

Close To Home (Empire)

An official scenario for 2 players, 300 points.

The few weary survivors of the forest are making their final journey home, leaving the cursed trees behind. But fate is still not kind and they have drawn the attention of hungry predators. It is vital that Danakan make it home to tell the tale of all that has occurred.

Forces

Empire

Pick a 200 points Empire force, and add the below extra models:

1 x Danakan

1 x Muri

2 x Knight of Relan

Devanu

Pick a 300 points Devanu force.

Set Up

The encounter takes place on an open plain, close to the safety of home.

The Empire player deploys his models in one or more groups (deploy one model and then as many other models as you like within its Command Range) on the central road, at least 24" from the safety of the village. Danakan is also deployed with 2 Knight of Relans.

The Devanu players do not deploy initially, but may use Activations to deploy groups anywhere on the table at least 15" from any Empire models. Those groups may be activated in the same turn they are deployed.

Victory Conditions

Empire: • The Empire must escort Danakan to the safety of the village.
• The Empire will not flee unless Danakan is killed.

Devanu: • The Devanu must try to kill Danakan.
• The Devanu will flee if more than half their Elites are killed.

Special Rules

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

For this game each player activates independently.

Source: Twilight Day 2018

Author: Mike Thorp