

Scouting Kill

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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