

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 game is played on a medium (4 x 4 feet) playing area. Fill the board with buildings and rubble. To one edge of the board is the waterfront, with three boats equally spaced so they are docked about 12 inches apart.

The Empire player deploys their models as a group (deploy one model and then all other models in the force within its Command Range) at least 12 inches from the nearest boat.

Dehran is deployed with his bodyguards at least 12 inches behind the Empire 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 board at least 9 inches from any Empire 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 inches 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 Boat, it escapes on a 3+. On a roll of 1 or 2 the Boat has been sunk by the Delgon Belderak Bombards. If the Boat has the Engu Kapa, Cren Blaak or the Engu Garosa onboard then you may choose to re-roll the dice once.

Belderak Bombards:

- 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 inches in a random direction before exploding.
- Models within 2 inches of the Shell are hit with a 4 Combat Stones Ranged Attack and are Stunned until the start of the next End Phase. Models within 4 inches are hit with a 2 Combat Stones 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+ Toughness save or be destroyed, along with all models on board.

Rescuers: All Engu Troops gain the RescuerL ability.

Models

Belderak Bombard: Delgon - Core; Object, Mechanical; Movement: Special, Attack: -, Support: -, Toughness: 2+, CR: -, Stamina: 1, Size: large (50mm); Abilities: Fuel [T], Heavy [T], Sturdy [T], Untrained [T], Very Tough* [S]; **Shell:** : Movement: 0", Range: 12-24", Attack: 2, Abilities: Death From Above [R], Haphazard (4, 3) [R], Operated (2) [R], Powerful [C], Shatter [R]

Councillor: Empire - Core; Civilian; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 3", Size: small (30mm); Abilities: Commander (2) [L], Coward [T], Influential (3) [S]

Cren Blaak: Empire - Engu; Elite, Unique; Movement: 6", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Influential (1) [S], Inspire [T], Powerful [C], Sea Legs [T], Shipwright [A], Very Tough* [S]

Dehran: Delgon - Dehran; Enarii, Unique; Movement: 10", Attack: 5, Support: 0, Toughness: 3+, CR: 12", Stamina: 5, Size: large (50mm); Abilities: Assassinate* [A], Combat Trained (2) [C], Critical [T], Impetuous [T], Powerful [C], Protected (4) [T], Unstoppable [T], Very Tough* [S]

Dhogu Captain: Dhogu - Core; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (1) [C], Ranger [T]

Dhogu Spear: Dhogu - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Combat Trained (1) [C], Ranger [T]

Engu Axe: Empire - Engu; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm); Abilities: Powerful [C], Sea Legs [T]

Engu Draal: Empire - Engu; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm); Abilities: Sea Legs [T]

Engu Garosa: Empire - Engu; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (4) [L], Combat Discipline* [C], Combat Trained (2) [C], Loyalty (Elite) [T], Powerful [C], Sea Legs [T]

Engu Harpoon: Empire - Engu; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm); Abilities: Powerful [C], Sea Legs [T]; **Harpoon:** : Movement: 3", Range: 9", Attack: 2, Abilities: Accurate [R], Powerful [C]

Engu Kapa: Empire - Engu; Elite; Movement: 6", Attack: 4, Support: 1, Toughness: 4+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Powerful [C], Sea Legs [T]

KalDehran: Delgon - Dehran; Troop; Movement: 6", Attack: 2, Support: 2, Toughness: 5+, CR: 0.5", Stamina: Special, Size: small (30mm); Abilities: Combat Trained (1) [C], Loyalty (Dehran) [T], Ranger [T], Rare [T], Retinue (Dehran) [T], Sprint* (4) [A]

KalDru: Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Size: small (30mm); **Light Derak:** : Movement: 3", Range: blast, Attack: 3, Abilities: Point Blank [R]

KalJoran: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Charge (1) [A], Defensive Line [C]

NuraKira: Delgon - Core; Elite; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (2) [L], Protected (2) [T]

Setir Skerrat: Dhogu - Core; Beast, Troop; Movement: 10", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Evasive [C], Ranger [T]

Tahela: Empire - Engu; Beast; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Charge (1) [A], Combat Trained (1) [C], Loyalty (Elite) [T], Swim (5) [A]

Abilities

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

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

Authority (x) [L]: Activate up to X *Friendly Troops* or *Civilians*. Any *Troops* activated by this model may immediately activate up to four *Friendly Troops*, who may not use any further Leadership abilities.

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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

Coward [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

Defensive Line [C]: During any combat while adjacent to another *Friendly* model with Defensive Line[C], if all successful casts are Oran then each success cancels two opposing Erac.

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

Fuel [T]: This model does not recover Stamina during the End Phase.

Haphazard (x, y) [R]: Place a Target Marker within range. Cast X Combat Stones and scatter the impact 2 inches from the target for each miss (roll a D6 to determine direction). The operating models may use their Stamina to recast stones. Place a Y" Template on the impact point: all models under the Template are hit. Leave the target in place, if the target for the next shot is within 3 inches of the target then you may recast one failed Combat Stone when rolling to scatter.

Heavy [T]: This model may be moved up to 6 inches if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3 inches if pulled by 2 Small or 1 Medium model.

Impetuous [T]: This model always activates when your first Initiative Counter is drawn each Turn. This is in addition to other models you select to activate.

Influential (x) [S]: This model has X Coins which may be used before or during the game. Before the game you may spend Coins to gain access to fubarnii models that would not normally be available. One Coin allows you to recruit either two *Troop* or one *Elite* model. The models cost their normal points, but are treated as the same culture and theme as the model they are accompanying.

During the game you may spend any remaining Coins as follows:

- Bribery: Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate.
- Incentives: Spend one Coin during the model's Activation to let up to three fubarnii models within Command Range gain one Stamina.

Inspire [T]: All models directly activated by this model gain one Stamina.

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

Operated (x) [R]: This model may be fired at the end of the Turn if it did not move and there are least X Unengaged *Friendly* Operators models adjacent to it.

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

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Protected (x) [T]: This model may be accompanied by up to X Rare[T] models.

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.

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

Retinue (x) [T]: This model starts with one Stamina if deployed within 3 inches of X. While within 3 inches of X this model gains one Stamina during the End Phase.

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

Shatter [R]: This attack ignores the Sturdy[T] ability.

Shipwright [A]: An adjacent Boat model may immediately gain one Stamina.

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

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

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.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

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

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