

Belderaks

An official scenario for 4 players, 400 to 680 points.

The Delgon have transported several of their large belderaks from the North and are moving them into position to destroy one of the large trees. Empire scouts have spotted the band of troops close to the town and must destroy the mortars at all costs before they can be got into position.

Forces

Delgon

Pick two 200 to 300 points Delgon forces, and add the below extra models:

2 x Belderak Bombard

2 x Domesticated Yirnak

Set Up

The game is played on a small (at least 3 x 3 feet) playing area.

Delgon: The two Delgon players deploy their forces as one or more groups (deploy one model and then as many other models as you like within its Command Range) within 12 inches of the board edge. They also deploy the two Belderak Bombards, each with an accompanying Domesticated Yirnak.

Empire: The Empire players then deploy their forces within 12 inches of the opposite board edge.

Victory Conditions

The game ends once both Belderak Bombards are either destroyed or in position on the hill.

Delgon: The Delgon players are aiming to get the Belderak Bombards into position on the hill near the centre of the board.

Empire: The Empire player is trying to destroy the carriages on which they are being transported. The Belderak Bombards may not be destroyed once they are in position.

Special Rules

Activation Counters: Each player gets four Initiative Counters rather than the usual six.

For this game each player activates independently.

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]

Domesticated Yirnak: Dhogu - Core; Beast; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Instinctive (2, 1) [T], Powerful [C], Ranger [T], Untrained [T], Very Strong [T]

Abilities

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

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

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.

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*.

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

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

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

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.

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Author: Mike Thorp