

Entolia - Casanii

A complex official scenario for 4 or more players, 1200 points.

You may not take kindly to the imperious tone of the Delgon, but you cannot leave the Entolians to their fate. As you approach along the shoreline you see the forest come alive with swarms of frenu and countless beasts. You must do your best to rescue the civilians by any means necessary, even if that involves allying with the Delgon.

Forces

Casanii

Pick four 300 points Casanii forces.

Influence

During previous games you may have earned influence (by default getting one influence point per victory). Prior to the game you may spend this influence to improve your position.

- Alaim The Outcast – you may spend one influence to add Alaim The Outcast to your force
- Advance units (this may be used multiple times) – you can spend one influence to give any one model PathfinderS for the game.
- Efficient deployment (this may be used multiple times) – you may spend an influence once all models are set up to gain an additional bonus Activation before the first turn. If multiple forces use this option then place one Activation Counter for each player in the bag (no Combat Counters) and when each counter is drawn one player may activate a model as normal. You may only use this Activation to carry out normal moves, or to deploy a model with Pathfinder[S].

Set Up

The game is played on a large (4 x 6 feet) playing area. You set up all your forces along the shoreline as directed.



Victory Conditions

Your objective is to rescue as many of the civilians as possible by getting them onto boats or escaping along the shore.

Special Rules

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

When an Activation Counter is drawn all players in that culture may activate one model. A model may use the Solo[T]

ability, but only if all activated models have that ability.

All non-Beast Casanii (and Allied) models have the RescuerL ability.

Models

Alaim The Outcast: Casanii - Alaim; Enarii, Unique; Movement: 10", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 4, Size: large (50mm); Abilities: Blitz (2) [C], Charge (1) [A], Combat Trained (2) [C], Diplomat (Empire) [T], Powerful [C], Solo [T], Transport (1) [A], Unstoppable [T], Barreling Charge (1) [T], Very Tough* [S]

Abilities

Barreling Charge [T]: If this model ends its move more than 4 inches from its starting position during its Turn it gains Very Powerful[C] (any blows that are landed by this model must be saved with a -2 modifier) until the end of the next Combat Phase.

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

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.

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*.

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.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Rescuer (x) [L]: Activate up to X *Friendly Civilians*.

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

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.

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

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Author: Mike Thorp