Enter The Forests

An official scenario for 2 players, 205 points.

NuraSen Yahri had been quite happy serving the decadent Egolan 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	Delgon
1 x Trebarnii Boss	1 x NuraKira
3 x Trebarnii Warrior	1 x KalDreman
2 x Trebarnii Brute	4 x KalJoran
1 x Trebarnii Goader	1 x NuraLehn
3 x Hunting Akitiin	5 x KalGarkii
	2 x KalDru

Set Up

The game is played on a medium (4 x 4 feet) playing area. This scenario takes place in the depths of the woods. The players take turns either placing an items 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 inches 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 in the force within its Command Range) of models at least 9 inches 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.

Campaign Mode

This is scenario 1 of 3 for the campaign In and Out Of The Naralon forests.

Models

Hunting Akitiin: Kedashi - Core; Beast; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 1", Size: small (30mm); Abilities: Pack (1) [L], Ranger [T]; **Spit Acid:** : Movement: 6", Range: blast, Attack: 3, Abilities: Point Blank [R], Stun [C]

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]

KalDru: Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Size: small (30mm); **Light Derak:** : Movement: 3", Range: blast, Attack: 3, Abilities: Point Blank [R]

KalGarkii: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 0.5", Size: small (30mm)

KalJoran: Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Charge (1) [A], Defensive Line [C]

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

NuraLehn: Delgon - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (1) [L]

Trebarnii Boss: Kedashi - Core; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Beast Handler (1) [L], Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Ranger [T]

Trebarnii Brute: Kedashi - Core; Beast, Troop; Movement: 6", Attack: 4, Support: 1, Toughness: 3+, CR: 2", Size: medium (40mm); Abilities: Aggressive (3) [T], Charge (2) [A], Pounce (3) [C], Ranger [T], Savage [C]

Trebarnii Goader: Kedashi - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Beast Handler (3) [L], Prod (1, 3) [A], Ranger [T]

Trebarnii Warrior: Kedashi - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Beast Handler (1) [L], Ranger [T]

Abilities

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

Authority (x) [L]: Activate up to X *Friendly Troops* or *Civilians*. Any *Troops* activated by this model may immediately activate up to four *Friendly Troops*, who may not use any further Leadership abilities.

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

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*.

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*.

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.

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.

Defensive Line [C]: During any combat while adjacent to another *Friendly* model with Defensive Line[C], if all successful casts are Oran then each success cancels two opposing Erac.

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.

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

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Prod (x, y) [A]: Select a *Beast* within X" and move it up to Y" directly away from this model.

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.

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

Stun [C]: This attack does no damage, but if any blows are landed then the attacked model is *Stunned*. Roll to remove the effect on a 4+ at the start of the End Phase. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Source: The Twilight Traveller - The Kedashi Swarms

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