

The Journey Home

An official scenario for 2 players, 375 to 435 points.

The sun rises over the horizon, its early rays catching the spears of a small band of Fubarnii. A well dressed trader looks warily at the hills. His baruk have been agitated for a while, and he'll be glad to get his valuable wares to the safety of the settlement.

As the settlement's entrance finally comes into sight, with its knight defenders, a sharp cry reaches the trader and two Devanu launch themselves from the undergrowth, closely followed by their grishak. The sleek, powerful hunters rapidly close the distance to the weary travellers.

Can the trader get his wares to the settlement, or will the Devanu feed their young upon tender baruk flesh?

Forces

Empire

1 x Knight Captain
3 x Knight
1 x Reyad
4 x Slinger
1 x Militia Captain
5 x Militia
1 x Trader
2 x Baruk

Devanu

1 x Devanu Kopa
1 x Devanu Sempa
3 x Grishak

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a few pieces of scattered terrain and a settlement entrance in one corner.

The Empire player deploys their Trader and Militias as a group with all models at least 30 inches from the settlement entrance. They then deploy their Knights within 3 inches of the settlement entrance.

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 24 inches from any of the Empire models.

Victory Conditions

The Empire player wins if they can get either Baruk to the settlement's entrance. The Empire player will not flee unless both Baruk are killed.

The Devanu player wins if he can kill both Baruk. The Devanu will flee if both the Devanu Kopa and the Devanu Sempa are killed.

Variations

Campaign Mode: This scenario can be played as the second scenario of a mini campaign, the previous scenario being "The Wandering Engineer" and the following one "Cornered".

- If the Empire win then they may upgrade the Militia Captain and Reyad to ride Eruk in the final game.
- If the Devanu win they may field an additional Grishak or Kosok in the final game.

Models

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

Devanu Kopa: Devanu - Core; Elite; Movement: 10", Attack: 6, Support: 2, Toughness: 5+, CR: 12", Stamina: 6, Size: medium (40mm); Abilities: Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]

Devanu Sempa: Devanu - Core; Elite; Movement: 10", Attack: 5, Support: 2, Toughness: 5+, CR: 12", Stamina: 5, Size: medium (40mm); Abilities: Agility [T], Assassinate* [A], Beast Handler (2) [L], Combat Discipline* [C], Dodge* [C], Feint* [C], Sprint* (5) [A]

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]

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]

Kosok: Devanu - Core; Beast; Movement: 12", Attack: 1, Support: 3, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Aggressive (3) [T], Charge (2) [A], Evasive [C], Flit [C], Flying [T], Solo [T]

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]

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]

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

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

Abilities

Accurate [R]: Recast up to one failed Combat Stone for this attack.

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*.

Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.

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*.

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.

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.

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

Feint* [C]: Force your opponent to recast all their Combat Stones.

Flit [C]: Use this model's Combat Action to move up to 3 inches.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

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 (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].

Packmaster (x) [L]: Activate up to X *Friendly Elites*.

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

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

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.

Source: Chronicles of Anyaral

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