Bug Hunt!

An official scenario for 2 or more players, 175 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	**Devanu**	**Delgon**
1 x Militia Captain	1 x Devanu Sempa	1 x NuraKira
5 x Militia	3 x Grishak	4 x KalJoran
1 x Reyad		2 x KalDru
4 x Slinger		1 x KalMalog Veteran

Extra Models

Garkrid

1 x Galesian Garkrid Nest

9 x Galesian Garkrid

10 x Body Token

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place the Garkrid Nest in the middle. The players take turns placing Garkrid near the centre of the board, but not within 3 inches 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 board at least 12 inches 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 inches of the centre of the table or within 6 inches of an Enemy model. It is kept on a success, otherwise it is left on the table. Any models at least 18 inches from the centre of the table and 6 inches 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 Activation Counters is drawn you may first select one Garkrid that is not currently engaged with any models and move it up to 2 inches. 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.

Models

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

Devanu Sempa: Devanu - Core; Elite; Movement: 10", Attack: 5, Support: 2, Toughness: 4+, CR: 12", Stamina: 5, Size: medium (40mm); Abilities: Agility [T], Assassinate* [A], Beast Handler (2) [L], Combat Discipline* [C], Dodge* [C], Feint* [C], Sprint* (5) [A]

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]

Grishak: Devanu - Core; Beast; Movement: 10", Attack: 2, Support: 1, Toughness: 4+, CR: 3", Size: small (30mm); Abilities: Charge (2) [A], Pack (1) [L], Pack Hunter [C], Savage [C]

KalDru: Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Size: small (30mm); **Light Derak:** : Movement: 3", Range: blast, Attack: 3, Abilities: Point Blank [R]

KalJoran: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Charge (1) [A], Defensive Line [C]

KalMalog Veteran: Delgon - Core; Elite, Mechanical; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 6, Size: medium (40mm); Abilities: Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Ferocity* [C], Fuel [T], Sprint* (4) [A], Stamina Limit (4) [T]

Militia: Empire - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Defender [S]

Militia Captain: Empire - Core; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]

NuraKira: Delgon - Core; Elite; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (2) [L], Protected (2) [T]

Reyad: Empire - Core; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Concentrated Fire* [A]; **Staff Sling:** : Movement: 3", Range: 18", Attack: 2, Abilities: Accurate [R], Quick Shot* [R]

Slinger: Empire - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); **Staff Sling:** : Movement: 3", Range: 18", Attack: 2

Abilities

Accurate [R]: Recast up to one failed Combat Stone for this attack.

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

Authority (x) [L]: Activate up to X *Friendly Troops* or *Civilians*. Any *Troops* activated by this model may immediately activate up to four *Friendly Troops*, who may not use any further Leadership abilities.

Beast Handler (x) [L]: Activate up to X *Friendly Beasts*.

Cadre (x) [L]: Activate up to X *Friendly* models with the Cadre[L] ability.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

Charge (x) [A]: Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

Combat Discipline* [C]: Recast any or all Combat Stones.

Combat Trained (x) [C]: Recast up to X failed Combat Stones. Can be used once per combat.

Concentrated Fire* [A]: Place a Target Marker in Line of Sight at least 4 inches away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2 inches of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

Coordinated Strike* [A]: Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

Defender [S]: If an adjacent *Friendly* model becomes *Engaged* during the Activation Phase then this model may immediately move to engage the *Enemy* model, but must maintain contact with the *Friendly* model at all times during the movement.

Defensive Line [C]: During any combat while adjacent to another *Friendly* model with Defensive Line[C], if all successful casts are Oran then each success cancels two opposing Erac.

Dodge* [C]: Force your opponent to turn over one successful Erac.

Feint* [C]: Force your opponent to recast all their Combat Stones.

Ferocity* [C]: Cast one additional Combat Stone.

Fuel [T]: This model does not recover Stamina during the End Phase.

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

Pack (x) [L]: Activate up to X *Friendly* models with the Pack[L] ability.

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

Protected (x) [T]: This model may be accompanied by up to X Rare[T] models.

Quick Shot* [R]: Make an additional Ranged Attack.

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

Sprint* (x) [A]: Move up to X". This ability may only be used after this model has performed a Basic Movement.

Stamina Limit (x) [T]: This model may never use more than X Stamina during one Turn.

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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