

Scavenging The Caravan

An official scenario for 2 or more players, 255 to 265 points.

Kapa Ralena ran his coarse fingers through Jeneer's thick fur and tried to calm her. His tahela was clearly agitated by something up ahead, so he called for one of the young draals to have a look. They had been trying to track down a trade caravan that should have arrived the previous day and with the cold winds closing Ralena was no longer expecting to find them alive.

The draal returned quickly to confirm his fears, the frozen bodies of the traders were just over the ridge. Ralena did not relish talking to the trade guilds about the loss, but that would have to wait as the draal had also spotted some Dhogu scavengers making their way towards them.

Forces

Empire

1 x Engu Kapa
1 x Tahela
1 x Engu Garosa
2 x Engu Axe
2 x Engu Harpoon
3 x Engu Draal

Dhogu

1 x Dhogu Captain
3 x Dhogu Spear
2 x Dhogu Bow
2 x Yirmak Rider
1 x Dhogu Trapper
4 x Setir Skerrat

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a reasonable amount of difficult terrain and obstructions. A destroyed caravan is placed at the centre of the board, with 6 bodies placed within 6 inches. No models are initially placed on the board.

When a player's Activation Counter is drawn they may either deploy a group of models (deploy one model and then as many other models as you like within its Command Range) or activate a model as usual. When deployed, models must be placed at least 12 inches from any of the bodies or Enemy models and do not count as having activated this turn.

Victory Conditions

Both sides are aiming to collect as much salvage as possible. A model starting its Activation next to a body may sacrifice its initial movement to loot the body. Remove the body token and place a Loot Tokens on the model. Loot Tokens are Objects and can be dropped or transferred. A model may carry any number of Loot Tokens.

A player may choose to flee during the End Phase, or will automatically flee if more than half of their Elites are killed or have left the table. Cast a Combat Stone for each Loot currently held by a fleeing model that is still within 18 inches of the centre of the table or within 6 inches of an Enemy model. It is kept on a success, otherwise it is left on the table. Any models at least 18 inches from the centre of the table and 6 inches from an Enemy model automatically keep their Loot Tokens. The remaining player keeps all Loot Tokens they are carrying or that are left on the table once the other player has fled.

At the end of the game roll one dice for each Loot Token held by a player and sum the total. The player with the highest total is the winner.

Variations

Multiplayer variant: This scenario works well as a multiplayer game, with each player choosing a small force of scavengers. You should place three bodies per player and scatter them over a slightly larger area if need be.

Models

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]

Dhogu Trapper: Dhogu - Core; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Beast Handler (6) [L], Combat Trained (2) [C], Coordinated Strike* [A], Pathfinder (6) [S], Ranger [T], Solo [T]; **Bow:** : Movement: 3", Range: 9", Attack: 2, Abilities: Accurate [R]

Engu Axe: Empire - Engu; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm); Abilities: Powerful [C], Sea Legs [T]

Engu Draal: Empire - Engu; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm); Abilities: Sea Legs [T]

Engu Garosa: Empire - Engu; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (4) [L], Combat Discipline* [C], Combat Trained (2) [C], Loyalty (Elite) [T], Powerful [C], Sea Legs [T]

Engu Harpoon: Empire - Engu; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm); Abilities: Powerful [C], Sea Legs [T]; **Harpoon:** : Movement: 3", Range: 9", Attack: 2, Abilities: Accurate [R], Powerful [C]

Engu Kapa: Empire - Engu; Elite; Movement: 6", Attack: 4, Support: 1, Toughness: 4+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Powerful [C], Sea Legs [T]

Loot Token: Item; Object; Movement: -, Attack: -, Support: -, Toughness: -, CR: -, Size: tiny (15mm); Abilities: Untrained [T], Unwieldy [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]

Tahela: Empire - Engu; Beast; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Charge (1) [A], Combat Trained (1) [C], Loyalty (Elite) [T], Swim (5) [A]

Yirnak Rider: Dhogu - Core; Troop; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Charge (2) [A], Combat Trained (1) [C], Powerful Charge [T], Ranger [T]

Abilities

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

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

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.

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

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.

Pathfinder (x) [S]: At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

Powerful Charge [T]: If this model ends its move more than 4 inches from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.

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*.

Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed *Agility Test*).

Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the

pool.

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.

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

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Source: Chronicles of Anyaral

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