

# Retribution

A experimental scenario for 2 players, 465 to 500 points.

*Enraged by the attack upon food supply lines, Delgon Priest Khirkol requisitioned more armoured might to protect his fledgling domain. Determined to discern where these new raiders have come from, he has set out to find the impudent thieves, to teach them the error of their ways with the Delgon might.*

*Little does he know that in the time it has taken for the news to reach him of the disrupted supply lines, the Devanu have grown stronger. With ample food and room to hunt, the small clutch has expanded into a larger tribe, and Khan'ta had already sent out more and more scouting parties to secure even more food and sport.*

*Even so, as the Delgon force manages to pin down one of the Devanu scouting parties, the clarion call for retribution is sounded, and the Delgon charge, their aim to cut the head off the beast harassing them.*

## Forces

### Delgon

1 x NuraSen  
3 x KalDromar  
3 x KalDruKar  
3 x KalMalog  
9 x KalGarkii  
1 x NuraKira  
2 x KalDromar

Note: The NuraKira and her KalDreman are only present if they survived the previous game.

### Devanu

1 x Devanu Matriarch  
2 x Jenta Hunter  
1 x Jenta Handler  
10 x Grishak  
Note: Get one Grishak per food token gained in the previous game.

## Set Up

The game is played on a medium (4 x 4 feet) playing area. Terrain is placed by the Devanu player, to represent their territory.

**Delgon:** The Delgon player deploys within 12 inches of a board edge of her choice.

**Devanu:** The Devanu player then deploys within 10 inches of a board corner along the opposing board edge.

## Victory Conditions

**Devanu:** The devanu\_core% player wins if his Devanu Sempa survives.

**Delgon:** The Delgon player wins if she kills the Devanu Sempa.

The game ends once either the Devanu Sempa or half the Delgon models (rounding up) are dead.

## Campaign Mode

This is scenario 2 of 3 for the campaign The Wrath of Khan'ta.

## Models

**Devanu Matriarch:** Devanu - Core; Elite; Movement: 10", Attack: 5, Support: 2, Toughness: 4+, CR: 12", Stamina: 5, Size: medium (40mm); Abilities: Agility [T], Assassinate\* [A], Combat Discipline\* [C], Dodge\* [C], Feint\* [C], Maternal [C], Matriarch (4) [L], Sprint\* (5) [A]

**Devanu Sempa:** Devanu - Core; Elite; Movement: 10", Attack: 5, Support: 2, Toughness: 4+, CR: 12", Stamina: 5, Size: medium (40mm); Abilities: Agility [T], Assassinate\* [A], Beast Handler (2) [L], Combat Discipline\* [C], Dodge\* [C], Feint\* [C], Sprint\* (5) [A]

**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 Hunter:** Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Combat Discipline\* [C], Feint\* [C], Ferocity\* [C], Leap\* (4) [A], Rapid Strike [C], Sibling [C]

**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]

**KalDruKar:** Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Stamina: 3, Size: small (30mm); **Derakar:** : Movement: 0", Range: 12", Attack: 2, Abilities: Long Range\* (4) [R], Quick Shot\* [R]

**KalGarkii:** Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 0.5", Size: small (30mm)

**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]

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

## 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*.

**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.

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

**Feint\* [C]:** Force your opponent to recast all their Combat Stones.

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

**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.

**Long Range\* (x) [R]:** Increase the range of this attack by X".

**Maternal [C]:** Use before a Melee Combat. Cast one additional Combat Stone if there are any *Friendly Eggs* within 12 inches.

**Matriarch (x) [L]:** Activate up to X *Friendly Jenta*.

**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].

**Protected (x) [T]:** This model may be accompanied by up to X Rare[T] models.

**Quick Shot\* [R]:** Make an additional Ranged Attack.

**Rapid Strike [C]:** Use this model's Combat Action to fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

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

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

**Sibling [C]:** This model provides one additional Combat Stone if supporting another model with Sibling[C] or Matriarch[L].

**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.

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*Author: Chris "Geckilian" Parry*