

# Entolia - Kedashi

A complex official scenario for 4 or more players, 1200 points.

*The outsiders have breached the Understanding and must pay. You have mustered an enormous force and victory is a foregone conclusion, but this is an opportunity to earn favour within the Kedashi council.*

## Forces

### Kedashi

Pick four 300 points Kedashi forces.

## Influence

During previous games you may have earned influence (by default getting one influence point per victory). Prior to the game you may spend this influence to improve your position.

- Aquatic Akitiin – you may spend one influence to add an Aquatic Akitiin to your force. As an Activation you may place a ‘bubbles’ counter anywhere in the water. During a following turn you may spend an Activation to place an Aquatic Kellanion Akitiin within 3 inches of the bubbles.
- Grimblar – you may spend one influence to add a Grimblar to your force.
- Reinforcements – spend one influence to take a reinforcements token. During the game you may spend this token to spend an Activation to redeploy a group of up to ten of your casualties anywhere on the table at least 8 inches from any Enemy models
- Efficient deployment (this may be used multiple times) – you may spend an influence once all models are set up to gain an additional bonus Activation before the first turn. If multiple forces use this option then place one Activation Counter for each player in the bag (no Combat Counters) and when each counter is drawn one player may activate a model as normal. You may only use this Activation to carry out normal moves, or to deploy a model with Pathfinder[S].

## Set Up

The game is played on a large (4 x 6 feet) playing area. You set up all your forces within the forests as directed.



## Victory Conditions

Your objective is to execute as many of your opponents Elite models as possible. The Kedashi player who executes the most Elites will curry the most favour with the queens council.

## Special Rules

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

When an Activation Counter is drawn all players in that culture may activate one model. A model may use the Solo[T] ability, but only if all activated models have that ability.

## Models

**Grimblar:** Wild Creature; Beast; Movement: 8", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough\* [S], Wild Animal [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 inches of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

**Crunch (x) [C]:** Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

**Indomitable [C]:** This model does not lose its Combat Action if it is attacked.

**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.

**Mighty Blow [C]:** Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

**Pathfinder (x) [S]:** At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

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

**Solo [T]:** If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

**Terror [T]:** Any model within this model's Command Range casts one less Combat Stone in combat and when making Ranged Attacks. They must also cast a successful stone before regaining Stamina.

**Unstoppable [T]:** This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

**Very Powerful [C]:** Any blows that are landed by this model must be saved with a -2 modifier.

**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.

*Source: Twilight Day 2022*

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