

Alphas

An official scenario for 2 players, 250 points.

Young devanu jenta hold an uncomfortable position within a hunting pack. They are invaluable hunters, but there will always be a time when they become a threat to the kopa and are forced to leave to find another pack, or try to scrape out an existence as outcasts.

Sometimes it falls to the kopa to make an example of those youngsters to drive them from the pack.

Forces

Devanu

1 x Alpha Outcast

2 x Jenta Hunter

3 x Grishak

Devanu

1 x Devanu Kopa

3 x Grishak

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a reasonable amount of difficult terrain and obstructions.

Outcasts: The Outcasts player deploys their Alpha Outcast 12 inches from the centre of the board with their remaining models in a single group around him (deploy one model and then all other models in the force within its Command Range).

Devanu: The Devanu player then deploys their Devanu Kopa 12 inches from the centre of the board, opposite the Alpha Outcast. They deploy their remaining models in a single group around him.

Victory Conditions

This is a fight to the death, with each side trying to kill the opposing leader (the Alpha Outcast or the Devanu Kopa). Neither side will flee until their leader is killed.

Variations

The Devanu often fight for superiority within or between packs, so there are plenty of ways to adjust the basic scenario. One interesting variation of this scenario is to increase the game size and to give the Outcasts a Kelahn and a Jenta Handler.

Models

Alpha Outcast: Devanu - Outcasts; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 4, Size: medium (40mm); Abilities: Agility [T], Alpha [T], Charge (2) [A], Combat Discipline* [C], Dodge* [C], Ferocity* [C], Leap* (4) [A], Outcast [T], Packmaster (4) [L]

Devanu Kopa: Devanu - Core; Elite; Movement: 10", Attack: 6, Support: 2, Toughness: 5+, CR: 12", Stamina: 6, Size: medium (40mm); Abilities: Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]

Grishak: Devanu - Core; Beast; Movement: 10", Attack: 2, Support: 1, Toughness: 4+, CR: 3", Size: small (30mm); Abilities: Charge (2) [A], Pack (1) [L], Pack Hunter [C], Savage [C]

Jenta Handler: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Beast Handler (2) [L], Ferocity* [C], Leap* (4) [A], Pack Hunter [C]

Jenta Hunter: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Combat Discipline* [C], Feint* [C], Ferocity* [C], Leap* (4) [A], Rapid Strike [C], Sibling [C]

Kelahn: Devanu - Outcasts; Beast; Movement: 8", Attack: 6, Support: 0, Toughness: 3+, CR: 6", Stamina: 2, Size: large (50mm); Abilities: Aggressive (3) [T], Instinctive (4, 2) [T], Pounce (3) [C], Powerful [C], Untrained [T], Very Tough* [S], Wild Animal [T]

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X”.

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

Beast Handler (x) [L]: Activate up to X *Friendly Beasts*.

Charge (x) [A]: Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

Combat Discipline* [C]: Recast any or all Combat Stones.

Dodge* [C]: Force your opponent to turn over one successful Erac.

Feint* [C]: Force your opponent to recast all their Combat Stones.

Ferocity* [C]: Cast one additional Combat Stone.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Leap* (x) [A]: Leap up to X”, ignoring intervening models. This move ignores the *Move Cautiously* rule.

Outcast [T]: This model may not be used in a force that contains a Devanu Kopa or a Devanu Sempa.

Pack (x) [L]: Activate up to X *Friendly* models with the Pack[L] ability.

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

Packmaster (x) [L]: Activate up to X *Friendly Elites*.

Pounce (x) [C]: Use this model’s Combat Action to move up to X” and fight a combat against an adjacent *Enemy* model.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Rapid Strike [C]: Use this model’s Combat Action to fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

Sibling [C]: This model provides one additional Combat Stone if supporting another model with Sibling[C] or Matriarch[L].

Sprint* (x) [A]: Move up to X”. This ability may only be used after this model has performed a Basic Movement.

Untrained [T]: This model may not be Activated Directly.

Very Tough* [S]: Re-roll a failed Toughness save.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Source: Chronicles of Anyaral

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