], Storm Summoner* [A], Terrain (2, Snowdrifts) [T]

Toloran Rider: Empire - Noble; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm); Abilities: Charge (1) [A], Combat Trained (1) [C]

Toloran Rider Captain: Empire - Noble; Elite; Movement: 10", Attack: 4, Support: 2, Toughness: 4+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A]

Abilities

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

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

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

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.

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.

Creator (x, y) [T]: This model receives X Automata at the start of the game. The Automata gain Loyalty[T] Y.

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

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

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*.

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

Gasmask [T]: This model is immune to effects caused by Cloud Templates.

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

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

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

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*.

Refuel* (x) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to X Stamina.

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.

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.

Storm Summoner* [A]: Place a 3 inches Smoke Template within this model's Command Range.

Terrain (x, y) [T]: After deploying this model you may immediately place X pieces of terrain of type Y within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, "within" just means that some part of the model/Template is within the area. "Completely within" means that it must be entirely within the area.

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

Unstable (x) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina beyond the first X is spent. If failed, this model Vent[A]s and is then removed as a casualty. All models under the cloud when it is placed are hit with a 2 Combat Stones Ranged Attack. If this happens during a combat it ends immediately and no blows are landed by either side.

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

Vent* [A]: Place a 3 inches Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.