

# Nobility

A simple official scenario for 2 players, 350 to 375 points.

*Lord Etalu looked impatiently across the plains and took a deep breath of the clean air. Oh how he missed the tastes and smells of the city. The caravan had been travelling for 14 days and the company was proving more than a little tiresome. Comptessa Gelina would not stop talking about her husband's great military prowess, while Duke Jenna's blasted PreePree had once again decided to urinate all over another Etalu's best outfits.*

*While the camp was setting up Etalu had decided to take the opportunity to get away from the company, taking a small portion of his household guard under the pretence of looking at a nearby waterfall. The waterfall had been almost as dull as the company he had been avoiding, so it all seemed a bit of a waste of time. The Captain of his guards had been getting rather insistent that they should get back to the camp. He didn't like being told what to do, so he had deliberately delayed, but the sun was now rising and he was starting to wonder if that might have been a little bit rash...*

## Forces

### Empire

1 x Noble  
4 x Militia  
1 x Knight Captain  
5 x Knight  
1 x Reyad  
4 x Slinger

### Devanu

1 x Jenta Handler  
2 x Grishak Kopa  
8 x Grishak

## Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a reasonable amount of difficult terrain and obstructions.

**Empire:** The Empire player deploys their models in a single group (deploy one model and then all other models in the force within its Command Range) in one corner of the board.

**Devanu:** The Devanu player deploys their models in one or more groups at least 12 inches from any Empire models.

## Victory Conditions

Either side will flee if it loses more than half of its Elite models, at which point the other player wins.

## Models

**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 Kopa:** Devanu - Core; Beast, Elite; Movement: 10", Attack: 3, Support: 1, Toughness: 3+, CR: 6", Size: small (30mm); Abilities: Charge (2) [A], Grishak Trainer (2, Pack Instinct) [T], Pack (2) [L], Pack Hunter [C], Pack Instinct [C], Powerful [C]

**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]

**Knight Captain:** Empire - Knights; Elite; Movement: 10", Attack: 4, Support: 2, Toughness: 4+, CR: 6", Stamina: 2, Size: medium (40mm); Abilities: Captain (8) [L], Combat Discipline\* [C], Combat Trained (2) [C], Coordinated Strike\* [A]

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

**Noble:** Empire - Noble; Civilian; Movement: 6", Attack: 1, Support: 0, Toughness: 6+, CR: 3", Size: small (30mm); Abilities: Commander (2) [L], Coward [T], Proud [T]

**Reyad:** Empire - Core; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Concentrated Fire\* [A]; **Staff Sling:** : Movement: 3", Range: 18", Attack: 2, Abilities: Accurate [R], Quick Shot\* [R]

**Slinger:** Empire - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); **Staff Sling:** : Movement: 3", Range: 18", Attack: 2

## Abilities

**Accurate [R]:** Recast up to one failed Combat Stone for this attack.

**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*.

**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.

**Commander (x) [L]:** Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

**Concentrated Fire\* [A]:** Place a Target Marker in Line of Sight at least 4 inches away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2 inches of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

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

**Coward [T]:** If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

**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.

**Ferocity\* [C]:** Cast one additional Combat Stone.

**Grishak Trainer (x, y) [T]:** At the start of the game, up to X Grishak(s) in the force may be given the Y ability.

**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].

**Pack Instinct [C]:** Recast up to one failed Combat Stone for each model with Pack Instinct[C] that is supporting.

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

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

**Quick Shot\* [R]:** Make an additional Ranged Attack.

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

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