

Naralon Apocalypse

A complex experimental scenario for 3 players, 1000 points.

Now it's war. The Delgon have sent a large military force deep into the Naralon forest, led by none other than Dehran. Their goal: destroy the Kiterak and her nest tree. The Kedashi won't go down without a fight, though. To complicate matters, an empire force has been tracking Dehran, and closes in as Dehran begins his assault.

Forces

Kedashi

Pick a 900 points Kedashi force, and add the below extra models:

1 x The Kiterak

Delgon

Pick a 880 points Delgon force (Make sure you take a few KalGush, and Belderak Bombards if you have them. Engu mercenaries can be of use as well.), and add the below extra models:

1 x Dehran

Empire

Pick a 1000 points Empire force.

Set Up

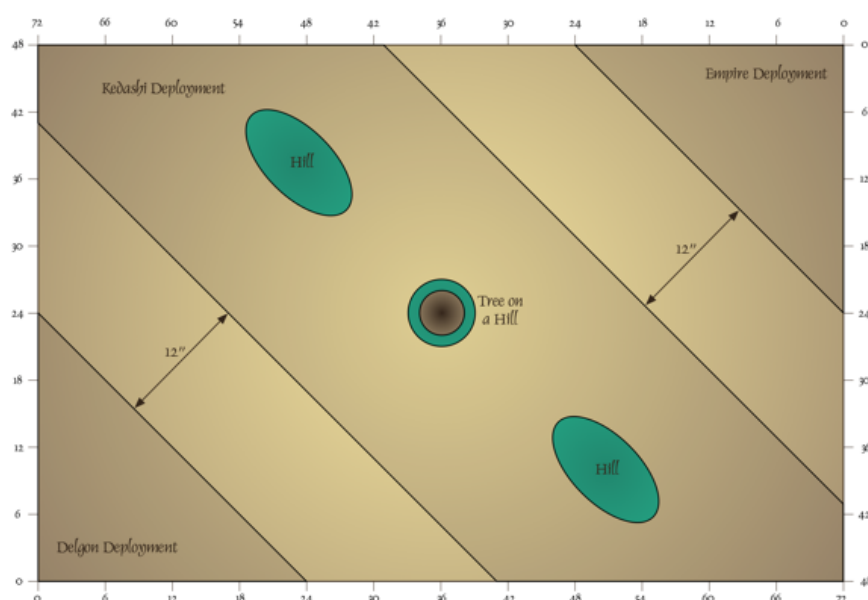
The game is played on a large (4 x 6 feet) playing area.

The forest: The scenario takes place in the depth of the woods. Place the Nest Tree at the centre of the board, on top of a small hill. Place two further largish hills in diagonal. All hills are difficult terrain. Place more terrain (especially areas of woods) as you see fit. The deployment zones of both the Delgon and Empire should be free of terrain.

Delgon: The Delgon player places all their models in one corner of the board.

Empire: The Empire player places all their models in the opposite corner.

Kedashi: The Kedashi player deploys their models in the centre of the board.



Victory Conditions

Delgon: The Delgon win if they destroy the Tree, or kill The Kiterak.

Empire: The Empire win if they kill Dehran.

Kedashi: The Kedashi win if they keep both the Tree and The Kiterak alive.

Fleeing: The Delgon and Empire forces will flee if more than half of their Elites are killed. The Kedashi will not flee.

Special Rules

Setting fire to the forest: During any Combat Phase, a KalGush may shoot its weapon at the scenery. The underbrush catches fire if they throw at least one Erac: place a Fire Marker anywhere under the template.

Fire propagation:

- At the start of each Combat Phase, each Fire Marker moves independently by d3 inches, in the direction indicated by a scatter die. The Fire Markers always move: they never stay in place.
- At the end of each Combat Phase, cast an Erac for any Fire Marker that is more than 9 inches away from any other Fire Markers: the Marker is removed if the cast fails.

Effects of the fire:

- Any two Fire Markers within 9 inches of each other create a wall of flames. If three or more Fire Markers are within 9 inches of each other, the entire surface is considered to be on fire.
- Any model caught in a wall or zone of fire that fails a Toughness save against a Powerful[C] attack is killed immediately. Toughness saves need to be taken as soon as the model is touched by the fire, and then at the start of each Combat Phase.
- It is not possible to fly over or across the fire.
- The fire does not block Line of Sight, but it does Obscure models on the other side of it.

The Tree: The Tree may be damaged by Belderak Bombard and KalGush attacks, or by models with axes. When firing at the Tree any portion of the Tree's base counts as a hit and the Tree does not cast any Combat Stones in defence. The Tree has a 3+ Toughness save against attacks in combat, but receives no saves from Belderak Bombard and KalGush attacks. If 15 damage can be inflicted on the Tree then it is destroyed.

Models

Belderak Bombard: Delgon - Core; Object, Mechanical; Movement: Special, Attack: –, Support: –, Toughness: 2+, CR: –, Stamina: 1, Size: large (50mm); Abilities: Fuel [T], Heavy [T], Sturdy [T], Untrained [T], Very Tough* [S]; **Shell:** : Movement: 0", Range: 12-24", Attack: 2, Abilities: Death From Above [R], Haphazard (4, 3) [R], Operated (2) [R], Powerful [C], Shatter [R]

Dehran: Delgon - Dehran; Enarii, Unique; Movement: 10", Attack: 5, Support: 0, Toughness: 3+, CR: 12", Stamina: 5, Size: large (50mm); Abilities: Assassinate* [A], Combat Trained (2) [C], Critical [T], Impetuous [T], Powerful [C], Protected (4) [T], Unstoppable [T], Very Tough* [S]

Fire Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

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]

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]

Abilities

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

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*.

Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

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

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

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

Haphazard (x, y) [R]: Place a Target Marker within range. Cast X Combat Stones and scatter the impact 2 inches from the target for each miss (roll a D6 to determine direction). The operating models may use their Stamina to recast stones. Place a Y" Template on the impact point: all models under the Template are hit. Leave the target in place, if the target for the next shot is within 3 inches of the target then you may recast one failed Combat Stone when rolling to scatter.

Heavy [T]: This model may be moved up to 6 inches if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3 inches if pulled by 2 Small or 1 Medium model.

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.

Operated (x) [R]: This model may be fired at the end of the Turn if it did not move and there are least X Unengaged *Friendly* Operators models adjacent to it.

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

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.

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

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

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

Shatter [R]: This attack ignores the Sturdy[T] ability.

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].

Sturdy [T]: This model cannot be targeted by Ranged Attacks.

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.

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.

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

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.

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

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.

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