

Enter The Forests

An official scenario for 2 players, 205 points.

NuraSen Yahri had been quite happy serving the decadent Egolans in the city of Peygarl, but they had decreed that he should join the expeditionary forces down in the cursed forests of Naralon. Weeks of travel through the occupied Engu lands, constantly harassed by the ungrateful locals before even reaching the dark forests. His predecessor had at least done a reasonable job with setting up the logistics for tearing down the trees and clearing a large tract of land leading into the depths. He understood that the Engu volunteers had proven invaluable in this work, as long as their insolence was dealt with using a firm hand. Away from the logging camps was a far less pleasant story, with countless biting garkrid making life all but intolerable.

There were rumours of bands of creatures skulking in the trees so he had sent the zealous NuraKira Lutira to investigate. Her absence should at least bring a little peace to the camp.

Forces

Kedashi

1 x Trebarnii Boss
3 x Trebarnii Warrior
2 x Trebarnii Brute
1 x Trebarnii Goader
3 x Hunting Akitiin

Delgon

1 x NuraKira
1 x KalDreman
4 x KalJoran
1 x NuraLehn
5 x KalGarkii
2 x KalDru

Set Up

This scenario takes place in the depths of the woods. The players take turns either placing an item of terrain (individual trees, small forest templates, etc.) or passing. If both players pass then no more terrain is placed. Terrain may not be placed within 6" of any other terrain pieces.

Draw Initiative Counters to deploy. When a counter is drawn the player may place a single group (deploy one model and then all other models within its Command Range) of models at least 9" from any enemy models. Once a player's force is deployed, they may use later Initiative Counters to activate even if the other player has not fully deployed.

Victory Conditions

The objective is to force your opponent to flee. Either side will flee if they lose more than half their models.

Source: The Twilight Traveller - The Kedashi Swarms

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