

Kill It With Fire!

A experimental scenario for 2 players, 250 to 285 points.

The portents were clear. The high priests' divinations and calculations had found the time and place. Still, to Limgren, commander of the honour guard, the air tasted bad. They awaited the coming of a god, and Limgren was uneasy. He hissed impatiently, breath quickly turning to crystals in the night air. However, he was snapped to attention by a shout from a forward most soldier.

There! Unmistakable even in the dark through the snow, was the mighty figure of an Enarii made of flesh. But something was wrong. No composed stride, no stature or gravity. Fear, instead of wonder permeated Limgren's heart. Disorientation might be expected in the first moments that a supernatural being experiences on arriving on Anyaral, but this behaviour was different entirely. The silhouette lurched closer, tumbling pines with flailing arms. As the shadow grew and its features became apparent, the terror that gripped Limgren intensified. His demeanour, that usually matched the climes of the mountains on which the guard stood, cracked as he panicked. This was no Enarii!

"Kill it," he screeched, "Kill it!"

Forces

Delgon

Pick a 150 points Delgon force, and add the below extra models:

1 x NuraSen

4 x KalDreman

1 x NuraLehn

Set Up

The game is played on a medium (4 x 4 feet) playing area.

The Delgon player deploys in one half of the board.

The yartain player deploys on other side, right at the board edge.

Wild Creature

1 x Giant Yartain

(as there is currently no official miniature for the giant yartain, you'll have to choose a suitable alternative model from your collection)

Victory Conditions

Delgon: The Delgon player wins if the giant yartain is killed. The Delgon will flee if both the nurasen and the nuralehn are killed.

Giant Yartain: The yartain player wins if the creature escapes the board by reaching the board edge opposite to its deployment.

Special Rules

Slow it down!: The yartain reduces its Move by 1" for each two creatures in base contact with it at the start of its move.

Special Models

Giant Yartain: Wild Creature - ; Beast; Movement: 8", Attack: 6, Support: 0, Toughness: 3+, CR: 6", Stamina: 4, Size: huge (60mm); Abilities: Blitz (3) [C], Mighty Blow [C], Overdrive* [C], Powerful [C], Unstoppable [T], Very Tough* [S]

Abilities

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

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