The Cost Of Defiance

An official scenario for 2 players, 250 to 285 points.

Cren grimly wiped his axe clean. Dark crimson blood soaked into the snow where the Delgon bodies lay crumpled.
The ambush had been swift and effective and the supplies they had liberated would be a great relief for the small band of resistance that he had been staying with for the last few weeks. The yirnak they had captured would also be useful, either as pack beasts or if all else failed they could be slaughtered for food.
Just as the draals had finished rummaging through the Delgon remains and started to lead the yirnak back home a deafening, guttural cry echoed across the snow.

Forces

Empire

1 x Cren Blaak

1 x Engu Garosa

1 x Engu Harpoon

3 x Engu Axe

1 x Engu Garosa

3 x Engu Draal

2 x Domesticated Yirnak

Dhogu

1 x Tak Sirahn

4 x Setir Skerrat

2 x Yartain

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Scatter a few snow drifts and rocky outcrops.

The Empire player deploys their models as a single group (deploy one model and then all other models in the force within its Command Range) in the centre of the board.

The Dhogu player deploys their models in one or more groups, at least 12 inches from any Empire models.

Victory Conditions

The Empire player wins if they can drive the attacking forces away by killing Tak Sirahn or both Yartain.

The Dhogu player wins if they can kill Cren Blaak or both Yirnak.

Special Rules

The Yirnak count as Empire models.

The Engu Draals all gain the Beast HandlerL ability for the game.

Models

Cren Blaak: Empire - Engu; Elite, Unique; Movement: 6", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Influential (1) [S], Inspire [T], Powerful [C], Sea Legs [T], Shipwright [A], Very Tough* [S]

Domesticated Yirnak: Dhogu - Core; Beast; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Instinctive (2, 1) [T], Powerful [C], Ranger [T], Untrained [T], Very Strong [T]

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]

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

Tak Sirahn: Dhogu - Core; Elite, Unique; Movement: 6", Attack: 3, Support: 0, Toughness: 4+, CR: 12", Stamina: 3, Size: small (30mm); Abilities: Beast Handler (8) [L], Combat Trained (1) [C], Favoured Allies (Yartain) [T], Ranger [T], Storm Summoner* [A], Terrain (2, Snowdrifts) [T]

Yartain: Wild Creature; Beast; Movement: 6", Attack: 5, Support: 2, Toughness: 3+, CR: 6", Stamina: 2, Size: large (50mm); Abilities: Blitz (3) [C], Overdrive* [C], Powerful [C], Ranger [T], Very Tough* [S]

Abilities

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

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

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

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.

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*.

Influential (x) [S]: This model has X Coins which may be used before or during the game. Before the game you may spend Coins to gain access to fubarnii models that would not normally be available. One Coin allows you to recruit either two *Troop* or one *Elite* model. The models cost their normal points, but are treated as the same culture and theme as the model they are accompanying.
During the game you may spend any remaining Coins as follows:
• Bribery: Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate.
• Incentives: Spend one Coin during the model's Activation to let up to three fubarnii models within Command Range gain one Stamina.

Inspire [T]: All models directly activated by this model gain one Stamina.

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

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.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

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*).

Shipwright [A]: An adjacent Boat model may immediately gain one Stamina.

Storm Summoner* [A]: Place a 3 inches Smoke Template within this model's Command Range.

Terrain (x, y) [T]: After deploying this model you may immediately place X pieces of terrain of type Y within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, "within" just means that some part of the model/Template is within the area. "Completely within" means that it must be entirely within the area.

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

Very Strong [T]: This model counts as a Large model for pulling a Log Wagon or a Belderak Bombard.

Very Tough* [S]: Re-roll a failed Toughness save.

Source: The Compiled Twilight Traveller Issue 2

Author: Mike Thorp