# Resistance

An official scenario for 2 players, 400 to 490 points.

*Danomar has stood by watching the Delgon advance on the Empire for too long, and has now turned his back on his oath. Following on from his support of the town of Ardel, Danomar has led his loyal followers into the hills, harassing Delgon supply lines at every opportunity. Some local herders have brought word to him that a senior priest and his entourage have been spotted travelling close to his position.*
*Now is the opportunity to strike a major blow against the Delgon and for the Priest to pay for his crimes against the Empire.*

## Forces

| Empire | Delgon |
|---|---|
| 1 x Captain Danomar | 1 x NuraSen |
| 2 x Knight of Relan | 4 x KalDreman |
| 1 x Knight Captain | 2 x NuraLehn |
| 3 x Knight | 8 x KalGarkii |
| 1 x Reyad | 1 x NuraKira |
| 3 x Slinger | 4 x KalJoran |
| | 2 x KalDru |
| | 1 x KalMalog |

## Set Up

The game is played on a medium (4 x 4 feet) playing area. A 6 inches wide road runs centrally east to west across the board, and there should be several areas of difficult terrain on either side.

**Delgon:** The Delgon player deploys their force first and must deploy all their models as a single group (deploy one model and then all other models in the force within its Command Range) on the road, at least 24 inches from the west board edge.

**Empire:** The Empire player deploys all their models at least 12 inches from any of the Delgon models.

## Victory Conditions

The Empire player wins if he can kill the NuraSen.

The Delgon player wins if the NuraSen can escape off the west edge of the board.

## Special Rules

The Delgon are caught by surprise and may not use the first two of their Initiative Counters that are drawn to activate models.

Neither player can flee.

## Models

**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]

**KalDreman:** Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 2, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Bodyguard [S], Combat Trained (1) [C], Defender [S], Initiative [S], Rare [T]

**KalDru:** Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Size: small (30mm); **Light Derak:** : Movement: 3", Range: blast, Attack: 3, Abilities: Point Blank [R]

**KalGarkii:** Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 0.5", Size: small (30mm)

**KalJoran:** Delgon - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 0.5", Size: small (30mm);

Abilities: Charge (1) [A], Defensive Line [C]

**KalMalog:** Delgon - Core; Elite, Mechanical; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 6, Size: medium (40mm); Abilities: Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Fuel [T], Overdrive* [C], Sprint* (4) [A], Stamina Limit (3) [T]

**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]

**Knight of Relan:** Empire - Knights; Troop; Movement: 8", Attack: 3, Support: 1, Toughness: 3+, CR: 6", Size: medium (40mm); Abilities: Charge (1) [A], Combat Trained (2) [C], Powerful Charge [T]

**NuraKira:** Delgon - Core; Elite; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (2) [L], Protected (2) [T]

**NuraLehn:** Delgon - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (1) [L]

**NuraSen:** Delgon - Core; Elite; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Authority (4) [L], Protected (4) [T]

**Reyad:** Empire - Core; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Concentrated Fire* [A]; **Staff Sling:** : Movement: 3", Range: 18", Attack: 2, Abilities: Accurate [R], Quick Shot* [R]

**Slinger:** Empire - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); **Staff Sling:** : Movement: 3", Range: 18", Attack: 2

## Abilities

**Accurate [R]:** Recast up to one failed Combat Stone for this attack.

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

**Authority (x) [L]:** Activate up to X *Friendly Troops* or *Civilians*. Any *Troops* activated by this model may immediately activate up to four *Friendly Troops*, who may not use any further Leadership abilities.

**Bodyguard [S]:** If an adjacent *Friendly Elite* or *Civilian* model is about to take a Toughness save, this model may make the save in their place. If it is failed then this model is removed as a casualty.

**Cadre (x) [L]:** Activate up to X *Friendly* models with the Cadre[L] ability.

**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.

**Concentrated Fire* [A]:** Place a Target Marker in Line of Sight at least 4 inches away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2 inches of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

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

**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.

**Defensive Line [C]:** During any combat while adjacent to another *Friendly* model with Defensive Line[C], if all successful casts are Oran then each success cancels two opposing Erac.

**Fuel [T]:** This model does not recover Stamina during the End Phase.

**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.

**Overdrive\* [C]:** Use before combat. Cast one additional Combat Stone.

**Point Blank [R]:** Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

**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.

**Protected (x) [T]:** This model may be accompanied by up to X Rare[T] models.

**Quick Shot\* [R]:** Make an additional Ranged Attack.

**Rare [T]:** This model can only be taken to accompany a model with the Protected[T] ability.

**Sprint\* (x) [A]:** Move up to X". This ability may only be used after this model has performed a Basic Movement.

**Stamina Limit (x) [T]:** This model may never use more than X Stamina during one Turn.

*Source: Chronicles of Anyaral*

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