

# Dompaku!

An official scenario for 2 players, 290 to 300 points.

*Lek'Saa watched the band of ferals marching heedlessly across the plains, relying on their big lumbering dompaku to protect them, but completely unaware of the pack of young devanu that had been tracking them for the last few hours. She ran her small hand over the beak of one of her young grishak, unsure whether this band was worth risking her life for. She crouched and decided to wait to let them prove themselves before getting involved.*

## Forces

### Casanii

1 x Dompaku  
1 x Feral Brave  
2 x Feral Sling  
1 x Feral Brave  
4 x Feral Warrior  
2 x Feral Mutt  
1 x Lek'Saa  
4 x Grishak Jenta

### Devanu

1 x Alpha Outcast  
1 x Jenta Hunter  
1 x Jenta Handler  
1 x Jenta Spear  
3 x Grishak

## Set Up

The game takes place on a small (3 x 3 feet) playing area with a few obstacles and patches of difficult terrain. The Dompaku is deployed in the middle of the table along with the other Ferals.

The Devanu forces are deployed in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 16" from the centre of the table.

Lek'Saa and her Grishak are not deployed initially.

## Victory Conditions

The Devanu player wins if they can kill the Dompaku.

The Casanii player wins if they can force the Devanu player to flee by killing more than half of the attacking Devanu Jenta before they lose all of their Elites.

The Casanii player will not flee. If neither side succeed in their objective then the game is a draw.

## Special Rules

Lek'Saa and her Grishak may not be deployed until after the Ferals have proven themselves by killing at least one of the Devanu Jenta.

*Source: The Twilight Traveller Issue 9*

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