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 game is played on a medium (4 x 4 feet) playing area. The encounter takes place on an open plain, close to the safety of home.

The Empire 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) on the central road, at least 24 inches 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 board at least 15 inches 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.

Models

Danakan: Empire - Core; Civilian, Unique; Movement: 6", Attack: 1, Support: 0, Toughness: 6+, CR: 3", Size: small (30mm); Abilities: Captain (2) [L], Commander (1) [L], Diplomat (Delgon) [T], Proud [T]

Knight of Relan: Empire - Knights; Troop; Movement: 8", Attack: 3, Support: 1, Toughness: 3+, CR: 6", Size: medium (40mm); Abilities: Charge (1) [A], Combat Trained (2) [C], Powerful Charge [T]

Muri: Empire - Core; Civilian, Unique; Movement: 6", Attack: 1, Support: 0, Toughness: 6+, CR: 3", Size: small (30mm); Abilities: Loyalty (Danakan) [T]

Abilities

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 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*.

Diplomat (x) [T]: This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

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.

Powerful Charge [T]: If this model ends its move more than 4 inches from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.

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

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