

Egg Hunters

An official scenario for 2 players, 240 to 250 points.

Jawuu crouched low with his Graku. They were silent now, sensing Jawuu's tension as they closed on the nest. Hopefully Rayna the Militia Captain knew what she was doing - Jawuu always hated relying on others, but this nest looked to be protected and he didn't want to risk taking it on alone. He had been watching from cover for a while and had just seen the three Grishak scratching around the nests. He allowed himself a small smile, perhaps this would be easier than expected. He let out a shrill whistle and Rayna broke cover with her troops, advancing on the nests.

Just as he was about to break cover himself a sharp Devanu cry echoed through the valley. Jawuu cursed under his breath and pulled back into cover. The Graku eyed him accusingly, but they stayed put. They would fight soon enough, and hopefully they would feast on Grishak eggs.

Forces

Empire

1 x Hunter
4 x Graku
1 x Militia Captain
5 x Militia
2 x Knight

Devanu

1 x Devanu Sempa
1 x Jenta Handler
3 x Grishak

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. Place a collection of rocky outcrops close to the centre of the table. These contain several Grishak nests that are being protected by the Devanu.

The Devanu player places his Grishak first as a single group (deploy one model and then all other models in the force within its Command Range) within 6" of the rocks. The Empire player then deploys his models as a single group at least 12" from the Grishak. The Devanu player finally deploys his Devanu as a single group at least 18" from any models.

Victory Conditions

Both players are trying to take control of the nests. Whoever holds the nests at the end of the game wins. The game ends when one side is forced to flee.

Devanu: The Devanu player will flee once he has lost more than half his Elites.

Empire: The Empire player will flee once he has lost more than half his Elites.

Special Rules

The Devanu player must aim to keep at least one Grishak within 9" of the centre of the table at all times. If this is not the case and a Devanu Initiative Counter is drawn then if possible he must activate a Grishak and try to move it back towards the rocks in the centre. If all remaining Grishak have already activated then he may activate as normal.

Variations

The scenario is designed to use the basic forces from the Starter set, supplemented by a Hunter for the Empire and a Jenta for the Devanu. As usual, you can choose any type of Jenta.

Source: The Twilight Traveller Issue 2

Author: Mike Thorp