Dompaku!

An official scenario for 2 players, 290 to 300 points.

Lek'Saa watched the band of ferals marching heedlessly across the plains, relying on their big lumbering dompaku to protect them, but completely unaware of the pack of young devanu that had been tracking them for the last few hours.\nShe ran her small hand over the beak of one of her young grishak, unsure whether this band was worth risking her life for. She crouched and decided to wait to let them prove themselves before getting involved.

Forces

Casanii	Devanu
1 x Dompaku	1 x Alpha Outcast
1 x Feral Brave	1 x Jenta Hunter
2 x Feral Sling	1 x Jenta Handler
1 x Feral Brave	1 x Jenta Spear
4 x Feral Warrior	3 x Grishak
2 x Feral Mutt	
1 x Lek'Saa	
4 x Grishak Jenta	

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a few obstacles and patches of difficult terrain. The Dompaku is deployed in the middle of the board along with the other Ferals.

The Devanu forces are deployed in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 16 inches from the centre of the board.

Lek'Saa and her Grishak are not deployed initially.

Victory Conditions

The Devanu player wins if they can kill the Dompaku.

The Casanii player wins if they can force the Devanu player to flee by killing more than half of the attacking Devanu Jenta before they lose all of their Elites.

The Casanii player will not flee. If neither side succeed in their objective then the game is a draw.

Special Rules

Lek'Saa and her Grishak may not be deployed until after the Ferals have proven themselves by killing at least one of the Devanu Jenta.

Models

Alpha Outcast: Devanu - Outcasts; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 4, Size: medium (40mm); Abilities: Agility [T], Alpha [T], Charge (2) [A], Combat Discipline* [C], Dodge* [C], Ferocity* [C], Leap* (4) [A], Outcast [T], Packmaster (4) [L]

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]

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 Sling: Casanii - Feral; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 1", Size: small (30mm); Abilities: Pack (1) [L], Rider [T]; **Sling:** : Movement: 3", Range: 8", Attack: 2

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: 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]

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]

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]

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]

Abilities

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*.

Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.

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.

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

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.

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.

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].

Packmaster (x) [L]: Activate up to X *Friendly Elites*.

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.

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].

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.

Source: The Twilight Traveller Issue 9

Author: Mike Thorp