

Eggs!

A simple official scenario for 2 or more players, 200 to 300 points.

The eggs of the kellanion akitiin are regarded throughout Anyaral as a delicacy and many brave adventurers will risk their lives to try and capture the delicious gooey orbs.

The adult akitiin are however very protective and will attack any who venture close to their nests, erupting from their underground tunnels and dragging unfortunate trespassers back to feed their subterranean offspring.

Extra Miniatures

Kedashi

1 x Kellanion Akitiin

8 x Akitiin Egg

For The Variant

8 x Akitiin Hatchling

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a few bits of scenery scattered around. Two eggs per player are placed near the centre of the board, at least 2" apart. An additional two eggs per player are placed near the table, along with one or two akitiin and the akitiin hatchlings (if you are using them).

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) anywhere on the table at least 12" from any other models or eggs. Continue drawing Counters as normal and players who have deployed may activate or place akitiin even if other players haven't deployed yet.

Victory Conditions

The player who escapes with the most eggs at the end of the game is the winner! If several players have the same number then they are all winners! Play continues until all models have left the table. Players cannot be forced to flee.

Special Rules

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

The Eggs: Eggs are treated as Objects. Each model may carry any number of eggs. Beasts may carry eggs, but drop them after moving.

The Akitiin: If there are any akitiin available off the board then any player may choose to deploy one of them in place of an activation. The akitiin may erupt anywhere on the board within 3" of an egg.

During the Combat Phase one player may use their turn to attack with the akitiin. It may lunge, but must attack a model carrying an egg if possible.

If the akitiin is hit by any blows, cast a Combat Stone instead of making a Toughness save. On a success the akitiin flees back into its tunnel and is removed from the table. Cast three Combat Stones and the player who landed the blows may place one egg for each success within the area previously occupied by the akitiin.

If there are no models within 3" of the akitiin at the end of the Combat Phase then it retreats, taking any nearby eggs from within 3" with it.

Escaping: Any model may escape if it ends its move at least 6" from any Enemy models. If it is more than 18" from the centre of the table then it automatically keeps all the eggs it is carrying. If closer than 18" then cast a Combat Stone for each egg: it is kept on a success, otherwise it is left on the table.

Variations

Hatching the eggs: Use the Hatch[S] ability of the eggs. Any model carrying an egg that hatches is now in combat with the newborn. Remember that although Beasts drop any egg they are carrying at the end of their move, the egg is still adjacent to them.

If you run out of hatchling models, either use proxy models or tokens, or decide that the remaining eggs do not hatch (agree

to the rule before you start the game).

In addition, if at any time you need to place an egg but none are available then one other random egg immediately hatches. Replace it with a hatchling and then place the egg as required.

Controlling the hatchlings: A player may use one of their Initiative Counters to activate one hatchling, instead of their own models.

Attacking with the hatchlings: During the Combat Phase a player may use their turn to attack with a hatchling.

Special Models

Akitiin Egg: Kedashi - Core; Egg, Object; Movement: –, Attack: –, Support: –, Toughness: 6+, CR: 2”, Size: tiny (15mm); Abilities: Hatch (Akitiin Hatchling) [S], Nest (5) [S], Untrained [T]

Akitiin Hatchling: Kedashi - Core; Beast; Movement: 6”, Attack: 1, Support: 1, Toughness: 6+, CR: 1”, Size: tiny (15mm); Abilities: Pack (1) [L], Ranger [T]

Kellanian Akitiin: Kedashi - Core; Beast; Movement: 4”, Attack: 6, Support: 0, Toughness: 3+, CR: 6”, Stamina: 3, Size: huge (60mm); Abilities: Aggressive (3) [T], Ambush [S], Instinctive (4, 0) [T], Lunge (3) [C], Powerful [C], Untrained [T], Very Tough* [S], Wild Animal [T]

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X”.

Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6” of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

Hatch (x) [S]: Roll a die at the start of each Combat Phase. On a 5 or 6 the *Egg* hatches: replace this model with a X. The newly-hatched X can participate in combat.

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

Lunge (x) [C]: Use this model's Combat Action to attack a model within X”. These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Nest [S]: At the start of the game you may choose not to deploy this model and up to X identical models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9” from any *Enemy* models. The models may be activated during the Turn.

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

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

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

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

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

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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