

Intelligence

A simple official scenario for 2 players, 200 to 410 points.

NuraSen Tirrel clutched the vital message tube as he ran through the forest. His bodyguards were all dead, but the flutter of leathery wings had abated and he stilled hoped he might escape the accursed trees and deliver his message. This hope was short lived as a sharp screech erupted from the trees to his left and great shape leapt towards him.

Forces

Empire

Select one of the below forces:

Option 1:

1 x Tanaris Zelehn
1 x Mounted Reyad
4 x Light Cavalry
1 x Militia Captain
5 x Militia
1 x Reyad
4 x Slinger

Option 2:

Pick a 200 to 300 points Empire force.

Delgon

Select one of the below forces:

Option 1:

1 x NuraSen
4 x KalDreman
1 x KalMalog Veteran
2 x KalMalog
1 x NuraLehn
6 x KalGarkii
2 x KalDru

Option 2:

Pick a 200 to 300 points Delgon force.

Extra Models

Kedashi

2 x Kaopi
21 x Frenu
1 x Hendreek Kelahn

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. The encounter takes place in the Naralon forest. The board should have scattered patches of woodland. The Hendreek Kelahn is placed at the centre of the board next to an objective marker to represent the dead priest.

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

Empire: The Empire player then deploys their models as a single group, opposite the Delgon and at least 18 inches from the dead priest.

The players then each place one Kaopi accompanied by 10 Frenu at least 12 inches from any other models.

Victory Conditions

Both players wish to recover the information the dead priest was carrying. The player who can carry the information from the table wins.

Either player will flee if more than half of their Elite models are killed.

Special Rules

Any non-Kedashi model that is engaging the dead priest at the start of its Activation may take the information tube, which can be carried as an Object (see the Rules).

If a player is forced to flee then he removes all his models. The player who has fled then becomes the Kedashi Controller for the remainder of the game. However, he no longer receives any reinforcements.

Controlling the Kedashi Swarm:

- The Kedashi are treated as a separate force with their own set of 6 Activation Counters. When the Kedashi counters are drawn the Kedashi Controller may choose to activate and move models using the normal rules, but may not choose to activate any Kedashi models engaged with their models. They may use the Manipulate Swarm[A] ability on the Kaopi, placing any removed Frenu to the side.
- Initially the Kedashi Controller is the player who has the Initiative when the stone is drawn, but the role will vary throughout the game. During the game every time a player kills a Frenu he keeps the model.
- If a player has more Frenu than their opponent then they become the Kedashi Controller. During the End Phase each player casts one Combat Stone for each Frenu they have and must deploy one of their Frenu for each success they cast. The Frenu must be placed within the Command Range of one of the Kaopi.
- If the Kedashi models are engaged with a player's models during the Combat Phase then the other player may choose to attack with them. They may use the model's abilities, but if they remove any Frenu to gain Stamina then they are immediately given to the opposing player.
- If a Kaopi is killed then the player who killed it must immediately redeploy it anywhere on the table at least 12 inches from any Delgon or Empire models.

Models

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]

Hendreek Kelahn: Kedashi - Core; Beast; Movement: 8", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 2, Size: large (50mm); Abilities: Aggressive (3) [T], Charge (2) [A], Impetuous [T], Instinctive (3, 1) [T], Pounce (3) [C], Powerful [C], Ranger [T], Very Tough* [S], Wild Animal [T]

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)

KalMalog: Delgon - Core; Elite, Mechanical; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 6, Size: medium (40mm); Abilities: Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Fuel [T], Overdrive* [C], Sprint* (4) [A], Stamina Limit (3) [T]

KalMalog Veteran: Delgon - Core; Elite, Mechanical; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 6, Size: medium (40mm); Abilities: Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Ferocity* [C], Fuel [T], Sprint* (4) [A], Stamina Limit (4) [T]

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]

Light Cavalry: Empire - Core; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); **Spear:** : Movement: 10", Range: 4", Attack: 3, Abilities: Light Weapon [R]

Militia: Empire - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Defender [S]

Militia Captain: Empire - Core; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]

Mounted Reyad: Empire - Core; Elite; Movement: 10", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Concentrated Fire* [A]; **Staff Sling:** : Movement: 3", Range: 18", Attack: 2, Abilities: Accurate [R], Quick Shot* [R]

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]

Reyad: Empire - Core; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Concentrated Fire* [A]; **Staff Sling:** : Movement: 3", Range: 18", Attack: 2, Abilities: Accurate

[R], Quick Shot* [R]

Slinger: Empire - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); **Staff Sling:** : Movement: 3", Range: 18", Attack: 2

Tanaris Zelehn: Empire - Ardaug; Elite, Unique; Movement: 8", Attack: 4, Support: 1, Toughness: 4+, CR: 6", Stamina: 2, Size: medium (40mm); Abilities: Captain (6) [L], Combat Trained (2) [C], Commander (4) [L], Inspire [T]

Abilities

Accurate [R]: Recast up to one failed Combat Stone for this attack.

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

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

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.

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.

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

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*.

Concentrated Fire* [A]: Place a Target Marker in Line of Sight at least 4 inches away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2 inches of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

Coordinated Strike* [A]: Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

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.

Dodge* [C]: Force your opponent to turn over one successful Erac.

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.

Ferocity* [C]: Cast one additional Combat Stone.

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*.

Fuel [T]: This model does not recover Stamina during the End Phase.

Impetuous [T]: This model always activates when your first Initiative Counter is drawn each Turn. This is in addition to other models you select to activate.

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.

Inspire [T]: All models directly activated by this model gain one Stamina.

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

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

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.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Passive [T]: This model may not attack as a Combat Action.

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.

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

Protected (x) [T]: This model may be accompanied by up to X Rare[T] models.

Quick Shot* [R]: Make an additional Ranged Attack.

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.

Sprint* (x) [A]: Move up to X". This ability may only be used after this model has performed a Basic Movement.

Stamina Limit (x) [T]: This model may never use more than X Stamina during one Turn.

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

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

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

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

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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