

Bug Hunt!

An official scenario for 2 or more players, 195 to 200 points.

Gil Masharl recently visited a local settlement and seems to have accidentally left some rather vicious (but surprisingly tasty) garkrid behind. The local Fubarnii have decided to try and clear out the infestation (and have a feast in their honour) and now everybody seems to be getting involved, with a passing Delgon priest and a Devanu pack both keen to improve their supplies!

Forces

Empire

1 x Militia Captain
5 x Militia
1 x Reyad
4 x Slinger

Devanu

1 x Devanu Sempa
3 x Grishak

Delgon

1 x NuraKira
4 x KalJoran
2 x KalDru
1 x KalMalog Veteran

Extra Miniatures

Garkrid

1 x Galesian Garkrid Nest
9 x Galesian Garkrid
10 x Body Token

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with the Garkrid Nest in the middle. The players take turns placing Garkrid near the centre of the table, but not within 3" of any other Garkrid. Each player places a total of 3 Garkrid. Players then deploy by drawing Initiative Counters. When a player's Counter is drawn they may place one group of models (deploy one model and then as many other models as you like within its Command Range) anywhere on the table at least 12" from any Enemy models or Garkrid.

Victory Conditions

All players are trying to capture as many Garkrid as possible.

If a model kills a Garkrid then remove the Garkrid and replace it with a Body Token. Body Tokens are Objects and can be dropped or transferred. A model may carry any number of Body Tokens.

A player may choose to flee during the End Phase, or will automatically flee if more than half of their Elites are killed or have left the table. Cast a Combat Stone for each token currently held by a fleeing model that is still within 18" of the centre of the table or within 6" of an enemy model. It is kept on a success, otherwise it is left on the table. Any models at least 18" from the centre of the table and 6" from an Enemy model automatically keep their Body Tokens. The remaining player keeps all tokens they are carrying or that are left on the table once the other players have both fled.

At the end of the game count up the number of tokens held by each player. The player with the highest total is the winner. In the case of a draw, whoever destroyed the Garkrid Nest is the winner.

Special Rules

Move a Garkrid!: The Garkrid are vicious little creatures and are activated by all players. Every time one of your Initiative Counters is drawn you may first select one Garkrid that is not currently engaged with any models and move it up to 2". Each Garkrid may move multiple times each turn.

Combat: In the Combat Phase players may choose to use their turn to attack with a Garkrid that is engaged with an enemy model.

Variations

Multiplayer options: This scenario can be played with any number of players by increasing the size of the playing area and

the number of Garkrid. Each player may choose a 200 points force from any culture.

Special Models

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

Galesian Garkrid: Wild Creature; Beast; Movement: 2”, Attack: 2, Support: 0, Toughness: 5+, CR: 0”, Size: small (30mm); Abilities: Instinctive (2, 0) [T], Wild Animal [T]

Galesian Garkrid Nest: Wild Creature; Beast; Movement: 0”, Attack: 2, Support: 0, Toughness: 4+, CR: 0”, Size: medium (40mm); Abilities: Instinctive (2, 0) [T], Wild Animal [T]

Abilities

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

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

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

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