

Vengeance Of The Kiterak

A complex official scenario for 4 or more players, 300 to 600 points.

The Kedashi forces are closing in on the poorly defended Tarmelian village of Keroma, but a small force of Defenders may be close enough to ride to their rescue.

Forces

Delgon

Pick a 300 points Delgon force.

Empire

Pick a 300 points Empire force.

Kedashi

Pick two 300 points Kedashi forces.

Extra Miniatures

Empire

1 x Elder

6 x Slinger

1 x Militia

5 x Civilian

Item

8 x Seed of Destruction

Set Up

The 15 villagers are deployed in the centre of the village – each player takes turns placing the civilians, starting with the defender.

The Kedashi and the Defenders are deployed in the areas as instructed.

Victory Conditions

Delgon Special Orders: You have received word that the demons and their swarms have been erupting in great numbers from the forests and closing in on the village of Keroma. The Empire seems to not have the resources or the will to defend them so this is an opportunity to demonstrate the will of the gods and prove that even the Tarmel clan cannot trust in their pitiful Emperor.

Three of your elite models may be promoted to have the "Commander(4)" ability. Depending on previous games, you may receive some additional reinforcements.

You may choose to use activations to activate villagers directly, but they will only Move Cautiously unless activated by one of your models.

- Your objective is to deter the attack and rescue the surviving villagers. If more than 7 villagers are killed then you cannot achieve your victory. It is not clear how to drive the demons away, but our spies report that there are large flightless creatures that seem to be important to the swarms.

Empire Special Orders: You have received word that the Kedashi swarms have been erupting in great numbers from the forests and closing in on the village of Keroma. It is vital that the Tarmel clan not lose this village, or we risk the Delgon gaining their support.

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Kedashi Special Objectives: The Kedashi Queens will not let the outsiders get away with their trespasses and the Kiterak has chosen her target such that the outsiders will be taught a painful lesson.

You have been tasked with destroying the village. To aid with this task the Kiterak has given you a number of "seeds of destruction". These parcels contain young Keerit queens that once delivered will dig deep into the ground to form their nests.

Within weeks the queens will have matured and the outsiders will forever have lost their town.

- You must deliver these seeds into five different buildings within the village.
- Your forces will immediately flee if two or more queens are killed, or if there are no longer enough Seeds to achieve your objective.

Special Rules

When their Initiative Counter is drawn each side may select up to three models to activate directly. A model may use the Solo ability, but only if all activated models have that ability.

Seeds of Destruction: A Seed may be picked up and carried by any adjacent non-beast model during its activation. If a model carrying a seed is destroyed then the seed must immediately make a tough save or be removed.

Special Models

Seed of Destruction: Item; Object; Movement: –, Attack: –, Support: –, Toughness: 4+, CR: –, Size: tiny (15mm); Abilities: Untrained [T], Unwieldy [T]

Abilities

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

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

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Source: Twilight Day 2018

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