

# Punitive Measures

A experimental scenario for 2 players, 310 to 350 points.

*The Delgon command has ordered an audacious attack on the empire for previous offences that have humiliated the northern Fubarnii in the secret war being fought on the border.*

*Under the cover of night, a Delgon captain escorts a troop of KalGush deep into Empire territory in order to deliver a fearsome strike, before slipping away. Unfortunately for the Delgon, the village is garrisoned better than they had expected, as an order of knights passed through only the day before...*

## Forces

### Delgon

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

1 x NuraKira

3 x KalGush

### Empire

Pick a 125 points Empire force (you are limited to Militias and Slingers), and add the below extra models:

1 x Militia Captain

### Reinforcements

1 x Knight Captain

3 x Knight

## Extra Models

### Empire

Pick a 60 points Villagers force (pick a mix of Empire Civilians and Beasts as you see fit).

(pick a mix of Empire Civilians and Beasts as you see fit)

## Set Up

The game is played on a small (at least 3 x 3 feet) playing area.

**Empire:** The Empire player sets up one half of the board as a village (at least 3 buildings, with at least 8 inches between them). She then divides her models (including the villagers) between each building, secretly noting down their locations. The knight reinforcements are set aside. The Empire player will not act until the alarm is raised.

**Delgon:** The Delgon deploy in the opposite half, within 6 inches on the board edge.

## Victory Conditions

**Delgon:** The Delgon aim to cause as much damage to the town as possible. Get one victory point per building destroyed, and one victory point per civilian killed.

The Delgon will flee if they lose more than half of their Elites. They may also retreat if they wish to - they are considered to have made good their escape once they are at least 18 inches away from the middle of the board.

**Empire:** The Empire player gets three victory points per delgon\_core% Elite or KalGush killed. The villagers will not flee.

## Special Rules

**Raising the alarm:** The alarm is automatically raised once either a building or an Empire model (either civilian or militia) has been attacked.

**Destroying a building:** To destroy a building, a KalGush needs to get in range and blast it using its Gushrak. The building throws a single Oran in defense, and does not get a Toughness save.

If the building is destroyed, any model within escapes if it succeeds on a Toughness save with a +2 bonus: it can then be placed outside the building by Moving Cautiously. If it fails, it dies horribly as it is burnt to a crisp.

**The villagers:** The Empire player controls the villagers, and can activate them as per the usual rules.

**Reinforcements:** Cast a Combat SStone at the beginning of each turn after the alarm was first raised. On a success the

knights that were camping close to the village arrive as reinforcements, from either side board edge (Empire player's choice).

## Notes

The victory points are based on having 2 Delgon Elites and 3 KalGush, vs. 3 buildings and 12 Civilians. In the interest of fairness, feel free to adjust the victory point awards depending on the actual forces - e.g. if the Delgon have more Elites / KalGush, or there more than three buildings in the village, or if using Civilians with a points cost higher than 5.

## Models

**KalGush:** Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0", Stamina: 3, Size: small (30mm); Abilities: Gasmask [T], Persistent [T], Safety Valve (3) [T], Vent\* [A]; **Gushrak:** : Movement: 3", Range: blast, Attack: 2, Abilities: Focus\* [R], Wide Spray\* [R]

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

**Knigh 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 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]

## Abilities

**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.

**Captain (x) [L]:** Activate up to X *Friendly Troops* or *Civilians*.

**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.

**Focus\* [R]:** Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

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

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

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

**Safety Valve (x) [T]:** If this model has X Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.

**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.

**Wide Spray\* [R]:** Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.

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