

Outcasts

An official scenario for 2 players, 350 to 370 points.

Shortly after Danakan and his caravan started their journey around the borders of the Argoran Wastes they came under attack by a band of Devanu outcasts accompanied by a wild kelahn. With nowhere to flee, the Knights had no choice but to fight. The brave Knights of Orel spurred into action driving the beasts away with minimal casualties, but the result could easily have been very different.

Forces

Devanu

1 x Alpha Outcast
2 x Jenta Handler
1 x Kelahn
3 x Grishak

Empire

1 x Orel Knight Captain
2 x Orel Knight
1 x Orel Militia Captain
4 x Orel Militia
3 x Graku
1 x Danakan
1 x Muri
1 x Mounted Trader
2 x Baruk

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a reasonable amount of difficult terrain and obstructions.

Empire: 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) anywhere on the board.

Devanu: The Devanu player then deploys their models in one or more groups at least 18 inches from any Empire models.

Victory Conditions

The Devanu player wins if he can kill more than half the beasts or force the Empire player to flee.

Either side will flee if they lose more than half their Elites.

Variations

A simple variation to this scenario is to allow the Empire player to choose which beasts to use for the caravan, replacing the two Baruk for a single Wild Belan or a few Eruk. If you decide to take a Wild Belan then the trader should lose his mount to balance the points.

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]

Baruk: Empire - Core; Beast; Movement: 6", Attack: 3, Support: 1, Toughness: 3+, CR: 6", Size: medium (40mm); Abilities: Instinctive (0, 2) [T]

Danakan: Empire - Core; Civilian, Unique; Movement: 6", Attack: 1, Support: 0, Toughness: 6+, CR: 3", Size: small (30mm); Abilities: Captain (2) [L], Commander (1) [L], Diplomat (Delgon) [T], Proud [T]

Eruk: Empire - Core; Beast; Movement: 10", Attack: 2, Support: 0, Toughness: 5+, CR: 6", Size: medium (40mm); Abilities: Instinctive (0, 1) [T]

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]

Kelahn: Devanu - Outcasts; Beast; Movement: 8", Attack: 6, Support: 0, Toughness: 3+, CR: 6", Stamina: 2, Size: large (50mm); Abilities: Aggressive (3) [T], Instinctive (4, 2) [T], Pounce (3) [C], Powerful [C], Untrained [T], Very Tough* [S], Wild Animal [T]

Mounted Trader: Empire - Core; Civilian; Movement: 10", Attack: 1, Support: 0, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Beast Handler (2) [L]

Muri: Empire - Core; Civilian, Unique; Movement: 6", Attack: 1, Support: 0, Toughness: 6+, CR: 3", Size: small (30mm); Abilities: Loyalty (Danakan) [T]

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]

Wild Belan: Wild Creature; Beast; Movement: 6", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Instinctive (0, 2) [T], Unstoppable [T], Untrained [T], Very Tough* [S]

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

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.

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

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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

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.

Diplomat (x) [T]: This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

Dodge* [C]: Force your opponent to turn over one successful Erac.

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

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

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

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

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

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

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*.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

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

Proud [T]: This model may only be Activated Directly.

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

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

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

Untrained [T]: This model may not be Activated Directly.

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

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Source: Chronicles of Anyaral

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