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	Delgon
1 x Militia Captain	2 x NuraKira
5 x Militia	2 x KalDreman
1 x Reyad	8 x KalJoran
4 x Slinger	2 x KalGush
3 x Light Cavalry	
1 x Trader	

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a reasonable amount of difficult terrain and obstructions. The Empire player places three tents close to the centre of the board in a triangle 6 inches apart. Several Enuk and Baruk are tethered nearby, but don't need to be represented on the board.

The Empire player places their Light Cavalry anywhere on the board at least 3 inches 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 their 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 inches 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 Activation Counters to try and rouse one tent by rolling 6 or more on a D6. The player may attempt to rouse each tent several times during a turn, and can add 1 to the roll for each model within 3 inches of the tent (a roll of 1 will always fail). If successful then the player immediately places the occupants within 1 inch of the tent. This counts as their Activation for the turn.

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

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

Models

Baruk: Empire - Core; Beast; Movement: 6", Attack: 3, Support: 1, Toughness: 3+, CR: 6", Size: medium (40mm); Abilities: Instinctive (0, 2) [T]

Enuk: Empire - Core; Beast; Movement: 10", Attack: 2, Support: 0, Toughness: 5+, CR: 6", Size: medium (40mm); Abilities: Instinctive (0, 1) [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]

KalGush: Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0", Stamina: 3, Size: small (30mm); Abilities: Gasmask [T], Persistent [T], Safety Valve (3) [T], Vent* [A]; **Gushrak:** : Movement: 3", Range: blast, Attack: 2, Abilities: Focus* [R], Wide Spray* [R]

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]

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]

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

Trader: Empire - Core; Civilian; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Beast Handler (2) [L]

Abilities

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

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.

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.

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.

Focus* [R]: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

Gasmask [T]: This model is immune to effects caused by Cloud Templates.

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.

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

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

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

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

Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.

Safety Valve (x) [T]: If this model has X Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.

Vent* [A]: Place a 3 inches Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Wide Spray* [R]: Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.