

Secure The Beast!

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

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