

# KalGush

An official scenario for 2 players, 260 to 280 points.

*NuraKira Elush eyed the KalGush warily, her distorted faces reflecting back from the large eye panes. She coughed sharply as acrid smoke caught her lungs.*

*“So, our Lords have blessed us with another of their marvellous creations? Aside from the pleasant aroma, what is it that you can bring to the cause?”*

*The KalGush mumbled something, but it was muffled by the heavy leather mask. The KalGush then shrugged and turned to waddle a few feet away, the tanks on her back burping and wheezing with every step. The tanks went quiet for a moment as she pulled the trigger and a large gout of flame erupted from the gushrak, igniting a nearby copse of trees.*

*“Ah. I see. Well I guess we had better get on with the mission then before anybody notices the smoke.”*

## Forces

### Empire

1 x Militia Captain

5 x Militia

1 x Reyad

4 x Slinger

3 x Light Cavalry

1 x Trader

### Set Up

### Delgon

2 x NuraKira

2 x KalDreman

8 x KalJoran

2 x KalGush

The encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. The Empire player places three tents close to the centre of the table in a triangle 6” apart. Several Eruk and Baruk are tethered nearby, but don’t need to be represented on the table.

The Empire player places his Light Cavalry anywhere on the table at least 3” from any tents. Most of the Empire forces are asleep in their tents. The Trader has a tent to himself and the Militia and Slingers are split between the other tents with one Elite in each. The Empire player should split up the models and note down which are sleeping in each tent. The Delgon player then deploys his models as one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 12” from the Light Cavalry or the tents.

## Victory Conditions

**Delgon:** The Delgon player wins if he can destroy at least two tents with Gushrak attacks and kill the Trader.

**Empire:** The Empire player wins if he can force the Delgon to flee by killing both NuraKira or both KalGush. The Empire player cannot flee.

## Special Rules

The Empire player may use any Initiative Counters to try and rouse one tent by rolling 6 or more on a D6. He may attempt to rouse each tent several times during a turn. He can add 1 to the roll for each model within 3” of the tent, but always fails on a roll of 1. If successful then he immediately places occupants the occupants within 1” of the tent. This counts as their Activation for the turn.

The Trader may not move more than 6” from the tents.

The Delgon player may rouse a tent by moving into contact with it. He may then place the occupants within 1” of the tent.

If a tent is hit by the Gushrak then all models inside are targeted and do not count as Obstructed. The tent is destroyed and any survivors are immediately roused and placed within 1” of the tent by the Delgon player.

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