

*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 encounter takes place in a small cave about 24" across. There should be a reasonable amount of difficult terrain and obstructions and an 8" entrance marked along one edge. The Devanu player deploys his 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 table.

The Empire player deploys all his models so that they are within 2" 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.

Variations

Campaign Mode: This is scenario 1 of 4 of the "where there's smoke..." campaign.

- 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.

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 encounter takes place on a small (3 x 3 feet) playing area with the Delgon campsite in the middle. There should be a few small tents and piles of luggage as obstructions.

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 objective markers. Whoever owns the counter may choose two Delgon models or one objective marker and deploy it within 9" of the centre of the table. Continue to draw counters until all the Delgon models have been placed.

The Devanu player then deploys his 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" from any of the Delgon models or objective markers.

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 objective markers. The objective markers are Objects and can be dropped or transferred as normal. A Devanu may carry any number of objective markers, but the Delgon may not pick them up.

The Delgon player can not 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" from the centre of the table and at least 6" from any enemy models automatically keep their loot counters. Cast a stone for any other 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 token captured by the Devanu and sum the total. The Devanu player wins if they have 10 or more points.

Variations

Campaign Mode: This is scenario 2 of 4 of the "where there's smoke..." campaign.

- 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

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 encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. The Delgon player deploys his models as a single group (deploy one model and then all other models within its Command Range) at the centre of the table.

The Empire player deploys his models as a single group about 18" 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.

Variations

Campaign Mode: This is scenario 3 of 4 of the "where there's smoke..." campaign.

- If the Delgon win then they may take an additional KalDru in the final game.
- If the Empire win then they may take an extra graku or Orel knight in the final game.

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 encounter takes place on a 4' by 4' playing area with areas of woodland and difficult terrain. At the centre of the table is a small rocky hill free of trees approximately 9" across. Place five flame markers along one edge of the table, with two in the corners and the other three spaced between them.

The Empire player deploys his models in a single group (deploy one model and then all other models in the force within its Command Range) at least 12" from the centre of the table. The Delgon and then the Devanu then place their models in a single group at least 12" from the centre and 12" 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 flame 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 flame markers will move around the circumference of the hill and any models on the hill are safe from the fire.

Variations

Campaign Mode: This is scenario 4 of 4 of the "where there's smoke..." campaign

Source: Chronicles of Anyaral

Author: Mike Thorp