

# The River

An official scenario for 2 players, 295 to 300 points.

*Captain Arlon could sense something in the air that didn't feel quite right. This route had grown more hazardous in recent months, so he was glad to have a squad of riverknights for company, however much they were costing Lord Delison. The Kadrigan was still a few miles from the forests of Naralon when the first mate cried out - a tree had fallen across the river ahead...*

## Forces

### Empire

1 x Riverfolk Captain  
1 x Riverfolk First Mate  
4 x Riverfolk Crew  
1 x Riverfolk Bolas  
1 x Riverknight Captain  
3 x Riverknight  
1 x Steamboat  
3 x Barge

### Kedashi

1 x Trebarnii Howler Bristleback  
2 x Seldoath  
4 x Trebarnii Howler  
4 x Abrok

## Set Up

Place a narrow River (about 3.5" wide) down the centre of the board, with areas of woods on both sides. A felled tree crosses the river about 6" from one end, forming a barrier. The steamboat is placed with its prow 18" from the barrier with three barges behind it.

The Empire player deploys their forces on or within 2" of the boat and barges.

The Kedashi player does not deploy initially but may use Initiative Counters to deploy groups at least 12" from any enemy models. The Kedashi player may activate models even if not all their models have deployed.

## Victory Conditions

The game ends when either player flees, or when the final attached barge crosses the barrier.

Either player will flee if they lose more than half their Elites.

**Empire:** The Empire player is aiming to get the boat past the barrier, with as many barges still attached as possible.

**Kedashi:** The Kedashi player is aiming to capture the boat or steal as much cargo as possible by unhitching the barges.

The game will end as soon as either side flees. If the Empire flees then the Kedashi player takes control of the boat and all barges that haven't passed the barrier. If the Kedashi player flees they still take control of all unhitched barges.

Whoever has the most barges at the end wins the scenario.

## Special Rules

**Moving the Boat:** The boat starts at Speed 1 and has a Maximum Speed of 3.

**Unhitching barges:** Any non-Beast model may spend its Activation to hitch or unhitch a barge if it is not engaged and starts its Activation next to the connection. Once unhitched, the barge will continue to drift with the boat, but reduce its speed by 1 before the boat moves (to a minimum of 0).

**The Fallen Tree:** The fallen tree is a stationary object that can be attacked in combat with a 3+ save. It can take 3 damage before being removed. It may not be targeted by Ranged Attacks.

The tree may be rammed by the boat.

## Special Models

**Large Tree:** Item; Object; Movement: –, Attack: –, Support: –, Toughness: 3+, CR: –, Stamina: 2, Size: gargantuan (80mm); Abilities: Sturdy [T], Untrained [T], Very Tough\* [S]

### *Abilities*

**Sturdy [T]:** This model cannot be targeted by Ranged Attacks.

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

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

*Sources: Twilight Day 2019; The Twilight Traveller - Rivers of Anyaral*

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