

*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 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.

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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

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" 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 within its Command Range) of models at least 9" 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.

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 Miniatures

Marker

1 x Cage
3 x Rope

Set Up

The encounter takes place in a small forest clearing with a few scattered trees and pieces of terrain.

The captured seldoath is placed at the centre of the board. Three 2" 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" 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" away from the captive and within 9" 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" from any Delgon models.

The Kedashi player may activate models or use Pathfinder, 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 Trebarnii player may activate the seldoath as normal.

The seldoath is *Stunned*. As such, it loses one from its Combat 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 at an enemy model that has strayed within 2" 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" towards it.

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

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" 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" 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.

Special Models

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

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

Abilities

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

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

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 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.

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 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 within its Command Range) with all models at least 18" from the escape table edge.

Kedashi: The Kedashi player deploys the Kiterak anywhere on the table at least 24" from the escape table edge and at least 9" 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 the Kedashi player's counter 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" from any enemy model.

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

Source: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp