

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:

Delgon

1 x Dehran

4 x KalDehran

Set Up

The encounter takes place on an open plain, close to the Delgon Territories.

The Delgon player deploys his 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" 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 table at least 15" 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.

Source: Twilight Day 2018

Author: Mike Thorp