

Totem

An official scenario for 2 players, 275 to 285 points.

Obal had spent many difficult days in council with Dal'Odar of the Odaril tribe to try and build an alliance. Dal'Odar had eventually agreed to consider an alliance, but as a show of faith he had asked that Obal destroy a totem sacred to the Steyar tribe, a task that he would be unwilling to do himself for fear of bringing the anger of the spirits down upon his tribe. Obal was dubious that Dal'Odar would honour his word, but with his Terali allies to support him his confidence was growing that this might at least weaken those Casanii who were proving to be such staunch allies of the empire.

Forces

Empire

1 x NuraKira Obal

2 x KalGush

1 x KalDromar

1 x Militia Captain

5 x Militia

1 x Reyad

2 x Slinger

Set Up

The encounter takes place on a small (3 x 3 feet) playing area on the edges of the Casanii Territories. The Casanii Totem is placed near the centre of the table. The Delgon are deployed in a single group (deploy one model and then all other models within its Command Range) at least 18" from the Totem.

The Casanii are not deployed initially. The Casanii player may use Initiative Counters to deploy up to five of their models in a single group at least 18" from the totem and 12" from any Delgon models.

Victory Conditions

The Empire/Delgon player wins if they can destroy the Casanii Totem. The Casanii player wins if they can kill both the KalGush.

Either player will flee if more than half of their elite models are killed.

Special Rules

The KalGush gain the "Elite" classification (in addition to "Troop" and "Mechanical") so they can be protected by a model with the "Bodyguard" ability.

The KalDromar have been equipped with gas masks, so gain the "Gasmask" ability.

The Totem cannot be activated or moved and may only be destroyed by the KalGush. It casts no combat stones in defence against ranged attacks and has a 3+ tough save.

Abilities

Gasmask [T]: This model is immune to effects caused by Cloud Templates.

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