

# Raiders

An official scenario for 2 players, 240 to 250 points.

*NuraSen Plutom's camp has been set up on the edge of the forests of Naralon. He has been working on a secret project and is almost ready for testing.*

*A band of desperate Devanu has spotted the camp fires. Heedless of Plutom's nefarious experiments, they are purely intent on raiding the camp to get as much food and resources as possible.*

## Forces

### Delgon

1 x NuraSen Plutom  
2 x KalDromar  
1 x NuraKira  
4 x KalJoran  
1 x KalDru  
1 x KalMalog

### Devanu

1 x Alpha Outcast  
1 x Jenta Spear  
1 x Jenta Handler  
3 x Grishak

## Set Up

The encounter takes place on a small (3 x 3 feet) playing area with the Delgon campsite in the middle. There should be a few small tents and piles of luggage as obstructions.

The Delgon have been caught unawares with their guards killed silently in the night. Draw Initiative Counters from the bag to deploy the Delgon and six objective markers. Whoever owns the counter may choose two Delgon models or one objective marker and deploy it within 9" of the centre of the table. Continue to draw counters until all the Delgon models have been placed.

The Devanu player then deploys his models in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 12" from any of the Delgon models or objective markers.

## Victory Conditions

The Devanu player is aiming to capture supplies from the Delgon camp and win if they can capture enough. The supplies are represented by the objective markers. The objective markers are Objects and can be dropped or transferred as normal. A Devanu may carry any number of objective markers, but the Delgon may not pick them up.

The Delgon player can not flee.

The Devanu player may choose to flee during the End Phase, or will automatically flee if more than half of his elites are killed or have left the table. Any models at least 18" from the centre of the table and at least 6" from any enemy models automatically keep their loot counters. Cast a stone for any other tokens currently held by a fleeing model. They are kept if the cast is a success.

At the end of the game roll one dice for each token captured by the Devanu and sum the total. The Devanu player wins if they have 10 or more points.

## Variations

**Campaign Mode:** This is scenario 2 of 4 of the "where there's smoke..." campaign.

- If the Delgon win then they may take a KalGush in the final game.
- If the Devanu win then they may take an additional grishak or kosok in the final game

*Source: Chronicles of Anyaral*

*Author: Mike Thorp*