

# Vengeance Of The Kiterak

A complex official scenario for 4 or more players, 300 to 600 points.

*The Kedashi forces are closing in on the poorly defended Tarmelian village of Keroma, but a small force of Defenders may be close enough to ride to their rescue.*

## Forces

### Delgon

Pick a 300 points Delgon force.

### Empire

Pick a 300 points Empire force.

### Kedashi

Pick two 300 points Kedashi forces.

## Extra Models

### Empire

1 x Elder

6 x Slinger

1 x Militia

5 x Civilian

### Item

8 x Seed of Destruction

## Set Up

The game is played on a large (4 x 6 feet) playing area. The 15 villagers are deployed in the centre of the village – each player takes turns placing the Civilians, starting with the defender.

The Kedashi and the Defenders are deployed in the areas as instructed.

## Victory Conditions

**Delgon Special Orders:** You have received word that the demons and their swarms have been erupting in great numbers from the forests and closing in on the village of Keroma. The Empire seems to not have the resources or the will to defend them so this is an opportunity to demonstrate the will of the gods and prove that even the Tarmel clan cannot trust in their pitiful Emperor.

Three of your Elite models may be promoted to have the CommanderL ability. Depending on previous games, you may receive some additional reinforcements.

You may choose to use Activations to activate villagers directly, but they will only Move Cautiously unless activated by one of your models.

- Your objective is to deter the attack and rescue the surviving villagers. If more than 7 villagers are killed then you cannot achieve your victory. It is not clear how to drive the demons away, but our spies report that there are large flightless creatures that seem to be important to the swarms.

**Empire Special Orders:** You have received word that the Kedashi swarms have been erupting in great numbers from the forests and closing in on the village of Keroma. It is vital that the Tarmel clan not lose this village, or we risk the Delgon gaining their support.

Three of your Elite models may be promoted to have the CommanderL ability. Depending on previous games, you may receive some additional reinforcements.

You may choose to use Activations to activate villagers directly, but they will only Move Cautiously unless activated by one of your models.

- Your objective is to deter the attack and rescue the surviving villagers. If more than 7 villagers are killed then you cannot achieve your victory. It is not clear how to drive the demons away, but our spies report that there are large flightless creatures that seem to be important to the swarms.

**Kedashi Special Objectives:** The Young Queens will not let the outsiders get away with their trespasses and The Kiterak has chosen her target such that the outsiders will be taught a painful lesson.

You have been tasked with destroying the village. To aid with this task The Kiterak has given you a number of Seed of Destructions. These parcels contain young Keerit queens that once delivered will dig deep into the ground to form their

nests. Within weeks the queens will have matured and the outsiders will forever have lost their town.

- You must deliver these seeds into five different buildings within the village.
- Your forces will immediately flee if two or more Young Queens are killed, or if there are no longer enough @seed\_of\_destruction&\*@ to achieve your objective.

## Special Rules

When their Initiative Counter is drawn each side may select up to three models to activate directly. A model may use the Solo[T] ability, but only if all activated models have that ability.

**Seed of Destructions:** A Seed may be picked up and carried by any adjacent non-Beast model during its Activation. If a model carrying a Seed is destroyed then the Seed must immediately make a Toughness save or be removed.

## Models

**Civilian:** Empire - Core; Civilian; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 2", Size: small (30mm); Abilities: Untrained [T]

**Elder:** Empire - Core; Civilian, Unique; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 2", Stamina: 2, Size: small (30mm); Abilities: Captain (4) [L], Commander (4) [L], Tactician\*\* [S], Venerated [T]

**Militia:** Empire - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Defender [S]

**Seed of Destruction:** Item; Object; Movement: –, Attack: –, Support: –, Toughness: 4+, CR: –, Size: tiny (15mm); Abilities: Untrained [T], Unwieldy [T]

**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

**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]

**Young Queen:** Kedashi - Core; Queen; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 9", Stamina: 2, Size: medium (40mm); Abilities: Commander (4) [L], Dodge\* [C], Ranger [T], Sacrifice [S], Spawn Frenu\* [S], Terrain (2, Forests) [T], Trainer (2, Loyalty(Queen)) [T]

## Abilities

**Captain (x) [L]:** Activate up to X *Friendly Troops* or *Civilians*.

**Commander (x) [L]:** Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

**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.

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

**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.

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

**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].

**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.

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

**Unwieldy [T]:** A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

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

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

*Source: Twilight Day 2018*

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