

Retribution

A experimental scenario for 2 players, 435 to 470 points.

Enraged by the attack upon food supply lines, Delgon Priest Khirkol requisitioned more armoured might to protect his fledgling domain. Determined to discern where these new raiders have come from, he has set out to find the impudent thieves, to teach them the error of their ways with the Delgon might.

Little does he know that in the time it has taken for the news to reach him of the disrupted supply lines, the Devanu have grown stronger. With ample food and room to hunt, the small clutch has expanded into a larger tribe, and Khan'ta had already sent out more and more scouting parties to secure even more food and sport.

Even so, as the Delgon force manages to pin down one of the Devanu scouting parties, the clarion call for retribution is sounded, and the Delgon charge, their aim to cut the head off the beast harassing them.

Forces

Delgon

1 x NuraSen
3 x KalDromar
3 x KalDru
3 x KalMalog
9 x KalGarkii
1 x NuraKira
2 x KalDromar

Note: The NuraKira and her KalDreman are only present if they survived the previous game.

Devanu

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

Note: Get one Grishak per food token gained in the previous game.

Set Up

The encounter takes place on 4 by 4 feet board.

Terrain is placed by the Devanu player, to represent their territory.

The Delgon player deploys within 12" of a table edge of her choice. The Devanu player then deploys within 10" of a board corner along the opposing board edge.

Victory Conditions

Devanu: The Devanu player wins if his sempa survives.

Delgon: The Delgon player wins if she kills the devanu sempa.

The game ends once either the sempa or half the Delgon models (rounding up) are dead.

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

Author: Chris "Geckilian" Parry