

*In and Out Of
The Naralon
forests*

In and Out Of The Naralon forests

These three linked scenarios follow the rather unfortunate story of NuraSen Yahri's brief period spent in the Naralon forests.

The scenarios can be played as a short narrative campaign, or you can play them as individual games. With a little imagination you could swap in any of your forces from different cultures.

Scenarios

Enter The Forests

NuraSen Yahri had been quite happy serving the decadent Egolan in the city of Peygarl, but they had decreed that he should join the expeditionary forces down in the cursed forests of Naralon. Weeks of travel through the occupied Engu lands, constantly harassed by the ungrateful locals before even reaching the dark forests. His predecessor had at least done a reasonable job with setting up the logistics for tearing down the trees and clearing a large tract of land leading into the depths. He understood that the Engu volunteers had proven invaluable in this work, as long as their insolence was dealt with using a firm hand. Away from the logging camps was a far less pleasant story, with countless biting garkrid making life all but intolerable.

There were rumours of bands of creatures skulking in the trees so he had sent the zealous NuraKira Lutira to investigate. Her absence should at least bring a little peace to the camp.

Secure The Beast!

Yahri was not sure how to feel about Lutira's return, her injuries had not lessened her righteousness or ambition. While Yahri approved of both traits, he had been serving long enough to be wary.

There were enthusiastic cries in the camp and three battered looking KalGarkii stumbled from the trees, straining against ropes that bound a ferocious looking beast while Lutira followed with a smug expression of satisfaction on her face.

Yahri retreated to his tent, leaving the priest to get the creature into a secure cage. He would have to deal with her later.

Get Out!

The forest had become increasingly hostile since Lutira had captured that beast. It felt like something within the forest had taken exception to their presence. More logging crews had been vanishing and the ubiquitous little frenu that infest the forests had become even more annoying, raiding their supplies and keeping everybody awake during the day with their incessant cries. The old NuraSen was coming to the conclusion that it might be time to return in person to report to Egolan. Perhaps he could deliver the beast as a gift, while leaving Lutira to the biting bugs and pesky frenu...

A scream from one of the unfortunate lookouts was the first sign that Yahri's withdrawal might be less dignified than hoped. The Kiterak had indeed taken exception.

Author: Mike Thorp

Enter The Forests

(In and Out Of The Naralon forests)

An official scenario for 2 players, 205 points.

NuraSen Yahri had been quite happy serving the decadent Egotan in the city of Peygarl, but they had decreed that he should join the expeditionary forces down in the cursed forests of Naralon. Weeks of travel through the occupied Engu lands, constantly harassed by the ungrateful locals before even reaching the dark forests. His predecessor had at least done a reasonable job with setting up the logistics for tearing down the trees and clearing a large tract of land leading into the depths. He understood that the Engu volunteers had proven invaluable in this work, as long as their insolence was dealt with using a firm hand. Away from the logging camps was a far less pleasant story, with countless biting garkrid making life all but intolerable.

There were rumours of bands of creatures skulking in the trees so he had sent the zealous NuraKira Lutira to investigate. Her absence should at least bring a little peace to the camp.

Forces

Kedashi

1 x Trebarnii Boss
3 x Trebarnii Warrior
2 x Trebarnii Brute
1 x Trebarnii Goader
3 x Hunting Akitiin

Delgon

1 x NuraKira
1 x KalDreman
4 x KalJoran
1 x NuraLehn
5 x KalGarkii
2 x KalDru

Set Up

The game is played on a medium (4 x 4 feet) playing area. This scenario takes place in the depths of the woods. The players take turns either placing an items of terrain (individual trees, small forest templates, etc.) or passing. If both players pass then no more terrain is placed. Terrain may not be placed within 6 inches of any other terrain pieces.

Draw Initiative Counters to deploy. When a counter is drawn the player may place a single group (deploy one model and then all other models in the force within its Command Range) of models at least 9 inches from any Enemy models. Once a player's force is deployed, they may use later Initiative Counters to activate even if the other player has not fully deployed.

Victory Conditions

The objective is to force your opponent to flee. Either side will flee if they lose more than half their models.

Campaign Mode

This is scenario 1 of 3 for the campaign In and Out Of The Naralon forests.

Models

Hunting Akitiin: Kedashi - Core; Beast; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 1", Size: small (30mm); Abilities: Pack (1) [L], Ranger [T]; **Spit Acid:** : Movement: 6", Range: blast, Attack: 3, Abilities: Point Blank [R], Stun [C]

KalDreman: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 2, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Bodyguard [S], Combat Trained (1) [C], 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]

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]

Trebarnii Boss: Kedashi - Core; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Beast Handler (1) [L], Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Ranger [T]

Trebarnii Brute: Kedashi - Core; Beast, Troop; Movement: 6", Attack: 4, Support: 1, Toughness: 3+, CR: 2", Size: medium (40mm); Abilities: Aggressive (3) [T], Charge (2) [A], Pounce (3) [C], Ranger [T], Savage [C]

Trebarnii Goader: Kedashi - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Beast Handler (3) [L], Prod (1, 3) [A], Ranger [T]

Trebarnii Warrior: Kedashi - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Beast Handler (1) [L], Ranger [T]

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

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.

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.

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.

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.

Pack (x) [L]: Activate up to X *Friendly* models with the Pack[L] ability.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Prod (x, y) [A]: Select a *Beast* within X" and move it up to Y" directly away from this model.

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

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

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.

Stun [C]: This attack does no damage, but if any blows are landed then the attacked model is *Stunned*. Roll to remove the effect on a 4+ at the start of the End Phase. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Source: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp

Secure The Beast!

(In and Out Of The Naralon forests)

An official scenario for 2 players, 185 to 300 points.

Yahri was not sure how to feel about Lutira's return, her injuries had not lessened her righteousness or ambition. While Yahri approved of both traits, he had been serving long enough to be wary. There were enthusiastic cries in the camp and three battered looking KalGarkii stumbled from the trees, straining against ropes that bound a ferocious looking beast while Lutira followed with a smug expression of satisfaction on her face. Yahri retreated to his tent, leaving the priest to get the creature into a secure cage. He would have to deal with her later.

Forces

Kedashi

Main Force

1 x Trebarnii Howler Bristleback
1 x Seldoath
4 x Trebarnii Howler
4 x Abrok

Captured Seldoath

1 x Seldoath

Extra Models

Marker

1 x Cage
3 x Rope

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a few scattered trees and pieces of terrain to simulate a small forest clearing.

The captured Seldoath is placed at the centre of the board. Three 2 inches ropes are placed around the Seldoath, one end touching the Seldoath and the other touching a KalGarkii. A Cage is placed with its entrance 10 inches from the Seldoath.

Delgon: The players take turns placing the rest of the Delgon force, models must be placed so that they are at least 3 inches away from the captive and within 9 inches of either the Seldoath or the cage.

Kedashi: The Kedashi player does not place any models initially, but may use their Initiative Counters to deploy a group of models (deploy one model and then as many other models as you like within its Command Range) at least 12 inches from any Delgon models. The Kedashi player may activate models or use Pathfinder[S], even if not all their models have been deployed.

Victory Conditions

Delgon: The Delgon player wins if they can get the captured Seldoath fully into the cage.

Kedashi: The Kedashi player wins if they can rescue the Seldoath and flee with it.

Special Rules

The captured Seldoath has been sedated and bound with three strong ropes that are currently being held by three unfortunate KalGarkii.

Delgon models may not attack the Seldoath, even if it escapes. Any Delgon model may grab the rope by moving to its end. While holding the rope a model may only use its Combat Action to Support in combat against the Seldoath. It may however

defend as normal if attacked.

As long as the Delgon player has at least one model holding a rope they can activate the Seldoath and all adjacent models using a single Initiative Counter (even if the Delgon models have activated previously). They may all Move Cautiously. If there are no models holding the ropes then the Kedashi player may activate the Seldoath as normal.

The Seldoath is Stunned. As such, it loses one from its Attack stat and will not regain Stamina for the duration of the game.

During each Combat Phase the captured Seldoath may try to escape. It may either Lunge[C] at an Enemy model that has strayed within 2 inches or fight a Combat against one of the models holding the ropes. Any other models holding a rope may assist. Neither side can cause damage, but if the Seldoath lands any blows it may pull that model 1 inch towards it.

The Kedashi models may flee at the end of their turn if there are no Enemy models within 6 inches.

Variations

If the Seldoath won't go to the Cage...: The Cage can be moved, albeit with difficulty: at the start of the game place the Cage in the middle of one of the board's quadrants (so that its centre is 12 inches away from two board sides). Models can move the Cage (either Delgon or Kedashi!), however due to the rough nature of the forest all Movement is halved: the Cage may be moved up to 3 inches if pulled by 3 Small models, 2 Medium or 1 Large model, or 1.5" if pulled by 2 Small or 1 Medium model.

Pull!: Instead of placing the ropes around the Seldoath, place them all on one side. In practice you may find this makes it easier to physically move the models on the board.

Campaign Mode

This is scenario 2 of 3 for the campaign In and Out Of The Naralon forests.

Models

Abrok: Kedashi - Core; Beast; Movement: 8", Attack: 3, Support: 1, Toughness: 5+, CR: 2", Size: small (30mm); Abilities: Pack (1) [L], Transport (1) [A], Untrained [T]

Cage: Marker; Object; Movement: —, Attack: —, Support: —, Toughness: —, CR: —, Size: large (50mm); Abilities: Heavy [T], Sturdy [T], Untrained [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]

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]

Rope: Marker; Object; Movement: —, Attack: —, Support: —, Toughness: —, CR: —, Size: n/a (-1mm); Abilities: Untrained [T]

Seldoath: Kedashi - Core; Beast, Elite; Movement: 8", Attack: 4, Support: 1, Toughness: 4+, CR: 12", Stamina: 2, Size: medium (40mm); Abilities: Aggressive (3) [T], Charge (2) [A], Combat Trained (1) [C], Dodge* [C], Lunge (2) [C], Pack (1) [L], Ranger [T], Savage [C], Transport (1) [A]

Trebarnii Howler: Kedashi - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 12", Size: small (30mm); Abilities: Aggressive (3) [T], Surefooted [T], Bomber [A], Flit [C], Pack (1) [L], Ranger [T], Rider [T]; **Throw Stones:** : Movement: 6", Range: 6", Attack: 2

Trebarnii Howler Bristleback: Kedashi - Core; Elite; Movement: 6", Attack: 2, Support: 1, Toughness: 6+, CR: 12", Stamina: 1, Size: small (30mm); Abilities: Surefooted [T], Combat Trained (1) [C], Dodge* [C], Pack (2) [L], Pathfinder (7) [S], Ranger [T], Rider [T]; **Throw Stones:** : Movement: 6", Range: 6", Attack: 2, Abilities: Accurate [R]

Abilities

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

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

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.

Bomber [A]: If this model is adjacent to a model with the Bomb Carrier[T] ability then it may take one Ishkaru bomb. It may discard a bomb before making a Ranged Attack to cast an additional Combat Stone.

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 Trained (x) [C]: Recast up to X failed Combat Stones. Can be used once per combat.

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.

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

Flit [C]: Use this model's Combat Action to move up to 3 inches.

Heavy [T]: This model may be moved up to 6 inches if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3 inches if pulled by 2 Small or 1 Medium model.

Lunge (x) [C]: Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Pack (x) [L]: Activate up to X *Friendly* models with the Pack[L] ability.

Pathfinder (x) [S]: At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

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.

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

Rider [T]: This model may be moved by a model with the Transport[A] ability.

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

Sturdy [T]: This model cannot be targeted by Ranged Attacks.

Surefooted [T]: This model may re-roll a failed *Agility Test*.

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

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

Source: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp

Get Out!

(In and Out Of The Naralon forests)

An official scenario for 2 players, 265 to 525 points.

The forest had become increasingly hostile since Lutira had captured that beast. It felt like something within the forest had taken exception to their presence. More logging crews had been vanishing and the ubiquitous little frenu that infest the forests had become even more annoying, raiding their supplies and keeping everybody awake during the day with their incessant cries. The old NuraSen was coming to the conclusion that it might be time to return in person to report to Egolán. Perhaps he could deliver the beast as a gift, while leaving Lutira to the biting bugs and pesky frenu... A scream from one of the unfortunate lookouts was the first sign that Yahri's withdrawal might be less dignified than hoped. The Kiterak had indeed taken exception.

Forces

Kedashi

1 x The Kiterak
1 x Young Queen
1 x Trebarnii Brute
2 x Kaopi
2 x Small Frenu Swarm
18 x Frenu
1 x Trebarnii Goader
1 x Bagrun Bomb Carrier

Delgon

1 x NuraSen
2 x KalDreman
1 x NuraKira
4 x KalJoran
1 x NuraLehn
5 x KalGarkii
2 x KalDru

Set Up

The game is played on a medium (4 x 4 feet) playing area. The encounter takes place near the edge of the forest with patches of woodland and difficult terrain. Randomly determine which edge is the way to escape.

Delgon: The Delgon player deploys their force as a single group (deploy one model and then all other models in the force within its Command Range) with all models at least 18 inches from the escape board edge.

Kedashi: The Kedashi player deploys The Kiterak anywhere on the board at least 24 inches from the escape board edge and at least 9 inches from any Enemy model. They do not deploy any other models initially.

Victory Conditions

Delgon: The Delgon player wins if either NuraSen Yahri leaves the board by the escape table edge or The Kiterak is killed.

Kedashi: The Kedashi player wins by killing NuraSen Yahri.

Special Rules

Activation Counters: Each player gets four Initiative Counters rather than the usual six.

All the remaining Kedashi models start the game in reserves. Each time one of the Kedashi player's Activation Counters is drawn they may activate as normal or place a model from reserve and up to three Frenu anywhere on the table at least 9 inches from any Enemy model.

When any Kedashi model other than The Kiterak or Young Queen are killed it is immediately placed back into the reserves.

Campaign Mode

This is scenario 3 of 3 for the campaign In and Out Of The Naralon forests.

Models

Bagrun Bomb Carrier: Kedashi - Core; Beast; Movement: 6", Attack: 4, Support: 0, Toughness: 3+, CR: 1", Stamina: 2, Size: large (50mm); Abilities: Bomb Carrier [T], Instinctive (1, 3) [T], Persistent [T], Untrained [T], Very Tough* [S]

Frenu: Kedashi - Core; Beast, Troop; Movement: 10", Attack: 1, Support: 0, Toughness: –, CR: 1", Size: tiny (15mm); Abilities: Evasive [C], Flying [T], Passive [T], Swift [T], Untrained [T], Weak [C]

KalDreman: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 2, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Bodyguard [S], Combat Trained (1) [C], 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]

Kaopi: Kedashi - Core; Elite; Movement: 10", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: medium (40mm); Abilities: Captain (6) [L], Combat Discipline* [C], Dodge* [C], Flying [T], Manipulate Swarm (1) [A], Sacrifice [S]

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

Small Frenu Swarm: Kedashi - Core; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 6+, CR: 3", Stamina: Special, Size: small (30mm); Abilities: Combat Discipline* [C], Dodge* [C], Flying [T], Sacrifice [S], Swarm (6) [L], Untrained [T]

The Kiterak: Kedashi - Kiterak; Queen, Unique; Movement: 6", Attack: 4, Support: 1, Toughness: 4+, CR: 9", Stamina: 2, Size: large (50mm); Abilities: Commander (4) [L], Ranger [T], Sacrifice [S], Spawn Frenu* [S], Tactician** [S], Terrain (2, Forests) [T], Trainer (2, Loyalty(The Kiterak)) [T], Venerated [T], Very Tough* [S]

Trebarnii Brute: Kedashi - Core; Beast, Troop; Movement: 6", Attack: 4, Support: 1, Toughness: 3+, CR: 2", Size: medium (40mm); Abilities: Aggressive (3) [T], Charge (2) [A], Pounce (3) [C], Ranger [T], Savage [C]

Trebarnii Goader: Kedashi - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Beast Handler (3) [L], Prod (1, 3) [A], Ranger [T]

Young Queen: Kedashi - Core; Queen; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 9", Stamina: 2, Size: medium (40mm); Abilities: Commander (4) [L], Dodge* [C], Ranger [T], Sacrifice [S], Spawn Frenu* [S], Terrain (2, Forests) [T], Trainer (2, Loyalty(Queen)) [T]

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

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.

Bomb Carrier [T]: Any Frenu that begin their Activation within this model's Command Range lose Weak[C] and gain the Charge[A] (2) ability for the duration of the Activation.

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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

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.

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

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

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.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Manipulate Swarm [A]: When manipulating a swarm all the Frenu and swarms can be removed anywhere within this model's Command Range. When placing a swarm it may be necessary to nudge other models back to make space.

- Create: Discard three Frenu and place a Small Frenu Swarm over the location of one of those Frenu. The swarm may not activate this Turn.
- Disband: Discard a Small Frenu Swarm/Medium Frenu Swarm and place three/six Frenu within 6 inches of the swarm's location.
- Grow: Discard a Small Frenu Swarm and three Frenu or two Small Frenu Swarms and place a Medium Frenu Swarm over the location of one of the swarms. The swarm may not activate this Turn.

Passive [T]: This model may not attack as a Combat Action.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Prod (x, y) [A]: Select a *Beast* within X" and move it up to Y" directly away from this model.

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

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

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

Sacrifice [S]: Discard a *Friendly* model from within this model's Command Range to gain a Stamina. This may be done at any time.

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

Spawn Frenu* [S]: Place one Frenu adjacent to the model. You may never have more Frenu on the board than you started the game with, so you may not Spawn Frenu[S] that have been removed through Manipulate Swarm[A].

Swarm (x) [L]: Activate up to X *Friendly* Frenu.

Swift [T]: This model may be activated any number of times each 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.

Terrain (x, y) [T]: After deploying this model you may immediately place X pieces of terrain of type Y within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, "within" just means that some part of the model/Template is within the area. "Completely within" means that it must be entirely within the area.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

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

Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.

Very Tough* [S]: Re-roll a failed Toughness save.

Weak [C]: Blows landed by this model are saved with a +1 modifier.

Source: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp