

*Where There's
Smoke...*

Where There's Smoke...

The war to the North has stalled during the cold winter months, with the Enarii sitting in their frozen temples and waiting for the spring.

After the success of his mighty belderaks and the mass produced light deraks, NuraSen Plutom has been tasked with providing new machineries of war in order to spread the influence of the Enarii across the Empire. His latest invention is the gushrak, a weapon that has the potential to be highly effective, but that has been plagued with testing issues. Plutom has been sent beyond the safety of the Delgon lands in order to demonstrate the viability of his weapon.

"Where There's Smoke... has been designed as an introductory campaign for three players, each using a small force from one of the three main Cultures. The first three games pitch each of the players against one of the other two, potentially gaining them a small advantage for the three-player grand finale.

Scenarios

Eradication

A well trained band of Orel Knights have been hired by the Council of the small village of Dra to eradicate a band of jenta outcasts that have been raiding the surrounding area. The Knights have been relentless in their hunt and the young, exhausted Devanu have been trapped in a small cave. It is now time for the mercenaries to finish the job and execute the Devanu before they can escape.

Raiders

NuraSen Plutom's camp has been set up on the edge of the forests of Naralon. He has been working on a secret project and is almost ready for testing.

A band of desperate Devanu has spotted the camp fires. Heedless of Plutom's nefarious experiments, they are purely intent on raiding the camp to get as much food and resources as possible.

Prototype

Plutom has spent the last few months tinkering with his Gushrak, a new weapon that he believes will help turn the tide of the war in favour of the Delgon.

NuraKira Gusan has been blessed with the task of testing out one of the new weapons in the forest near Plutom's camp. Having incinerated a few unwary critters the smoke and the noise has caught the attention of a small band of Orel mercenaries who have been paid to patrol the area. This is an ideal opportunity for Gusan to prove himself!

Inferno! (Campaign Game)

Gusan's tests on the gushrak proved more devastating than expected! What had appeared to be a minor fault in the secondary gas manifold resulted in one of the unfortunate KalGush finding herself at the centre of a rather large fireball. The ensuing fire is now raging through the forest, consuming all in its path. The Knights of Orel, The Devanu and Plutom's forces are all at risk of being caught up in the fire but have spotted a small rocky hill devoid of trees that could possibly give protection from the inferno.

Whoever can hold the hill might just survive!

Source: *Chronicles of Anyaral*

Author: Mike Thorp

Eradication

(Where There's Smoke...)

An official scenario for 2 players, 225 to 295 points.

A well trained band of Orel Knights have been hired by the Council of the small village of Dra to eradicate a band of jenta outcasts that have been raiding the surrounding area. The Knights have been relentless in their hunt and the young, exhausted Devanu have been trapped in a small cave. It is now time for the mercenaries to finish the job and execute the Devanu before they can escape.

Forces

Empire

1 x Orel Knight Captain
2 x Orel Knight
1 x Militia Captain
5 x Militia
3 x Graku

Devanu

1 x Jenta Spear
1 x Jenta Hunter
1 x Jenta Handler
3 x Grishak

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. The encounter takes place in a small cave about 24 inches across. There should be a reasonable amount of difficult terrain and obstructions and an 8 inches entrance marked along one edge.

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 the centre of the board.

Empire: The Empire player deploys all their models so that they are within 2 inches of the cave entrance.

Victory Conditions

The Devanu player wins if he can escape two or more of his Devanu through the cave entrance, otherwise the Empire player wins.

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

Special Rules

The Devanu are exhausted and all start with no Stamina. They regain Stamina as usual in the End Phase.

Campaign Mode

This is scenario 1 of 4 for the campaign Where There's Smoke....

- If the Empire win then they may take an additional Graku or Orel Knight in the final game.
- If the Devanu win then they may take an additional Grishak or Kosok in the final game.

Models

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]

Jenta Handler: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Beast Handler (2) [L], Ferocity* [C], Leap* (4) [A], Pack Hunter [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]

Jenta Spear: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Ferocity* [C], Leap* (4) [A]; **Spear:** : Movement: 8", Range: 8", Attack: 2, Abilities: Focus* [R], Light Weapon [R], Long Range* (4) [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]

Orel Knight: Empire - Orel; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 3", Size: small (30mm); Abilities: Beast Handler (1) [L], Combat Trained (1) [C], Pack Hunter [C]

Orel Knight Captain: Empire - Orel; Elite; Movement: 10", Attack: 4, Support: 1, Toughness: 4+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Graku Master [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*.

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.

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.

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

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

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

Graku Master [T]: This model may treat Graku as *Troops*.

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

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

Long Range* (x) [R]: Increase the range of this attack by X".

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].

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

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

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].

Source: Chronicles of Anyaral

Author: Mike Thorp

Raiders

(Where There's Smoke...)

An official scenario for 2 players, 240 to 250 points.

NuraSen Plutom's camp has been set up on the edge of the forests of Naralon. He has been working on a secret project and is almost ready for testing.

A band of desperate Devanu has spotted the camp fires. Heedless of Plutom's nefarious experiments, they are purely intent on raiding the camp to get as much food and resources as possible.

Forces

Delgon

1 x NuraSen Plutom
2 x KalDromar
1 x NuraKira
4 x KalJoran
1 x KalDru
1 x KalMalog

Devanu

1 x Alpha Outcast
1 x Jenta Spear
1 x Jenta Handler
3 x Grishak

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place the Delgon campsite in the middle. There should be a few small tents and piles of luggage as obstructions.

Delgon: The Delgon have been caught unawares with their guards killed silently in the night. Draw Initiative Counters from the bag to deploy the Delgon and six Loot Tokens. Whoever owns the Counter may choose two Delgon models or one Loot Tokens and deploy it within 9 inches of the centre of the board. Continue to draw Initiative Counters until all the Delgon models have been placed.

Devanu: The Devanu player then deploys 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 12 inches from any of the Delgon models or Loot Tokens.

Victory Conditions

The Devanu player is aiming to capture supplies from the Delgon camp and win if they can capture enough. The supplies are represented by the Loot Tokens. The Loot Tokens are Objects and can be dropped or transferred as normal. A Devanu may carry any number of Loot Tokens, but the Delgon may not pick them up.

The Delgon player cannot flee.

The Devanu player may choose to flee during the End Phase, or will automatically flee if more than half of his Elites are killed or have left the table. Any models at least 18 inches from the centre of the table and at least 6 inches from any Enemy models automatically keep their Loot Tokens. Cast a Combat Stone for any other Loot Tokens currently held by a fleeing model. They are kept if the cast is a success.

At the end of the game roll one dice for each Loot Token captured by the Devanu and sum the total. The Devanu player wins if they have 10 or more points.

Campaign Mode

This is scenario 2 of 4 for the campaign Where There's Smoke....

- If the Delgon win then they may take a KalGush in the final game.
- If the Devanu win then they may take an additional Grishak or Kosok in the final game.

Models

Alpha Outcast: Devanu - Outcasts; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 4, Size: medium (40mm); Abilities: Agility [T], Alpha [T], Charge (2) [A], Combat Discipline* [C], Dodge* [C], Ferocity* [C], Leap* (4) [A], Outcast [T], Packmaster (4) [L]

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 Handler: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Beast Handler (2) [L], Ferocity* [C], Leap* (4) [A], Pack Hunter [C]

Jenta Spear: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Ferocity* [C], Leap* (4) [A]; **Spear:** : Movement: 8", Range: 8", Attack: 2, Abilities: Focus* [R], Light Weapon [R], Long Range* (4) [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]

KalDru: Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Size: small (30mm); **Light Derak:** : Movement: 3", Range: blast, Attack: 3, Abilities: Point Blank [R]

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]

KalMalog: Delgon - Core; Elite, Mechanical; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 6, Size: medium (40mm); Abilities: Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Fuel [T], Overdrive* [C], Sprint* (4) [A], Stamina Limit (3) [T]

Loot Token: Item; Object; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm); Abilities: Untrained [T], Unwieldy [T]

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

NuraSen Plutom: Delgon - Core; Elite, Unique; Movement: 6", Attack: 1, Support: 1, Toughness: 5+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Authority (4) [L], Protected (4) [T], Refuel* (3) [A], Tune Up [A]

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*.

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.

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.

Cadre (x) [L]: Activate up to X *Friendly* models with the Cadre[L] ability.

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.

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.

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

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

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

Fuel [T]: This model does not recover Stamina during the End Phase.

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.

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

Long Range* (x) [R]: Increase the range of this attack by X".

Outcast [T]: This model may not be used in a force that contains a Devanu Kopa or a Devanu Sempa.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

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*.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

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

Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.

Refuel* (x) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to X Stamina.

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

Sprint* (x) [A]: Move up to X". This ability may only be used after this model has performed a Basic Movement.

Stamina Limit (x) [T]: This model may never use more than X Stamina during one Turn.

Tune Up [A]: An adjacent *Mechanical* model may immediately gain one Stamina.

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

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Source: Chronicles of Anyaral

Author: Mike Thorp

Prototype

(Where There's Smoke...)

An official scenario for 2 players, 170 to 190 points.

Plutom has spent the last few months tinkering with his Gushrak, a new weapon that he believes will help turn the tide of the war in favour of the Delgon.

NuraKira Gusan has been blessed with the task of testing out one of the new weapons in the forest near Plutom's camp. Having incinerated a few unwary critters the smoke and the noise has caught the attention of a small band of Orel mercenaries who have been paid to patrol the area. This is an ideal opportunity for Gusan to prove himself!

Forces

Empire

1 x Orel Militia Captain
3 x Orel Militia
2 x Orel Knight
3 x Graku

Delgon

1 x NuraKira
2 x KalDromar
4 x KalJoran
1 x KalGush
1 x KalMalog

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.

Delgon: The Delgon player deploys their models as a single group (deploy one model and then all other models in the force within its Command Range) at the centre of the board.

Empire: The Empire player deploys their models as a single group about 18 inches from the Delgon models.

Victory Conditions

The Delgon player is aiming to test out the KalGush and wins if he can test the KalGush by killing at least one Enemy model with it and can then escape the NuraKira off the board to file his report.

The Delgon will flee if the NuraKira is killed or if the KalGush is destroyed without being tested. The Empire will flee if the Orel Militia Captain is killed.

Campaign Mode

This is scenario 3 of 4 for the campaign Where There's Smoke....

- If the Delgon win then they may take an additional KalDru in the final game.
- If the Empire win then they may take an additional Graku or Orel Knight in the final game.

Models

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

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]

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]

KalMalog: Delgon - Core; Elite, Mechanical; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 6, Size: medium (40mm); Abilities: Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Fuel [T], Overdrive* [C], Sprint* (4) [A], Stamina Limit (3) [T]

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

Orel Knight: Empire - Orel; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 3", Size: small (30mm); Abilities: Beast Handler (1) [L], Combat Trained (1) [C], Pack Hunter [C]

Orel Militia: Empire - Orel; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Defender [S]

Orel Militia Captain: Empire - Orel; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Graku Master [T]

Abilities

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.

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.

Cadre (x) [L]: Activate up to X *Friendly* models with the Cadre[L] ability.

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.

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.

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

Fuel [T]: This model does not recover Stamina during the End Phase.

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

Graku Master [T]: This model may treat Graku as *Troops*.

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.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

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.

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.

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

Sprint* (x) [A]: Move up to X". This ability may only be used after this model has performed a Basic Movement.

Stamina Limit (x) [T]: This model may never use more than X Stamina during one Turn.

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.

Source: Chronicles of Anyaral

Author: Mike Thorp

Inferno! (Campaign Game)

(Where There's Smoke...)

An official scenario for 3 players, 240 to 250 points.

Gusan's tests on the gushrak proved more devastating than expected! What had appeared to be a minor fault in the secondary gas manifold resulted in one of the unfortunate KalGush finding herself at the centre of a rather large fireball. The ensuing fire is now raging through the forest, consuming all in its path. The Knights of Orel, The Devanu and Plutom's forces are all at risk of being caught up in the fire but have spotted a small rocky hill devoid of trees that could possibly give protection from the inferno.

Whoever can hold the hill might just survive!

Forces

Empire

1 x Orel Knight Captain
2 x Orel Knight
1 x Orel Militia Captain
4 x Orel Militia
1 x Graku

Delgon

1 x NuraSen Plutom
2 x KalDromar
1 x NuraKira
4 x KalJoran
1 x KalMalog
1 x KalDru

Devanu

1 x Alpha Outcast
1 x Jenta Spear
1 x Jenta Handler
1 x Jenta Hunter
1 x Grishak

Set Up

The game is played on a medium (4 x 4 feet) playing area. Place areas of woodland and difficult terrain.

At the centre of the board is a small rocky hill free of trees approximately 9 inches across. Place five Fire Markers along one edge of the board, with two in the corners and the other three spaced between them.

The Empire player deploys their models in a single group (deploy one model and then all other models in the force within its Command Range) at least 12 inches from the centre of the board.

The Delgon and then the Devanu then place their models in a single group at least 12 inches from the centre and 12 inches from any Enemy models.

Victory Conditions

- The players are trying to take refuge on the hill before the fire consumes them.
- Any of the forces will flee if they lose more than half their Elites.
- The last force to flee is the winner.

Special Rules

Fire!: • The Fire Markers show how the forest fire is progressing. Each Marker can be represented by a small base. At the end of each Combat Phase roll a D6 for each Marker separately to determine how many inches it moves across the table.

- The line between adjacent Markers is the wall of flames and any model touched or crossed by the wall of flames is immediately destroyed.
- Models may not enter the area behind the wall of fire.
- The Fire Markers will move around the circumference of the hill and any models on the hill are safe from the fire.

Campaign Mode

This is scenario 4 of 4 for the campaign Where There's Smoke....

Models

Alpha Outcast: Devanu - Outcasts; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 4, Size: medium (40mm); Abilities: Agility [T], Alpha [T], Charge (2) [A], Combat Discipline* [C], Dodge* [C], Ferocity*

[C], Leap* (4) [A], Outcast [T], Packmaster (4) [L]

Fire Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

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]

Jenta Handler: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Beast Handler (2) [L], Ferocity* [C], Leap* (4) [A], Pack Hunter [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]

Jenta Spear: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Ferocity* [C], Leap* (4) [A]; **Spear:** : Movement: 8", Range: 8", Attack: 2, Abilities: Focus* [R], Light Weapon [R], Long Range* (4) [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]

KalDru: Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Size: small (30mm); **Light Derak:** : Movement: 3", Range: blast, Attack: 3, Abilities: Point Blank [R]

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]

KalMalog: Delgon - Core; Elite, Mechanical; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 6, Size: medium (40mm); Abilities: Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Fuel [T], Overdrive* [C], Sprint* (4) [A], Stamina Limit (3) [T]

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

NuraSen Plutom: Delgon - Core; Elite, Unique; Movement: 6", Attack: 1, Support: 1, Toughness: 5+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Authority (4) [L], Protected (4) [T], Refuel* (3) [A], Tune Up [A]

Orel Knight: Empire - Orel; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 3", Size: small (30mm); Abilities: Beast Handler (1) [L], Combat Trained (1) [C], Pack Hunter [C]

Orel Knight Captain: Empire - Orel; Elite; Movement: 10", Attack: 4, Support: 1, Toughness: 4+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Graku Master [T]

Orel Militia: Empire - Orel; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Defender [S]

Orel Militia Captain: Empire - Orel; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Graku Master [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*.

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.

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.

Cadre (x) [L]: Activate up to X *Friendly* models with the Cadre[L] ability.

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.

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.

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.

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

Fuel [T]: This model does not recover Stamina during the End Phase.

Graku Master [T]: This model may treat Graku as *Troops*.

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.

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

Long Range* (x) [R]: Increase the range of this attack by X".

Outcast [T]: This model may be not be used in a force that contains a Devanu Kopa or a Devanu Sempa.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

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*.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

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

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

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.

Refuel* (x) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to X Stamina.

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.

Stamina Limit (x) [T]: This model may never use more than X Stamina during one Turn.

Tune Up [A]: An adjacent *Mechanical* model may immediately gain one Stamina.

Source: Chronicles of Anyaral

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