

Death of a Swarmcaller

An official scenario for 2 players, 300 points.

A strange, ragged winged creature has been harassing the Delgon logging crews. Lurking just out of sight within the woods, it is surrounded by swarms of frenu that steal supplies and attack unwary workers. The priests have grown impatient as this has been slowing work and have placed a bounty on the creature's head, so several rival forces of mercenaries have ventured into the woods in the hope of tracking it down.

Extra Miniatures

Kedashi

1 x Trebarnii Swarmcaller

6 x Frenu

Set Up

The encounter takes place within the forests, with areas of woods and difficult terrain.

Place the Trebarnii Swarmcaller at the centre of the board. The players then take turns placing each Frenu anywhere on the board.

The players draw Initiative Counters to deploy. When their counter is drawn a player may place all their models as a single group (deploy one model and then all other models in the force within its Command Range), at least 18" away from any other models, ignoring the Frenu.

Victory Conditions

End Game: A player wins by killing the Trebarnii Swarmcaller using a non Beast model. If the player uses a Beast model, the victory goes to their opponent.

Special Rules

Activation Counters: Each player gets four Initiative Counters rather than the usual six.

Activating the Trebarnii Swarmcaller: Any player who does not have the model closest to the Trebarnii Swarmcaller may use one of their Initiative Counters to activate it, as long as it has not already activated this turn.

Activating the Frenu: Any player may use one of their Initiative Counters to activate a single Frenu.

Endless Frenu: In the End Phase, any Frenu that has been killed or discarded respawns next to the Trebarnii Swarmcaller.

Ishkarru Bombs: The Trebarnii Swarmcaller has secreted stashes of Ishkarru Bombs throughout this area of the woods. Any Frenu that begin their Activation within 18" of the centre of the board lose Weak[C] and gain the Charge[A] (2) ability for the duration of their Activation.

Treacherous ground: Models must spend an extra Stamina to either Leap[A] or Sprint[A].

Fleeing: A player will automatically flee if more than half of their Elites are killed.

Variations

Continuing the game: In a two player game, the player that has been forced to flee gets full control of the Trebarnii Swarmcaller and will achieve a draw if it is moved 18" from the centre of the table before being killed.

Abilities

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*.

Source: The Twilight Traveller - The Kedashi Swarms

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