

Scouting Kill

A experimental scenario for 2 players, 210 to 220 points.

With the Fubarnii Empire growing stronger, more and more Knights are scouring the land of the Devanu blight, forcing them back from the arid plains. With each victory for the Empire the Devanu are forced to retreat from the military might, to try and establish their nest once more in comparative safety.

Retreating from the stubborn Empire's repeated attacks, the Devanu kopa Khan'ta has begun to dig in to the mountains. Sending his clutch to investigate the surroundings, Khan'ta plans to fortify his new nest from which to launch attacks on the hated Fubarnii. A sempa and her charges come across a small Delgon encampment whilst scouting and seeing the opportunity to please their kopa, they lunge in for the kill and supplies.

Forces

Devanu

1 x Devanu Matriarch
2 x Jenta Hunter

Delgon

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

Set Up

The game is played on a medium (4 x 4 feet) playing area.

Devanu: The Devanu player deploys 12 inches from a board edge of their choosing.

Delgon: The Delgon player then nominates a point on the opposing board edge, and deploys all Delgon models within 6 inches of it. The Delgon player then deploys 10 Food Tokens, each 30mm in diameter, at least 8 inches from her board edge, and at least 3 inches away from each other.

Victory Conditions

Devanu: The Devanu player wins if he can collect at least 5 Food Tokens and escape the board.

Delgon: The Delgon player wins if she can prevent the Food Tokens from leaving the board for 5 turns.

Special Rules

Pick Food Tokens: To pick up a Food Token, a Devanu model must come in to contact with it, at which point its current movement ends and the Token is picked up.

If a model carrying Food Tokens is killed, all the Tokens it was carrying are dropped.

Campaign Mode

This is scenario 1 of 3 for the campaign The Wrath of Khan'ta.

Models

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

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

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]

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.

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.

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.

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.

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.

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

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Author: Chris "Geckilian" Parry