

# The Preacher's Welcome

A experimental scenario for 2 players, 185 to 200 points.

*The Delgon priest came to the small township, his band of trained bodyguards scouting the land around. The villages of the area had been cowed by the sight of his bodyguards, and had listened quietly as he delivered the message of the Enarii to all who would hear it (and some who would not). He felt proud that the word of the Enarii had been spread, and now was returning to the central small town in order to again try and discuss his holy message with their elders.*

*However, all was not well...*

*"Get gone from here!" A voice, with the clipped accent of the central Empire, barked harshly from the other side of the little settlement's centre. The knights had finally tracked them down.*

*"Villagers, listen to me!" the priest cried out. "Do not feel you need to listen to this knight. The Gods are on my side, and if you deny them their wrath and the wrath of the Delgon will surely be upon you!"*

*"Don't listen to the traitor! Support your Emperor! Onward, knights!"*

*Trapped in the middle, what could the villagers do?*

## Forces

### Delgon

1 x NuraKira  
1 x NuraLehn  
2 x KalDreman  
2 x KalJoran  
4 x KalDru

### Empire

1 x Knight Captain  
4 x Knight

## Extra Miniatures

### Villagers

4 x Militia  
3 x Slinger

## Set Up

Place a few buildings in the middle of the board, with the villagers huddled within 6" of the centre. The Empire and Delgon set up on opposite sides of the board, at least 18" away from the centre – the Delgon player chooses their start area first, the Empire player must set up opposite them.

## Victory Conditions

Either side wins if the other side's elite is killed.

## Special Rules

**My Will!:** Whenever they have an elite within command range of one of villagers, a player may expend an Initiative Counter to attempt to "convert" the villager to support their cause.

- Resolve a combat, casting 3 erac for the elite and 2 oran for the villager. If this is successful the villager is converted and fights for their new cause – or at least until the opposing leader pulls a similar move!
- The NuraLehn may also attempt a conversion, casting a single erac.
- For the purpose of activation, the converted villagers are considered to be Friendly with their controllers.
- Until converted, the villagers stay where they are and will not fight.

Source: <http://forum.worldoftwilight.com/index.php?topic=169.0>

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