

The Broodmother

A play test scenario for 2 or more players, 300 points.

Capture Setir Skerrats while avoiding being ripped to shreds by the Skerrat Broodmother.

Extra Models

Wild Creature

1 x Skerrat Broodmother

16 x Setir Skerrat

Marker

12 x Tunnel Entrance

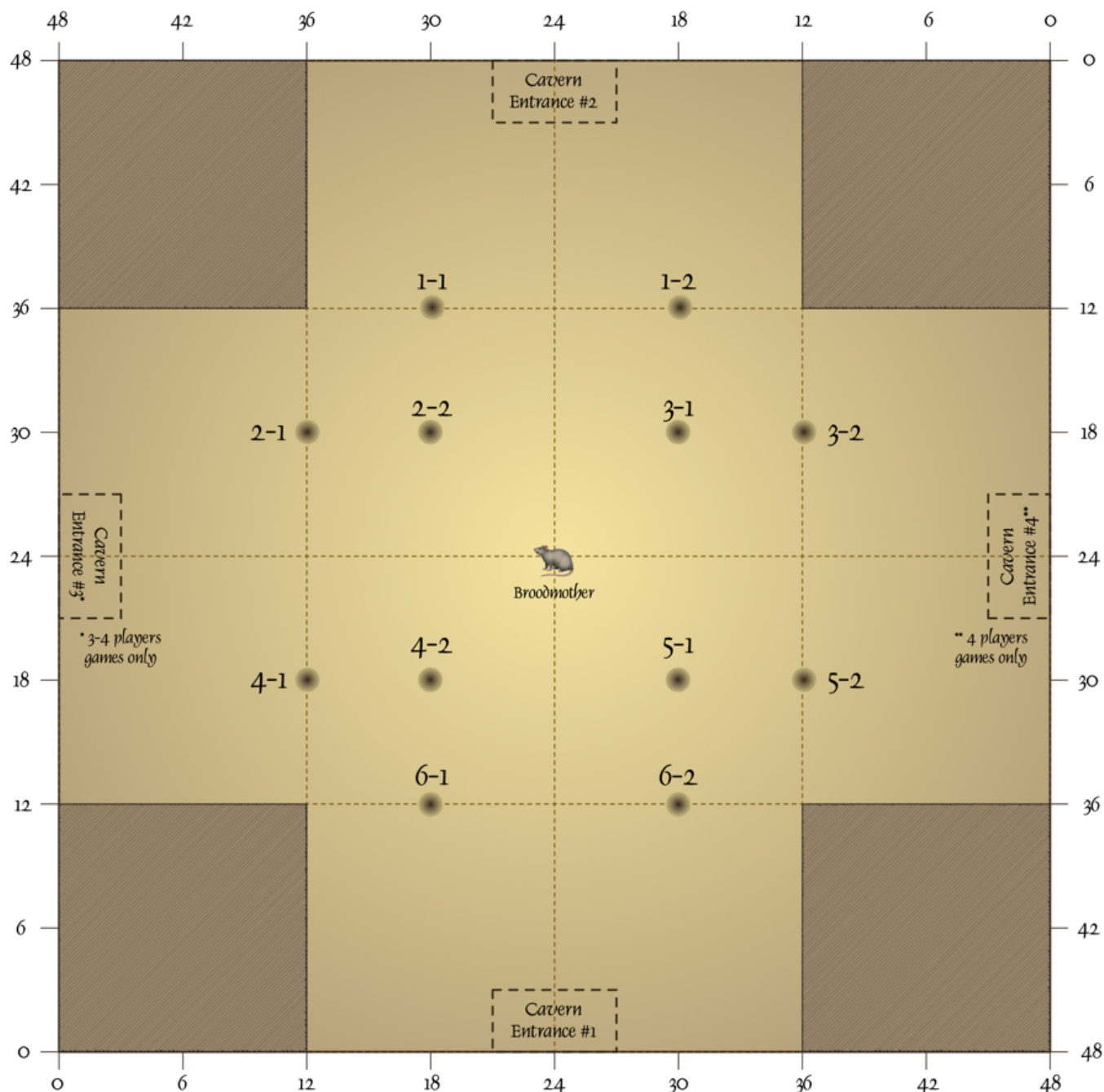
1 x Prey Marker

Set Up

The game is played on a medium (4 x 4 feet) playing area. The Skerrat Broodmother lives in a large roundish cavern with two entrances. The Setir Skerrats spend most of their time hidden in a network of tunnels under the floor, their entrances hidden amid the rubble. To simulate this, divide the board into 16 squares, and mark the 4 corner squares as impassable. Mark the entrances to the cavern as 6 inches openings in the middle of opposite sides of the board (for 3 or 4 players, open the other sides of the cavern as well).

Place the Skerrat Broodmother in the middle of the board.

The players draw Initiative Counters to deploy. When their Counter is drawn a player may place all their models as a single group (deploy one model and then all other models in the force within its Command Range) at one of the cavern's entrances (i.e. as close to the board's edge as possible), at least 9 inches away from any other models.



Victory Conditions

End Game: If the Skerrat Broodmother is killed, any remaining Setir Skerrats flee and the game ends immediately. Otherwise, continue until all models have left the table.

Setir Skerrat haul: Each live Setir Skerrat taken off the board is worth 3 victory points. Setir Skerrats killed by Beasts will be used for their pelts and bring 1 victory point. The player with the most victory points wins the game.

Killing the Skerrat Broodmother: It is bad luck to kill a Skerrat Broodmother. A player that kills the Skerrat Broodmother loses 3D6 victory points.

Special Rules

Adding Setir Skerrats to the board: At the start of each turn, roll a D6 and a D2. The result (1-1 to 6-2) identifies one of the potential Tunnel Entrances - place a tunnel entrance marker there. D3 Setir Skerrats push aside the stones that were keeping the tunnel concealed and pop out of it (place them in contact with the Tunnel Entrance, as close to the Skerrat Broodmother as possible).

Capturing a Setir Skerrat: Run a regular combat. If the Setir Skerrat fails a Toughness save, it is considered captured (but not killed). Once captured, the Setir Skerrats are treated as Unwieldy[T] Objects. Beasts aren't subtle and will always kill Setir Skerrats in combat. They may carry Setir Skerrat bodies (whether alive or dead), but drop them after moving.

Activating the Skerrat Broodmother: The Skerrat Broodmother activates at the start of each Combat Phase. If the Skerrat Broodmother is engaged in combat with a model holding a Setir Skerrat, it will remain so. If not, it will move towards such a model if there is one (roll a die to determine which model she picks). If there are no such models, the Skerrat Broodmother will move towards the closest Enemy model. In all cases, it will use its Leadership Ability to activate as many Setir Skerrats as possible.

Activating the Setir Skerrats: A Setir Skerrat activated via the Skerrat Broodmother will try to join an existing combat if possible, and will join the Skerrat Broodmother in combat if possible. If there is no such combat within range, it will move towards the closest Enemy model.

The Skerrat Broodmother and Setir Skerrats in combat: Either player may use a Combat Activation to attack with either the Skerrat Broodmother or a Setir Skerrat.

Fleeing: Any model may leave the cavern by reaching one of the entrances (on the board edges). Players cannot be forced to flee.

Models

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

Setir Skerrat: Dhogu - Core; Beast, Troop; Movement: 10", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Evasive [C], Ranger [T]

Skerrat Broodmother: Wild Creature - Skerrat; Beast, Elite; Movement: 8", Attack: 4, Support: 1, Toughness: 4+, CR: 9", Stamina: 2, Size: large (50mm); Abilities: Aggressive (3) [T], Beast Handler (4) [L], Charge (2) [A], Dodge* [C], Favoured Allies (Setir Skerrat) [T], Pounce (3) [C], Powerful [C], Ranger [T], Savage [C], Setir Skerrat Trainer (4, Beast Handler(3)) [T]

Tunnel Entrance: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: small (30mm)

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*.

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*.

Dodge* [C]: Force your opponent to turn over one successful Erac.

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

Favoured Allies (x) [T]: This model allows you to take models of type X as *Allies*. Those models and this model may treat each other as being *Friendly*.

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.

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

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

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

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.

Authors: Frédéric Fiquet & Tami