

Prototype

An official scenario for 2 players, 170 to 190 points.

Plutom has spent the last few months tinkering with his Gushrak, a new weapon that he believes will help turn the tide of the war in favour of the Delgon.

NuraKira Gusan has been blessed with the task of testing out one of the new weapons in the forest near Plutom's camp. Having incinerated a few unwary critters the smoke and the noise has caught the attention of a small band of Orel mercenaries who have been paid to patrol the area. This is an ideal opportunity for Gusan to prove himself!

Forces

Empire

1 x Orel Militia Captain
3 x Orel Militia
2 x Orel Knight
3 x Graku

Delgon

1 x NuraKira
2 x KalDromar
4 x KalJoran
1 x KalGush
1 x KalMalog

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 Delgon player deploys his models as a single group (deploy one model and then all other models within its Command Range) at the centre of the table.

The Empire player deploys his models as a single group about 18" from the Delgon models.

Victory Conditions

The Delgon player is aiming to test out the KalGush and wins if he can test the KalGush by killing at least one enemy model with it and can then escape the NuraKira off the board to file his report.

The Delgon will flee if the NuraKira is killed or if the KalGush is destroyed without being tested. The Empire will flee if the Orel militia captain is killed.

Variations

Campaign Mode: This is scenario 3 of 4 of the "where there's smoke..." campaign.

- If the Delgon win then they may take an additional KalDru in the final game.
- If the Empire win then they may take an extra graku or Orel knight in the final game.

Source: Chronicles of Anyaral

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