

The Reckoning

A experimental scenario for 2 players, 600 to 645 points.

Seeing his tribe slowly decimated by the almost endless waves of sturdier mountain Fubarnii, Khan'ta marshalled his forces and forged out to meet the Delgon might head on. No more did he orchestrate from the nest, for the threat was too great. With his very existence threatened yet again, Khan'ta let loose his wrath, aiming to bring death and destruction to those before his tribe.

Priest Khirkol, pleased with his success at killing the new invaders, continued to strengthen his patrols to ensure the new menace would be eradicated once and for all. Having encountered several sempa, he is convinced that behind them all is a larger, more dangerous creature. As time has passed he grew his Delgon force, and once more set forth to lead from the front to find and bring down the menace to his lands.

Forces

Delgon

1 x NuraSen
4 x KalDromar
4 x KalDru
3 x KalMalog
3 x KalGarkii
3 x KalMalog
9 x KalGarkii

Devanu

1 x Devanu Kopa
1 x Devanu Matriarch
2 x Jenta Hunter
1 x Jenta Handler
8 x Grishak

Note: Each Devanu Matriarch, Devanu Sempa and Grishak is present only if they survived the previous game.

Note: The extra KalGarkii and KalMalog are present only if they survived the previous game.

Set Up

The encounter takes place on a 4 by 4 feet board.

Both the Delgon player and Devanu player take turns to place up to 3 pieces of terrain each.

The Delgon player deploys her models within 6" of the centre of the table.

The Devanu player then deploys his models at least 24" away from any Delgon models.

Victory Conditions

Delgon: The Delgon player wins if she kills the Devanu kopa.

Devanu: The Devanu player wins if he kills the Delgon Priest and all the Bodyguards.

Source: <http://forum.worldoftwilight.com/index.php?topic=188.0>

Author: Chris "Geckilian" Parry