

# Scavenging The Caravan

An official scenario for 2 or more players, 255 to 265 points.

*Kapa Ralena ran his coarse fingers through Jeneer's thick fur and tried to calm her. His tahela was clearly agitated by something up ahead, so he called for one of the young draals to have a look. They had been trying to track down a trade caravan that should have arrived the previous day and with the cold winds closing Ralena was no longer expecting to find them alive.*

*The draal returned quickly to confirm his fears, the frozen bodies of the traders were just over the ridge. Ralena did not relish talking to the trade guilds about the loss, but that would have to wait as the draal had also spotted some Dhogu scavengers making their way towards them.*

## Forces

### Empire

1 x Engu Kapa  
1 x Tahela  
1 x Engu Garosa  
2 x Engu Axe  
2 x Engu Harpoon  
3 x Engu Draal

### Dhogu

1 x Dhogu Captain  
3 x Dhogu Spear  
2 x Dhogu Bow  
2 x Yirnak Rider  
1 x Dhogu Trapper  
4 x Setir Skerrat

## Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. A destroyed caravan is placed at the centre of the table, with 6 bodies placed within 6". No models are initially placed on the table. When a player's stone is drawn they may either deploy a group of models (deploy one model and then all other models within its Command Range) or activate a model as usual. When deployed, models must be placed at least 12" from any of the bodies or enemy models and do not count as having activated this turn.

## Victory Conditions

Both sides are aiming to collect as much salvage as possible. A model starting its activation next to a body may sacrifice its initial movement to loot the body. Remove the body token and place a loot token on the model. Loot tokens are Objects and can be dropped or transferred. A model may carry any number of loot tokens.

A player may choose to flee during the End Phase, or will automatically flee if more than half of their elites are killed or have left the table. Cast a combat stone for each token currently held by a fleeing model that is still within 18" of the centre of the table or within 6" of an enemy model. It is kept on a success, otherwise it is left on the table. Any models at least 18" from the centre of the table and 6" from an enemy model automatically keep their loot counters. The remaining player keeps all tokens they are carrying or that are left on the table once the other player has fled.

At the end of the game roll one dice for each token held by a player and sum the total. The player with the highest total is the winner.

## Variations

**Multiplayer variant:** This scenario works well as a multiplayer game, with each player choosing a small force of scavengers. You should place three bodies per player and scatter them over a slightly larger area if need be.

*Source: Chronicles of Anyaral*

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