

Resistance

An official scenario for 2 players, 400 to 490 points.

Danomar has stood by watching the Delgon advance on the Empire for too long, and has now turned his back on his oath. Following on from his support of the town of Ardel, Danomar has led his loyal followers into the hills, harassing Delgon supply lines at every opportunity. Some local herders have brought word to him that a senior priest and his entourage have been spotted travelling close to his position.

Now is the opportunity to strike a major blow against the Delgon and for the Priest to pay for his crimes against the Empire.

Forces

Empire

1 x Captain Danomar
2 x Knight of Relan
1 x Knight Captain
3 x Knight
1 x Reyad
3 x Slinger

Delgon

1 x NuraSen
4 x KalDreman
2 x NuraLehn
8 x KalGarkii
1 x NuraKira
4 x KalJoran
2 x KalDru
1 x KalMalog

Set Up

The encounter takes place on a small (3 x 3 feet) playing area. A 6" wide road runs centrally east to west across the table, and there should be several areas of difficult terrain on either side.

The Delgon player deploys his force first and must deploy all his models as a single group (deploy one model and then all other models in the force within its Command Range) on the road, at least 24" from the west table edge.

The Empire player deploys all his models at least 12" from any of the Delgon models.

Victory Conditions

The Empire player wins if he can kill the NuraSen.

The Delgon player wins if the NuraSen can escape off the west edge of the board.

Special Rules

The Delgon are caught by surprise and may not use the first two of their Initiative Counters that are drawn to activate models.

Neither player can flee.

Source: Chronicles of Anyaral

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