

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

1 x NuraSen Gohral
2 x KalDromar
1 x NuraLehn
5 x KalGarkii
2 x KalDru
1 x NuraKira
4 x KalJoran
1 x KalMalog

Empire

1 x Militia Captain
5 x Militia
1 x Reyad
3 x Slinger
1 x Mounted Reyad
2 x Light Cavalry
8 x Civilian

Set Up

This small section of the larger battle takes place on a small (3 x 3 feet) playing area that is 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" of the table centre, and at least 4" 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 his force as a single group (deploy one model and then all other models in the force within its Command Range) at least 12" from any villagers (Civilians).

The second player then deploys his force as a single group at least 12" from any villagers and 18" 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" from its centre, or if the Delgon flee.

All Empire Troops gain the Rescuer[L] (1) ability.

Abilities

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

Source: Chronicles of Anyaral

Author: Mike Thorp