

# 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 game is played on a small (at least 3 x 3 feet) playing area. Place a few scattered pieces of terrain.

**Empire:** 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 board.

**Devanu:** 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 inches 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 inches 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.

## Models

**Elder Belan Rider:** Empire - Core; Civilian; Movement: 6", Attack: 5, Support: 0, Toughness: 3+, CR: 4", Stamina: 3, Size: huge (60mm); Abilities: Commander (4) [L], Instinctive (0, 2) [T], Proud [T], Unstoppable [T], Venerated [T], Very Tough\* [S]

**Feral Brave:** Casanii - Feral; Elite, Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 6+, CR: 3", Stamina: 1, Size: small (30mm); Abilities: Captain (2) [L], Combat Trained (1) [C], Get 'em!\* [A], Rider [T]

**Feral Mutt:** Casanii - Feral; Beast, Troop; Movement: 10", Attack: 2, Support: 1, Toughness: 5+, CR: 1", Size: small (30mm); Abilities: Combat Trained (1) [C], Pack (0) [L]

**Feral Warrior:** Casanii - Feral; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 6+, CR: 1", Size: small (30mm); Abilities: Pack (1) [L], Rider [T]

**Grishak Jenta:** Devanu - Core; Beast; Movement: 10", Attack: 2, Support: 1, Toughness: 5+, CR: 1", Size: small (30mm); Abilities: Pack (1) [L], Pack Hunter [C], Untrained [T]

**Guard Captain:** Empire - Noble; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Charge (1) [A], Combat Discipline\* [C], Combat Trained (2) [C], Defensive Stance [T]

**Guard Crossbow:** Empire - Noble; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); **Crossbow:** : Movement: 1", Range: 12", Attack: 2, Abilities: Accurate [R], Powerful [C]

**Imperial Standard:** Empire - Noble; Elite; Movement: 6", Attack: 1, Support: 1, Toughness: 5+, CR: 9", Size: small (30mm); Abilities: Persistent [T], Standard [T], Trainer (2, Retinue(Imperial Standard)) [T]

**Jakiin:** Casanii - Feral; Troop, Unique; Movement: 6", Attack: 2, Support: 1, Toughness: 6+, CR: 2", Size: small (30mm); Abilities: Loyalty (Koi'Koi) [T], Pack (1) [L]

**Jenta Hunter:** Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Combat Discipline\* [C], Feint\* [C], Ferocity\* [C], Leap\* (4) [A], Rapid Strike [C], Sibling [C]

**Jenta Spear:** Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Ferocity\* [C], Leap\* (4) [A]; **Spear:** : Movement: 8", Range: 8", Attack: 2, Abilities: Focus\* [R], Light Weapon [R], Long Range\* (4) [R]

**Koi'Koi:** Devanu - Outcasts; Elite, Unique; Movement: 6", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Combat Discipline\* [C], Commander (2) [L], Coward [T], Favoured Allies (Casani Feral) [T], Inspire [T], Outcast [T], Venerated [T]

**Lek'Saa:** Casanii - Feral; Elite, Unique; Movement: 6", Attack: 2, Support: 1, Toughness: 6+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Beast Handler (2) [L], Combat Trained (1) [C], Favoured Allies (Grishak Jenta) [T], Get 'em!\* [A], Pack Hunter [C], Pathfinder (4) [S]

**Noble Guard:** Empire - Noble; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Charge (1) [A], Combat Trained (1) [C], Defensive Stance [T]

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

**Toloran Rider Captain:** Empire - Noble; Elite; Movement: 10", Attack: 4, Support: 2, Toughness: 4+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline\* [C], Combat Trained (2) [C], Coordinated Strike\* [A]

## Abilities

**Accurate [R]:** Recast up to one failed Combat Stone for this attack.

**Agility [T]:** This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed

*Agility Test.*

**Beast Handler (x) [L]:** Activate up to X *Friendly Beasts*.

**Captain (x) [L]:** Activate up to X *Friendly Troops* or *Civilians*.

**Charge (x) [A]:** Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

**Combat Discipline\* [C]:** Recast any or all Combat Stones.

**Combat Trained (x) [C]:** Recast up to X failed Combat Stones. Can be used once per combat.

**Commander (x) [L]:** Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

**Coordinated Strike\* [A]:** Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

**Coward [T]:** If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

**Defensive Stance [T]:** Cast one additional Combat Stone if targeted by a Charge[A] attack.

**Favoured Allies (x) [T]:** This model allows you to take models of type X as *Allies*. Those models and this model may treat each other as being *Friendly*.

**Feint\* [C]:** Force your opponent to recast all their Combat Stones.

**Ferocity\* [C]:** Cast one additional Combat Stone.

**Focus\* [R]:** Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

**Get 'em!\* [A]:** Select one *Friendly Beast* model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.

**Inspire [T]:** All models directly activated by this model gain one Stamina.

**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.

**Light Weapon [R]:** This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

**Long Range\* (x) [R]:** Increase the range of this attack by X".

**Loyalty (x) [T]:** Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

**Outcast [T]:** This model may be not be used in a force that contains a Devanu Kopa or a Devanu Sempa.

**Pack (x) [L]:** Activate up to X *Friendly* models with the Pack[L] ability.

**Pack Hunter [C]:** This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

**Pathfinder (x) [S]:** At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

**Persistent [T]:** Do not remove this model when disabled, the model continues to gain Stamina.

**Powerful [C]:** Any blows that are landed by this model must be saved with a -1 modifier.

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

**Rapid Strike [C]:** Use this model's Combat Action to fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

**Rider [T]:** This model may be moved by a model with the Transport[A] ability.

**Sibling [C]:** This model provides one additional Combat Stone if supporting another model with Sibling[C] or Matriarch[L].

**Standard [T]:** Adjacent *Friendly* models may use this model's Command Range for their Leadership abilities and may activate twice as many models as usual.

**Trainer (x, y) [T]:** At the start of the game, up to X models in the force may be given the Y ability.

**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.

**Unwieldy [T]:** A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

**Venerated [T]:** If this model is killed then permanently discard one of this player's Initiative Counters from the pool.

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

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