

# 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 Models

### Kedashi

1 x Trebarnii Swarmcaller

6 x Frenu

### Set Up

The game is played on a small (at least 3 x 3 feet) playing area. 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 inches 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 inches of the centre of the board lose Weak[C] and gain the ChargeA 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 inches from the centre of the table before being killed.

## Models

**Frenu:** Kedashi - Core; Beast, Troop; Movement: 10", Attack: 1, Support: 0, Toughness: -, CR: 1", Size: tiny (15mm); Abilities: Evasive [C], Flying [T], Passive [T], Swift [T], Untrained [T], Weak [C]

**Ishkarru Bomb:** Kedashi - Core; Object; Movement: ?, Attack: ?, Support: ?, Toughness: ?, CR: ?, Size: tiny (15mm); Abilities: Bomb [S], Untrained [T]

**Trebarnii Swarmcaller:** Kedashi - Core; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: Special, Size: medium (40mm); Abilities: Beast Handler (1) [L], Captain (6) [L], Dodge\* [C], Manipulate Swarm (1) [A], Ranger [T], Sacrifice [S]

## Abilities

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

**Bomb [S]:** Whenever a model picks up or Operates this model, and at the start of any Activation where it is carrying or Operating it, it must roll a 2+ Toughness save. If failed, the model is removed as a casualty.

**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*.

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

**Evasive [C]:** Each successful Oran cast by this model cancels two opposing Erac.

**Flying [T]:** This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

**Leap\* (x) [A]:** Leap up to X", ignoring intervening models. This move ignores the *Move Cautiously* rule.

**Manipulate Swarm [A]:** When manipulating a swarm all the Frenu and swarms can be removed anywhere within this model's Command Range. When placing a swarm it may be necessary to nudge other models back to make space.

- Create: Discard three Frenu and place a Small Frenu Swarm over the location of one of those Frenu. The swarm may not activate this Turn.

- Disband: Discard a Small Frenu Swarm/Medium Frenu Swarm and place three/six Frenu within 6 inches of the swarm's location.

- Grow: Discard a Small Frenu Swarm and three Frenu or two Small Frenu Swarms and place a Medium Frenu Swarm over the location of one of the swarms. The swarm may not activate this Turn.

**Passive [T]:** This model may not attack as a Combat Action.

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

**Sacrifice [S]:** Discard a *Friendly* model from within this model's Command Range to gain a Stamina. This may be done at any time.

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

**Swift [T]:** This model may be activated any number of times each Turn.

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

**Weak [C]:** Blows landed by this model are saved with a +1 modifier.

*Source: The Twilight Traveller - The Kedashi Swarms*

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