

# PANICKED FLIGHT

## DESCRIPTION

Almost as soon as she climbed off the train, the Witchling Stalkers were after her. She ducked underneath the railings at the train station to get away from the creepy, hooded people, but they doggedly followed her, like bloodhounds with a fresh scent. You may not know who the girl is, but if the Witchling Stalkers are so interested in catching her, she must have some worth that your faction can exploit for its own gain.



## SET UP

Place a 30mm Running Child Marker in the center of the board, then place four neutral Witchling Stalker models on the sides of the board where the Centerline meets the table edge, two to a side, each touching a board edge.

Players select Schemes as normal.

## DEPLOYMENT

This scenario uses Corner Deployment.

## SPECIAL

At the start of the turn, the neutral Witchling Stalkers each take two (1) Walk Actions toward the Child Marker, one at a time, by the shortest routes possible. These Walk Actions can trigger disengaging strikes as normal. If any of the Witchling Stalkers comes into base contact with the Child Marker, it is removed from play.

If the Child Marker is removed from play, the Witchling Stalkers remain in place and make attacks against the nearest non-neutral models (if possible).

If a player attacks or is attacked by a neutral Witchling Stalker, the opponent flips all cards for the Witchling Stalker's defense or attacks and may Cheat Fate for it.

Any model within 2" of the Child Marker may take a (1) Interact Action to push it up to 4" in any direction.

## VICTORY

At the end of every Turn after the first, each Crew scores 1 VP for each neutral Witchling Stalker they killed that turn. At the end of every Turn after the first, if the Child Marker is within 6" of a Crew's Deployment Zone, that Crew scores 1 VP.

A Crew may score up to 8 VP from this scenario.

## SHIFTING LOYALTIES

If this scenario is being played as part of a Shifting Loyalties Campaign, a Crew gains 1 Scrip at the start of each turn the Child Marker is completely on its side of the board. If any Witchling Stalkers are still alive at the end of the game, the player that loses this scenario may add a single Witchling Stalker to their Crew's Arsenal.

# DIVERGENT PATHS

The child will gain the following attacks or abilities, depending upon which Faction wins this scenario:

- **Guild:** The child takes the runed pistol from one of the fallen Witchling Stalkers and claims it for her own.
- **Resurrectionists:** As the Witchling Stalkers die around her, the child realizes that she can see their charred souls escaping their bodies and reaches out, touching one and absorbing its soul into herself.
- **Arcanists:** As a Witchling Stalker explodes near her, the child raises her hands and stops the flames in mid-air, revealing her innate ability to control flames of all kinds.
- **Neverborn:** During the battle, a huge, walking teddy bear protects the child from the Witchling Stalkers chasing her. The teddy bear is destroyed in the fighting, but the child gathers up its pieces and sews them into a smaller bear in an attempt to help her new friend live on.
- **Outcasts:** The child joins the mercenaries that saved her and is forced to earn her keep by cleaning their weapons and blood-soaked clothing. The long hours and hard work hardens her young outlook, and when she runs away weeks later, she does so with the leader's wallet and prized Soulstone in her hands.
- **Gremlins:** When one of the rooster-riding Gremlins is shot from its mount, the child hurries over to the injured chicken and tends to its wounds, earning its appreciation and loyalty.
- **Ten Thunders:** After the battle, a silent monk shows the child how to harness her chi to help him heal the wounds of the injured men and women who helped save her.