

# 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 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.

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 in the force within its Command Range) at least 12 inches from the centre of the board.

The other players then place their models each 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

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

**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.

## Variations

Do not place the Fire 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!).

## Models

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

*Source: Chronicles of Anyaral*

*Author: Mike Thorp*