

The Beast In The Storm

An official scenario for 2 players, 250 points.

The Knight Captain had been following the priest's trail through the snowy foothills, ready to launch an attack. It was rare for a priest to travel with so little protection, so he would not waste the opportunity. As the storm closed in he could tell his prey was close, but he had underestimated the ferocity of the weather. Then the cry cut through the baffling snow. His loyal second in command was the first to vanish...

Forces

Empire

1 x Knight Captain
2 x Knight
1 x Militia Captain
5 x Militia

Delgon

1 x NuraSen
2 x KalDreman
1 x KalMalog
1 x KalDru
4 x KalJoran
4 x KalGarkii

Extra Miniatures

Wild Creature

1 x Yartain

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a few snow drifts and rocky outcrops scattered around. The Delgon player deploys their models as a single group (deploy one model and then all other models within its Command Range) in the centre of the table. The Empire player then deploys their models in one or more groups, at least 12" from any Delgon models.

Victory Conditions

Empire: The Empire player wins immediately if they can kill the NuraSen priest and capture the documents she is carrying by moving one of their Elites next to the body.

Delgon: The Delgon player wins if they can force the Empire player to flee by killing both of their elites.

Special Rules

The Weather: At the start of each Combat Phase the player with the initiative rolls two dice to determine how the weather ebbs and flows. The number rolled is the maximum distance (in inches) that both players' models can see or move until the start of the next Combat Phase.

The Yartain:

- The yartain is not happy about having its territory disturbed and will attack randomly during the game, before disappearing back into the snow.
- The yartain cannot be killed, but will retreat into the snow and be removed from the table if it fails its 3+ tough roll. If attacked in combat it will cast 4 Erac and 1 Oran.
- If the yartain is not on the table at any point then either player may use one of their Initiative Counters to place it anywhere on the table where it cannot be seen by any models.
- If the yartain is on the table then the player with the initiative rolls a dice at the start of each Combat Phase, after rolling for the weather. The player must move the beast as directed below, attacking if possible.

- 1: Ferocious attack! The yartain moves up to 6" to engage the nearest model and attacks, casting 6 Erac and 1 Oran.
- 2-5: Attack! The yartain moves up to 3" towards the nearest model and attacks, casting 4 Erac and 1 Oran.
- 6: Vanish! The yartain vanishes into the blizzard. Remove the model from the table.

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