

Punitive Measures

A experimental scenario for 2 players, 310 to 350 points.

The Delgon command has ordered an audacious attack on the empire for previous offences that have humiliated the northern Fubarnii in the secret war being fought on the border.

Under the cover of night, a Delgon captain escorts a troop of KalGush deep into Empire territory in order to deliver a fearsome strike, before slipping away. Unfortunately for the Delgon, the village is garrisoned better than they had expected, as an order of knights passed through only the day before...

Forces

Delgon

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

1 x NuraKira

3 x KalGush

Empire

Pick a 125 points Empire force (you are limited to militia and slingers), and add the below extra models:

1 x Militia Captain

Reinforcements

1 x Knight Captain

3 x Knight

Extra Miniatures

Empire

Pick a 60 points Villagers force (pick a mix of Empire civilians and beasts as you see fit).

(pick a mix of Empire civilians and beasts as you see fit)

Set Up

The game is played on a 4 by 4 feet board.

Empire: The Empire player sets up one half of the board as a village (at least 3 buildings, with at least 8" between them).

She then divides her models (including the villagers) between each building, secretly noting down their locations.

The knight reinforcements are set aside.

The empire player will not act until the alarm is raised.

Delgon: The Delgon deploy in the opposite half, within 6" on the board edge.

Victory Conditions

Delgon: The Delgon aim to cause as much damage to the town as possible. Get one victory point per building destroyed, and one victory point per civilian killed.

The Delgon will flee if they lose more than half of their elites, which ends the game.

The Delgon may also retreat if they wish to - they are considered to have made good their escape once they are at least 18" away from the middle of the board.

Empire: The Empire player gets three victory points per Delgon elite or KalGush killed.

The villagers will not flee.

Special Rules

Raising the alarm: The alarm is automatically raised once either a building or an empire model (either civilian or militia) has been attacked.

Destroying a building: To destroy a building, a KalGush needs to get in range and blast it using its gushrak. The building throws a single oran in defense, and does not get a save.

If the building is destroyed, any model within escapes if it succeeds on a save with a +2 bonus: it can then be placed outside the building, using a cautious move. If it fails, it dies horribly as it is burnt to a crisp.

The villagers: The Empire player controls the villagers, and can activate them as per the usual rules.

Reinforcements: Cast a combat stone at the beginning of each turn after the alarm was first raised. On a success the knights that were camping close to the village arrive as reinforcements, from either side board edge (Empire player's choice).

Notes: The victory points are based on having 2 Delgon elites and 3 KalGush, vs. 3 buildings and 12 civilians. In the interest of fairness, feel free to adjust the victory point awards depending on the actual forces - e.g. if the Delgon have more elites / Kalgush, or there more than three buildings in the village, or if using civilians with a points cost higher than 5.

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

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