

Belderaks

An official scenario for 4 players, 400 to 680 points.

The Delgon have transported several of their large belderaks from the North and are moving them into position to destroy one of the large trees. Empire scouts have spotted the band of troops close to the town and must destroy the mortars at all costs before they can be got into position.

Forces

Delgon

Pick two 200 to 300 points Delgon forces, and add the below extra models:

2 x Belderak Bombard

2 x Yirnak

Set Up

Delgon: The two Delgon players deploy their forces as one or more groups (deploy one model and then as many other models as you like within its Command Range) within 12" of the board edge. They also deploy the two belderaks, each with an accompanying yirnak.

Empire: The Empire players then deploy their forces within 12" of the opposite board edge.

Victory Conditions

The game ends once both belderak are either destroyed or in position on the hill.

Delgon: The Delgon players are aiming to get the belderak into position on the hill near the centre of the board.

Empire: The Empire player is trying to destroy the carriages on which they are being transported. The belderak may not be destroyed once they are in position.

Special Rules

Activation Counters: Each player gets four Initiative Counters rather than the usual six.

For this game each player activates independently.

Source: Twilight Day 2017

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