Smugglers

A play test scenario for 2 players, 40 points.

While the riverfolk generally live a law-abiding life, there are occasions when they find it necessary to take a looser view of the legalities of moving their wares around…

The crew have come across a stash of goods that may not be seen as entirely acceptable by the city watch. A friendly contact has agreed to take them off their hands, as long as they can avoid causing too much trouble!

Forces

Empire

4 x Riverfolk Crew

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4 x Contraband Token

4 x 'Spotted!' Marker

4 x 'Hidden' Marker

4 x 'No Trouble' Marker

4 x 'Nonchalant Walk' Marker

Extra Models

Empire

3 x City Watch

3 x Patrol Die

6 x Watch Patrol Marker

Coracle

1 x Coracle

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a river 3 inches wide along one edge, and crowd the rest of the board with buildings - this represents the docks.

Place six Watch Patrol Markers (numbered 1 to 6) in a loop throughout the docks, each about 9 inches apart. Place the three City Watchs on the counters 1, 3 and 5. Place a Patrol Die next to them, showing the next number they will be moving towards (2, 4 and 6 respectively).

Place the Coracle on the far side of the river at the centre of the edge, at least 9 inches away from any City Watch.

The smugglers are not deployed initially. Players may move their smugglers onto the table edge opposite the river when they activate. Each smuggler is deployed with one Contraband Token.

Victory Conditions

The first player to deliver two pieces of Contraband to the Coracle is the winner. If neither player succeeds then they should both hang their heads in shame.

Special Rules

Activation Counters: Each player gets four Initiative Counters rather than the usual six.

For this game all the smugglers are treated as simple Riverfolk Crew with no special abilities. Each Riverfolk Crew may however activate one Friendly Riverfolk Crew model within 3 inches.

Contraband: Contraband are Tiny Objects. Each model may carry up to two pieces of Contraband at a time.

The City Watch: At the start of each Combat Phase check for each of the smugglers to see if they have been spotted by any

of the City Watch. If a smuggler 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 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 smuggler 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 inches towards the nearest 'Spotted!' model within 12 inches, if there is one. Otherwise it moves D6 inches towards its target Patrol Marker. If a City Watch reaches a 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 Patrol Marker.

Talking Your Way Out Of Trouble: If a smuggler 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 Watch will do their best to arrest them!

Each smuggler 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 smuggler 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 smuggler fails to charm them and they will remain in combat, otherwise the smuggler can move 1 inch out of contact, but retain their 'Spotted!' Marker. If the smuggler 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 smugglers have tried to talk their way out of trouble, any City Watch who are still engaged will try to arrest the smugglers and attack with InstinctiveT.

Any injured smugglers are removed from the game, dropping any Contraband they were carrying. If a City Watch is killed then all that players' smugglers immediately take a 'Spotted!' Marker.

Any City Watch casualties will redeploy at the end of the turn. Roll a D6 and place them next to the corresponding Patrol Marker.

Special Actions: Smugglers do not have any of their usual equipment or abilitiess, 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 Patrol Marker must end up within 12 inches of this model.
• **Whistle**: Move the Coracle 3 inches towards this model. This action may only be used if the model is within 3 inches of the water and does not have a 'Spotted!' Marker. The Coracle will never move within 9 inches of a City Watch.

Variations

More smugglers: Instead of using three regular Riverfolk Crew, set a points size for each force (50 to 70). You may limit the lists to Riverfolk only, or allow the use of core models. At higher points, update the victory conditions to require more Contraband Tokens to be delivered to the Coracle.

More players: The game can be easily accommodated for more than two players. You might want to use a larger board for this though. 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)

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]

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

Riverfolk Crew: Empire - Riverfolk; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Hook (2) [A], Sea Legs [T]

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

Abilities

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.

Hook (x) [A]: After a normal movement, select one *Object* or model of equal size or smaller within X" and move it adjacent to this model.

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

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

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.

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