

Death And Glory

A experimental scenario for 2 players, 200 to 240 points.

For days now, they had been trapped in this village like a garkrid grub pinned against rock by a kosok. Tasting the air, Captain Germlain rolled his eyes to heavens. Such an attack by the Delgon had been expected here, which was why he and his band of knights had been posted with the militia. But when the attack had come it had been much larger than expected. And now he was going to die here, in this heatless place, where ice fell from the sky.

The village was literally in the mountains, on the very edge of them. There was nowhere for the trade routes to pass through to, and no wealth trapped in the rocks. As such, the traders came grudgingly, and tried to wring what they could from the wretched villagers. Furthermore, so very few Fubarnii travelled to and from the place, the village would be burnt and razed, their skeleton picked clean by scavengers by the time the misdemeanour of the Delgon was discovered. They were crazy mountain-dwelling zealots, and there where scores of them waiting outside for his blood.

The only redeeming factor of the town was its wall. Few towns in the central Empire had them, but these were carved from the grey rock that pierced the sky, so different from the sandy, scorched land of Germlain's hatching. All that stood between the Empire's finest and death was that blasted rock.

However, any hope that Germlain could lead the town until relief arrived was for dwindling rapidly. There was enough food for the whole village, and the fungi from the cave farms would keep them sustained for months. Germlain thought he could even retain his sanity for that long. No, for days now, trapped like a grub, Germlain had watched the erection of a piece of machinery beyond the single gate.

"Looks like a great big Derak," the engineer, who by Germlain's standards was more like a tinker, mused. "Very interesting design. Do you think I could have a look?"

Germlain would have loved for the engineer to have a look, if it meant he could leave and travel south again, where the Devanu threatened his family. But that was looking unlikely, as it looked like the engine was nearing completion. Aside from an intervention from the gods, who the Delgon claimed to have on their side, it didn't look like Germlain would be going anywhere soon.

He sighed. Days of inaction had left him frustrated and moody. The powerlessness of his situation clashed horribly with his strong-willed nature. He already knew what he had to do; not in order to save this bleak village, but to get his own back at the Delgon; in order to antagonise them.

His remaining knights, standing to attention, he beckoned over. Indicating his lieutenant he spoke, his own voice surprising him. "You are the kopa now."

She bowed on reflex, unsure of quite how to react. Pointing at half of the remaining knights, four veterans, he told them to mount up. The militia captain was standing nearby equally confused by Germlain's actions.

"Open the gate on my command. I'll break their toy if it's the last thing I do."

Forces

Delgon

Pick a 200 points Delgon force (split the force in two 100 points groups), and add the below extra models:

1 x Delgon Mechanic

1 x Belderak Bombard

Set Up

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

Empire: The Knights are deployed at the centre of one edge of the board - behind them are the gates to the village they have just come out of.

Delgon: The Delgon player deploys on the other half of the board. The Belderak Bombard is placed 24 inches from the walls of the village (further away the village would be out of range), with the Delgon Mechanic in base contact. Half of the rest of the Delgon (in points) deploy on their half of the board, at least 12 inches from the Belderak Bombard (they don't fully trust the contraption). The other half is kept aside.

Victory Conditions

Empire: The Empire Knights win if both the Delgon Mechanic is killed and the Belderak Bombard is destroyed.

Delgon: The Delgon win if the Empire Militia Captain is killed.

Special Rules

Raising the Alarm: If the Delgon Mechanic is attacked but not killed outright, her screams attract more Delgon: on the next turn, the remaining Delgon are added to the board, deploying on the Delgon player's board edge.

The same occurs if the Knights enter combat with the other Delgon on the board, regardless of the result of the combat.

Destroying the Belderak Bombard: Any Knight can spend its Combat Phase attacking the Belderak Bombard, casting all Erac. The Belderak Bombard does not get to cast Combat Stones.

Variations

Replace the Militia Captain with Captain Danomar (and make the Delgon forces 125 points each).

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]

Captain Danomar: Empire - Knights; Elite, Unique; Movement: 8", Attack: 4, Support: 2, Toughness: 3+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Assassinate* [A], Captain (8) [L], Charge (1) [A], Combat Discipline* [C], Combat Trained (2) [C], Momentum [S], Powerful Charge [T]

Delgon Mechanic: Delgon - Core; Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Initiative [S], Tune Up [A]

Knight: Empire - Knights; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Combat Trained (2) [C]

Knight Captain: Empire - Knights; Elite; Movement: 10", Attack: 4, Support: 2, Toughness: 4+, CR: 6", Stamina: 2, Size: medium (40mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A]

Militia Captain: Empire - Core; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]

Abilities

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

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

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*.

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.

Coordinated Strike* [A]: Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

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

Defender [S]: If an adjacent *Friendly* model becomes *Engaged* during the Activation Phase then this model may immediately move to engage the *Enemy* model, but must maintain contact with the *Friendly* model at all times during the movement.

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.

Initiative [S]: If this model has not already activated and an adjacent *Friendly Elite* or *Civilian* is activated this model may be activated for free.

Momentum [S]: Gain one Stamina and move up to 2 inches if this model destroys another model.

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 Charge [T]: If this model ends its move more than 4 inches from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.

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

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

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

Tune Up [A]: An adjacent *Mechanical* model may immediately gain one Stamina.

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

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

Source: <http://forum.worldoftwilight.com/index.php?topic=174.0>

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