

# Cornered

An official scenario for 2 players, 470 to 475 points.

*The local region has been suffering from a number of Devanu attacks recently, with many livestock killed and even some attacks on traders! These attacks have led the locals to call on the support of the Knights of Dimor. The support from the knights has been limited, but led by Commander Brenar a combined force of militia and Knights has finally tracked down the nest. Under Brenar's inspiring leadership they are hoping to drive the devanu away and back to the Argoran Wastes.*

## Forces

### Empire

1 x Commander Brenar  
1 x Knight Captain  
3 x Knight  
1 x Reyad  
4 x Slinger  
1 x Militia Captain  
5 x Militia

### Devanu

1 x Devanu Kopa  
1 x Devanu Matriarch  
2 x Jenta Hunter  
2 x Devanu Hatchling  
2 x Devanu Eggstick  
1 x Grishak

## Set Up

The encounter takes place on a small (3 x 3 feet) playing area, with some scattered terrain. There should be a large nest tree close to the centre of the table.

The Devanu player deploys all his models in one group within 6" of the tree. 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 any Devanu models.

## Victory Conditions

The winner is the first player to force their opponent to flee. Either side will flee if they lose more than half their Elite models.

## Variations

**Campaign Mode:** This scenario can be played as the final scenario of a mini campaign, the previous scenarios being "The Wandering Engineer" followed by "The Journey Home".

*Source: Chronicles of Anyaral*

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