

# *The Wrath of Khan'ta*



# The Wrath of Khan'ta

Here is Chris "Geckilian" Parry's contribution to the 2010 scenario contest - a scenario campaign of 3 linked games entitled "The Wrath of Khan'ta". The result in each game affects the next, so depending on what the players accomplish, the forces are likely to be fairly dynamic. The scale of these games ensures that the campaign should last a reasonable evening of gaming. Should players wish, and have time, it is recommended that afterwards they switch sides, to see how the campaign plays out from a different point of view.

## Scenarios

### Scouting Kill

*With the Fubarnii Empire growing stronger, more and more Knights are scouring the land of the Devanu blight, forcing them back from the arid plains. With each victory for the Empire the Devanu are forced to retreat from the military might, to try and establish their nest once more in comparative safety.*

*Retreating from the stubborn Empire's repeated attacks, the Devanu kopa Khan'ta has begun to dig in to the mountains. Sending his clutch to investigate the surroundings, Khan'ta plans to fortify his new nest from which to launch attacks on the hated Fubarnii. A sempa and her charges come across a small Delgon encampment whilst scouting and seeing the opportunity to please their kopa, they lunge in for the kill and supplies.*

### Retribution

*Enraged by the attack upon food supply lines, Delgon Priest Khirkol requisitioned more armoured might to protect his fledgling domain. Determined to discern where these new raiders have come from, he has set out to find the impudent thieves, to teach them the error of their ways with the Delgon might.*

*Little does he know that in the time it has taken for the news to reach him of the disrupted supply lines, the Devanu have grown stronger. With ample food and room to hunt, the small clutch has expanded into a larger tribe, and Khan'ta had already sent out more and more scouting parties to secure even more food and sport.*

*Even so, as the Delgon force manages to pin down one of the Devanu scouting parties, the clarion call for retribution is sounded, and the Delgon charge, their aim to cut the head off the beast harassing them.*

### The Reckoning

*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.*

Source: <http://forum.worldoftwilight.com/index.php?topic=188.0>

Author: Chris "Geckilian" Parry

# Scouting Kill

(The Wrath of Khan'ta)

A experimental scenario for 2 players, 210 to 220 points.

*With the Fubarnii Empire growing stronger, more and more Knights are scouring the land of the Devanu blight, forcing them back from the arid plains. With each victory for the Empire the Devanu are forced to retreat from the military might, to try and establish their nest once more in comparative safety.*

*Retreating from the stubborn Empire's repeated attacks, the Devanu kopa Khan'ta has begun to dig in to the mountains. Sending his clutch to investigate the surroundings, Khan'ta plans to fortify his new nest from which to launch attacks on the hated Fubarnii. A sempa and her charges come across a small Delgon encampment whilst scouting and seeing the opportunity to please their kopa, they lunge in for the kill and supplies.*

## Forces

### Devanu

1 x Devanu Matriarch  
2 x Jenta Hunter

### Delgon

1 x NuraKira  
2 x KalDromar  
1 x KalDruKar  
2 x KalMalog  
3 x KalGarkii

## Set Up

The game is played on a medium (4 x 4 feet) playing area.

**Devanu:** The Devanu player deploys 12 inches from a board edge of their choosing.

**Delgon:** The Delgon player then nominates a point on the opposing board edge, and deploys all Delgon models within 6 inches of it. The Delgon player then deploys 10 Food Tokens, each 30mm in diameter, at least 8 inches from her board edge, and at least 3 inches away from each other.

## Victory Conditions

**Devanu:** The Devanu player wins if he can collect at least 5 Food Tokens and escape the board.

**Delgon:** The Delgon player wins if she can prevent the Food Tokens from leaving the board for 5 turns.

## Special Rules

**Pick Food Tokens:** To pick up a Food Token, a Devanu model must come in to contact with it, at which point its current movement ends and the Token is picked up.

If a model carrying Food Tokens is killed, all the Tokens it was carrying are dropped.

## Campaign Mode

This is scenario 1 of 3 for the campaign The Wrath of Khan'ta.

## Models

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

**Food Token:** Item; Object; Movement: —, Attack: —, Support: —, Toughness: —, CR: —, Size: tiny (15mm); Abilities: Untrained [T]

**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]

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

**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.

**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.

**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.

**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.

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

*Source: <http://forum.worldoftwilight.com/index.php?topic=188.0>*

*Author: Chris "Geckilian" Parry*

# Retribution

## (The Wrath of Khan'ta)

A experimental scenario for 2 players, 465 to 520 points.

*Enraged by the attack upon food supply lines, Delgon Priest Khirkol requisitioned more armoured might to protect his fledgling domain. Determined to discern where these new raiders have come from, he has set out to find the impudent thieves, to teach them the error of their ways with the Delgon might.*

*Little does he know that in the time it has taken for the news to reach him of the disrupted supply lines, the Devanu have grown stronger. With ample food and room to hunt, the small clutch has expanded into a larger tribe, and Khan'ta had already sent out more and more scouting parties to secure even more food and sport.*

*Even so, as the Delgon force manages to pin down one of the Devanu scouting parties, the clarion call for retribution is sounded, and the Delgon charge, their aim to cut the head off the beast harassing them.*

### Forces

#### Delgon

1 x NuraSen  
3 x KalDromar  
3 x KalDruKar  
3 x KalMalog  
9 x KalGarkii  
1 x NuraKira  
2 x KalDromar

Note: The NuraKira and her KalDreman are only present if they survived the previous game.

#### Devanu

1 x Devanu Matriarch  
2 x Jenta Hunter  
1 x Jenta Handler  
10 x Grishak  
Note: Get one Grishak per food token gained in the previous game.

### Set Up

The game is played on a medium (4 x 4 feet) playing area. Terrain is placed by the Devanu player, to represent their territory.

**Delgon:** The Delgon player deploys within 12 inches of a board edge of her choice.

**Devanu:** The Devanu player then deploys within 10 inches of a board corner along the opposing board edge.

### Victory Conditions

**Devanu:** The devanu\_core% player wins if his Devanu Sempa survives.

**Delgon:** The Delgon player wins if she kills the Devanu Sempa.

The game ends once either the Devanu Sempa or half the Delgon models (rounding up) are dead.

### Campaign Mode

This is scenario 2 of 3 for the campaign The Wrath of Khan'ta.

### Models

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

**Devanu Sempa:** Devanu - Core; Elite; Movement: 10", Attack: 5, Support: 2, Toughness: 5+, CR: 12", Stamina: 5, Size: medium (40mm); Abilities: Agility [T], Assassinate\* [A], Beast Handler (2) [L], Combat Discipline\* [C], Dodge\* [C], Feint\* [C], 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]

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

**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].

**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.

*Source: <http://forum.worldoftwilight.com/index.php?topic=188.0>*

*Author: Chris "Geckilian" Parry*

# The Reckoning

## (The Wrath of Khan'ta)

A experimental scenario for 2 players, 640 to 695 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: 5+, 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: 5+, CR: 12", Stamina: 4, 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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