Junior Smugglers

An official scenario for 2 to 4 players, 25 to 30 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

Street Urchin Team

Pick a 25 to 30 points Empire force (Street Urchin models only), and add the below extra models:

Item

4 x Contraband Token

4 x 'Spotted!' Marker

4 x 'Hidden' Marker

4 x 'No Trouble' Marker

4 x 'Nonchalant Walk' Marker

Extra Miniatures

The Watch

4 x City Watch on Foot

4 x Patrol Die

6 x Watch Patrol Counter

Set Up

The scenario takes place on a small (3 x 3 feet) playing area crowded with buildings. The old shack is placed close to one edge of the board.

Place the six Watch Patrol Counters in a loop through the city in numerical order, each about 9" apart. Four City Watch on Foots 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" from the old shack and 9" from any City Watch on Foots 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

For this game you may select your force from the Street Urchins force list.

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 Street Urchin or City Watch on Foot is injured, place the model prone, dropping any contraband 1" away. The model will spend its next Activation standing up.

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

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 on Foot: +1D6.
If the total equals or exceeds the distance to the nearest City Watch on Foot then the street urchin takes a 'Spotted!' Marker. If it is less than the distance then remove any 'Spotted!' Markers from the model.

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

Talking Your Way Out Of Trouble: If a street urchin is engaged by a City Watch on Foot 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 on Foot will do their best to arrest them!

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

No damage can be caused during the combat and neither side may use combat abilities. The street urchin may cast an additional Combat Stone if they have a 'Nonchalant Walk' Marker and may recast all their stones if they aren't carrying any contraband. If the City Watch on Foot lands any blows then the street urchin fails to charm them and they will remain in combat, otherwise the street urchin can move 1" out of contact, but retain their 'Spotted!' Marker. If the street 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 street urchin have tried to talk their way out of trouble, any City Watch on Foot who are still engaged will try to arrest the street urchin and attack with Instinctive[T] (2,1).

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

Special Actions: Street 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" and take a 'Spotted!' Marker.
• Hide: Move cautiously up to 3" and take a 'Hidden' Marker until the model next activates.
• Nonchalant Walk: Move Cautiously up to 3" 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", then throw one Contraband Token up to 3". This may be used to load contraband onto the Coracle.
• Diversion: Move one Watch Patrol Counter up to 6". The Counter must end up within 12" of this model.
• Secret Knock: May only be used by an street urchin if it starts its turn within 3" 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 on Foot and two Watch Patrol Counters 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.

Special 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 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)

Mounted Urchin: 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 Counter: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

Abilities

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

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.

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

Author: Mike Thorp