

The Preacher's Welcome

A experimental scenario for 2 players, 185 to 200 points.

The Delgon priest came to the small township, his band of trained bodyguards scouting the land around. The villages of the area had been cowed by the sight of his bodyguards, and had listened quietly as he delivered the message of the Enarii to all who would hear it (and some who would not). He felt proud that the word of the Enarii had been spread, and now was returning to the central small town in order to again try and discuss his holy message with their elders.

However, all was not well...

"Get gone from here!" A voice, with the clipped accent of the central Empire, barked harshly from the other side of the little settlement's centre. The knights had finally tracked them down.

"Villagers, listen to me!" the priest cried out. "Do not feel you need to listen to this knight. The Gods are on my side, and if you deny them their wrath and the wrath of the Delgon will surely be upon you!"

"Don't listen to the traitor! Support your Emperor! Onward, knights!"

Trapped in the middle, what could the villagers do?

Forces

Delgon

1 x NuraKira

1 x NuraLehn

2 x KalDreman

2 x KalJoran

4 x KalDru

Empire

1 x Knight Captain

4 x Knight

Extra Models

Villagers

4 x Militia

3 x Slinger

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a few buildings in the middle of the board, with the villagers huddled within 6 inches of the centre.

The Empire and Delgon set up on opposite sides of the board, at least 18 inches away from the centre – the Delgon player chooses their start area first, the Empire player must set up opposite them.

Victory Conditions

Either side wins if the other side's Elite is killed.

Special Rules

My Will!: Whenever they have an Elite within Command Range of one of villagers, a player may use an Activation to attempt to "convert" the villager to support their cause.

- Resolve a combat, casting 3 Erac for the Elite and 2 Oran for the villager. If this is successful the villager is converted and fights for their new cause – or at least until the opposing leader pulls a similar move!
- The NuraLehn may also attempt a conversion, casting a single Erac.
- For the purpose of Activation, the converted villagers are considered to be Friendly with their controllers.
- Until converted, the villagers stay where they are and will not fight.

Models

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]

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]

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: Empire - Core; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Defender [S]

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]

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

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.

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.

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.

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.

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

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

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

Source: <http://forum.worldoftwilight.com/index.php?topic=169.0>

Author: TheGremlin