

Nobility

A simple official scenario for 2 players, 350 to 375 points.

Lord Etalu looked impatiently across the plains and took a deep breath of the clean air. Oh how he missed the tastes and smells of the city. The caravan had been travelling for 14 days and the company was proving more than a little tiresome. Comptessa Gelina would not stop talking about her husband's great military prowess, while Duke Jenna's blasted PreePree had once again decided to urinate all over another Etalu's best outfits.

While the camp was setting up Etalu had decided to take the opportunity to get away from the company, taking a small portion of his household guard under the pretence of looking at a nearby waterfall. The waterfall had been almost as dull as the company he had been avoiding, so it all seemed a bit of a waste of time. The Captain of his guards had been getting rather insistent that they should get back to the camp. He didn't like being told what to do, so he had deliberately delayed, but the sun was now rising and he was starting to wonder if that might have been a little bit rash...

Forces

Empire

1 x Noble
4 x Militia
1 x Knight Captain
5 x Knight
1 x Reyad
4 x Slinger

Devanu

1 x Jenta Handler
2 x Grishak Kopa
8 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. The Empire player deploys his models in a single group (deploy one model and then all other models within its Command Range) in one corner of the table. The Devanu player deploys his models in one or more groups at least 12" from any Empire models.

Victory Conditions

Either side will flee if it loses more than half of its Elite models, at which point the other player wins.

Source: The Twilight Traveller Issue 4

Author: Mike Thorp