Teaching A Lesson

An official scenario for 2 players, 315 to 325 points.

The black clad priests had delivered their warnings, but those who had returned had done so unheeded. Since the spies from the great city of Gar Loren had brought reports of the Emperor committing the heinous crime of executing the emissaries, the Enarii had been planning for this moment. Garabon had decreed that a lesson must be taught so that all of Anyaral would know the might of the Enarii.
NuraSen Gohral has been tasked with overseeing the first of the Retribution attacks against the town of Arisel. The main attack has gone to plan in spite of Roban's absence and Gohral himself has chosen to lead his forces into the remnants of the village to eradicate the remaining defenders.

Forces

Delgon	Empire
1 x NuraSen Gohral	1 x Militia Captain
2 x KalDromar	5 x Militia
1 x NuraLehn	1 x Reyad
5 x KalGarkii	3 x Slinger
2 x KalDru	1 x Mounted Reyad
1 x NuraKira	2 x Light Cavalry
4 x KalJoran	8 x Civilian
1 x KalMalog	

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. This small section of the larger battle takes place in an area densely populated with damaged buildings and rough terrain. Starting with the Delgon, players take turns placing the villagers. All villagers must be deployed within 12 inches of the board centre, and at least 4 inches from any other villagers.

Draw one Initiative Counter to determine who deploys first. If a Combat Counter is drawn then draw another counter. Any counters drawn at this time are not returned to the bag until the end of the first turn. NuraSen Gohral may use Tactician[S] at this time, but is then deployed with no Stamina.

The first player deploys their force as a single group (deploy one model and then all other models in the force within its Command Range) at least 12 inches from any villagers (Civilians).

The second player then deploys their force as a single group at least 12 inches from any villagers and 18 inches from any Enemy models.

Victory Conditions

The Delgon player gains one point for each Empire model killed. The Empire player gains three points for each villager that escapes. The player with the most points at the end of the game wins.

The Delgon will flee if NuraSen Gohral is killed. The Empire will not flee, but individual models may escape.

Special Rules

Empire models can escape and be removed from the table if they are at least 18 inches from its centre, or if the Delgon flee.

All Empire Troops gain the RescuerL ability.

Models

Civilian: Empire - Core; Civilian; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 2", Size: small (30mm); Abilities: Untrained [T]

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]

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

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]

Light Cavalry: Empire - Core; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); **Spear:** : Movement: 10", Range: 4", Attack: 3, Abilities: Light Weapon [R]

Militia: Empire - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Defender [S]

Militia Captain: Empire - Core; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]

Mounted Reyad: Empire - Core; Elite; Movement: 10", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Concentrated Fire* [A]; **Staff Sling:** : Movement: 3", Range: 18", Attack: 2, Abilities: Accurate [R], Quick Shot* [R]

NuraKira: Delgon - Core; Elite; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (2) [L], Protected (2) [T]

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

NuraSen Gohral: Delgon - Core; Elite, Unique; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Authority (4) [L], Protected (4) [T], Tactician** [S]

Reyad: Empire - Core; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Concentrated Fire* [A]; **Staff Sling:** : Movement: 3", Range: 18", Attack: 2, Abilities: Accurate [R], Quick Shot* [R]

Slinger: Empire - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); **Staff Sling:** : Movement: 3", Range: 18", Attack: 2

Abilities

Accurate [R]: Recast up to one failed Combat Stone for this attack.

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.

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.

Concentrated Fire* [A]: Place a Target Marker in Line of Sight at least 4 inches away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2 inches of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

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.

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.

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.

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

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

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.

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

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

Rescuer (x) [L]: Activate up to X *Friendly Civilians*.

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.

Tactician** [S]: Use immediately after an Activation Counter has been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use.

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

Source: Chronicles of Anyaral

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