

# Battle For Roda!

A complex official scenario for 4 or more players, 1150 to 1215 points.

*This is the big showdown between the Empire and the Delgon for control of the town of Roda!*

## Forces

### Delgon & Delgon

Pick three 300 points Delgon forces, and add the below extra models:

#### Delgon

1 x Dehran

4 x KalDehran

#### Delgon

1 x Belderak Bombard

3 x KalGush

## Set Up

**Extra Belderak Bombards:** On top of the one provided by default, the Delgon players add any Belderak Bombards that they managed to get into position in the previous round.

**Generals:** Each side should choose four Generals.

The forces are deployed on opposite sides of the table.

## Victory Conditions

The first side to kill three of their enemies Generals will flee.

**Dehran:** If Dehran is killed then the Delgon should feel ashamed, but they can still win the game.

## Special Rules

When your Initiative Counters are drawn you 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.

**Belderak Bombards:** The Belderak Bombards cannot be moved. They may be fired if there are least two unengaged Delgon models adjacent to them.

*Source: Twilight Day 2016*

*Author: Mike Thorp*