

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 Models

Wild Creature

1 x Wild Belan

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a few obstacles or areas of scattered terrain. At the centre of the board is the solitary escaped Wild 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 board that is at least 12 inches from any other models. Continue drawing Counters and deploying models. Once a player has placed all their models on the board then they can use subsequent Counters to activate models as normal.

Victory Conditions

The players are all trying to capture the Wild 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 Wild Belan will activate at the end of each of the two Combat Phases. The player with the Initiative may activate the Wild 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 Wild 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 Wild Belan in the usual manner. The Wild 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 Wild 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.

Models

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

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

Grishak Jenta: Devanu - Core; Beast; Movement: 10", Attack: 2, Support: 1, Toughness: 5+, CR: 1", Size: small (30mm); Abilities: Pack (1) [L], Pack Hunter [C], Untrained [T]

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]

KalDreman: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 2, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Bodyguard [S], Combat Trained (1) [C], Defender [S], Initiative [S], Rare [T]

KalDru: Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Size: small (30mm); **Light Derak:** : Movement: 3", Range: blast, Attack: 3, Abilities: Point Blank [R]

KalGarkii: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 0.5", Size: small (30mm)

KalMalog: Delgon - Core; Elite, Mechanical; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 6, Size: medium (40mm); Abilities: Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Fuel [T], Overdrive* [C], Sprint* (4) [A], Stamina Limit (3) [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]

Knight: Empire - Knights; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Combat Trained (2) [C]

Knight Captain: Empire - Knights; Elite; Movement: 10", Attack: 4, Support: 2, Toughness: 4+, CR: 6", Stamina: 2, Size: medium (40mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A]

Militia: Empire - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Defender [S]

Militia Captain: Empire - Core; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]

NuraLehn: Delgon - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (1) [L]

NuraSen: Delgon - Core; Elite; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (4) [L], Protected (4) [T]

Wild Belan: Wild Creature; Beast; Movement: 6", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Instinctive (0, 2) [T], Unstoppable [T], Untrained [T], Very Tough* [S]

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*.

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

Authority (x) [L]: Activate up to X *Friendly Troops* or *Civilians*. Any *Troops* activated by this model may immediately activate up to four *Friendly Troops*, who may not use any further Leadership abilities.

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

Bodyguard [S]: If an adjacent *Friendly Elite* or *Civilian* model is about to take a Toughness save, this model may make the save in their place. If it is failed then this model is removed as a casualty.

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

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

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

Combat Trained (x) [C]: Recast up to X failed Combat Stones. Can be used once per combat.

Coordinated Strike* [A]: Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

Defender [S]: If an adjacent *Friendly* model becomes *Engaged* during the Activation Phase then this model may immediately move to engage the *Enemy* model, but must maintain contact with the *Friendly* model at all times during the movement.

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.

Fuel [T]: This model does not recover Stamina during the End Phase.

Initiative [S]: If this model has not already activated and an adjacent *Friendly Elite* or *Civilian* is activated this model may be activated for free.

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.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

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].

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

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.

Protected (x) [T]: This model may be accompanied by up to X Rare[T] models.

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

Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.

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.

Stamina Limit (x) [T]: This model may never use more than X Stamina during one Turn.

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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