

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

Devanu

1 x Jenta Handler
1 x Jenta Hunter
1 x Jenta Spear
4 x Grishak

Reinforcements

1 x Knight Captain
4 x Knight

Extra Miniatures

Empire

1 x Belan
6 x Eruk

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a small amount of difficult terrain and obstructions.

The Belan is placed at the centre of the table. Players take it in turns placing the Eruk, with each beast within 18" of the centre, but at least 6" 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.

The Empire player deploys all his 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" from any of the beasts.

The Devanu player deploys all his 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" 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 Eruk he kills and 3 points if he can kill the 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" 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!

Source: The Twilight Traveller Issue 1

Author: Mike Thorp