

# Naralon Apocalypse

A complex experimental scenario for 3 players, 1000 points.

*Now it's war. The Delgon have sent a large military force deep into the Naralon forest, led by none other than Dehran. Their goal: destroy the Kiterak and her nest tree. The Kedashi won't go down without a fight, though. To complicate matters, an empire force has been tracking Dehran, and closes in as Dehran begins his assault.*

## Forces

### Kedashi

Pick a 900 points Kedashi force, and add the below extra models:

1 x The Kiterak

### Delgon

Pick a 880 points Delgon force (Make sure you take a few KalGush, and belderaks if you have them. Engu mercenaries can be of use as well.), and add the below extra models:

1 x Dehran

### Empire

Pick a 1000 points Empire force.

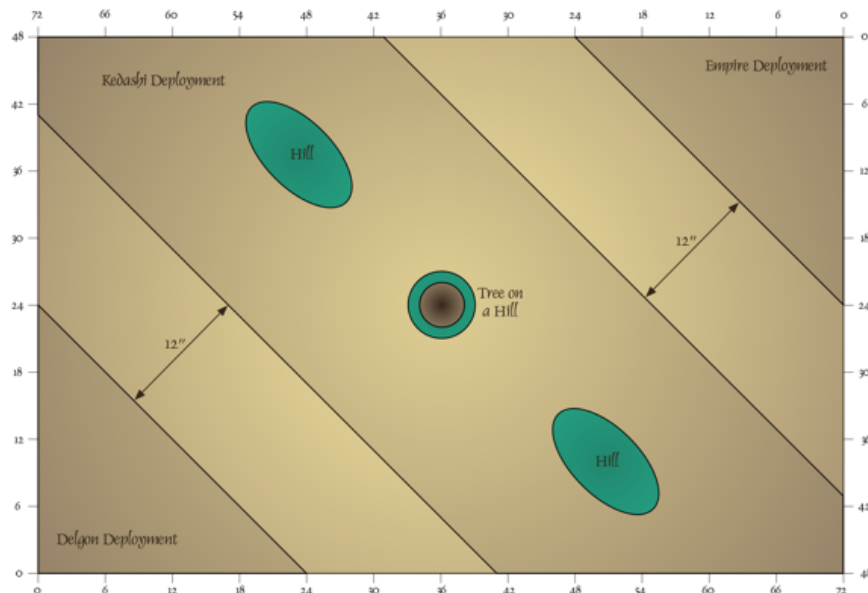
## Set Up

**The forest:** The scenario takes place in the depth of the woods. Place the nest tree at the centre of a 6" by 4" board, on top of a small hill. Place two further largish hills in diagonal. All hills are difficult terrain. Place more terrain (especially areas of woods) as you see fit. The deployment zones of both the Delgon and Empire should be free of terrain.

**Delgon:** The Delgon player places all their models in one corner of the board.

**Empire:** The Empire player places all their models in the opposite corner.

**Kedashi:** The Kedashi player deploys their models in the centre of the board.



## Victory Conditions

**Delgon:** The Delgon win if they destroy the tree, or kill the Kiterak.

**Empire:** The Empire win if they kill Dehran.

**Kedashi:** The Kedashi win if they keep both the tree and the Kiterak alive.

**Fleeing:** The Delgon and Empire forces will flee if more than half of their elites are killed. The Kedashi will not flee.

## Special Rules

**Setting fire to the forest:** During any Combat Phase, a KalGush may shoot its weapon at the scenery. The underbrush

catches fire if they throw at least one Erac: place a fire counter anywhere under the template.

**Fire propagation:**

- At the start of each Combat Phase, each fire token moves independently by d3", in the direction indicated by a scatter die. The fire tokens always move: they never stay in place.
- At the end of each Combat Phase, cast an Erac for any fire token that is more than 9" away from any other fire tokens: the token is removed if the cast fails.

**Effects of the fire:**

- Any two tokens within 9" of each other create a wall of flames. If three or more tokens are within 9" of each other, the entire surface is considered to be on fire.
- Any model caught in a wall or zone of fire that fails to save against a Powerful attack is killed immediately. Saves need to be taken as soon as the model is touched by the fire, and then at the start of each Combat Phase.
- It is not possible to fly over or across the fire.
- The fire does not block line of sight, but it does obscure models on the other side of it.

**The tree:** The Tree may be damaged by Belderak and KalGush attacks, or by models with axes. When firing at the Tree any portion of the Tree's base counts as a hit and the tree does not cast any combat stones in defence. The tree has a 3+ save against attacks in combat, but receives no saves from Belderak and KalGush attacks. If 15 damage can be inflicted on the Tree then it is destroyed.

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