

# Battle For The Nest Tree!

A complex official scenario for 9 or more players, 900 to 1020 points.

*The Delgon forces believe that they must destroy the ancient tree that seems to be the source of the plague of creatures that descend upon them.*

*Ohkir Sar'ain, a shaman of the Casanii has communed with the spirits of the forest and has convinced the Empire that this must not be allowed to happen.*

## Forces

### Delgon & Dhogu

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

#### Delgon

3 x Belderak Bombard

3 x Yirnak

#### Set Up

The Delgon/Dhogu forces are split into three separate detachments, each accompanied by a Belderak Bombard. These are deployed around the table, in the specified zones.

The Empire/Casanii forces are split into three detachments and deployed as instructed.

The Kedashi are deployed around the tree.

One Elite model in each of the Delgon and Empire detachments can be promoted to have the "Commander[L] (4)"Ability.

### Casanii & Empire

Pick three 300 points forces.

### Kedashi

Pick three 300 points Kedashi forces.

## Victory Conditions

The Delgon win if they can destroy the tree.

**Fleeing:** The Delgon and Empire forces will flee if more than half of their Commanders are killed. The Kedashi will not flee.

**Critical models:** If any Critical[T] models are killed then the Delgon should feel ashamed, but they can still win the game.

## Special Rules

When their Initiative Counter is drawn each side 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.

**The Belderak Bombard:** The Belderak Bombard may be fired at the end of the turn if they did not move and there are least two unengaged Delgon models adjacent to them.

**The Tree:** The Tree may be damaged by Belderak Bombard and KalGush attacks, or by models with axes. When firing at the Tree any portion of the Tree's base counts as a hit and the tree does not cast any Combat Stones in defence. The Tree has a 3+ Toughness save against attacks in combat, but receives no saves from Belderak Bombard and KalGush attacks. If 10 damage can be inflicted on the Tree then it is destroyed.

## Abilities

**Commander (x) [L]:** Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

*Source: Twilight Day 2017*

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