

Inferno! (Campaign Game)

An official scenario for 3 players, 240 to 250 points.

Gusan's tests on the gushrak proved more devastating than expected! What had appeared to be a minor fault in the secondary gas manifold resulted in one of the unfortunate KalGush finding herself at the centre of a rather large fireball. The ensuing fire is now raging through the forest, consuming all in its path. The Knights of Orel, The Devanu and Plutom's forces are all at risk of being caught up in the fire but have spotted a small rocky hill devoid of trees that could possibly give protection from the inferno.

Whoever can hold the hill might just survive!

Forces

Empire

1 x Orel Knight Captain
2 x Orel Knight
1 x Orel Militia Captain
4 x Orel Militia
1 x Graku

Delgon

1 x NuraSen Plutom
2 x KalDromar
1 x NuraKira
4 x KalJoran
1 x KalMalog
1 x KalDru

Devanu

1 x Alpha Outcast
1 x Jenta Spear
1 x Jenta Handler
1 x Jenta Hunter
1 x Grishak

Set Up

The game is played on a medium (4 x 4 feet) playing area. Place areas of woodland and difficult terrain.

At the centre of the board is a small rocky hill free of trees approximately 9 inches across. Place five Fire Markers along one edge of the board, with two in the corners and the other three spaced between them.

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 the centre of the board.

The Delgon and then the Devanu then place their models in a single group at least 12 inches from the centre and 12 inches from any Enemy models.

Victory Conditions

- The players are trying to take refuge on the hill before the fire consumes them.
- Any of the forces will flee if they lose more than half their Elites.
- The last force to flee is the winner.

Special Rules

Fire!: • The Fire Markers show how the forest fire is progressing. Each Marker can be represented by a small base. At the end of each Combat Phase roll a D6 for each Marker separately to determine how many inches it moves across the table.

- The line between adjacent Markers is the wall of flames and any model touched or crossed by the wall of flames is immediately destroyed.
- Models may not enter the area behind the wall of fire.
- The Fire Markers will move around the circumference of the hill and any models on the hill are safe from the fire.

Campaign Mode

This is scenario 4 of 4 for the campaign Where There's Smoke....

Models

Alpha Outcast: Devanu - Outcasts; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 4, Size: medium (40mm); Abilities: Agility [T], Alpha [T], Charge (2) [A], Combat Discipline* [C], Dodge* [C], Ferocity* [C], Leap* (4) [A], Outcast [T], Packmaster (4) [L]

Fire Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

Graku: Empire - Orel; Beast; Movement: 8”, Attack: 2, Support: 1, Toughness: 5+, CR: 3”, Size: small (30mm); Abilities: Pack Hunter [C], Ranger [T]

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 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]

KalDromar: Delgon - Core; Troop; Movement: 6”, Attack: 2, Support: 1, Toughness: 4+, CR: 0.5”, Size: small (30mm); Abilities: Bodyguard [S], 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]

KalJoran: Delgon - Core; Troop; Movement: 6”, Attack: 2, Support: 1, Toughness: 5+, CR: 0.5”, Size: small (30mm); Abilities: Charge (1) [A], Defensive Line [C]

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]

NuraKira: Delgon - Core; Elite; Movement: 6”, Attack: 1, Support: 1, Toughness: 6+, CR: 6”, Size: small (30mm); Abilities: Authority (2) [L], Protected (2) [T]

NuraSen Plutom: Delgon - Core; Elite, Unique; Movement: 6”, Attack: 1, Support: 1, Toughness: 5+, CR: 6”, Stamina: 2, Size: small (30mm); Abilities: Authority (4) [L], Protected (4) [T], Refuel* (3) [A], Tune Up [A]

Orel Knight: Empire - Orel; Troop; Movement: 10”, Attack: 3, Support: 1, Toughness: 4+, CR: 3”, Size: small (30mm); Abilities: Beast Handler (1) [L], Combat Trained (1) [C], Pack Hunter [C]

Orel Knight Captain: Empire - Orel; Elite; Movement: 10”, Attack: 4, Support: 1, Toughness: 4+, CR: 6”, Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Graku Master [T]

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

Orel Militia Captain: Empire - Orel; Elite; Movement: 6”, Attack: 3, Support: 1, Toughness: 5+, CR: 6”, Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Graku Master [T]

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*.

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.

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*.

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.

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.

Defensive Line [C]: During any combat while adjacent to another *Friendly* model with Defensive Line[C], if all successful casts are Oran then each success cancels two opposing Erac.

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.

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

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

Graku Master [T]: This model may treat Graku as *Troops*.

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.

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".

Outcast [T]: This model may not be used in a force that contains a Devanu Kopa or a Devanu Sempa.

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].

Packmaster (x) [L]: Activate up to X *Friendly Elites*.

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

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

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

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.

Refuel* (x) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to X Stamina.

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.

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

Tune Up [A]: An adjacent *Mechanical* model may immediately gain one Stamina.

Source: Chronicles of Anyaral

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