

The Caravan

An official scenario for 6 or more players, 1100 to 1270 points.

Forces

Empire

Pick three 300 points Empire forces, and add the below extra models:

Caravan

1 x Wild Belan
2 x Baruk
3 x Eruk
1 x Loranti Pargal
4 x Casanii Warrior
3 x Trader
2 x Mounted Trader

Devanu

Pick three 300 points Devanu forces, and add the below extra models:

1 x Kelahn
2 x Jenta Handler

Set Up

The game is played on a medium (4 x 4 feet) playing area. The Empire's caravan is set up first by a neutral player.

Empire: The Empire players then deploy their forces, with all models with 6 inches of the Caravan.

Devanu: The Devanu players do not deploy initially, but may choose to use an Initiative Counter for one player to deploy one group of models (deploy one model and then as many other models as you like within its Command Range) anywhere on the board at least 12 inches from Enemy models and 12 inches from the town.

Victory Conditions

- Wild Belan are worth 5VPs, Baruk are worth 3VPs and Eruk are worth 1VP.
- Traders are worth 1VP, mounted Traders are worth 2VP and Loranti Pargal is worth 4VP.

The Empire player wins if they can get more than half the VPs home to the town. Otherwise the Devanu win.

The Empire players will not flee. The Devanu will flee if they lose more than half their Elites.

Special Rules

When their Initiative Counter is drawn each side may select up to three models to activate directly. A model may use the Solo[T] ability, but only if that is the only model the side chooses to activate directly.

Variations

The number of creatures in the caravan is indicative only, feel free to change it.

Models

Baruk: Empire - Core; Beast; Movement: 6", Attack: 3, Support: 1, Toughness: 3+, CR: 6", Size: medium (40mm); Abilities: Instinctive (0, 2) [T]

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]

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

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]

Kelahn: Devanu - Outcasts; Beast; Movement: 8", Attack: 6, Support: 0, Toughness: 3+, CR: 6", Stamina: 2, Size: large (50mm); Abilities: Aggressive (3) [T], Instinctive (4, 2) [T], Pounce (3) [C], Powerful [C], Untrained [T], Very Tough* [S], Wild Animal [T]

Loranti Pargal: Empire - Loranti; Elite, Unique; Movement: 8", Attack: 3, Support: 1, Toughness: 3+, CR: 3", Size: medium (40mm); Abilities: Beast Handler (2) [L], Commander (4) [L], Favoured Allies (Casanii) [T], Proud [T], Trainer (4, Retinue(Loranti Pargal)) [T]

Mounted Trader: Empire - Core; Civilian; Movement: 10", Attack: 1, Support: 0, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Beast Handler (2) [L]

Trader: Empire - Core; Civilian; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Beast Handler (2) [L]

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

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

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*.

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

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*.

Favoured Allies (x) [T]: This model allows you to take models of type X as *Allies*. Those models and this model may treat each other as being *Friendly*.

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

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.

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

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

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.

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.

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

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.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Source: *Twilight Day 2016*

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