# Big Game Hunters!

An official scenario for 4 or more players, 150 to 200 points.

*The Devanu stealthily crept towards their prey, unaware that they weren't the only hunters on the plains…*

## Forces

**Casanii**

Select one of the below forces:

*Option 1:*

1 x Casanii Warrior Chief

4 x Casanii Warrior

*Option 2:*

1 x Seh'Ban Steyar

*Option 3:*

1 x Hadera Rider

3 x Erillai Rider

**Devanu**

Select one of the below forces:

*Option 1:*

2 x Jenta Handler

4 x Grishak

*Option 2:*

1 x Devanu Sempa

3 x Grishak

*Option 3:*

1 x Jenta Hunter

1 x Jenta Handler

1 x Jenta Spear

2 x Grishak

## Extra Models

**Wild Creature**

1 x Dompaku

6 x Erillai

## Set Up

The game is played on a medium (4 x 4 feet) playing area. The Dompaku is deployed near one edge of the board with the Erillai around it, about 3 inches apart from each other.

No forces are deployed initially. When a player's Initiative Counter is drawn they may place some or all of their force on the board as a single group (deploy one model and then all other models in the force within its Command Range) at least 12 inches from any Beasts or Enemy models. Once a player's entire force is on the board they may use subsequent counters to activate their force.

## Victory Conditions

**Casanii:** The Casanii players are trying to drive off the attackers and score 1 point for each Devanu Jenta they kill and 2 points for each Devanu adult.

**Devanu:** The Devanu players are hunting for their supper and score 1 point for each Food Token they can get off the board.

The player with the most points at the end of the game wins.

## Special Rules

**Activation Counters:** Each player gets four Initiative Counters rather than the usual six.

This game is designed for four or more players, with at least as many Devanu players as there are Casanii players.

When a player's Activation Counter is drawn they may select one of the Beast models to move before activating their models.

Food Tokens can be picked up and carried as objects by any models (including Beasts).

The Devanu players may flee some or all of their models during their turn if they leave the table or are at least 9" from any Enemy models. All Food Tokens held by these models are kept.

Players will be forced to flee if more than half their Elites are killed. Devanu players should cast one Combat Stone for each Food Tokens held at that time. On a success the player can keep the Food Token, otherwise it is discarded.

If all other players are eliminated then the remaining player keeps all Food Tokens they hold and can scavenge all the Food Tokens left on the table, casting a Combat Stone per token and keeping a token per success.

**Moving the Dompaku:** The first player to activate each turn must move the Dompaku (if it is still alive) before activating their models. The Dompaku uses the standard rules, but does not count as a Casanii model so cannot be ridden. If it is killed place three Food Tokens on the table. The Dompaku will always move as far as it can towards the opposite edge, moving around Medium or Large models if necessary.

**Moving the Erillai:** After the Dompaku has been moved, other Initiative Counters allow players to move an Erillai before activating their models. The Erillai may be moved multiple times each turn. If an Erillai is killed place one Food Token on the table. When moved, the Erillai may first turn up to 45 degrees before leaping 4" forward in a straight line. A player may not move the Erillai to within 12" of their own models.

# Models

**Casanii Warrior:** Casanii - Core; Troop; Movement: 8", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Combat Trained (1) [C], Rider [T]; **Throwing Spear:** : Movement: 8", Range: 4", Attack: 2, Abilities: Bushwack [R]

**Casanii Warrior Chief:** Casanii - Core; Elite; Movement: 8", Attack: 4, Support: 2, Toughness: 5+, CR: 9", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Rider [T]; **Throwing Spear:** : Movement: 8", Range: 4", Attack: 2, Abilities: Bushwack [R], Focus* [R]

**Devanu Sempa:** Devanu - Core; Elite; Movement: 10", Attack: 5, Support: 2, Toughness: 4+, CR: 12", Stamina: 5, Size: medium (40mm); Abilities: Agility [T], Assassinate* [A], Beast Handler (2) [L], Combat Discipline* [C], Dodge* [C], Feint* [C], Sprint* (5) [A]

**Dompaku:** Casanii - Feral; Beast; Movement: 6", Attack: 5, Support: 1, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Instinctive (1, 3) [T], Obstructing [T], Proud [T], Transport (4) [A], Unstoppable [T], Vehicle (3) [T], Very Tough* [S]

**Erillai:** Casanii - Core; Beast; Movement: 8", Attack: 3, Support: 0, Toughness: 4+, CR: 2", Stamina: 1, Size: medium (40mm); Abilities: Instinctive (1, 2) [T], Leap* (4) [A], Untrained [T]

**Erillai Rider:** Casanii - Core; Elite, Troop; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 1, Size: medium (40mm); Abilities: Charge (1) [A], Combat Trained (1) [C], Leap* (4) [A], Transport (1) [A]; **Throwing Spear:** : Movement: 8", Range: 4", Attack: 2, Abilities: Bushwack [R]

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

**Grishak:** Devanu - Core; Beast; Movement: 10", Attack: 2, Support: 1, Toughness: 4+, CR: 3", Size: small (30mm); Abilities: Charge (2) [A], Pack (1) [L], Pack Hunter [C], Savage [C]

**Hadera Rider:** Casanii - Core; Elite, Troop; Movement: 10", Attack: 4, Support: 1, Toughness: 3+, CR: 6", Stamina: 2, Size: medium (40mm); Abilities: Charge (2) [A], Combat Trained (1) [C], Transport (2) [A], Unstoppable [T], Very Tough* [S]; **Throwing Spear:** : Movement: 8", Range: 4", Attack: 2, Abilities: Bushwack [R]

**Jenta Handler:** Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Beast Handler (2) [L], Ferocity* [C], Leap* (4) [A], Pack Hunter [C]

**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]

**Seh'Ban Steyar:** Casanii - Steyar; Elite, Unique; Movement: 10", Attack: 5, Support: 1, Toughness: 3+, CR: 9", Stamina: 4, Size: large (50mm); Abilities: Aggressive (3) [T], Captain (6) [L], Charge (1) [A], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Pounce (3) [C], Powerful [C], Very Tough* [S]

# Abilities

**Aggressive (x) [T]:** This model always gets a Combat Action if there are any *Enemy* models within X".

**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*.

**Assassinate* [A]:** Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

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

**Bushwack [R]:** This model may make its Ranged Attack at any point during its move.

**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.

**Dodge* [C]:** Force your opponent to turn over one successful Erac.

**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.

**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".

**Obstructing [T]:** Models on this model count as *Obstructed* if targeted by Ranged Attacks.

**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].

**Pounce (x) [C]:** Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

**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.

**Savage [C]:** If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

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

**Sprint* (x) [A]:** Move up to X". This ability may only be used after this model has performed a Basic Movement.

**Transport (x) [A]:** Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

**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.

**Vehicle (x) [T]:** This model may carry up to X Small *Friendly* models as Crew.

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