

Big Game Hunters!

An official scenario for 4 or more players, 150 to 200 points.

The Devanu stealthily crept towards their prey, unaware that they weren't the only hunters on the plains...

Forces

Casanii

Select one of the below forces:

Option 1:

1 x Casanii Warrior Chief
4 x Casanii Warrior

Option 2:

1 x Seh'Ban Steyar

Option 3:

1 x Hadera Rider
3 x Erillai Rider

Devanu

Select one of the below forces:

Option 1:

2 x Jenta Handler
4 x Grishak

Option 2:

1 x Devanu Sempa
3 x Grishak

Option 3:

1 x Jenta Hunter
1 x Jenta Handler
1 x Jenta Spear
2 x Grishak

Extra Miniatures

Wild Creature

1 x Dompaku
6 x Erillai

Set Up

The game takes place on a large (4 x 6 feet) playing area. The Dompaku is deployed near one edge of the table with the Erillai around it, about 3" apart from each other.

No forces are deployed initially. When a player's Initiative Counter is drawn they may place some or all of their force on the table as a single group (deploy one model and then all other models in the force within its Command Range) at least 12" from any Beasts or Enemy models. Once a player's entire force is on the table they may use subsequent counters to activate their force.

Victory Conditions

Casanii: The Casanii players are trying to drive off the attackers and score 1 point for each Devanu Jenta they kill and 2 points for each Devanu adult.

Devanu: The Devanu players are hunting for their supper and score 1 point for each Food Token they can get off the board. The player with the most points at the end of the game wins.

Special Rules

Activation Counters: Each player gets four Initiative Counters rather than the usual six.

This game is designed for four or more players, with at least as many Devanu players as there are Casanii players.

When a player's Initiative Counter is drawn they may select one of the Beast models to move before activating their models.

Food Tokens can be picked up and carried as objects by any models (including Beasts).

The Devanu players may flee some or all of their models during their turn if they leave the table or are at least 9" from any Enemy models. All Food Tokens held by these models are kept.

Players will be forced to flee if more than half their Elites are killed. Devanu players should cast one Combat Stone for each Food Tokens held at that time. On a success the player can keep the Food Token, otherwise it is discarded.

If all other players are eliminated then the remaining player keeps all Food Tokens they hold and can scavenge all the Food Tokens left on the table, casting a Combat Stone per token and keeping a token per success.

Moving the Dompaku: The first player to activate each turn must move the Dompaku (if it is still alive) before activating their models. The Dompaku uses the standard rules, but does not count as a Casanii model so cannot be ridden. If it is killed place three Food Tokens on the table. The Dompaku will always move as far as it can towards the opposite edge, moving around Medium or Large models if necessary.

Moving the Erillai: After the Dompaku has been moved, other Initiative Counters allow players to move an Erillai before activating their models. The Erillai may be moved multiple times each turn. If an Erillai is killed place one Food Token on the table. When moved, the Erillai may first turn up to 45 degrees before leaping 4" forward in a straight line. A player may not move the Erillai to within 12" of their own models.

Special Models

Dompaku: Casanii - Feral; Beast; Movement: 6", Attack: 5, Support: 1, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Instinctive (1, 3) [T], Obstructing [T], Proud [T], Transport (4) [A], Unstoppable [T], Vehicle (3) [T], Very Tough* [S]

Erillai: Casanii - Core; Beast; Movement: 8", Attack: 3, Support: 0, Toughness: 4+, CR: 2", Stamina: 1, Size: medium (40mm); Abilities: Instinctive (1, 2) [T], Leap* (4) [A], Untrained [T]

Food Token: Item; Object; Movement: -, Attack: -, Support: -, Toughness: -, CR: -, Size: tiny (15mm); Abilities: Untrained [T]

Abilities

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Leap* (x) [A]: Leap up to X", ignoring intervening models. This move ignores the *Move Cautiously* rule.

Obstructing [T]: Models on this model count as *Obstructed* if targeted by Ranged Attacks.

Proud [T]: This model may only be Activated Directly.

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

Untrained [T]: This model may not be Activated Directly.

Vehicle (x) [T]: This model may carry up to X Small *Friendly* models as Crew.

Very Tough* [S]: Re-roll a failed Toughness save.

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Author: Mike Thorp