

# Hunters

An official scenario for 2 or more players, 200 points.

## *Extra Miniatures*

### **Casani**

6 x Erillai

### *Set Up*

A herd of Erillai are placed in the centre of the table by a neutral player.

Initiative Counters are drawn to deploy models. All models must be placed in groups (deploy one model and then as many other models as you like within its Command Range) at least 12" from any beasts or enemy models.

Once all your models are deployed (excepting those with pathfinder and the models accompanying them) you can then use subsequent Initiative Counters to start activating your models as normal, even if your opponent hasn't fully deployed.

### *Victory Conditions*

At the end of the game the player with the most loot tokens is the winner!

### *Special Rules*

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

#### **Erillai:**

- When your counter is drawn you may select one Erillai to move before activating your models. The Erillai may turn up to 45 degrees then leap 4" forward in a straight line, but may not be moved to within 12" of any of your models.
- When an Erillai is killed place a loot token on the table.

#### **Loot:**

- Loot tokens can be picked up and carried freely.
- Players may flee some or all of their models if they leave the table or are at least 9" from any enemy models. All Loot tokens held by these models are kept.
- Players will be forced to flee if more than half their elites are killed, in which case cast one stone for each loot token held, otherwise it is lost and removed from play. On a success the player can keep the token.
- If all other players are eliminated then the remaining player can scavenge all the loot tokens left on the table.

*Source: Twilight Day 2017*

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