

The Wandering Engineer

An official scenario for 2 players, 250 to 280 points.

A Fubarnii Engineer is a precious commodity and a significant status symbol for their adopted settlement. This prestige however, is coupled with the burden of protection, not made easy by the common engineer's trait of wandering off to ruminate on ideas and experiment.

On this particular occasion a small band of Fubarnii militia, assisted by a detachment of knights, have managed to track down old Engineer Beru with his experimental derak in tow. As they near the safety of the village, a Devanu Kopa on his way back from an unsuccessful hunt spies new prey and launches a surprise attack. The Fubarnii must protect Engineer Beru and deliver him to the safety of his cottage.

Forces

Empire

1 x Knight Captain

2 x Knight

1 x Militia Captain

5 x Militia

1 x Engineer Beru

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Engineer Beru's home is placed near one edge of the playing area.

The Empire player then deploys their models in a single group (deploy one model and then all other models in the force within its Command Range) at least 18 inches from Beru's home.

The Devanu player deploys their models in one or more groups (deploy one model and then as many other models as you like within its Command Range) anywhere on the board, but keeping all their models at least 18 inches away from any of the Empire models.

Victory Conditions

The Empire player wins if he can escort Engineer Beru to the safety of his home. Engineer Beru may enter his home if he can move adjacent to the building's door.

The Devanu player wins if he can kill Engineer Beru and the Devanu Kopa escapes from the table. If he fails to escape from the table then the game is a draw.

The Empire player will not flee. The Devanu player will flee if the Devanu Kopa is killed.

Variations

Campaign Mode: This scenario can be played as the first scenario of a mini campaign, the next scenarios being "The Journey Home" followed by "Cornered".

- If the Empire win then they may field Engineer Beru in the final game.
- If the Devanu win they may field an additional Grishak or Kosok in the final game.

Models

Devanu Kopa: Devanu - Core; Elite; Movement: 10", Attack: 6, Support: 2, Toughness: 5+, CR: 12", Stamina: 6, Size: medium (40mm); Abilities: Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]

Engineer Beru: Empire - Core; Civilian, Unique; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 6", Size: small (30mm); **Experimental Derak:** : Movement: 0", Range: blast, Attack: 4, Abilities: Point Blank [R]

Grishak: Devanu - Core; Beast; Movement: 10", Attack: 2, Support: 1, Toughness: 4+, CR: 3", Size: small (30mm);

Abilities: Charge (2) [A], Pack (1) [L], Pack Hunter [C], Savage [C]

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]

Kosok: Devanu - Core; Beast; Movement: 12", Attack: 1, Support: 3, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Aggressive (3) [T], Charge (2) [A], Evasive [C], Flit [C], Flying [T], Solo [T]

Militia: Empire - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Defender [S]

Militia Captain: Empire - Core; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]

Abilities

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

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

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.

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.

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

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

Feint* [C]: Force your opponent to recast all their Combat Stones.

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

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

Leap* (x) [A]: Leap up to X", ignoring intervening models. This move ignores the *Move Cautiously* rule.

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

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

Packmaster (x) [L]: Activate up to X *Friendly Elites*.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

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

Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

Sprint* (x) [A]: Move up to X". This ability may only be used after this model has performed a Basic Movement.

Source: Chronicles of Anyaral

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