

Catch The Belan!

An official scenario for 2 or more players, 190 to 255 points.

The Delgon attackers had fallen upon the travellers while they rested after a long night's ride. Things did not however go to plan when the KalMalog's engine misfired, alerting the sleeping Fubarnii to their presence.

One of the traders managed to release a belan and its precious cargo before being cut down by the Delgon and the beast lumbered off, leaving the sounds of battle behind it.

Having secured the camp, the Delgon are keen to recover the belan, but the terrified bellows of the escaped beast have drawn the attention of local knights and a pack of devanu outcasts.

Forces

Empire	Devanu	Delgon
1 x Knight Captain	1 x Devanu Sempa	1 x NuraSen
2 x Knight	1 x Jenta Hunter	3 x KalDreman
1 x Militia Captain	1 x Grishak Jenta	1 x NuraLehn
5 x Militia		5 x KalGarkii
		2 x KalDru
		1 x KalMalog

Extra Miniatures

Wild Creature

1 x Belan

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a few obstacles or areas of scattered terrain. At the centre of the table is the solitary escaped Belan.

Start drawing Initiative Counters in the normal manner. When a player's Counter is drawn they may place some or all of their force as a single group (deploy one model and then as many other models as you like within its Command Range) anywhere on the table that is at least 12" from any other models. Continue drawing Counters and deploying models. Once a player has placed all their models on the table then they can use subsequent Counters to activate models as normal.

Victory Conditions

The players are all trying to capture the Belan and whoever manages to kill it is the winner. Any of the forces will flee if they lose more than half their Elites.

Special Rules

The Belan will activate at the end of each of the two Combat Phases. The player with the Initiative may activate the Belan, but it will always Move Cautiously. If it is not Engaged then it may not move into combat. If it is Engaged then it must try to leave combat if possible. It may not be moved off the table.

If the Belan is attacked then the first other player (in Initiative order) controls it for the duration of the combat. Any other adjacent models may choose to provide support to the Belan in the usual manner. The Belan will always use its Very Tough[S] ability if it has sufficient Stamina.

Variations

This game can be played with different beasts as the target for the hunt, maybe using a herd of Eruk or even a wild Kelahn. The beasts will activate and Move Cautiously after each Combat Phase, as described for the Belan. If there is more than one beast then starting with the player with the Initiative each player will take turns activating one model at a time until they have all activated.

Special Models

Belan: Empire - Core; Beast; Movement: 6", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Instinctive (1, 3) [T], Unstoppable [T], Untrained [T], Very Tough* [S]

Enuk: Empire - Core; Beast; Movement: 10", Attack: 2, Support: 0, Toughness: 5+, CR: 6", Size: medium (40mm); Abilities: Instinctive (0, 1) [T]

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".

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

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.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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 (Inspired by David "Hithero" Smith)

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