

To The Boats!

An official scenario for 2 players, 400 to 445 points.

The attack on Tonueil has been devastating. The belderaks are still raining death on the city, but Dehran cannot stand back any longer and watch the Engu fleeing like skerrat. Meanwhile, Cren and his two loyal Garosa are doing what they can to escort the council members to the potential safety of the waiting boats...

Forces

Empire

1 x Cren Blaak
1 x Tahela
2 x Engu Garosa
6 x Engu Axe
2 x Engu Harpoon
6 x Engu Draal
3 x Councillor

Delgon

Select one of the below forces:

Option 1:

1 x Dehran
4 x KalDehran
2 x NuraKira
8 x KalJoran
2 x KalDru

Option 2:

1 x Dehran
4 x KalDehran
2 x Dhogu Captain
4 x Setir Skerrat
6 x Dhogu Spear

Set Up

The encounter takes place on a medium (4 x 4 feet) playing area, filled with buildings and rubble. To one edge of the table is the waterfront, with three boats equally spaced so they are docked about 12" apart.

The Engu player deploys his troops as a group at least 12" from the nearest boat.

Dehran is deployed with his bodyguards at least 12" behind the Engu models. The remaining models may be deployed in one or more groups (deploy one model and then as many other models as you like within its Command Range) anywhere on the table at least 9" from any Engu models.

Victory Conditions

The Engu player is trying to escort the important civilians to the boats. He wins if at least two of the councillors escape in the boats. The Empire player will not flee until all the councillors are dead or on the boats.

The Delgon player will only flee if Dehran is killed. The Delgon player wins if Dehran survives and at least two civilians are killed.

Special Rules

The boats: The boats should be about 6" long and 2.5" wide. Any Engu models may board the boats and they may be cast off as long as there are at least 3 models on board. The boat is immediately removed and set to one side. After the game has ended roll a dice for each ship, it escapes on a 3+. On a roll of 1 or 2 the boat has been sunk by the Delgon belderaks. If the boat has the Kapa, Cren or the Garosa onboard then you may choose to re-roll the dice once.

Belderak bombard:

- At the start of each End phase both players roll one D6. If they roll a 5 or a 6 then they may place a shell anywhere on the table. The shell then scatters 2D6" in a random direction before exploding.

- Models within 2“ of the shell are hit with a 4 CS ranged attack and are Stunned until the start of the next End phase. Models within 4“ are hit with a 2 CS ranged attack and are Stunned until the start of the next End phase. For all attacks use the position of the shell to determine if models are obstructed. Models closest to the shell are targeted first. Boats may not be targeted, but if one is hit directly by a shell then it must make a 4+ save or be destroyed, along with all models on board.

Rescuers: All Engu Troops gain the "Rescuer(1) ability.

Abilities

Rescuer (x) [L]: Activate up to X *Friendly Civilians*.

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