Entolia – Delgon

A complex official scenario for 4 or more players, 1200 points.

As your boat nears the village your worst fears are realised, the forest behind the village is swarming with wild creatures. Any hope of staving off the attack evaporates before you and you realise that you must now just rescue as many of the local civilians as possible. You are grateful to see the Casanii approaching along the shoreline, but you must ensure that the Enarii receive the credit that is due for this rescue.

Forces

Delgon

Pick four 300 points Delgon forces.

Influence

During previous games you may have earned influence (by default getting one influence point per victory). Prior to the game you may spend this influence to improve your position.
• Belderak Bombards – you will receive one Belderak Bombard for each that survived the 'Defend the Camp' scenario. You may spend additional influence to deploy one Belderak Bombard per influence (up to four in total)
• Advance units (this may be used multiple times) – you can spend one influence to give any one model PathfinderS for the game.
• Efficient deployment (this may be used multiple times) – you may spend an influence once all models are set up to gain an additional bonus Activation before the first turn. If multiple forces use this option then place one Activation Counter for each player in the bag (no Combat Counters) and when each counter is drawn one player may activate a model as normal. You may only use this Activation to carry out normal moves, or to deploy a model with Pathfinder[S].
• Boats (this may be used multiple times) – The Delgon will start with one Boats with three Barges, plus any Boats and Barges that survived the earlier games. They can replace one Boat or two Barges for one influence.

Set Up

The game is played on a large (4 x 6 feet) playing area. You may set up all your forces on Boats or along the shoreline.
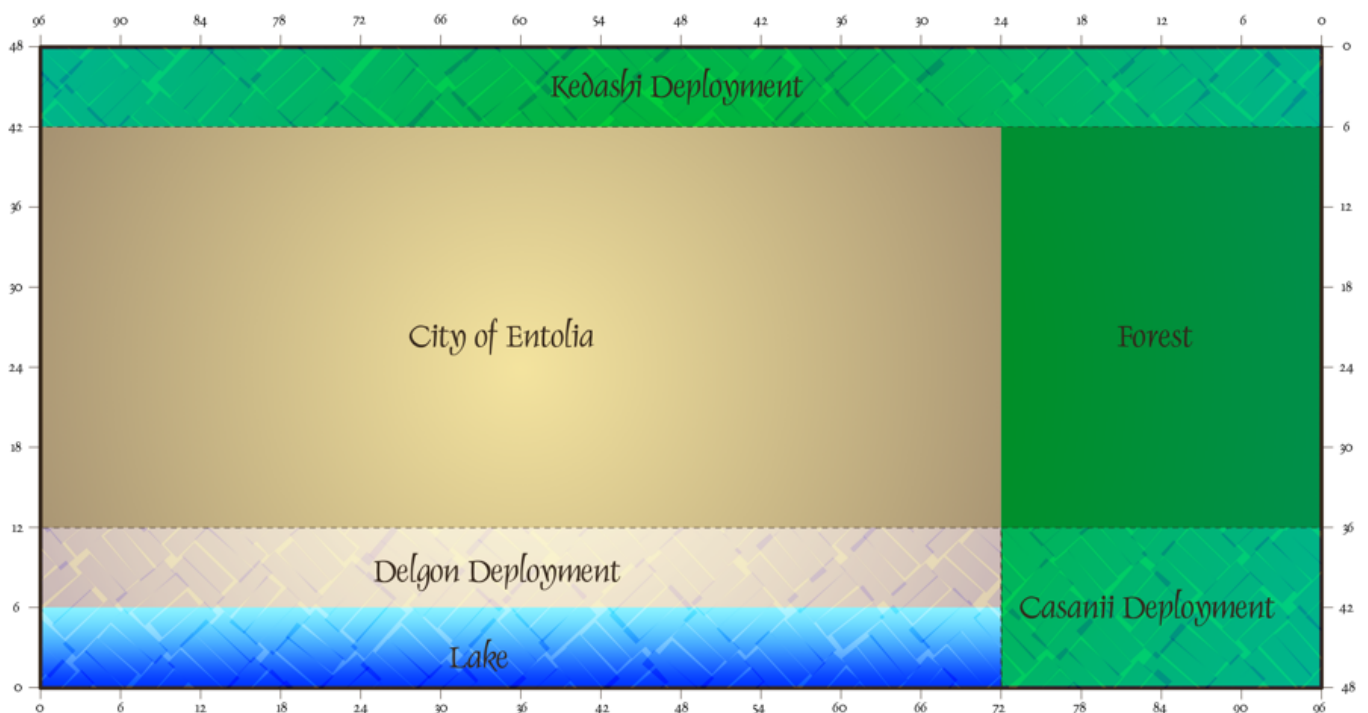
Victory Conditions

Your objective is to rescue at least half of the civilians as by getting them onto boats or escaping along the shore. To achieve a full victory you must rescue more civilians than the Casanii manage.

Special Rules

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

When an Activation Counter is drawn all players in that culture may activate one model. A model may use the Solo[T] ability, but only if all activated models have that ability.

All non-Beast Delgon (and Allied) models have the RescuerL ability.

Moving the boats: The boats can be started at any speed. A Riverfolk model that is on the boat and Unengaged may spend its Activation to increase/decrease the boat's speed. This may only be done once per turn and the boat has a maximum speed of 3 (forward or reverse). The boat will move its speed in inches at the end of each Combat Phase. It will move in a straight line, but if a Riverfolk crew is on the boat they may steer it.

Belderak Bombard Barges: Independent Barges may move up to 4 inches per turn if they have a crew on board. If you do not move the Barge then you may fire the Belderak Bombard as normal. All models on the Barge must make a 2+ roll or fall overboard (Riverboat crew can reroll). All crew are tied to the boat so can be recovered the next turn if there is still at least one model on board and the Barge does not move or fire.
If the Barge is moved to shore then the Belderak Bombard can fire as normal, but may not be moved again unless towed by a boat.

Models

Barge: Item; Boat, Object; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: colossal (100mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

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]

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.

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.

Pathfinder (x) [S]: At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

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

Rescuer (x) [L]: Activate up to X *Friendly Civilians*.

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

Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

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

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

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

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