

# Out Of Gas

An official scenario for 2 players, 225 to 255 points.

*NuraKira Elush was getting nervous. She had been given two of the new KalMalog for this mission, but thus far they had been a liability. They were taking far too much effort to maintain, and they weren't exactly stealthy, with their constant crashing and clunking, not to mention the stench.*

*Now the fuel wagon had failed to turn up at the appointed time, and the KalMalog were running dangerously low on fuel. The Dhogu scouts had brought news of a wrecked wagon nearby, apparently attacked by demons and it was looking likely that it was their fuel wagon. Chances are the demons would still be around, but if they can just reach that wagon the KalMalog can refuel and maybe finally prove themselves.*

## Forces

### Devanu

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

### Delgon

1 x NuraKira  
1 x KalDreman  
1 x NuraLehn  
6 x KalGarkii  
2 x KalDru  
2 x KalMalog

## Set Up

The encounter takes place on a small (3 x 3 feet) playing area. The wreckage of the Delgon wagon is a large based model and is placed at the centre of the table. Place a few other small pieces of terrain on the table.

The Delgon are deployed in a single group (deploy one model and then all other models in the force within its Command Range) at least 18" from the wagon.

The Devanu are then deployed in one or more groups at least 24" from any of the Delgon models.

## Victory Conditions

The Devanu player wins if they can kill both KalMalog. The Delgon player wins if the Devanu flee.

The Devanu flee if all the jenta are killed. The Delgon will not flee.

## Special Rules

The KalMalog start with only 1 Stamina each.

The wreckage cannot be moved. If a KalMalog starts his activation adjacent to the wreckage and is not engaged then he can sacrifice his primary movement to regain up to 3 Stamina. A KalMalog may refuel more than once, but may not have more than 6 Stamina at any one time

**Notes:** This scenario provides a challenge to both players as the forces do not include the normal command structures, but it does provide the Jenta an opportunity to prove themselves on their own. The Devanu player can choose any combination of the standard Devanu Jenta options (Jenta Hunter, Jenta Spear or Jenta Handler) for his force.

*Source: Chronicles of Anyaral*

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