Kill It With Fire!

A experimental scenario for 2 players, 250 to 285 points.

The portents were clear. The high priests' divinations and calculations had found the time and place. Still, to Limgren, commander of the honour guard, the air tasted bad. They awaited the coming of a god, and Limgren was uneasy. He hissed impatiently, breath quickly turning to crystals in the night air. However, he was snapped to attention by a shout from a forward most soldier.

There! Unmistakable even in the dark through the snow, was the mighty figure of an Enarii made of flesh. But something was wrong. No composed stride, no stature or gravity. Fear, instead of wonder permeated Limgren's heart. Disorientation might be expected in the first moments that a supernatural being experiences on arriving on Anyaral, but this behaviour was different entirely. The silhouette lurched closer, tumbling pines with flailing arms. As the shadow grew and its features became apparent, the terror that gripped Limgren intensified. His demeanour, that usually matched the climes of the mountains on which the guard stood, cracked as he panicked. This was no Enarii!

"Kill it," he screeched, "Kill it!"

Forces

Delgon

Pick a 150 points Delgon force, and add the below extra models:

1 x NuraSen

4 x KalDreman

1 x NuraLehn

Wild Creature

1 x Giant Yartain

(as there is currently no official miniature for the Giant Yartain, you'll have to choose a suitable alternative model from your collection)

Set Up

The game is played on a medium (4 x 4 feet) playing area. The Delgon player deploys in one half of the board.

The Yartain player deploys on other side, right at the board edge.

Victory Conditions

Delgon: The Delgon player wins if the Giant Yartain is killed. The Delgon will flee if both the NuraSen and the NuraLehn are killed.

Giant Yartain: The Yartain player wins if the creature escapes the board by reaching the board edge opposite to its deployment.

Special Rules

Slow it down!: The Yartain reduces its Movement by 1 inch for each two creatures in base contact with it at the start of its Activation.

Models

Giant Yartain: Wild Creature; Beast; Movement: 8", Attack: 6, Support: 0, Toughness: 3+, CR: 6", Stamina: 4, Size: huge (60mm); Abilities: Blitz (3) [C], Mighty Blow [C], Overdrive* [C], Powerful [C], Unstoppable [T], Very Tough* [S]

KalDreman: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 2, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Bodyguard [S], Combat Trained (1) [C], Defender [S], Initiative [S], Rare [T]

NuraLehn: Delgon - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (1) [L]

NuraSen: Delgon - Core; Elite; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (4) [L], Protected (4) [T]

Yartain: Wild Creature; Beast; Movement: 6", Attack: 5, Support: 2, Toughness: 3+, CR: 6", Stamina: 2, Size: large (50mm); Abilities: Blitz (3) [C], Overdrive* [C], Powerful [C], Ranger [T], Very Tough* [S]

Abilities

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.

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

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.

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

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.

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.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

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*.

Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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