

Travellers

An official scenario for 2 players, 275 to 355 points.

Danakan's meeting with NuraKira Obal took place on the outskirts of the Central Empire.

Obal had been travelling on an important mission within the Empire. She was accompanied by only minimal bodyguards so as to avoid drawing too much unwelcome attention from the Emperor, but this left her poorly equipped to deal with the local wildlife.

Fortunately, Danakan's caravan chanced upon Obal's travelling party as they came under attack by a large band of wild grishak.

Forces

Devanu

2 x Grishak Kopa

4 x Grishak

5 x Grishak Jenta

Empire

1 x Mounted Reyad

2 x Light Cavalry

1 x Reyad

3 x Slinger

1 x Hunter

2 x Graku

1 x Danakan

1 x Muri

1 x NuraKira Obal

2 x KalJoran

2 x KalDreman

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a reasonable amount of difficult terrain and obstructions. Place an area of difficult terrain approximately 6 inches across at the centre of the board.

Empire: The Empire player deploys the Delgon allies first. They are deployed as a single group (deploy one model and then all other models in the force within its Command Range) within the terrain.

Grishak: The Grishak player then deploys their models in a single group (deploy one model and then all other models in the force within its Command Range) with all models at least 12 inches from any of the Delgon models.

The Empire player deploys their remaining models in a single group (deploy one model and then all other models in the force within its Command Range) with all models at least 18 inches from either the Grishak or Delgon models. They may choose to delay deploying some models using the Hunter's Pathfinder[S] ability.

Victory Conditions

Grishak: The Grishak player wins if he can kill NuraKira Obal or force the Empire player to flee.

Empire: The Empire player wins if he can force the Grishak to flee or if he can move NuraKira Obal more than 18 inches from the centre of the table.

Both sides will flee if they lose more than half their Elites.

Special Rules

The Empire player has control of the Delgon Allies. However, the Delgon models may not leave the difficult terrain until either Danakan or Muri have moved adjacent to NuraKira Obal.

Models

Danakan: Empire - Core; Civilian, Unique; Movement: 6", Attack: 1, Support: 0, Toughness: 6+, CR: 3", Size: small (30mm); Abilities: Captain (2) [L], Commander (1) [L], Diplomat (Delgon) [T], Proud [T]

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

Grishak Jenta: Devanu - Core; Beast; Movement: 10", Attack: 2, Support: 1, Toughness: 5+, CR: 1", Size: small (30mm); Abilities: Pack (1) [L], Pack Hunter [C], Untrained [T]

Grishak Kopa: Devanu - Core; Beast, Elite; Movement: 10", Attack: 3, Support: 1, Toughness: 3+, CR: 6", Size: small (30mm); Abilities: Charge (2) [A], Grishak Trainer (2, Pack Instinct) [T], Pack (2) [L], Pack Hunter [C], Pack Instinct [C], Powerful [C]

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]

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]

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]

Light Cavalry: Empire - Core; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); **Spear:** : Movement: 10", Range: 4", Attack: 3, Abilities: Light Weapon [R]

Mounted Reyad: Empire - Core; Elite; Movement: 10", 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]

Muri: Empire - Core; Civilian, Unique; Movement: 6", Attack: 1, Support: 0, Toughness: 6+, CR: 3", Size: small (30mm); Abilities: Loyalty (Danakan) [T]

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]

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

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.

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

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.

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 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.

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.

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.

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*.

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.

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

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.

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

Loyalty (x) [T]: Select a *Friendly X* model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

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].

Pack Instinct [C]: Recast up to one failed Combat Stone for each model with Pack Instinct[C] that is supporting.

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.

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

Proud [T]: This model may only be Activated Directly.

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.

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.

Untrained [T]: This model may not be Activated Directly.

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