

Totem

An official scenario for 2 players, 275 to 285 points.

Obal had spent many difficult days in council with Dal'Odar of the Odaril tribe to try and build an alliance. Dal'Odar had eventually agreed to consider an alliance, but as a show of faith he had asked that Obal destroy a totem sacred to the Steyar tribe, a task that he would be unwilling to do himself for fear of bringing the anger of the spirits down upon his tribe. Obal was dubious that Dal'Odar would honour his word, but with his Terali allies to support him his confidence was growing that this might at least weaken those casanii who were proving to be such staunch allies of the empire.

Forces

Empire

1 x NuraKira Obal
2 x KalGush
1 x KalDromar
1 x Militia Captain
5 x Militia
1 x Reyad
2 x Slinger

Casanii

1 x Casanii Warrior Chief
4 x Casanii Warrior
1 x Shaman
2 x Erillai Rider
1 x Tracker

Set Up

The game is played on a medium (4 x 4 feet) playing area. The Casanii Totem is placed near the centre of the board.

Delgon: The Delgon are deployed in a single group (deploy one model and then all other models in the force within its Command Range) at least 18 inches from the Totem.

Casanii: The Casanii are not deployed initially. The Casanii player may use Initiative Counters to deploy up to five of their models in a single group at least 18 inches from the totem and 12 inches from any Delgon models.

Victory Conditions

The Empire/Delgon player wins if they can destroy the Casanii Totem. The Casanii player wins if they can kill both the KalGush.

Either player will flee if more than half of their Elite models are killed.

Special Rules

The KalGush gain the Elite classification (in addition to Troop and Mechanical) so they can be protected by a model with the Bodyguard[S] ability.

The KalDromar have been equipped with gas masks, so gain the Gasmask[T] ability.

The Totem cannot be activated or moved and may only be destroyed by the KalGush. It casts no Combat Stones in defence against Ranged Attacks and has a 3+ Toughness save.

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]

Casanii Warrior Chief: Casanii - Core; Elite; Movement: 8", Attack: 4, Support: 2, Toughness: 5+, CR: 9", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Rider [T]; **Throwing Spear:** : Movement: 8", Range: 4", Attack: 2, Abilities: Bushwack [R], Focus* [R]

Erillai Rider: Casanii - Core; Elite, Troop; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 1, Size: medium (40mm); Abilities: Charge (1) [A], Combat Trained (1) [C], Leap* (4) [A], Transport (1) [A]; **Throwing Spear:** :

Movement: 8", Range: 4", Attack: 2, Abilities: Bushwack [R]

KalDromar: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 4+, CR: 0.5", Size: small (30mm); Abilities: Bodyguard [S], Defender [S], Initiative [S], Rare [T]

KalGush: Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0", Stamina: 3, Size: small (30mm); Abilities: Gasmask [T], Persistent [T], Safety Valve (3) [T], Vent* [A]; **Gushrak:** : Movement: 3", Range: blast, Attack: 2, Abilities: Focus* [R], Wide Spray* [R]

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]

NuraKira Obal: Delgon - Core; Elite, Unique; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (2) [L], Diplomat (Empire) [T], Protected (2) [T]

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]

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

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

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

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.

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.

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*.

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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites, Troops*, or *Civilians*.

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.

Diplomat (x) [T]: This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

Focus* [R]: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

Gasmask [T]: This model is immune to effects caused by Cloud Templates.

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.

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

Leap* (x) [A]: Leap up to X", ignoring intervening models. This move ignores the *Move Cautiously* rule.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

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

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

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.

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

Safety Valve (x) [T]: If this model has X Stamina when a Combat Counter is drawn then it immediately uses the Vent[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.

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.

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

Vent* [A]: Place a 3 inches Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Wide Spray* [R]: Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.

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Author: Mike Thorp