

The Reckoning

A experimental scenario for 2 players, 640 to 650 points.

Seeing his tribe slowly decimated by the almost endless waves of sturdier mountain Fubarnii, Khan'ta marshalled his forces and forged out to meet the Delgon might head on. No more did he orchestrate from the nest, for the threat was too great. With his very existence threatened yet again, Khan'ta let loose his wrath, aiming to bring death and destruction to those before his tribe.

NuraSen Khirkol, pleased with his success at killing the new invaders, continued to strengthen his patrols to ensure the new menace would be eradicated once and for all. Having encountered several sempa, he is convinced that behind them all is a larger, more dangerous creature. As time has passed he grew his Delgon force, and once more set forth to lead from the front to find and bring down the menace to his lands.

Forces

Delgon

1 x NuraSen
4 x KalDromar
4 x KalDruKar
3 x KalMalog
3 x KalGarkii
3 x KalMalog
9 x KalGarkii

Note: The extra KalGarkii and KalMalog are present only if they survived the previous game.

Devanu

1 x Devanu Kopa
1 x Devanu Matriarch
2 x Jenta Hunter
1 x Jenta Handler
10 x Grishak

Note: Each Devanu Matriarch, Devanu Sempa and Grishak is present only if they survived the previous game.

Set Up

The game is played on a medium (4 x 4 feet) playing area. Both the Delgon player and Devanu player take turns to place up to 3 pieces of terrain each.

Delgon: The Delgon player deploys her models within 6 inches of the centre of the board.

Devanu: The Devanu player then deploys their models at least 24 inches away from any Delgon models.

Victory Conditions

Delgon: The Delgon player wins if she kills the Devanu Kopa.

Devanu: The Devanu player wins if he kills the NuraSen and all the KalDromar.

Campaign Mode

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

Models

Devanu Kopa: Devanu - Core; Elite; Movement: 10", Attack: 6, Support: 2, Toughness: 4+, CR: 12", Stamina: 6, Size: medium (40mm); Abilities: Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]

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]

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]

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*.

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.

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].

Packmaster (x) [L]: Activate up to X *Friendly Elites*.

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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