

# Close To Home (Delgon)

An official scenario for 2 players, 300 to 400 points.

*The few weary survivors of the forest are making their final journey home, leaving the cursed trees behind. But fate is still not kind and they have drawn the attention of hungry predators. It is vital that Dehran make it home to tell the tale of all that has occurred.*

## Forces

### Delgon & Delgon

Pick a 200 points Delgon force, and add the below extra models:

### Devanu

Pick a 300 points Devanu force.

### Delgon

1 x Dehran

4 x KalDehran

## Set Up

The game is played on a medium (4 x 4 feet) playing area. The encounter takes place on an open plain, close to the Delgon Territories.

The Delgon player deploys their models in one or more groups (deploy one model and then as many other models as you like within its Command Range) on the central road, at least 24 inches from the safety of the village. Dehran is also deployed with his KalDehran bodyguards.

The Devanu players do not deploy initially, but may use Activations to deploy groups anywhere on the board at least 15 inches from any Delgon models. Those groups may be activated in the same turn they are deployed.

## Victory Conditions

**Delgon:** • The Delgon must escort Dehran to the safety of the village.  
• The Delgon will not flee unless Dehran is killed.

**Devanu:** • The Devanu must try to kill Dehran.  
• The Devanu will flee if more than half their Elites are killed.

## Special Rules

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

For this game each player activates independently.

## Models

**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]

## Abilities

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

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

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

**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.

**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.

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

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

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

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