

Punishment

An official scenario for 2 players, 320 to 400 points.

Telani ran his fingers over Koiba's rough skin. He could taste the smell of campfires and charred meat in the air and it just served to stoke his fury. The travellers were just ahead, singing rowdy songs around their roaring campfire while two of their squat little hunting beasts were fighting over a huge leg bone from the slaughtered dompaku. The so-called Hunter had dared to venture into his lands and butcher his animals. To have killed a dompaku in the prime of its life was a crime that would not go unpunished.

Forces

Casanii

1 x Telani Deyath
4 x Casanii Warrior
1 x On'Saa
1 x Shaman
2 x Tracker

Empire

1 x Hunter
7 x Graku
2 x Orel Militia Captain
4 x Militia
3 x Orel Knight
4 x Slinger

Set Up

The game is played on a small (at least 3 x 3 feet) playing area.

Empire: Most of the Empire troops are gathered as a single group (deploy one model and then all other models in the force within its Command Range) around a small fire that is placed near the centre of the board. The Hunter may not use his Pathfinder[S] ability. The Slingers are deployed individually at least 6 inches from any other models.

Casanii: The Casanii forces are deployed in one or more groups at least 12 inches from any Empire models.

Victory Conditions

Casanii: The Casanii player wins if they can kill the Hunter before either side is forced to flee. The Casanii will flee if more than half their Elites are killed.

Empire: The Empire player wins if they can force the Casanii to flee. The Empire will flee if they lose more than ten models.

If the Empire are forced to flee before the Hunter is killed then he escapes into the wilderness and the game is a draw.

Special Rules

Initially, the Empire's forces are not aware of the approaching threat. Until the alarm has been raised, the Empire player may only use their Initiative Counters to activate a single model at a time, which may move up to 2 inches in any direction. The Casanii player may use their Initiative Counters to activate models as normal, or may move an Empire model up to 2 inches in any direction. Each Empire model may be activated multiple times in a round until the alarm has been raised.

If any model is killed then leave a marker on the table to show where the body is. The body markers may be moved as Unwieldy[T] objects.

Raising the alarm: The Empire player can immediately raise the alarm at the end of a Combat Phase if:

- Any Empire models have been attacked but not killed, either by ranged attacks or in combat
- Any Empire models are within 3 inches of a body marker
- There are any Casanii models within 6 inches of any Empire models

As soon as the alarm is raised the Empire models may activate normally.

Models

Casanii Warrior: Casanii - Core; Troop; Movement: 8", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Combat Trained (1) [C], Rider [T]; **Throwing Spear:** : Movement: 8", Range: 4", Attack: 2, Abilities: Bushwack

[R]

Graku: Empire - Orel; Beast; Movement: 8", Attack: 2, Support: 1, Toughness: 5+, CR: 3", Size: small (30mm); Abilities: Pack Hunter [C], Ranger [T]

Hunter: Empire - Orel; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Beast Handler (4) [L], Combat Trained (2) [C], Confuse* [A], Get 'em!* [A], Pathfinder (4) [S], Ranger [T], Solo [T]

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

On'Saa: Casanii - Core; Elite; Movement: 8", Attack: 3, Support: 1, Toughness: 6+, CR: 6", Stamina: 4, Size: small (30mm); Abilities: Agility [T], Assassinate* [A], Combat Trained (2) [C], Dodge* [C], Ferocity* [C], Ranger [T], Rider [T], Solo [T], Sprint* (4) [A]

Orel Knight: Empire - Orel; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 3", Size: small (30mm); Abilities: Beast Handler (1) [L], Combat Trained (1) [C], Pack Hunter [C]

Orel Militia Captain: Empire - Orel; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Graku Master [T]

Shaman: Casanii - Core; Elite, Unique; Movement: 8", Attack: 3, Support: 1, Toughness: 6+, CR: 6", Stamina: 2, Size: medium (40mm); Abilities: Commander (2) [L], Inspire [T], Rider [T], Tactician** [S]

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

Telani Deyath: Casanii - Deyath; Elite, Unique; Movement: 8", Attack: 4, Support: 2, Toughness: 4+, CR: 9", Stamina: 3, Size: medium (40mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Coordinated Strike* [A], Powerful [C], Very Tough* [S]; **Koiba:** : Movement: 8", Range: 4", Attack: 3, Abilities: Bushwack [R], Light Weapon [R]

Tracker: Casanii - Core; Troop; Movement: 8", Attack: 3, Support: 1, Toughness: 6+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Ranger [T], Rider [T], Solo [T]; **Longbow:** : Movement: 3", Range: 18", Attack: 2, Abilities: Focus* [R], Quick Shot* [R]

Abilities

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*.

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

Beast Handler (x) [L]: Activate up to X *Friendly Beasts*.

Bushwack [R]: This model may make its Ranged Attack at any point during its move.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

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*.

Confuse* [A]: Select a *Beast* model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn.

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

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.

Dodge* [C]: Force your opponent to turn over one successful Erac.

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.

Get 'em!* [A]: Select one *Friendly Beast* model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.

Graku Master [T]: This model may treat Graku as *Troops*.

Inspire [T]: All models directly activated by this model gain one Stamina.

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

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.

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

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

Rider [T]: This model may be moved by a model with the Transport[A] ability.

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

Sprint* (x) [A]: Move up to X". This ability may only be used after this model has performed a Basic Movement.

Tactician [S]:** Use immediately after an Activation Counter has been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use.

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

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

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