

Punishment

An official scenario for 2 players, 320 to 400 points.

Telani ran his fingers over Koiba's rough skin. He could taste the smell of campfires and charred meat in the air and it just served to stoke his fury. The travellers were just ahead, singing rowdy songs around their roaring campfire while two of their squat little hunting beasts were fighting over a huge leg bone from the slaughtered dompaku. The so-called Hunter had dared to venture into his lands and butcher his animals. To have killed a dompaku in the prime of its life was a crime that would not go unpunished.

Forces

Casanii

1 x Telani Deyath
4 x Casanii Warrior
1 x On'Saa
1 x Shaman
2 x Tracker

Empire

1 x Hunter
7 x Graku
2 x Orel Militia Captain
4 x Militia
3 x Orel Knight
4 x Slinger

Set Up

The encounter takes place on a small (3 x 3 feet) playing area. Most of the Empire troops are gathered as a single group (deploy one model and then all other models within its Command Range) around a small fire that is placed near the centre of the table. The Hunter may not use his Pathfinder ability. The Slingers are deployed individually at least 6" from any other models.

The Casanii forces are deployed in one or more groups at least 12" from any Empire models.

Victory Conditions

The Casanii player wins if they can kill the Hunter before either side is forced to flee. The Empire player wins if they can force the Casanii to flee.

If the Empire are forced to flee before the Hunter is killed then he escapes into the wilderness and the game is a draw.

The Casanii will flee if more than half their elites are killed. The Empire will flee if they lose more than ten models.

Special Rules

Initially, the Empire's forces are not aware of the approaching threat. Until the alarm has been raised, the Empire player may only use his Initiative Counters to activate a single model at a time, which may move up to 2" in any direction. The Casanii player may use his Initiative Counters to activate models as normal, or he may move an Empire model up to 2" in any direction. Each Empire model may be activated multiple times in a round until the alarm has been raised.

If any model is killed then leave a marker on the table to show where the body is. The body markers may be moved as Unwieldy objects.

Raising the alarm: The Empire player can immediately raise the alarm at the end of a Combat Phase if:

- Any Empire models have been attacked but not killed, either by ranged attacks or in combat
- Any Empire models are within 3" of a body marker
- There are any Casanii models within 6" of any Empire models

As soon as the alarm is raised the Empire models may activate normally

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