

# The Journey Home

An official scenario for 2 players, 375 to 435 points.

*The sun rises over the horizon, its early rays catching the spears of a small band of Fubarnii. A well dressed trader looks warily at the hills. His baruk have been agitated for a while, and he'll be glad to get his valuable wares to the safety of the settlement.*

*As the settlement's entrance finally comes into sight, with its knight defenders, a sharp cry reaches the trader and two Devanu launch themselves from the undergrowth, closely followed by their grishak. The sleek, powerful hunters rapidly close the distance to the weary travellers.*

*Can the trader get his wares to the settlement, or will the Devanu feed their young upon tender baruk flesh?*

## Forces

### Empire

1 x Knight Captain  
3 x Knight  
1 x Reyad  
4 x Slinger  
1 x Militia Captain  
5 x Militia  
1 x Trader  
2 x Baruk

### Devanu

1 x Devanu Kopa  
1 x Devanu Sempa  
3 x Grishak

## Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a few pieces of scattered terrain and a settlement entrance in one corner.

The Empire player deploys his Trader and Militias as a group with all models at least 30" from the settlement entrance. He then deploys his Knights within 3" of the settlement entrance.

The Devanu player deploys all his models in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 24" from any of the Empire models.

## Victory Conditions

The Empire player wins if they can get either Baruk to the settlement's entrance. The Empire player will not flee unless both Baruk are killed.

The Devanu player wins if he can kill both Baruk. The Devanu will flee if both the Devanu Kopa and the Devanu Sempa are killed.

## Variations

**Campaign Mode:** This scenario can be played as the second scenario of a mini campaign, the previous scenario being "The Wandering Engineer" and the following one "Cornered".

- If the Empire win then they may upgrade the Militia Captain and Reyad to ride Eruk in the final game.
- If the Devanu win they may field an additional Grishak or Kosok in the final game.

*Source: Chronicles of Anyaral*

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