Stop! Thief!

A simple experimental scenario for 2 players, 50 to 60 points.

A bunch of unruly jenta are lurking along the highway hoping to steal juice from renowned juice maker Zhontain Al Griba. As she wasn't born yesterday, she is ready for their shenanigans and has a couple of guard graku to defend her wares.

Forces

Empire

1 x Zhontain al Griba

1 x Vorall Juice Bar

2 x Graku

Empire

4 x Fubarnii Jenta

8 x Critter

Set Up

The game is played on a small (2 x 2 feet) playing area. Place a road running from the centre of the north side to the south side. Dot the rest of the board with scatter terrain for the Jenta to lurk behind.

The Juice Bar: The Juice Bar is set up on the road touching the north board edge. The defenders must all start with their base in contact with the Juice Bar.

The thieves: The attackers may deploy anywhere on the board, but must start at least 12 inches from the Juice Bar.

Victory Conditions

Defenders: The defenders need to minimise stock loss by driving the Jenta away.

Attackers: The attackers are trying to steal as much juice as possible from the bar.

Special Rules

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

Guards: At the start of the first Combat Phase, any unactivated Graku immediately move 4 inches towards the nearest

non-Friendly model.

Caravan: The Juice Bar cannot be activated by the defending force. Instead, starting with the second combat of the first turn, it automatically moves 6 inches along the road towards the opposite table edge at the end of each Combat Phase.

Grumpy: The Vorall gains InstinctiveT for the duration of the game.

Thieving: Any Jenta in contact with the Juice Bar may attempt to steal juice during a Combat Phase.
Calculate and cast Combat Stones as for a normal combat. The attacking Jenta steals one bottle of juice from the bar for each unblocked Erac they cast (the Juice Bar does not get to roll a Toughness save to avoid this).

Only Kids!: All combat in this game is non-lethal.
At the end of combat the protagonists drive each other off 2 inches directly backwards for each unsaved hit that they inflict. Jenta striking the Juice Bar will steal juice rather than cause damage. The Jenta cannot drive the Juice Bar back – the vorall is much too heavy and grumpy for that.

Models

Critter: Empire - Core; Beast; Movement: 8", Attack: 1, Support: 1, Toughness: –, CR: 3", Size: tiny (15mm); Abilities: Critter (1) [L], Evasive [C], Passive [T]

Fubarnii Jenta: Empire - Core; Civilian; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 2", Size: small (30mm); Abilities: Untrained [T]

Graku: Empire - Orel; Beast; Movement: 8", Attack: 2, Support: 1, Toughness: 5+, CR: 3", Size: small (30mm); Abilities: Pack Hunter [C], Ranger [T]

Vorall: Wild Creature; Beast; Movement: 6", Attack: 4, Support: 0, Toughness: 2+, CR: 2", Size: huge (60mm); Abilities: Aggressive (3) [T], Crunch (2) [C], Instinctive (2, 2) [T], Pounce (2) [C], Powerful [C], Untrained [T], Wild Animal [T]

Vorall Juice Bar: Empire - Core; Beast; Movement: 6", Attack: 4, Support: 0, Toughness: 2+, CR: 2", Size: huge (60mm); Abilities: Instinctive (1, 2) [T], Juicebar [T], Persistent [T], Powerful [C], Untrained [T]

Zhontain al Griba: Empire - Core; Elite, Unique; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Beast Handler (2) [L], Coward [T], Proud [T]

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

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

Coward [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

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

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

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

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

Juicebar [T]: Any non-Beast model that starts its Activation adjacent to this model may gain one Stamina but may only *Move Cautiously* this Turn.

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

Passive [T]: This model may not attack as a Combat Action.

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

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Proud [T]: This model may only be Activated Directly.

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

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

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

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