Unwelcome Travellers

An official scenario for 2 to 3 players, 275 to 300 points.

Over the last few months black robed priests have occasionally been seen travelling across the Empire. Their purposes are often unknown, and rumours of catastrophes following in their wake have reached both the Devanu and the Fubarnii of the Empire.
A priest has been observed travelling with an unusually small retinue. The Emperor's knights have been following him for a number of nights, but it appears that the Priest has also drawn the attention of a local Devanu pack.

Forces

Empire

1 x Knight Captain

8 x Knight

Devanu

1 x Devanu Matriarch

2 x Jenta Hunter

3 x Grishak

Extra Models

Delgon

1 x NuraSen

4 x KalDreman

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place the NuraSen at the centre of the board, with his bodyguards adjacent to him.

Devanu: The Devanu player deploys their models as a single group (deploy one model and then all other models in the force within its Command Range) at least 18 inches from the Delgon models.

Empire: The Empire player then deploys their models as a single group (deploy one model and then all other models in the force within its Command Range), opposite the Devanu and at least 18 inches from the Delgon models.

Victory Conditions

Both players wish to capture the NuraSen. The player who can carry the NuraSen from the table wins. If the NuraSen manages to escape, then it is a tie.

The Empire player flees if his Knight Captain is killed.

The Devanu player flees if two of his Devanu are killed.

Special Rules

The NuraSen activates at the end of the second Combat Phase each turn, once all combats have been completed. If possible, the player with the Initiative must move the NuraSen so that he is not engaged by any models controlled by either player. If possible, the KalDreman must then be moved so that they are adjacent to the NuraSen. The KalDreman will never attack in combat, but will always support if the NuraSen is attacked and will always use their Bodyguard[S] ability if any blows are landed on the NuraSen.

If the NuraSen fails his Toughness save he is disabled rather than killed. Leave a marker on the table to show his position. Any model that is engaging the marker at the start of its Activation may move the marker so that it remains adjacent after the model has completed its move.

If a player is forced to flee then he removes all his models. If the NuraSen has not yet been disabled, then the player who has fled takes full control of the Delgon models for the remainder of the game, activating them as normal.

Variations

This is an ideal scenario to extend up to three players, one using each of the three cultures Empire, Devanu and Delgon. In

that case give the Delgon player a larger force equal in size to that of the Devanu and Empire players. The Delgon player will need his own set of Initiative Counters.

The Delgon player cannot flee and wins if he can get his NuraSen off the table.

Notes

When fighting combats against the NuraSen and his retinue I would recommend that the opposing player selects and casts their Combat Stones so that he can choose whether they cast Erac or Oran. In the unusual situation where both sides end up engaged with the same Delgon model I would also let whoever doesn't attack the Delgon model Support if they so desire. (Mike Thorp's clarification from http://forum.worldoftwilight.com/index.php?topic=539.0)

Models

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

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]

Jenta Hunter: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Combat Discipline* [C], Feint* [C], Ferocity* [C], Leap* (4) [A], Rapid Strike [C], Sibling [C]

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]

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]

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

Abilities

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*.

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.

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 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.

Dodge* [C]: Force your opponent to turn over one successful Erac.

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

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

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.

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

Maternal [C]: Use before a Melee Combat. Cast one additional Combat Stone if there are any *Friendly Eggs* within 12 inches.

Matriarch (x) [L]: Activate up to X *Friendly Jenta*.

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].

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

Rapid Strike [C]: Use this model's Combat Action to fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

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.

Sibling [C]: This model provides one additional Combat Stone if supporting another model with Sibling[C] or Matriarch[L].

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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