

# Defend The Camp

An official scenario for 2 to 4 players, 300 points.

*NuraKira Elisei has been tasked with escorting the precious Belderak Bombards through the shelter of the forests so as to lay siege to the south of Tonueil. The Delgon have set up camp in the outskirts of the Naralon forest, but as the sun rises there is a scream from one of the scouts...*

## Forces

### Delgon

Pick a 300 points Delgon force, and add the below extra models:

2 x Belderak Bombard

2 x Yirnak

2 x Dhogu Sprog

### non-Delgon

Pick a 300 points non-Delgon force.

## Set Up

The game is played on a small (at least 3 x 3 feet) playing area. The Delgon players set up their forces near the centre of the board. The two Belderak Bombards are placed near the camp and the Yirnak are tethered to one of the trees. The Yirnak are accompanied by two Allied Dhogu Sprogs.

The attacking players do not deploy initially. When their Initiative Counters are drawn they may deploy a single group (deploy one model and then all other models in the force within its Command Range) anywhere on the board at least 9 inches from any Enemy models.

Players may activate models even if not all their models have been deployed.

## Victory Conditions

Each player will flee individually if they lose more than half their Elites.

The attackers achieve a major victory if they can force both Delgon players to flee or if they destroy both Belderak Bombards. They can achieve a minor victory if they destroy one of the Belderak Bombards or kill both Domesticated Yirnaks, even if they then flee.

The Delgon player achieves a major victory if they can repel the attackers and keep both Belderak Bombards and Yirnak alive. They can achieve a minor victory if they repel the attackers and still have at least one Belderak Bombard and one Yirnak left alive.

## Special Rules

The Belderak Bombards may not be moved or fired. They may only be attacked in close combat. They cast no Combat Stones. If blows are landed on the Belderak Bombards, do not make any Toughness saves immediately. Instead, mark the Belderak Bombard with one damage for each blow landed. At the end of the game, if they do not flee the Delgon players can inspect the damage and attempt repairs. Roll one dice for each damage and remove it on a 3+. If any damage remains then the Belderak Bombard has been destroyed.

The Yirnak can be activated by a model with Beast Handler[L] from either side. They will always attack if engaged in combat and cast 2 Erac and 1 Oran.

## 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]

**Dhogu Sprog:** Dhogu - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 5+, CR: 3", Size: small (30mm); Abilities: Beast Handler (1) [L], Evasive [C], Ranger [T]

**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]

**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

**Beast Handler (x) [L]:** Activate up to X *Friendly Beasts*.

**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*.

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

**Evasive [C]:** Each successful Oran cast by this model cancels two opposing Erac.

**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.

*Source: Twilight Day 2019*

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