Protect The Herd!

An official scenario for 2 players, 250 to 455 points.

The old Reyad sat astride his faithful enuk, looking out at the beasts grazing on the planes, the wind whistling gently through the grass. A small movement in the distance caught his eye as a lithe shape darted out from under some trees. Sighing deeply, he gestured to his companions "Saddle up, looks like we got trouble."

Forces

Empire

2 x Reyad

5 x Light Cavalry

4 x Slinger

2 x Setir Skerrat

Reinforcements

1 x Knight Captain

4 x Knight

Devanu

1 x Jenta Handler

1 x Jenta Hunter

1 x Jenta Spear

4 x Grishak

Extra Models

Empire

1 x Wild Belan

6 x Enuk

Set Up

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

The Wild Belan is placed at the centre of the board. Players take it in turns placing the Enuk, with each Beast within 18 inches of the centre, but at least 6 inches from any others. Draw one Initiative Counter to determine who places the first Beast. Do not return any Counters drawn until the end of the first turn.

Empire: The Empire player deploys all their models except the Knights as a single group (deploy one model and then all other models in the force within its Command Range) at least 6 inches from any of the Beasts.

Devanu: The Devanu player deploys all their models in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 9 inches from any other models.

Victory Conditions

Devanu: The Devanu player is trying to kill as many Beasts as possible. He gets 1 point for each of the Enuk he kills and 3 points if he can kill the Wild Belan. If he can get 5 points then he wins.
The Devanu player will flee if he loses 4 models or 2 Devanu.

Empire: The Empire player will not flee.

Special Rules

The Empire player receives the Knights as reinforcements at the start of turn 5.

The Beasts are neutral but may be activated by Empire models with Beast Handler[L].

At the end of each turn, any Beasts that have not been activated during the turn and that are within 6 inches of an Enemy (Empire or Devanu) model will move as fast as they can directly away from the nearest Enemy model.

Variations

The Devanu player can choose any combination of the standard Devanu Jenta options (Jenta Hunter, Jenta Spear or Jenta

Handler) for his force. The Empire player may choose a different set of reinforcements, but it is definitely useful if they move fast!

If you find things too easy or hard for the Devanu, feel free to add more Beasts, or lower the target points. Better still, swap roles and see who is the best hunter!

Models

Enuk: Empire - Core; Beast; Movement: 10", Attack: 2, Support: 0, Toughness: 5+, CR: 6", Size: medium (40mm); Abilities: Instinctive (0, 1) [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]

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]

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]

Light Cavalry: Empire - Core; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); **Spear:** : Movement: 10", Range: 4", Attack: 3, Abilities: Light Weapon [R]

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]

Setir Skerrat: Dhogu - Core; Beast, Troop; Movement: 10", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Evasive [C], Ranger [T]

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

Wild Belan: Wild Creature; Beast; Movement: 6", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Instinctive (0, 2) [T], Unstoppable [T], Untrained [T], Very Tough* [S]

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.

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.

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.

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.

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".

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].

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

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

Rapid Strike [C]: Use this model's Combat Action to fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

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].

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.

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