

Cornered

An official scenario for 2 players, 425 to 475 points.

The local region has been suffering from a number of Devanu attacks recently, with many livestock killed and even some attacks on traders! These attacks have led the locals to call on the support of the Knights of Dimor. The support from the knights has been limited, but led by Commander Brenar a combined force of militia and Knights has finally tracked down the nest. Under Brenar's inspiring leadership they are hoping to drive the devanu away and back to the Argoran Wastes.

Forces

Empire

1 x Commander Brenar
1 x Knight Captain
3 x Knight
1 x Reyad
4 x Slinger
1 x Militia Captain
5 x Militia

Devanu

1 x Devanu Kopa
1 x Devanu Matriarch
2 x Jenta Hunter
2 x Devanu Hatchling
2 x Devanu Eggstick
1 x Grishak

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place some scattered terrain. There should be a large nest tree close to the centre of the board.

Devanu: The Devanu player deploys all their models in one group within 6 inches of the tree.

Empire: The Empire player deploys their models in a single group (deploy one model and then all other models in the force within its Command Range) at least 12 inches from any Devanu models.

Victory Conditions

The winner is the first player to force their opponent to flee. Either side will flee if they lose more than half their Elite models.

Variations

Campaign Mode: This scenario can be played as the final scenario of a mini campaign, the previous scenarios being “The Wandering Engineer” followed by “The Journey Home”.

Models

Commander Brenar: Empire - Core; Elite, Unique; Movement: 6”, Attack: 4, Support: 2, Toughness: 4+, CR: 6”, Stamina: 2, Size: small (30mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Inspire [T], Very Tough* [S]

Devanu Eggstick: Devanu - Core; Egg, Elite, Object; Movement: –, Attack: –, Support: –, Toughness: 4+, CR: 0”, Size: small (30mm); Abilities: Concealed [T], Untrained [T], Unwieldy [T]

Devanu Hatchling: Devanu - Core; Jenta; Movement: 8”, Attack: 2, Support: 1, Toughness: 5+, CR: 3”, Stamina: 1, Size: small (30mm); Abilities: Agility [T], Ferocity* [C], Sibling [C]

Devanu Kopa: Devanu - Core; Elite; Movement: 10”, Attack: 6, Support: 2, Toughness: 4+, 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]

Devanu Matriarch: Devanu - Core; Elite; Movement: 10”, Attack: 5, Support: 2, Toughness: 4+, CR: 12”, Stamina: 5, Size: medium (40mm); Abilities: Agility [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Maternal [C], Matriarch (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 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]

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]

Reyad: Empire - Core; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Concentrated Fire* [A]; **Staff Sling:** : Movement: 3", Range: 18", Attack: 2, Abilities: Accurate [R], Quick Shot* [R]

Slinger: Empire - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); **Staff Sling:** : Movement: 3", Range: 18", Attack: 2

Abilities

Accurate [R]: Recast up to one failed Combat Stone for this attack.

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.

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

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.

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

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

Concealed [T]: This model may not be targeted by Ranged Attacks from more than 6 inches away.

Concentrated Fire* [A]: Place a Target Marker in Line of Sight at least 4 inches away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2 inches of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

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.

Inspire [T]: All models directly activated by this model gain one Stamina.

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

Maternal [C]: Use before a Melee Combat. Cast one additional Combat Stone if there are any *Friendly Eggs* within 12 inches.

Matriarch (x) [L]: Activate up to X *Friendly Jenta*.

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*.

Quick Shot* [R]: Make an additional Ranged Attack.

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.

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

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

Source: Chronicles of Anyaral

Author: Mike Thorp