

Inferno! (Campaign Game)

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

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