

# Death In The Trees!

An official scenario for 3 players, 300 to 455 points.

*The Enguan logging crews have been carving out great swathes of the Naralon forests. The Empire forces have tracked them down and are intent on disrupting their production.*

*Meanwhile, the rulers of the forest have started to close in, furious at those who have damaged their trees!*

## Forces

### Delgon & Empire

Pick a 300 points Delgon force, and add the below extra models:

### Empire

Pick a 300 points Empire force.

### Kedashi

Pick a 300 points Kedashi force.

### Delgon

1 x NuraKira Overseer

1 x KalDreman

### Empire

1 x Engu Garosa

3 x Engu Axe

1 x Log Wagon

2 x Domesticated Yirnak

## Set Up

The game is played on a large (4 x 6 feet) playing area. This is a large three player game: Delgon, Empire and Kedashi. Each player selects a 300 points force. In addition the Delgon player gets a Logging Crew as Allies (see details below).

**Delgon:** The Delgon players deploy their forces in a single group (deploy one model and then all other models in the force within its Command Range) 24 inches from one board edge (the forest edge), accompanied by the Enguan logging crew, a Log Wagon and an additional NuraKira Overseer with a KalDreman bodyguard.

**Empire:** The Empire player deploys all their models in groups (deploy one model and then as many other models as you like within its Command Range) at least 24 inches from the Delgon and Engu models. They should select one model as the Commander, which gains the CommanderL ability.

**Kedashi:** The Kedashi player does not deploy initially, but can use Initiative Counters to deploy 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 9 inches from any Enemy models. They may activate models even if not all models have been deployed.

## Victory Conditions

**Delgon:** The Delgon player gets a victory if they can escort the NuraKira Overseer or get the Log Wagon off the table. The Delgon player will flee if the Log Wagon is destroyed and the NuraKira Overseer is killed.

**Empire:** The Empire player gets a victory if they can destroy the Log Wagon and kill the NuraKira Overseer, but will flee if more than half their Elite models are killed.

**Kedashi:** The Kedashi player gets a victory if every single model who dares to wield an axe, plus the Commander of the Empire forces is killed or flees.

## Special Rules

**Enguan Logging Crew:** • The Logging Crew consists of the Log Wagon, a Engu Garosa and 3 Engu Axes. These models count as Allies to the Delgon, but the Engu Garosa has LoyaltyT

• The NuraKira Overseer is accompanied by one KalDreman as his bodyguard.

## Variations

This scenario requires a lot of specific models, but could easily be tweaked to suit your available forces. For example it could be a group of Devanu Outcasts coming across a Casanii escorted trade wagon beset by Dhogu...

## Models

**Domesticated Yirnak:** Dhogu - Core; Beast; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Instinctive (2, 1) [T], Powerful [C], Ranger [T], Untrained [T], Very Strong [T]

**Engu Axe:** Empire - Engu; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm); Abilities: Powerful [C], Sea Legs [T]

**Engu Garosa:** Empire - Engu; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (4) [L], Combat Discipline\* [C], Combat Trained (2) [C], Loyalty (Elite) [T], Powerful [C], Sea Legs [T]

**Kaldreman:** Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 2, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Bodyguard [S], Combat Trained (1) [C], Defender [S], Initiative [S], Rare [T]

**Log Wagon:** Item; Object; Movement: Special, Attack: -, Support: -, Toughness: 2+, CR: -, Stamina: 2, Size: gargantuan (80mm); Abilities: Fuel [T], Sturdy [T], Very Heavy [T], Untrained [T], Very Tough\* [S]

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

## Abilities

**Bodyguard [S]:** If an adjacent *Friendly Elite* or *Civilian* model is about to take a Toughness save, this model may make the save in their place. If it is failed then this model is removed as a casualty.

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

**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.

**Commander (x) [L]:** Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

**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.

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

**Initiative [S]:** If this model has not already activated and an adjacent *Friendly Elite* or *Civilian* is activated this model may be activated for free.

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

**Loyalty (x) [T]:** Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

**Powerful [C]:** Any blows that are landed by this model must be saved with a -1 modifier.

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

**Ranger [T]:** This model may move over difficult terrain without *Moving Cautiously*.

**Rare [T]:** This model can only be taken to accompany a model with the Protected[T] ability.

**Sea Legs [T]:** While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed *Agility Test*).

**Sturdy [T]:** This model cannot be targeted by Ranged Attacks.

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

**Very Heavy [T]:** This model may be moved up to 6 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches if pulled by 1 Large or 2 Medium models.

**Very Strong [T]:** This model counts as a Large model for pulling a Log Wagon or a Belderak Bombard.

**Very Tough\* [S]:** Re-roll a failed Toughness save.

Source: *Twilight Day 2017*

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