

# The Great Escape

An official scenario for 4 players, 300 to 600 points.

*The Kedashi are swarming in vengeance and the Imperial and Delgon forces are fleeing for their lives. The old allegiance between the Kedashi and the Empire was forgotten as the great nest tree fell. Rival kedashi queens now vie for power, seeking favour from the Kiterak by wiping out the outsiders.*

## Forces

### Delgon

Pick a 300 points Delgon force.

### Empire

Pick a 300 points Empire force.

### Kedashi

Pick two 300 points Kedashi forces.

## Set Up

The Kedashi forces are gathered around the fallen tree. The remnants of the Delgon and the Empire are deployed in groups (deploy one model and then as many other models as you like within its Command Range) on opposite sides of the tree, about 18" away from the tree.

Both the Delgon and Empire forces will receive some additional models at the start of the game.

## Victory Conditions

The Delgon and Empire players are trying to escape with as many models as possible. The Kedashi are purely seeking vengeance and each of the Kedashi generals is tasked with hunting down one of the forces.

The game ends as soon as either the Delgon or the Empire players have lost more than half their Elite models. At that point that player's remaining forces scatter and are hunted down by the collective Kedashi. The other player is the winner and can escape with the remnants of their army. Whichever Kedashi player manages to wipe out their opponent will be the general for the final game.

## Special Rules

**Activations:** The game is played with only two sets of Initiative Counters, one for the Outsiders and one for the Kedashi. When an Outsiders stone is drawn both the Empire and Delgon players may activate simultaneously. If the Empire and Delgon are close enough to interact, then roll a dice to see who will activate first. When the Kedashi counters are drawn, both Kedashi players may activate simultaneously. During the Combat Phase the two sides of the game should be played independently.

**Kedashi Reinforcements:** Whenever a Kedashi model is removed from the table, it is immediately given to the other Kedashi player to go in their reinforcement pool, which is kept to the side of the table. At the end of each turn each Kedashi player casts one stone for every model in their reinforcement pool. On a success they can deploy that model anywhere on their side of the table at least 9" from any enemy models. If it fails, then the model remains in the pool, but may appear in a later turn.

*Source: Twilight Day 2018*

*Author: Mike Thorp*