

Egg Hunters

An official scenario for 2 players, 225 to 240 points.

Jawuu crouched low with his Graku. They were silent now, sensing Jawuu's tension as they closed on the nest. Hopefully Rayna the Militia Captain knew what she was doing - Jawuu always hated relying on others, but this nest looked to be protected and he didn't want to risk taking it on alone. He had been watching from cover for a while and had just seen the three Grishak scratching around the nests. He allowed himself a small smile, perhaps this would be easier than expected. He let out a shrill whistle and Rayna broke cover with her troops, advancing on the nests.

Just as he was about to break cover himself a sharp Devanu cry echoed through the valley. Jawuu cursed under his breath and pulled back into cover. The Graku eyed him accusingly, but they stayed put. They would fight soon enough, and hopefully they would feast on Grishak eggs.

Forces

Empire

1 x Hunter

4 x Graku

1 x Militia Captain

5 x Militia

2 x Knight

Devanu

1 x Devanu Sempa

1 x Jenta Handler

3 x Grishak

Set Up

The game is played on a medium (4 x 4 feet) playing area. Place a reasonable amount of difficult terrain and obstructions. Place a collection of rocky outcrops close to the centre of the board. These contain several Grishak nests that are being protected by the Devanu.

The Devanu player places their Grishak first as a single group (deploy one model and then all other models in the force within its Command Range) within 6 inches of the rocks.

The Empire player then deploys their models as a single group (deploy one model and then all other models in the force within its Command Range) at least 12 inches from the Grishak.

The Devanu player finally deploys their Devanu as a single group (deploy one model and then all other models in the force within its Command Range) at least 18 inches from any models.

Victory Conditions

Both players are trying to take control of the nests. Whoever holds the nests at the end of the game wins. The game ends when one side is forced to flee.

Devanu: The Devanu player will flee once he has lost more than half his Elites.

Empire: The Empire player will flee once he has lost more than half his Elites.

Special Rules

The Devanu player must aim to keep at least one Grishak within 9 inches of the centre of the table at all times. If this is not the case and a Devanu Initiative Counter is drawn then if possible he must activate a Grishak and try to move it back towards the rocks in the centre. If all remaining Grishak have already activated then he may activate as normal.

Variations

The scenario is designed to use the basic forces from the Starter set, supplemented by a Hunter for the Empire and a Jenta for the Devanu. As usual, you can choose any type of Jenta.

Models

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]

Graku: Empire - Orel; Beast; Movement: 8", Attack: 2, Support: 1, Toughness: 5+, CR: 3", Size: small (30mm); Abilities: Pack Hunter [C], Ranger [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]

Hunter: Empire - Orel; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Beast Handler (4) [L], Combat Trained (2) [C], Confuse* [A], Get 'em!* [A], Pathfinder (4) [S], Ranger [T], Solo [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]

Knight: Empire - Knights; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Combat Trained (2) [C]

Militia: Empire - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Defender [S]

Militia Captain: Empire - Core; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [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*.

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*.

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.

Confuse* [A]: Select a *Beast* model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn.

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

Defender [S]: If an adjacent *Friendly* model becomes *Engaged* during the Activation Phase then this model may immediately move to engage the *Enemy* model, but must maintain contact with the *Friendly* model at all times during the movement.

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.

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.

Leap* (x) [A]: Leap up to X", ignoring intervening models. This move ignores the *Move Cautiously* rule.

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.

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

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

Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

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

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