

Inferno!

A simple official scenario for 2 or more players, 200 to 300 points.

The Delgon have been careless with their KalGush and started a great inferno that is tearing through the forest. The various forces in the area have spotted a small hill devoid of trees that may give them refuge.

Set Up

- The encounter takes place on a medium (4 x 4 feet) playing area with areas of woodland and difficult terrain.
- At the centre of the table is a small rocky hill free of trees approximately 9" across. Place five flame markers along one edge of the table, with two in the corners and the other three spaced between them.
- Draw Initiative Counters to determine who gets to deploy first. That player deploys their models in a single group (deploy one model and then all other models within its Command Range) at least 12" from the centre of the table. The other players then place their models each in a single group at least 12" from the centre and 12" 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

Activation Counters: Each player gets four Initiative Counters rather than the usual six.

- Fire!:**
- The flame 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 flame markers will move around the circumference of the hill and any models on the hill are safe from the fire.

Variations

Do not place the flame markers before deployment. Once all the players have deployed their forces, number the four board sides and roll a D6 to pick the side of the board the fire will start from (re-roll rolls of 5 or 6). Alternatively, if a Delgon force is present, on a 5 or a 6 start the fire on their side of the board (after all, they started it!).

Source: Chronicles of Anyaral

Author: Mike Thorp