

The Scoundrel

A experimental scenario for 2 players, 200 to 250 points.

Garwel was a small village on the outskirts of the Empire, not far from the great forest of Naralon. Life wasn't easy for the Fubarnii living there, but they had grown accustomed to measures against the Devanu that in the central empire might seem extreme, and did what they could to get by.

They had means to live, but despite their frontier settlement status, they still had to pay tithes, as did all the homesteads in the Empire, to the Emperor, to the Order of knights and, of course, the merchants guild.

It was only grudgingly that the Fubarnii of - parted with the - plants that they had toiled over from seed to flower and - grub that they bred and reared. Stoically though, the inhabitants gave as they could, despite the mild cynicism over the advancement of the nation, never mind whether they would ever benefit from them: the knights in the region of - were too late, too often, forcing the village to rely on itself in defence, and the merchants, when they visited, were miserly and avaricious.

The latter, intended to connect the widespread Empire and redistribute resources from places of surplus to places of demand, making the life of Fubarnii everywhere, better. However, Garwel had no specialised or rare goods to export, and money to buy none, either. Relatively self sufficient, they had little need for materials nor wealth for luxuries.

Their isolation and hard way of life meant that they didn't deal in currencies, as it had no intrinsic worth; they bartered only with commodities. However, the guild had introduced credit, which was used for rarer building and engineering materials that the villagers were unable to produce themselves. For the merchants, the town may have been a dead end, but they were always punctual in demanding their credit.

One farmer in particular was enamoured by the ability to use credit. Old Gemlin had a soft ear for a sweet tongue; each year he convinced himself, with a little help, that this doohickey or those seeds would allow him to get ahead, break out and provide a little more for his brood. Unfortunately, without fail, the doohickey worked but ruined what he worked on with it, and the seeds, without the heat of the south from where they were taken, never sprouted. When he couldn't scrape together the interest, he had to default, one year losing the body of enuk herd, depriving him of a major means for survival and rendering him inconsolable. Four seasons later, however, saw him ready to repeat the mistake.

An especially unscrupulous trader took particular advantage of poor Gemlin. This came to a head one year when the trader, discovering a gambling instinct in the farmer, looked himself and - away in Gemlin's home and plied him with mushroom brew until, intoxicated and soothed by smooth words, he had won the valuable items in the house; his tools of the trade and family heirlooms, and leaving the farmer in debt worth his house. The other inhabitants was worried, but they were locked firmly in the cold until late at night, when the farmer turned in, stricken.

Knowing that his luck had likely run his course, during the early hours of the morning, the trader loaded his enuk with ill gotten gains, and made haste to leave the village.

The villagers, of course, were outraged. Years of suffering had been topped with humiliation, which was one insult too far. The decision to mete out justice was unanimous. The militia, formed to defend the village from Devanu predators, were steeled to a not entirely different task; now they were the hunters.

Predicting correctly that the trader would take the road to the nearest watchtower, the Fubarnii of Garwel took the mountain paths in order to cut off the scoundrel.

They caught the flagging trader within sight of the knights' outpost. As the enraged villagers descended upon him, the knights issued forth to contain the aggressors.

Forces

Villagers

Empire

1 x Farmer Gemlin

Pick an extra 200 points Villagers force (you are restricted to Militia Captains, Militias, Slingers and Civilians).

Knights

Empire

1 x Knight Captain

4 x Knight

Extra Models

Empire

1 x Trader

1 x Baruk

Set Up

The game is played on a medium (4 x 4 feet) playing area. The Trader is placed on the edge, in the centre on one side of the board.

The Knights are deployed on the opposite side, touching the board edge.

The villagers are deployed on a side edge, one half of the distance from the trader as the Empire force.

Victory Conditions

Villagers: The villagers win if they escort the Trader off the board by the place either they or the Trader entered.

Knights: The Knights win if they escort the Trader off the board by the place in which they entered.

Special Rules

The Trader: The Trader is initially controlled by the Knights player. If the Trader fails a Toughness save, it does not die but is incapacitated instead. From this point on, the Trader is controlled by whichever side has the most models in base contact with it (to a minimum of one).

The Baruk: The Baruk is controlled by whoever controls the Trader, and is killed as normal if it fails a Toughness save.

Models

Baruk: Empire - Core; Beast; Movement: 6", Attack: 3, Support: 1, Toughness: 3+, CR: 6", Size: medium (40mm); Abilities: Instinctive (0, 2) [T]

Farmer Gemlin: Empire - Core; Elite, Unique; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Bitter Enemies (the Trader) [C], Captain (8) [L], Combat Trained (2) [C], Defender [S], Very Tough* [S]

Knights: Empire - Knights; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Combat Trained (2) [C]

Knights Captain: Empire - Knights; Elite; Movement: 10", Attack: 4, Support: 2, Toughness: 4+, CR: 6", Stamina: 2, Size: medium (40mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A]

Trader: Empire - Core; Civilian; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Beast Handler (2) [L]

Abilities

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

Bitter Enemies (x) [C]: In combat against X, this model gains Combat Discipline[C] (recast any or all Combat Stones).

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.

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

Defender [S]: If an adjacent *Friendly* model becomes *Engaged* during the Activation Phase then this model may immediately move to engage the *Enemy* model, but must maintain contact with the *Friendly* model at all times during the movement.

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

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

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