

Get Out!

An official scenario for 2 players, 265 to 525 points.

The forest had become increasingly hostile since Lutira had captured that beast. It felt like something within the forest had taken exception to their presence. More logging crews had been vanishing and the ubiquitous little frenu that infest the forests had become even more annoying, raiding their supplies and keeping everybody awake during the day with their incessant cries. The old NuraSen was coming to the conclusion that it might be time to return in person to report to Egolán. Perhaps he could deliver the beast as a gift, while leaving Lutira to the biting bugs and pesky frenu... A scream from one of the unfortunate lookouts was the first sign that Yahri's withdrawal might be less dignified than hoped. The Kiterak had indeed taken exception.

Forces

Kedashi

1 x The Kiterak
1 x Young Queen
1 x Trebarnii Brute
2 x Kaopi
2 x Small Frenu Swarm
18 x Frenu
1 x Trebarnii Goader
1 x Bagrun Bomb Carrier

Delgon

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

Set Up

The game is played on a medium (4 x 4 feet) playing area. The encounter takes place near the edge of the forest with patches of woodland and difficult terrain. Randomly determine which edge is the way to escape.

Delgon: The Delgon player deploys their force as a single group (deploy one model and then all other models in the force within its Command Range) with all models at least 18 inches from the escape board edge.

Kedashi: The Kedashi player deploys The Kiterak anywhere on the board at least 24 inches from the escape board edge and at least 9 inches from any Enemy model. They do not deploy any other models initially.

Victory Conditions

Delgon: The Delgon player wins if either NuraSen Yahri leaves the board by the escape table edge or The Kiterak is killed.

Kedashi: The Kedashi player wins by killing NuraSen Yahri.

Special Rules

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

All the remaining Kedashi models start the game in reserves. Each time one of the Kedashi player's Activation Counters is drawn they may activate as normal or place a model from reserve and up to three Frenu anywhere on the table at least 9 inches from any Enemy model.

When any Kedashi model other than The Kiterak or Young Queen are killed it is immediately placed back into the reserves.

Campaign Mode

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

Models

Bagrun Bomb Carrier: Kedashi - Core; Beast; Movement: 6", Attack: 4, Support: 0, Toughness: 3+, CR: 1", Stamina: 2, Size: large (50mm); Abilities: Bomb Carrier [T], Instinctive (1, 3) [T], Persistent [T], Untrained [T], Very Tough* [S]

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]

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]

Kaopi: Kedashi - Core; Elite; Movement: 10", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: medium (40mm); Abilities: Captain (6) [L], Combat Discipline* [C], Dodge* [C], Flying [T], Manipulate Swarm (1) [A], Sacrifice [S]

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]

NuraSen: Delgon - Core; Elite; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (4) [L], Protected (4) [T]

Small Frenu Swarm: Kedashi - Core; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 6+, CR: 3", Stamina: Special, Size: small (30mm); Abilities: Combat Discipline* [C], Dodge* [C], Flying [T], Sacrifice [S], Swarm (6) [L], Untrained [T]

The Kiterak: Kedashi - Kiterak; Queen, Unique; Movement: 6", Attack: 4, Support: 1, Toughness: 4+, CR: 9", Stamina: 2, Size: large (50mm); Abilities: Commander (4) [L], Ranger [T], Sacrifice [S], Spawn Frenu* [S], Tactician** [S], Terrain (2, Forests) [T], Trainer (2, Loyalty(The Kiterak)) [T], Venerated [T], Very Tough* [S]

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]

Young Queen: Kedashi - Core; Queen; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 9", Stamina: 2, Size: medium (40mm); Abilities: Commander (4) [L], Dodge* [C], Ranger [T], Sacrifice [S], Spawn Frenu* [S], Terrain (2, Forests) [T], Trainer (2, Loyalty(Queen)) [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.

Bomb Carrier [T]: Any Frenu that begin their Activation within this model's Command Range lose Weak[C] and gain the Charge[A] (2) ability for the duration of the Activation.

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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

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.

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*.

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.

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

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.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

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.

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

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

Spawn Frenu* [S]: Place one Frenu adjacent to the model. You may never have more Frenu on the board than you started the game with, so you may not Spawn Frenu[S] that have been removed through Manipulate Swarm[A].

Swarm (x) [L]: Activate up to X *Friendly* Frenu.

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

Tactician [S]:** Use immediately after an Activation Counter has been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use.

Terrain (x, y) [T]: After deploying this model you may immediately place X pieces of terrain of type Y within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, "within" just means that some part of the model/Template is within the area. "Completely within" means that it must be entirely within the area.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

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

Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.

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

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

Source: The Twilight Traveller - The Kedashi Swarms

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