

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

The game is played on a medium (4 x 4 feet) playing area. 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 inches from one end, forming a barrier. The boat is placed with its prow 18 inches from the barrier with three barges behind it.

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

The Kedashi player does not deploy initially but may use Initiative Counters to deploy groups at least 12 inches from any Enemy models (deploy one model and then as many other models as you like within its Command Range). 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.

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+ Toughness 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.

Models

Abrok: Kedashi - Core; Beast; Movement: 8", Attack: 3, Support: 1, Toughness: 5+, CR: 2", Size: small (30mm); Abilities: Pack (1) [L], Transport (1) [A], Untrained [T]

Barge: Item; Boat, Object; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: colossal (100mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

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

Riverfolk Bolas: Empire - Riverfolk; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Sea Legs [T]; **Bolas:** : Movement: 1", Range: 9", Attack: 3, Abilities: Entangle (1) [C]

Riverfolk Captain: Empire - Riverfolk; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 12", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Sea Legs [T], Trainer (6, Sea Legs) [T], Well-Travelled [T]

Riverfolk Crew: Empire - Riverfolk; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Hook (2) [A], Sea Legs [T]

Riverfolk First Mate: Empire - Riverfolk; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 4+, CR: 12", Size: small (30mm); Abilities: Captain (2) [L], Combat Trained (1) [C], Favoured Allies (Tahela) [T], Hook (2) [A], Pitch (2) [C], Powerful [C], Sea Legs [T], Well-Travelled [T]

Riverknight: Empire - Knights; Troop; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm); Abilities: Combat Trained (1) [C], Swim (8) [A]

Riverknight Captain: Empire - Knights; Elite; Movement: 8", Attack: 4, Support: 1, Toughness: 4+, CR: 12", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (1) [C], Coordinated Strike* [A], Swim (8) [A]

Seldoath: Kedashi - Core; Beast, Elite; Movement: 8", Attack: 4, Support: 1, Toughness: 4+, CR: 12", Stamina: 2, Size: medium (40mm); Abilities: Aggressive (3) [T], Charge (2) [A], Combat Trained (1) [C], Dodge* [C], Lunge (2) [C], Pack (1) [L], Ranger [T], Savage [C], Transport (1) [A]

Steamboat: Item; Boat, Object, Mechanical; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: gigantic (130mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Trebarnii Howler: Kedashi - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 12", Size: small (30mm); Abilities: Aggressive (3) [T], Surefooted [T], Bomber [A], Flit [C], Pack (1) [L], Ranger [T], Rider [T]; **Throw Stones:** : Movement: 6", Range: 6", Attack: 2

Trebarnii Howler Bristleback: Kedashi - Core; Elite; Movement: 6", Attack: 2, Support: 1, Toughness: 6+, CR: 12", Stamina: 1, Size: small (30mm); Abilities: Surefooted [T], Combat Trained (1) [C], Dodge* [C], Pack (2) [L], Pathfinder (7) [S], Ranger [T], Rider [T]; **Throw Stones:** : Movement: 6", Range: 6", Attack: 2, Abilities: Accurate [R]

Abilities

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

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

Bomber [A]: If this model is adjacent to a model with the Bomb Carrier[T] ability then it may take one Ishkarru bomb. It may discard a bomb before making a Ranged Attack to cast an additional Combat Stone.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

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*.

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.

Coordinated Strike* [A]: Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

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

Entangle (x) [C]: The first X blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.

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*.

Flit [C]: Use this model's Combat Action to move up to 3 inches.

Hook (x) [A]: After a normal movement, select one *Object* or model of equal size or smaller within X" and move it adjacent to this model.

Lunge (x) [C]: Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

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

Pathfinder (x) [S]: At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

Pitch (x) [C]: If this model lands a blow on a model of equal size or smaller then it may move the model up to X" in any direction before they make their Toughness save roll.

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*.

Rider [T]: This model may be moved by a model with the Transport[A] ability.

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

Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed *Agility Test*).

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

Surefooted [T]: This model may re-roll a failed *Agility Test*.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

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

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

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

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

Well-Travelled [T]: This model treats all *Allies* as *Friendly* models.

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

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