

# Eradicate

An official scenario for 4 or more players, 600 to 710 points.

*The hunters have located the Devanu tower and are closing in. The pack are out hunting, but a lone guard has stayed back in the nest with the brood of eggs, presenting an ideal opportunity to crush the brood.*

## Forces

### Devanu

Pick two 300 points Devanu forces, and add the below extra models:

1 x Jenta Spear

4 x Devanu Eggstick

2 x Devanu Hatchling

### Set Up

Place a tree at the centre of a medium (4 x 4 feet) playing area.

The Devanu players set up with a single Devanu Jenta on the tree, along with four Devanu Eggsticks and two Devanu Hatchlings. The rest of the Devanu pack is kept off the table.

The non-Devanu players may deploy their models anywhere on the table at least 12" from the Devanu tower.

The Devanu players may deploy one group of models (deploy one model and then all other models in the force within its Command Range) at least 12" from any Enemy models as an Activation. They may start activating their Devanu even if not all their models have been deployed, but all models must be deployed.

## Victory Conditions

**Devanu:** If the Devanu can escape off the table with more than half their non-Beast Devanu models, including at least one Devanu Eggstick then the Devanu players win. Devanu models may not flee from the table until all the Devanu Eggsticks and Devanu Hatchlings are either dead or off the table.

**Attackers:** The attacking players gain one victory point for each Devanu or Devanu Eggstick they kill. Attacking players will individually flee if they lose more than half their Elites. If forced to flee, then they must give one of their victory points to each remaining player. If the attacking players manage to stop the Devanu players from winning then the player with the most victory points is the winner!

## Special Rules

The Devanu are comfortably at home on their nest, but their beasts and other models will be less confident. Grishaks and cavalry (including KalMalog) are unable to climb the tower. Other models may move over the tower but must make an Agility Test unless they Move Cautiously.

**Agility Test:** D6 roll:

1: the model falls the tower (make one Toughness save for each 6" (or part) they fall).

2: the model stops its movement immediately.

3+: The model moves as planned.

The test may be re-rolled if a model has Surefooted[T].

## Special Models

**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]

**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]

**Jenta Spear:** Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Ferocity\* [C], Leap\* (4) [A]; **Spear:** : Movement: 8", Range: 8", Attack: 2, Abilities: Focus\* [R], Light Weapon [R], Long Range\* (4) [R]

## Abilities

**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*.

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

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

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

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

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

**Focus\* [R]:** Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

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

**Light Weapon [R]:** This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

**Long Range\* (x) [R]:** Increase the range of this attack by X".

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

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

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

**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.

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