

Now, Where Did He Leave It?

An official scenario for 2 players, 330 to 475 points.

Generations after a particularly eccentric engineer had died, his greatest contribution to his birth village, a Subterranean Excremental Waste Expunger and Remover (SEWER), began to develop faults. Nobody needed convincing of the necessity of fixing it after the first couple of malfunctions left several houses uninhabitable for weeks. Engineer Beru was brought in to have a look, but after several days he was still baffled; each engineer is idiosyncratic, and Beru couldn't make head nor tail of it without guidance.

However, there was hope. Hearsay was that the engineer had made extensive notes during his life. Unfortunately, he had lived beyond the village limits in a secluded building that had recently been overtaken by a Devanu tribe. The Council have committed their finest militia as well as conscripting herders who know the land to provide a guard for Beru in his consequential, nay, momentous search for the schematics.

Forces

Empire

1 x Engineer Beru
2 x Apprentice
2 x Militia Captain
5 x Militia
4 x Slinger
4 x Light Cavalry

Devanu

1 x Devanu Kopa
1 x Devanu Sempa
1 x Kosok
1 x Jenta Handler
4 x Grishak

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with the Engineer's house at the centre. The Empire player deploys his models as a single group (deploy one model and then all other models in the force within its Command Range) 18" from the house. The Devanu do not start on the board.

Victory Conditions

Empire: The Empire player wins if the Engineer Beru or one of his Apprentices get off the board with the schematics. Given the importance of this mission, the Empire will only flee if Engineer Beru is killed.

Devanu: The Devanu player wins if he can kill Engineer Beru.

Special Rules

At the end of each turn the Devanu player rolls one die. On a four or five either the Devanu Sempa or the Jenta Handler arrive with their accompanying beasts. On a six the Devanu Kopa arrives. Whichever models arrive are placed as one group at least 18" from the house and 12" from any Empire models.

Engineer Beru and his Apprentices may search the house. Roll a die during the Combat Phase if they are unengaged. On a roll of a six they find the schematics, place a Counter by the model to show who has them. The schematics can be passed to any other adjacent model.

Special Models

Apprentice: Empire - Core; Civilian, Apprentice; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 1", Size: small (30mm); Abilities: Assistant [T]

Abilities

Assistant [T]: This model is allocated a Master at the start of the game and will always activate for free when his Master is activated so long he is in his Command Range.

Source: Twilight Book 2 - of Gods and Demons

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