

# The Imperial Horticultural Society

A simple official scenario for 2 or more players, 300 points.

*The local engineers have spent the last few months working on their plants for the Annual Imperial Horticultural Competition. Just days before the event, the region has become infested with a small swarm of pagefourus, who are intent on eating the beautiful plants.*

*The engineers have all hired bands of mercenaries (some more unscrupulous than others) to defend their gardens, and this is where you come in. It is your job to deter the pests, preferably in the direction of your opponents' gardens...*

## Extra Models

### Empire

4 x Pagefourus

### Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Each player selects a 300 points force, ideally including an Engineer of some description, and needs a small garden (a 60mm huge base is ideal). You will also need four Critters per player.

The gardens are deployed in a symmetrical fashion 24 inches apart. The wild Pagefourus are deployed between the gardens, with each player taking turns placing them at least 10 inches from any garden.

Players then deploy their forces completely within 4 inches of their garden.

### Victory Conditions

The aim is to have the fewest Critters in your garden eating your plants at the end of the game.

The game continues until half the Critters have made their way into any of the gardens. At that point play one more full additional round.

### Special Rules

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

The Critters will only move if they are attacked, or if they catch scent of your delicious plants.

The Critters can be attacked in combat or with ranged attacks. They always cast one defence stone if attacked in combat (two against ranged attacks). If any blows are landed the Critters are unhurt, but move directly away from their attacker (D6 inches per blow). They can be kicked straight over models that are in the way.

At the end of each Combat Phase any Critter within 8 inches of a garden will move D6 inches towards it. They may move freely across other models.

Any Critters that come in contact with a garden scuttle into the undergrowth and can no longer be attacked.

You are, of course, allowed to attack your opposing mercenaries – gardening is a very important business.

### 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]

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

### Abilities

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

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

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

*Source: Twilight Day 2018*

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