

# Unwelcome Travellers

An official scenario for 2 to 3 players, 295 to 300 points.

*Over the last few months black robed priests have occasionally been seen travelling across the Empire. Their purposes are often unknown, and rumours of catastrophes following in their wake have reached both the Devanu and the Fubarnii of the Empire.*

*A priest has been observed travelling with an unusually small retinue. The Emperor's knights have been following him for a number of nights, but it appears that the Priest has also drawn the attention of a local Devanu pack.*

## Forces

### Empire

1 x Knight Captain

8 x Knight

### Devanu

1 x Devanu Matriarch

2 x Jenta Hunter

3 x Grishak

## Extra Miniatures

### Delgon

1 x NuraSen

4 x KalDreman

## Set Up

The encounter takes place on a small (3 x 3 feet) playing area, with one player using the Devanu and one the Empire. The NuraSen is placed at the centre of the table, with his bodyguards adjacent to him.

The Devanu player deploys his models as a single group (deploy one model and then all other models in the force within its Command Range) at least 18" from the Delgon models. The Empire player then deploys his models as a single group, opposite the Devanu and at least 18" from the Delgon models.

## Victory Conditions

Both players wish to capture the NuraSen. The player who can carry the NuraSen from the table wins. If the NuraSen manages to escape, then it is a tie.

The Empire player flees if his Knight Captain is killed.

The Devanu player flees if two of his Devanu are killed.

## Special Rules

The NuraSen activates at the end of the second Combat Phase each turn, once all combats have been completed. If possible, the player with the Initiative must move the NuraSen so that he is not engaged by any models controlled by either player. If possible, the KalDreman must then be moved so that they are adjacent to the NuraSen. The KalDreman will never attack in combat, but will always support if the NuraSen is attacked and will always use their Bodyguard[S] ability if any blows are landed on the NuraSen.

If the NuraSen fails his Toughness save he is disabled rather than killed. Leave a marker on the table to show his position. Any model that is engaging the marker at the start of its Activation may move the marker so that it remains adjacent after the model has completed its move.

If a player is forced to flee then he removes all his models. If the NuraSen has not yet been disabled, then the player who has fled takes full control of the Delgon models for the remainder of the game, activating them as normal.

## Variations

This is an ideal scenario to extend up to three players, one using each of the three cultures Empire, Devanu and Delgon. In that case give the Delgon player a larger force equal in size to that of the Devanu and Empire players. The Delgon player

will need his own set of Initiative Counters.

The Delgon player cannot flee and wins if he can get his NuraSen off the table.

**Notes:** When fighting combats against the NuraSen and his retinue I would recommend that the opposing player selects and casts their Combat Stones so that he can choose whether they cast Erac or Oran. In the unusual situation where both sides end up engaged with the same Delgon model I would also let whoever doesn't attack the Delgon model Support if they so desire. (Mike Thorp's clarification from <http://forum.worldoftwilight.com/index.php?topic=539.0>)

*Source: Chronicles of Anyaral*

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