Junior Smugglers

An official scenario for 2 to 4 players, 40 points.

Old Zhontain has foolishly left one of his juice wagons unattended and the local urchins have made off with a variety of bottle and snacks. Who can earn bragging rights by making it back to the old shack with the most treats?

Forces

Urchin Team

Urchins

1 x Urchin

1 x Urchin Gang Leader

1 x Mounted Jenta

1 x Urchin Pet

Tokens

4 x Contraband Token

4 x 'Spotted!' Marker

4 x 'Hidden' Marker

4 x 'No Trouble' Marker

4 x 'Nonchalant Walk' Marker

Extra Models

The Watch

4 x City Watch on Foot

4 x Patrol Die

6 x Watch Patrol Marker

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Crowd the board with buildings. The old shack is placed close to one edge of the board.

Place the six Watch Patrol Markers in a loop through the city in numerical order, each about 9 inches apart. Four City Watchs are placed on numbers 1, 3, 5 and 6 with their Patrol Dies placed next to them showing the next number they will be moving towards (2, 4, 6 and 1 respectively).

Players draw Activation Counters to deploy their gangs in one or more groups. Models start at least 20 inches from the old shack and 9 inches from any City Watchs or rival models. Each Urchin may carry one or two contraband. Models may activate with later Initiative Counters, even if not all models are deployed.

Victory Conditions

The player who delivers the most treats to the old shack is the winner. In the case of a draw, the winner is the player who got there first!

Special Rules

The Contraband: Contraband are Small objects. Each non-Beast model may carry up to two pieces of Contraband at a time. A Beast may carry one piece of Contraband, but must drop it at the end of its Activation.

Non-fatal damage!: If a Urchin or City Watch is injured, place the model prone, dropping any Contraband 1 inch away. The model will spend its next Activation standing up.

The City Watch: At the start of each Combat Phase check for each of the Urchins to see if they have been spotted by any of the City Watch. If a Urchin is within 12 inches of a City Watch or has a 'Spotted!' Marker then make a roll to see if they have caught the attention of the City Watch.

Make a Spotting Check by rolling 2D6 with the following modifiers:
• Model has a 'Hidden' Marker: -1D6.
• Model has a 'Spotted!' Marker: +1D6.
• The model is in clear Line of Sight of a City Watch: +1D6.
If the total equals or exceeds the distance to the nearest City Watch then the Urchin takes a 'Spotted!' Marker. If it is less than the distance then remove any 'Spotted!' Markers from the model.

Each City Watch is then activated and moves D6" towards the nearest 'Spotted!' model within 12", or towards its target Watch Patrol Marker. If a City Watch reaches a Watch Patrol Marker then cast one Combat Stone: on a success increase its Patrol Die by one, on a failure decrease it by one. The City Watch then continues its move straight towards their new Watch Patrol Marker.

Talking Your Way Out Of Trouble: If a Urchin is engaged by a City Watch then at the start of the Combat Phase they may try to talk their way out of trouble. If they fail, then the City Watch will do their best to arrest them!

Each Urchin may select an adjacent City Watch and fight a special combat using 3 Combat Stones, the City Watch casts one Erac and one Oran.

No damage can be caused during the combat and neither side may use Combat abilities. The Urchin may cast an additional Combat Stone if they have a 'Nonchalant Walk' Marker and may recast all their Combat Stones if they aren't carrying any Contraband. If the City Watch lands any blows then the Urchin fails to charm them and they will remain in combat, otherwise the Urchin can move 1 inch out of contact, but retain their 'Spotted!' Marker. If the Urchin avoids being hit and also lands a blow then they may immediately remove their 'Spotted!' Marker and replace it with a 'No Trouble' Marker until the model next activates. While a model has a 'No Trouble' Marker it does not need to take any spotting checks.

After all Urchin have tried to talk their way out of trouble, any City Watch who are still engaged will try to arrest the Urchin and attack with InstinctiveT.

Any injured urchins are removed from the game, along with the City Watch that arrested them. Any Contraband they were carrying is dropped. The City Watch will redeploy at the end of the turn. Roll a D6 and place them next to the corresponding Watch Patrol Marker.

Special Actions: Urchins do not have any of their usual equipment or abilities, but they may sacrifice their normal Movement to take one of the following special actions when they activate:
• Make Some Noise: Move up to 6 inches and take a 'Spotted!' Marker.
• Hide: Move cautiously up to 3 inches and take a 'Hidden' Marker until the model next activates.
• Nonchalant Walk: Move Cautiously up to 3 inches and take a 'Nonchalant Walk' Marker until the model next activates. If engaged you may cast an additional Combat Stone when trying to 'Talk your way out of Trouble'.
• Stash the Goods: Move up to 6 inches, then throw one Contraband Token up to 3 inches. This may be used to load Contraband onto the Coracle.
• Diversion: Move one Watch Patrol Marker up to 6 inches. The Counter must end up within 12 inches of this model.
• Secret Knock: May only be used by an Urchin if it starts its turn within 3 inches of the old shack's door and does not have a 'spotted' token. Remove the model and any Contraband they are carrying.

Variations

More players: Adding more players might require the use of a larger board. Add one City Watch and two Watch Patrol Markers per extra foot of width (you might want to use eight-side dice, or larger, for the Patrol Die). The board's depth should however remain at 3 feet (or less!). You might want to use more Coracles as well.

Models

'Hidden' Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

'No Trouble' Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

'Nonchalant Walk' Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

'Spotted!' Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

City Watch: Empire - Core; Troop; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm)

City Watch on Foot: Empire - Core; Troop; Movement: 6", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm)

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

Coracle: Item; Boat, Object; Movement: –, Attack: –, Support: –, Toughness: 5+, CR: –, Size: medium (40mm); Abilities: Cumbersome [T], Swim (4) [A], Untrained [T]

Mounted Jenta: Empire - Core; Civilian; Movement: 10", Attack: 2, Support: 1, Toughness: 5+, CR: 2", Size: small (30mm); Abilities: Beast Handler (1) [L]

Patrol Die: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

Urchin: Empire - Core; Civilian; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 3", Size: small (30mm); Abilities: Beast Handler (1) [L], Evasive [C]; **Throw Stones:** : Movement: 6", Range: 6", Attack: 2

Urchin Gang Leader: Empire - Core; Civilian; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 3", Size: small (30mm); Abilities: Beast Handler (1) [L], Evasive [C], Gang (2) [L], Trainer (3, Gang(1)) [T]; **Throw Stones:** : Movement: 6", Range: 6", Attack: 2

Urchin Pet: Empire - Core; Beast; Movement: 10", Attack: 1, Support: 1, Toughness: 6+, CR: 2", Size: small (30mm); Abilities: Evasive [C]

Watch Patrol Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

Abilities

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

Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model or 2 Small models, or 3 inches if pulled by 1 Small model.

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

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

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

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

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

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