

# The Caravan

An official scenario for 6 or more players, 1100 to 1270 points.

## Forces

### Empire

Pick three 300 points Empire forces, and add the below extra models:

#### Caravan

1 x Belan  
2 x Baruk  
3 x Eruk  
1 x Loranti Pargal  
4 x Casanii Warrior  
3 x Trader  
2 x Mounted Trader

### Devanu

Pick three 300 points Devanu forces, and add the below extra models:

1 x Kelahn  
2 x Jenta Handler

## Set Up

### Empire:

- The Empire's caravan is set up first by a neutral player.
- The Empire players then deploy their forces, with all models with 6" of the Caravan.

### Devanu:

- The Devanu players do not deploy initially, but may choose to use an Initiative Counter for one player to deploy one group of models anywhere on the board at least 12" from enemy models and 12" from the town.

## Victory Conditions

- Belan are worth 5VPs, Baruk are worth 3VPs and Eruk are worth 1VP.
- Traders are worth 1VP, mounted traders are worth 2VP and Loranti is worth 4VP.

The Empire player wins if they can get more than half the VPs home to the town. Otherwise the Devanu win.

The Empire players will not flee. The Devanu will flee if they lose more than half their Elites.

## Special Rules

When their Initiative Counter is drawn each side may select up to three models to activate directly. A model may use the Solo ability, but only if that is the only model the side chooses to activate directly.

## Variations

The number of creatures in the caravan is indicative only, feel free to change it.

*Source: Twilight Day 2016*

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