

Battle For The Nest Tree!

A complex official scenario for 9 or more players, 900 to 1020 points.

The Delgon forces believe that they must destroy the ancient tree that seems to be the source of the plague of creatures that descend upon them.

Ohkir Sar'ain, a shaman of the Casanii has communed with the spirits of the forest and has convinced the Empire that this must not be allowed to happen.

Forces

Delgon & Dhogu

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

Delgon

3 x Belderak Bombard

3 x Yirnak

Set Up

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

Delgon/Dhogu: The Delgon/Dhogu forces are split into three separate detachments, each accompanied by a Belderak Bombard. These are deployed around the board, in the specified zones.

Empire/Casanii: The Empire/Casanii forces are split into three detachments and deployed as instructed.

Kedashi: The Kedashi are deployed around the tree.

Note: One Elite model in each of the Delgon and Empire detachments can be promoted to have the CommanderL Ability.

Victory Conditions

The Delgon win if they can destroy the tree.

Fleeing: The Delgon and Empire forces will flee if more than half of their Commanders are killed. The Kedashi will not flee.

Critical models: If any Critical[T] models are killed then the Delgon should feel ashamed, but they can still win the game.

Special Rules

When their Initiative Counter is drawn each side 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.

The Belderak Bombards: The Belderak Bombards may be fired at the end of the turn if they did not move and there are least two Unengaged Delgon models adjacent to them.

The Tree: The Tree may be damaged by Belderak Bombard and KalGush attacks, or by models with axes. When firing at the Tree any portion of the Tree's base counts as a hit and the tree does not cast any Combat Stones in defence. The Tree has a 3+ Toughness save against attacks in combat, but receives no saves from Belderak Bombard and KalGush attacks. If 10 damage can be inflicted on the Tree then it is destroyed.

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]

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]

Yirnak: Wild Creature; Beast; Movement: 8", Attack: 3, Support: 1, Toughness: 3+, CR: 6", Size: medium (40mm); Abilities: Charge (1) [A], Instinctive (1, 1) [T], Powerful [C], Ranger [T], Very Strong [T]

Abilities

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*.

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.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

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.

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

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

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.

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

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 Strong [T]: This model counts as a Large model for pulling a Log Wagon or a Belderak Bombard.

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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