

Battle For Roda!

A complex official scenario for 4 or more players, 1150 to 1215 points.

This is the big showdown between the Empire and the Delgon for control of the town of Roda!

Forces

Delgon & Delgon

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

Delgon

1 x Dehran

4 x KalDehran

Delgon

1 x Belderak Bombard

3 x KalGush

Set Up

The game is played on a large (4 x 6 feet) playing area.

Extra Belderak Bombards: On top of the one provided by default, the Delgon players add any Belderak Bombards that they managed to get into position in the previous round.

Generals: Each side should choose four Generals.

The forces are deployed on opposite sides of the board.

Victory Conditions

The first side to see three of their enemies Generals killed will flee.

Dehran: If Dehran is killed then the Delgon should feel ashamed, but they can still win the game.

Special Rules

When your Initiative Counters are drawn you 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.

Belderak Bombards: The Belderak Bombards cannot be moved. They may be fired if there are least two Unengaged Delgon models adjacent to them.

Models

Belderak Bombard: Delgon - Core; Object, Mechanical; Movement: Special, Attack: –, Support: –, Toughness: 2+, CR: –, Stamina: 1, Size: large (50mm); Abilities: Fuel [T], Heavy [T], Sturdy [T], Untrained [T], Very Tough* [S]; **Shell:** : Movement: 0", Range: 12-24", Attack: 2, Abilities: Death From Above [R], Haphazard (4, 3) [R], Operated (2) [R], Powerful [C], Shatter [R]

Dehran: Delgon - Dehran; Enarii, Unique; Movement: 10", Attack: 5, Support: 0, Toughness: 3+, CR: 12", Stamina: 5, Size: large (50mm); Abilities: Assassinate* [A], Combat Trained (2) [C], Critical [T], Impetuous [T], Powerful [C], Protected (4) [T], Unstoppable [T], Very Tough* [S]

KalDehran: Delgon - Dehran; Troop; Movement: 6", Attack: 2, Support: 2, Toughness: 5+, CR: 0.5", Stamina: Special, Size: small (30mm); Abilities: Combat Trained (1) [C], Loyalty (Dehran) [T], Ranger [T], Rare [T], Retinue (Dehran) [T], Sprint* (4) [A]

KalGush: Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0", Stamina: 3, Size: small (30mm); Abilities: Gasmask [T], Persistent [T], Safety Valve (3) [T], Vent* [A]; **Gushrak:** : Movement: 3",

Range: blast, Attack: 2, Abilities: Focus* [R], Wide Spray* [R]

Seh'Ban Steyar: Casanii - Steyar; Elite, Unique; Movement: 10", Attack: 5, Support: 1, Toughness: 3+, CR: 9", Stamina: 4, Size: large (50mm); Abilities: Aggressive (3) [T], Captain (6) [L], Charge (1) [A], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Pounce (3) [C], Powerful [C], Very Tough* [S]

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

Charge (x) [A]: Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

Combat Discipline* [C]: Recast any or all Combat Stones.

Combat Trained (x) [C]: Recast up to X failed Combat Stones. Can be used once per combat.

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

Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

Focus* [R]: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

Fuel [T]: This model does not recover Stamina during the End Phase.

Gasmask [T]: This model is immune to effects caused by Cloud Templates.

Haphazard (x, y) [R]: Place a Target Marker within range. Cast X Combat Stones and scatter the impact 2 inches from the target for each miss (roll a D6 to determine direction). The operating models may use their Stamina to recast stones. Place a Y" Template on the impact point: all models under the Template are hit. Leave the target in place, if the target for the next shot is within 3 inches of the target then you may recast one failed Combat Stone when rolling to scatter.

Heavy [T]: This model may be moved up to 6 inches if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3 inches if pulled by 2 Small or 1 Medium model.

Impetuous [T]: This model always activates when your first Initiative Counter is drawn each Turn. This is in addition to other models you select to activate.

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

Operated (x) [R]: This model may be fired at the end of the Turn if it did not move and there are least X Unengaged *Friendly* Operators models adjacent to it.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

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

Protected (x) [T]: This model may be accompanied by up to X Rare[T] models.

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.

Retinue (x) [T]: This model starts with one Stamina if deployed within 3 inches of X. While within 3 inches of X this model gains one Stamina during the End Phase.

Safety Valve (x) [T]: If this model has X Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.

Shatter [R]: This attack ignores the Sturdy[T] ability.

Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

Sprint* (x) [A]: Move up to X". This ability may only be used after this model has performed a Basic Movement.

Sturdy [T]: This model cannot be targeted by Ranged Attacks.

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

Untrained [T]: This model may not be Activated Directly.

Vent* [A]: Place a 3 inches Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

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

Wide Spray* [R]: Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.

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