

*The Wrath of  
Khan'ta*



# The Wrath of Khan'ta

Here is Chris "Geckilian" Parry's contribution to the 2010 scenario contest - a scenario campaign of 3 linked games entitled "The Wrath of Khan'ta". The result in each game affects the next, so depending on what the players accomplish, the forces are likely to be fairly dynamic. The scale of these games ensures that the campaign should last a reasonable evening of gaming. Should players wish, and have time, it is recommended that afterwards they switch sides, to see how the campaign plays out from a different point of view.

## Scenarios

### Scouting Kill

*With the Fubarnii Empire growing stronger, more and more Knights are scouring the land of the Devanu blight, forcing them back from the arid plains. With each victory for the Empire the Devanu are forced to retreat from the military might, to try and establish their nest once more in comparative safety.*

*Retreating from the stubborn Empire's repeated attacks, the Devanu kopa Khan'ta has begun to dig in to the mountains. Sending his clutch to investigate the surroundings, Khan'ta plans to fortify his new nest from which to launch attacks on the hated Fubarnii. A sempa and her charges come across a small Delgon encampment whilst scouting and seeing the opportunity to please their kopa, they lunge in for the kill and supplies.*

### Retribution

*Enraged by the attack upon food supply lines, Delgon Priest Khirkol requisitioned more armoured might to protect his fledgling domain. Determined to discern where these new raiders have come from, he has set out to find the impudent thieves, to teach them the error of their ways with the Delgon might.*

*Little does he know that in the time it has taken for the news to reach him of the disrupted supply lines, the Devanu have grown stronger. With ample food and room to hunt, the small clutch has expanded into a larger tribe, and Khan'ta had already sent out more and more scouting parties to secure even more food and sport.*

*Even so, as the Delgon force manages to pin down one of the Devanu scouting parties, the clarion call for retribution is sounded, and the Delgon charge, their aim to cut the head off the beast harassing them.*

### The Reckoning

*Seeing his tribe slowly decimated by the almost endless waves of sturdier mountain Fubarnii, Khan'ta marshalled his forces and forged out to meet the Delgon might head on. No more did he orchestrate from the nest, for the threat was too great. With his very existence threatened yet again, Khan'ta let loose his wrath, aiming to bring death and destruction to those before his tribe.*

*Priest Khirkol, pleased with his success at killing the new invaders, continued to strengthen his patrols to ensure the new menace would be eradicated once and for all. Having encountered several sempa, he is convinced that behind them all is a larger, more dangerous creature. As time has passed he grew his Delgon force, and once more set forth to lead from the front to find and bring down the menace to his lands.*

Source: <http://forum.worldoftwilight.com/index.php?topic=188.0>

Author: Chris "Geckilian" Parry

# Scouting Kill

(The Wrath of Khan'ta)

A experimental scenario for 2 players, 220 points.

*With the Fubarnii Empire growing stronger, more and more Knights are scouring the land of the Devanu blight, forcing them back from the arid plains. With each victory for the Empire the Devanu are forced to retreat from the military might, to try and establish their nest once more in comparative safety.*

*Retreating from the stubborn Empire's repeated attacks, the Devanu kopa Khan'ta has begun to dig in to the mountains. Sending his clutch to investigate the surroundings, Khan'ta plans to fortify his new nest from which to launch attacks on the hated Fubarnii. A sempa and her charges come across a small Delgon encampment whilst scouting and seeing the opportunity to please their kopa, they lunge in for the kill and supplies.*

## Forces

### Devanu

1 x Devanu Matriarch  
2 x Jenta Hunter

### Delgon

1 x NuraKira  
2 x KalDromar  
1 x KalDru  
2 x KalMalog  
5 x KalGarkii

## Set Up

The encounter takes place on a 4 by 4 feet board.

Terrain is placed by the Delgon player, to represent the border of their territory.

The Devanu player deploys 12" from a table edge of their choosing.

The Delgon player then nominates a point on the opposing board edge, and deploys all Delgon models within 6" of it. The Delgon player then deploys 10 food tokens, each 30mm in diameter, at least 8" from her board edge, and at least 3" away from each other.

## Victory Conditions

**Devanu:** The Devanu player wins if he can collect at least 5 food tokens and escape the board.

**Delgon:** The Delgon player wins if she can prevent the food tokens from leaving the board for 5 turns.

## Special Rules

**Pick food tokens:** To pick up a food token, a Devanu model must come in to contact with it, at which point its current movement ends and the token is picked up.

If a model carrying food tokens is killed, all the tokens it was carrying are dropped.

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# Retribution

(The Wrath of Khan'ta)

A experimental scenario for 2 players, 435 to 470 points.

*Enraged by the attack upon food supply lines, Delgon Priest Khirkol requisitioned more armoured might to protect his fledgling domain. Determined to discern where these new raiders have come from, he has set out to find the impudent thieves, to teach them the error of their ways with the Delgon might.*

*Little does he know that in the time it has taken for the news to reach him of the disrupted supply lines, the Devanu have grown stronger. With ample food and room to hunt, the small clutch has expanded into a larger tribe, and Khan'ta had already sent out more and more scouting parties to secure even more food and sport.*

*Even so, as the Delgon force manages to pin down one of the Devanu scouting parties, the clarion call for retribution is sounded, and the Delgon charge, their aim to cut the head off the beast harassing them.*

## Forces

### Delgon

1 x NuraSen  
3 x KalDromar  
3 x KalDru  
3 x KalMalog  
9 x KalGarkii  
1 x NuraKira  
2 x KalDromar

Note: The NuraKira and her KalDreman are only present if they survived the previous game.

### Devanu

1 x Devanu Matriarch  
2 x Jenta Hunter  
1 x Jenta Handler  
8 x Grishak  
Note: Get one Grishak per food token gained in the previous game.

## Set Up

The encounter takes place on 4 by 4 feet board.

Terrain is placed by the Devanu player, to represent their territory.

The Delgon player deploys within 12" of a table edge of her choice. The Devanu player then deploys within 10" of a board corner along the opposing board edge.

## Victory Conditions

**Devanu:** The Devanu player wins if his sempa survives.

**Delgon:** The Delgon player wins if she kills the devanu sempa.

The game ends once either the sempa or half the Delgon models (rounding up) are dead.

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# The Reckoning

(The Wrath of Khan'ta)

A experimental scenario for 2 players, 600 to 645 points.

*Seeing his tribe slowly decimated by the almost endless waves of sturdier mountain Fubarnii, Khan'ta marshalled his forces and forged out to meet the Delgon might head on. No more did he orchestrate from the nest, for the threat was too great. With his very existence threatened yet again, Khan'ta let loose his wrath, aiming to bring death and destruction to those before his tribe.*

*Priest Khirkol, pleased with his success at killing the new invaders, continued to strengthen his patrols to ensure the new menace would be eradicated once and for all. Having encountered several sempa, he is convinced that behind them all is a larger, more dangerous creature. As time has passed he grew his Delgon force, and once more set forth to lead from the front to find and bring down the menace to his lands.*

## Forces

### Delgon

1 x NuraSen  
4 x KalDromar  
4 x KalDru  
3 x KalMalog  
3 x KalGarkii  
3 x KalMalog  
9 x KalGarkii

Note: The extra KalGarkii and KalMalog are present only if they survived the previous game.

### Devanu

1 x Devanu Kopa  
1 x Devanu Matriarch  
2 x Jenta Hunter  
1 x Jenta Handler  
8 x Grishak

Note: Each Devanu Matriarch, Devanu Sempa and Grishak is present only if they survived the previous game.

## Set Up

The encounter takes place on a 4 by 4 feet board.

Both the Delgon player and Devanu player take turns to place up to 3 pieces of terrain each.

The Delgon player deploys her models within 6" of the centre of the table.

The Devanu player then deploys his models at least 24" away from any Delgon models.

## Victory Conditions

**Delgon:** The Delgon player wins if she kills the Devanu kopa.

**Devanu:** The Devanu player wins if he kills the Delgon Priest and all the Bodyguards.

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