

Battle Of The Giants

An official scenario for 2 or more players, 300 points.

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Each player gets a 300 point force, but it must include one named character (or a Lord of Orel) worth 125 points or more and no more than 10 models.

Victory Conditions

Your force will flee if more than half your Elites are killed.

Models

Lord of Orel: Empire - Orel; Elite; Movement: 8", Attack: 5, Support: 1, Toughness: 3+, CR: 6", Stamina: 2, Size: large (50mm); Abilities: Aggressive (3) [T], Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Graku Master [T], Pounce (3) [C], Powerful [C]

Abilities

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

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

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*.

Graku Master [T]: This model may treat Graku as *Troops*.

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.

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