

The Garkrid Nest

A experimental scenario for 2 players, 100 to 275 points.

Among the many species of garkrid which crawl and fly over the lands of Anyaral, there is one which is renowned for its production of a sweet, syrupy, amber-coloured liquid. The fubarnii use it to increase the flavour of their meals, but unfortunately many wild beasts are also very fond of it!

The kelahn are especially known to slash the garkrid nests with their claws so they can get to the treasure within.

In this event, the garkrid have built a nest in a hollow tree in the middle of a field, and the local herders make use of it to distract predators away from their precious enuk.

As our story starts, a hungry kelahn is busy feasting on the liquid. While the herders watch the beast wearily, a pack of grishak appears. Even they know better than to disturb a kelahn, but it also gives them an opportunity to get to the herd not much further away.

Forces

Empire

1 x Reypad
4 x Slinger
1 x Mounted Reypad
3 x Light Cavalry
1 x Hunter
2 x Graku

Devanu

2 x Grishak Kopa
4 x Grishak
5 x Grishak Jenta

Devanu

1 x Kelahn

Set Up

The game is played on a medium (4 x 4 feet) playing area. Place some rough terrain and stone walls, making sure there is some terrain which blocks Line of Sight.

Place a 3 inches wide tree (or suitable ersatz) in the middle of the table.

The Grishak player places the Kelahn in base contact with the tree.

The Grishak player deploys his models in a corner of the field, within a 6 inches by 6 inches square.

The Empire player may place his models in any of the three other corners of the field, within a 6 inches by 6 inches square.

Victory Conditions

Grishak: The Grishak player scores one victory point for every Grishak and Grishak Jenta that leaves the field at the corner opposite of the corner he deploys in, 2 points for a Grishak Kopa.

Once the Grishak player scores 5 victory points they win the game.

Empire: The Empire player wins the game if they kill both Grishak Kopa.

Neither player will flee

Special Rules

The Kelahn: The Kelahn acts at the start of each Combat Phase. It will attack any model within 3 inches (pick the closest model, if in doubt roll a die).

If there are no models in range and it isn't in base contact with the tree, it will move 3 inches towards it.

Notes

This scenario isn't intended to be fair. Although the Empire player is most likely to win, it can still be a challenge, as tactical use of the Kelahn can easily tip the balance for either side.

The Grakus can be replaced by Setir Skerrats, and the Slingers by Militias.

Models

Graku: Empire - Orel; Beast; Movement: 8", Attack: 2, Support: 1, Toughness: 5+, CR: 3", Size: small (30mm); Abilities: Pack Hunter [C], Ranger [T]

Grishak: Devanu - Core; Beast; Movement: 10", Attack: 2, Support: 1, Toughness: 4+, CR: 3", Size: small (30mm); Abilities: Charge (2) [A], Pack (1) [L], Pack Hunter [C], Savage [C]

Grishak Jenta: Devanu - Core; Beast; Movement: 10", Attack: 2, Support: 1, Toughness: 5+, CR: 1", Size: small (30mm); Abilities: Pack (1) [L], Pack Hunter [C], Untrained [T]

Grishak Kopa: Devanu - Core; Beast, Elite; Movement: 10", Attack: 3, Support: 1, Toughness: 3+, CR: 6", Size: small (30mm); Abilities: Charge (2) [A], Grishak Trainer (2, Pack Instinct) [T], Pack (2) [L], Pack Hunter [C], Pack Instinct [C], Powerful [C]

Hunter: Empire - Orel; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 2, Size: small (30mm); Abilities: Beast Handler (4) [L], Combat Trained (2) [C], Confuse* [A], Get 'em!* [A], Pathfinder (4) [S], Ranger [T], Solo [T]

Kelahn: Devanu - Outcasts; Beast; Movement: 8", Attack: 6, Support: 0, Toughness: 3+, CR: 6", Stamina: 2, Size: large (50mm); Abilities: Aggressive (3) [T], Instinctive (4, 2) [T], Pounce (3) [C], Powerful [C], Untrained [T], Very Tough* [S], Wild Animal [T]

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]

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]

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

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".

Beast Handler (x) [L]: Activate up to X *Friendly Beasts*.

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 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.

Confuse* [A]: Select a *Beast* model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn.

Get 'em!* [A]: Select one *Friendly Beast* model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.

Grishak Trainer (x, y) [T]: At the start of the game, up to X Grishak(s) in the force may be given the Y ability.

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.

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

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

Pack Instinct [C]: Recast up to one failed Combat Stone for each model with Pack Instinct[C] that is supporting.

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.

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.

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

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

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

Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

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

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

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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