

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 encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. The Outcasts player deploys his Alpha Outcast 12" from the centre of the table with his remaining models in a single group around him (deploy one model and then all other models in the force within its Command Range). The Devanu player then deploys his Devanu Kopa 12" from the centre of the table, opposite the Alpha Outcast. He deploys his 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.

Source: Chronicles of Anyaral

Author: Mike Thorp