

Outcasts

An official scenario for 2 players, 350 to 370 points.

Shortly after Danakan and his caravan started their journey around the borders of the Argoran Wastes they came under attack by a band of Devanu outcasts accompanied by a wild kelahn. With nowhere to flee, the Knights had no choice but to fight. The brave Knights of Orel spurred into action driving the beasts away with minimal casualties, but the result could easily have been very different.

Forces

Devanu

1 x Alpha Outcast
2 x Jenta Handler
1 x Kelahn
3 x Grishak

Empire

1 x Orel Knight Captain
2 x Orel Knight
1 x Orel Militia Captain
4 x Orel Militia
3 x Graku
1 x Danakan
1 x Muri
1 x Mounted Trader
2 x Baruk

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 Empire player deploys his models in a single group (deploy one model and then all other models within its Command Range) anywhere on the board. The Devanu player then deploys his models in one or more groups at least 18" from any Empire models.

Victory Conditions

The Devanu player wins if he can kill more than half the beasts or force the Empire player to flee.

Either side will flee if they lose more than half their elites.

Variations

A simple variation to this scenario is to allow the Empire player to choose which beasts to use for the caravan, replacing the two baruk for a single belan or a few enuk. If you decide to take a belan then the trader should lose his mount to balance the points.

Source: Chronicles of Anyaral

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