The Beast In The Storm

An official scenario for 2 players, 250 points.

The Knight Captain had been following the priest's trail through the snowy foothills, ready to launch an attack. It was rare for a priest to travel with so little protection, so he would not waste the opportunity.
As the storm closed in he could tell his prey was close, but he had underestimated the ferocity of the weather. Then the cry cut through the baffling snow. His loyal second in command was the first to vanish…

Forces

Empire

1 x Knight Captain

2 x Knight

1 x Militia Captain

5 x Militia

Delgon

1 x NuraSen

2 x KalDreman

1 x KalMalog

1 x KalDru

4 x KalJoran

4 x KalGarkii

Extra Models

Wild Creature

1 x Yartain

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Scatter a few snow drifts and rocky outcrops.

The Delgon player deploys their models as a single group (deploy one model and then all other models in the force within its Command Range) in the centre of the board.

The Empire player then deploys their models in one or more groups, at least 12 inches from any Delgon models.

Victory Conditions

Empire: The Empire player wins immediately if they can kill the NuraSen and capture the documents she is carrying by moving one of their Elites next to the body.

Delgon: The Delgon player wins if they can force the Empire player to flee by killing both of their Elites.

Special Rules

The Weather: At the start of each Combat Phase the player with the initiative rolls two dice to determine how the weather ebbs and flows. The number rolled is the maximum distance (in inches) that both players' models can see or move until the start of the next Combat Phase.

The Yartain:
• The Yartain is not happy about having its territory disturbed and will attack randomly during the game, before disappearing back into the snow.
• The Yartain cannot be killed, but will retreat into the snow and be removed from the table if it fails its 3+ Toughness save. If attacked in combat it will cast 4 Erac and 1 Oran.
• If the Yartain is not on the table at any point then either player may use one of their Initiative Counters to place it anywhere on the table where it cannot be seen by any models.
• If the Yartain is on the table then the player with the initiative rolls a dice at the start of each Combat Phase, after rolling for the weather. The player must move the Yartain as directed below, attacking if possible.

1: Ferocious attack! The Yartain moves up to 6 inches to engage the nearest model and attacks, casting 6 Erac and 1 Oran.
2-5: Attack! The Yartain moves up to 3 inches towards the nearest model and attacks, casting 4 Erac and 1 Oran.

6: Vanish! The Yartain vanishes into the blizzard. Remove the model from the table.

Models

KalDreman: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 2, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Bodyguard [S], Combat Trained (1) [C], Defender [S], Initiative [S], Rare [T]

KalDru: Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Size: small (30mm); **Light Derak:** : Movement: 3", Range: blast, Attack: 3, Abilities: Point Blank [R]

KalGarkii: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 0.5", Size: small (30mm)

KalJoran: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Charge (1) [A], Defensive Line [C]

KalMalog: Delgon - Core; Elite, Mechanical; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 6, Size: medium (40mm); Abilities: Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Fuel [T], Overdrive* [C], Sprint* (4) [A], Stamina Limit (3) [T]

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]

Militia Captain: Empire - Core; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]

NuraSen: Delgon - Core; Elite; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (4) [L], Protected (4) [T]

Yartain: Wild Creature; Beast; Movement: 6", Attack: 5, Support: 2, Toughness: 3+, CR: 6", Stamina: 2, Size: large (50mm); Abilities: Blitz (3) [C], Overdrive* [C], Powerful [C], Ranger [T], Very Tough* [S]

Abilities

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

Authority (x) [L]: Activate up to X *Friendly Troops* or *Civilians*. Any *Troops* activated by this model may immediately activate up to four *Friendly Troops*, who may not use any further Leadership abilities.

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

Bodyguard [S]: If an adjacent *Friendly Elite* or *Civilian* model is about to take a Toughness save, this model may make the save in their place. If it is failed then this model is removed as a casualty.

Cadre (x) [L]: Activate up to X *Friendly* models with the Cadre[L] ability.

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.

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.

Defensive Line [C]: During any combat while adjacent to another *Friendly* model with Defensive Line[C], if all successful casts are Oran then each success cancels two opposing Erac.

Fuel [T]: This model does not recover Stamina during the End Phase.

Initiative [S]: If this model has not already activated and an adjacent *Friendly Elite* or *Civilian* is activated this model may be activated for free.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

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

Protected (x) [T]: This model may be accompanied by up to X Rare[T] models.

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

Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.

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

Stamina Limit (x) [T]: This model may never use more than X Stamina during one Turn.

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

Source: The Compiled Twilight Traveller Issue 2

Author: Mike Thorp