

# Balance

An official scenario for 2 players, 340 to 365 points.

*It had been many days since they had taken down that lame old hadera and the youngsters were getting increasingly hungry and restless. One of the feral scouts had excitedly returned to camp having spotted a trade caravan travelling through the lands with woefully little protection. Koi'Koi knew only too well the risks of angering the loathsome Empire but this presented too great an opportunity for his little band to ignore.*

*Koi'Koi mused over how much survival is a careful balance. Ignore the caravan and the hungry youngsters may turn on each other, Tek Ahl in particular looked at risk of reverting to her instincts. But if they attack the caravan too violently they risk the wrath of the Empire's knights.*

*So they would have to attack, but try not to kill too many of the travellers...*

## Forces

### Casanii & Devanu

#### Devanu

1 x Koi'Koi

1 x Jakiin

#### Devanu

1 x Jenta Hunter

1 x Jenta Spear

#### Casanii

1 x Feral Brave

2 x Feral Mutt

4 x Feral Warrior

#### Casanii

1 x Lek'Saa

4 x Grishak Jenta

### Empire

1 x Elder Belan Rider

1 x Imperial Standard

1 x Toloran Rider Captain

2 x Guard Crossbow

1 x Guard Captain

4 x Noble Guard

## Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a few scattered pieces of terrain. The Empire player deploys their models as a single group (deploy one model and then all other models in the force within its Command Range) around the Elder Belan Rider in the centre of the table. The Devanu player deploys their models in one or more groups (deploy one model and then as many other models as you like within its Command Range), at least 12" from any Empire models.

## Victory Conditions

The Devanu must try to attack the caravan and steal Salvage Tokens, without killing too many of the Empire Elites or losing too many of their own.

The Devanu will immediately flee if Koi'Koi or any four Elites or Civilians (Devanu or Empire) have been killed.

Roll one dice for each Salvage Token retrieved by the Devanu player at the end of the game and add them up to give the total.

If the total is 10 or more then the Devanu player achieves a minor victory. If 15 or more then they achieve a major victory! If the total is less than 10 and the Empire player has had less than three Elites killed then the Empire is victorious. In all other cases neither player is victorious and both should go home hanging their heads in shame.

## Special Rules

If the Devanu player lands a blow on the Elder Belan Rider then they may choose to take one Salvage Token off the beast

instead of the Elder Belan Rider making a Toughness save.

Beast models may carry Salvage Tokens, but automatically drop them at the end of their activation.

Individual Devanu models may voluntarily flee if there are no Enemy models within 9" during the end phase. Any Salvage Tokens they are carrying count as having been retrieved.

If the Devanu are forced to flee then cast a Combat Stone for each Salvage Token in their possession at that time, it is retrieved on a success.

*Source: The Compiled Twilight Traveller Issue 2*

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