

Raiders

An official scenario for 2 players, 240 to 250 points.

NuraSen Plutom's camp has been set up on the edge of the forests of Naralon. He has been working on a secret project and is almost ready for testing.

A band of desperate Devanu has spotted the camp fires. Headless of Plutom's nefarious experiments, they are purely intent on raiding the camp to get as much food and resources as possible.

Forces

Delgon

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

Devanu

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

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place the Delgon campsite in the middle. There should be a few small tents and piles of luggage as obstructions.

Delgon: The Delgon have been caught unawares with their guards killed silently in the night. Draw Initiative Counters from the bag to deploy the Delgon and six Loot Tokens. Whoever owns the Counter may choose two Delgon models or one Loot Tokens and deploy it within 9 inches of the centre of the board. Continue to draw Initiative Counters until all the Delgon models have been placed.

Devanu: The Devanu player then deploys their models in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 12 inches from any of the Delgon models or Loot Tokens.

Victory Conditions

The Devanu player is aiming to capture supplies from the Delgon camp and win if they can capture enough. The supplies are represented by the Loot Tokens. The Loot Tokens are Objects and can be dropped or transferred as normal. A Devanu may carry any number of Loot Tokens, but the Delgon may not pick them up.

The Delgon player cannot flee.

The Devanu player may choose to flee during the End Phase, or will automatically flee if more than half of his Elites are killed or have left the table. Any models at least 18 inches from the centre of the table and at least 6 inches from any Enemy models automatically keep their Loot Tokens. Cast a Combat Stone for any other Loot Tokens currently held by a fleeing model. They are kept if the cast is a success.

At the end of the game roll one dice for each Loot Token captured by the Devanu and sum the total. The Devanu player wins if they have 10 or more points.

Campaign Mode

This is scenario 2 of 4 for the campaign Where There's Smoke....

- If the Delgon win then they may take a KalGush in the final game.
- If the Devanu win then they may take an additional Grishak or Kosok in the final game.

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]

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 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]

Loot Token: Item; Object; Movement: -, Attack: -, Support: -, Toughness: -, CR: -, Size: tiny (15mm); Abilities: Untrained [T], Unwieldy [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]

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.

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.

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.

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.

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.

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.

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.

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

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Source: Chronicles of Anyaral

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