

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

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 table.

Victory Conditions

The first side to kill three of their enemies Generals 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.

Source: Twilight Day 2016

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