

Secure The Beast!

An official scenario for 2 players, 185 to 300 points.

Yahri was not sure how to feel about Lutira's return, her injuries had not lessened her righteousness or ambition. While Yahri approved of both traits, he had been serving long enough to be wary. There were enthusiastic cries in the camp and three battered looking KalGarkii stumbled from the trees, straining against ropes that bound a ferocious looking beast while Lutira followed with a smug expression of satisfaction on her face. Yahri retreated to his tent, leaving the priest to get the creature into a secure cage. He would have to deal with her later.

Forces

Kedashi

Main Force

1 x Trebarnii Howler Bristleback

1 x Seldoath

4 x Trebarnii Howler

4 x Abrok

Captured Seldoath

1 x Seldoath

Extra Models

Marker

1 x Cage

3 x Rope

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a few scattered trees and pieces of terrain to simulate a small forest clearing.

The captured Seldoath is placed at the centre of the board. Three 2 inches ropes are placed around the Seldoath, one end touching the Seldoath and the other touching a KalGarkii. A Cage is placed with its entrance 10 inches from the Seldoath.

Delgon: The players take turns placing the rest of the Delgon force, models must be placed so that they are at least 3 inches away from the captive and within 9 inches of either the Seldoath or the cage.

Kedashi: The Kedashi player does not place any models initially, but may use their Initiative Counters to deploy a group of models (deploy one model and then as many other models as you like within its Command Range) at least 12 inches from any Delgon models. The Kedashi player may activate models or use Pathfinder[S], even if not all their models have been deployed.

Victory Conditions

Delgon: The Delgon player wins if they can get the captured Seldoath fully into the cage.

Kedashi: The Kedashi player wins if they can rescue the Seldoath and flee with it.

Special Rules

The captured Seldoath has been sedated and bound with three strong ropes that are currently being held by three unfortunate KalGarkii.

Delgon models may not attack the Seldoath, even if it escapes. Any Delgon model may grab the rope by moving to its end. While holding the rope a model may only use its Combat Action to Support in combat against the Seldoath. It may however defend as normal if attacked.

As long as the Delgon player has at least one model holding a rope they can activate the Seldoath and all adjacent models using a single Initiative Counter (even if the Delgon models have activated previously). They may all Move Cautiously. If there are no models holding the ropes then the Kedashi player may activate the Seldoath as normal.

The Seldoath is Stunned. As such, it loses one from its Attack stat and will not regain Stamina for the duration of the game.

During each Combat Phase the captured Seldoath may try to escape. It may either Lunge[C] at an Enemy model that has strayed within 2 inches or fight a Combat against one of the models holding the ropes. Any other models holding a rope may assist. Neither side can cause damage, but if the Seldoath lands any blows it may pull that model 1 inch towards it.

The Kedashi models may flee at the end of their turn if there are no Enemy models within 6 inches.

Variations

If the Seldoath won't go to the Cage...: The Cage can be moved, albeit with difficulty: at the start of the game place the Cage in the middle of one of the board's quadrants (so that its centre is 12 inches away from two board sides). Models can move the Cage (either Delgon or Kedashi!), however due to the rough nature of the forest all Movement is halved: the Cage may be moved up to 3 inches if pulled by 3 Small models, 2 Medium or 1 Large model, or 1.5" if pulled by 2 Small or 1 Medium model.

Pull!: Instead of placing the ropes around the Seldoath, place them all on one side. In practice you may find this makes it easier to physically move the models on the board.

Campaign Mode

This is scenario 2 of 3 for the campaign In and Out Of The Naralon forests.

Models

Abrok: Kedashi - Core; Beast; Movement: 8", Attack: 3, Support: 1, Toughness: 5+, CR: 2", Size: small (30mm); Abilities: Pack (1) [L], Transport (1) [A], Untrained [T]

Cage: Marker; Object; Movement: -, Attack: -, Support: -, Toughness: -, CR: -, Size: large (50mm); Abilities: Heavy [T], Sturdy [T], Untrained [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]

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]

Rope: Marker; Object; Movement: -, Attack: -, Support: -, Toughness: -, CR: -, Size: n/a (-1mm); Abilities: Untrained [T]

Seldoath: Kedashi - Core; Beast, Elite; Movement: 8", Attack: 4, Support: 1, Toughness: 4+, CR: 12", Stamina: 2, Size: medium (40mm); Abilities: Aggressive (3) [T], Charge (2) [A], Combat Trained (1) [C], Dodge* [C], Lunge (2) [C], Pack (1) [L], Ranger [T], Savage [C], Transport (1) [A]

Trebarnii Howler: Kedashi - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 12", Size: small (30mm); Abilities: Aggressive (3) [T], Surefooted [T], Bomber [A], Flit [C], Pack (1) [L], Ranger [T], Rider [T]; **Throw Stones:** : Movement: 6", Range: 6", Attack: 2

Trebarnii Howler Bristleback: Kedashi - Core; Elite; Movement: 6", Attack: 2, Support: 1, Toughness: 6+, CR: 12", Stamina: 1, Size: small (30mm); Abilities: Surefooted [T], Combat Trained (1) [C], Dodge* [C], Pack (2) [L], Pathfinder (7) [S], Ranger [T], Rider [T]; **Throw Stones:** : Movement: 6", Range: 6", Attack: 2, Abilities: Accurate [R]

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".

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.

Bomber [A]: If this model is adjacent to a model with the Bomb Carrier[T] ability then it may take one Ishkarru bomb. It may discard a bomb before making a Ranged Attack to cast an additional Combat Stone.

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 Trained (x) [C]: Recast up to X failed Combat Stones. Can be used once per combat.

Defensive Line [C]: During any combat while adjacent to another *Friendly* model with Defensive Line[C], if all successful casts are Erac then each success cancels two opposing Erac.

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

Flit [C]: Use this model's Combat Action to move up to 3 inches.

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.

Lunge (x) [C]: Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

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

Pathfinder (x) [S]: At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

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*.

Rider [T]: This model may be moved by a model with the Transport[A] ability.

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

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

Surefooted [T]: This model may re-roll a failed *Agility Test*.

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

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

Source: The Twilight Traveller - The Kedashi Swarms

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