

Twilight Day
2016

Twilight Day 2016

These are the scenarios that were on offer during the World of Twilight Day 2016. The day starts with introductory games. Post lunch are games whose result will influence the set up for the large, final games of the day.

Morning Games

These simple games are played as introduction for the new joiners.

Chance Encounter

Your force has randomly stumbled upon the Enemy and it's a case of seeing who can get the upper hand.

Scavengers

Mid-day Games

Battle Of The Giants

Belderaks

The Delgon have transported several of their large belderaks from the North and are moving them into position to destroy one of the large trees. Empire scouts have spotted the band of troops close to the town and must destroy the mortars at all costs before they can be got into position.

Hunters

The Caravan

The Big End Of Day Game

This is the final games of the day, with 8+ players around the table.

Battle For Roda!

This is the big showdown between the Empire and the Delgon for control of the town of Roda!

Author: Mike Thorp

Chance Encounter

(Twilight Day 2016)

A simple official scenario for 2 or more players, 200 to 300 points.

Your force has randomly stumbled upon the Enemy and it's a case of seeing who can get the upper hand.

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Pick your Initiative Counters and then draw to see who can deploy. When your counters are drawn you can deploy one or more of your models as a single group (deploy one model and then as many other models as you like within its Command Range) anywhere on the board, as long as they are at least 12 inches from any Enemy models.

Once all your models are deployed (excepting those with Pathfinder[S] and the models accompanying them) you can then use subsequent counters to start activating your models as normal, even if your opponent hasn't fully deployed.

Victory Conditions

Each player will flee if they lose more than half their Elites. The last player standing is the winner.

Abilities

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.

Source: Chronicles of Anyaral

Author: Mike Thorp

Scavengers

(Twilight Day 2016)

A simple official scenario for 2 or more players, 200 to 300 points.

Set Up

The game is played on a medium (4 x 4 feet) playing area. Each player has three Loot Tokens. One Loot Token is placed in the centre of the board.

Players then take turns placing tokens at least 3 inches from any other tokens. Once all the tokens have been placed then Initiative Counters are drawn to deploy models. All models must be placed in groups (deploy one model and then as many other models as you like within its Command Range) at least 6 inches from any loots and 12 inches from any Enemy models.

Once all your models are deployed (excepting those with Pathfinder[S] and the models accompanying them) you can then use subsequent Initiative Counters to start activating your models as normal, even if your opponent hasn't fully deployed.

Victory Conditions

At the end of the game roll one dice for each Loot Token held. The player with the highest score is the winner!

Special Rules

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

Loot:

- Loot Tokens can be picked up and carried freely.
- Players may flee some or all of their models if they leave the table or are at least 9 inches from any Enemy models. All Loot Tokens held by these models are kept.
- Players will be forced to flee if more than half their Elites are killed, in which case cast one Combat Stone for each Loot Token held, otherwise it is lost and removed from play. On a success the player can keep the Loot.
- If all other players are eliminated then the remaining player can scavenge all the Loot Tokens left on the table.

Models

Loot Token: Item; Object; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm); Abilities: Untrained [T], Unwieldy [T]

Abilities

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.

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

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Source: Twilight Day 2017

Author: Mike Thorp

Battle Of The Giants

(Twilight Day 2016)

An official scenario for 2 or more players, 300 points.

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Each player gets a 300 point force, but it must include one named character (or a Lord of Orel) worth 125 points or more and no more than 10 models.

Victory Conditions

Your force will flee if more than half your Elites are killed.

Models

Lord of Orel: Empire - Orel; Elite; Movement: 8", Attack: 5, Support: 1, Toughness: 3+, CR: 6", Stamina: 2, Size: large (50mm); Abilities: Aggressive (3) [T], Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Graku Master [T], Pounce (3) [C], Powerful [C]

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

Graku Master [T]: This model may treat Graku as *Troops*.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

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

Source: Twilight Day 2016

Author: Mike Thorp

Belderaks

(Twilight Day 2016)

An official scenario for 4 players, 400 to 680 points.

The Delgon have transported several of their large belderaks from the North and are moving them into position to destroy one of the large trees. Empire scouts have spotted the band of troops close to the town and must destroy the mortars at all costs before they can be got into position.

Forces

Delgon

Pick two 200 to 300 points Delgon forces, and add the below extra models:

2 x Belderak Bombard

2 x Domesticated Yirnak

Set Up

The game is played on a small (at least 3 x 3 feet) playing area.

Delgon: The two Delgon players deploy their forces as one or more groups (deploy one model and then as many other models as you like within its Command Range) within 12 inches of the board edge. They also deploy the two Belderak Bombards, each with an accompanying Domesticated Yirnak.

Empire: The Empire players then deploy their forces within 12 inches of the opposite board edge.

Victory Conditions

The game ends once both Belderak Bombards are either destroyed or in position on the hill.

Delgon: The Delgon players are aiming to get the Belderak Bombards into position on the hill near the centre of the board.

Empire: The Empire player is trying to destroy the carriages on which they are being transported. The Belderak Bombards may not be destroyed once they are in position.

Special Rules

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

For this game each player activates independently.

Models

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]

Domesticated Yirnak: Dhogu - Core; Beast; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Instinctive (2, 1) [T], Powerful [C], Ranger [T], Untrained [T], Very Strong [T]

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.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

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.

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

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

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

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

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

Very Strong [T]: This model counts as a Large model for pulling a Log Wagon or a Belderak Bombard.

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

Source: Twilight Day 2017

Author: Mike Thorp

Hunters

(Twilight Day 2016)

An official scenario for 2 or more players, 200 points.

Extra Models

Casani

6 x Erillai

Set Up

The game is played on a medium (4 x 4 feet) playing area. A herd of Erillai are placed in the centre of the board by a neutral player.

Initiative Counters are drawn to deploy models. All models must be placed in groups (deploy one model and then as many other models as you like within its Command Range) at least 12 inches from any beasts or Enemy models.

Once all your models are deployed (excepting those with Pathfinder[S] and the models accompanying them) you can then use subsequent Initiative Counters to start activating your models as normal, even if your opponent hasn't fully deployed.

Victory Conditions

At the end of the game the player with the most Loot Tokens is the winner!

Special Rules

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

Erillai:

- When your counter is drawn you may select one Erillai to move before activating your models. The Erillai may turn up to 45 degrees then leap 4 inches forward in a straight line, but may not be moved to within 12 inches of any of your models.
- When an Erillai is killed place a Loot Token on the table.

Loot:

- Loot Tokens can be picked up and carried freely.
- Players may flee some or all of their models if they leave the table or are at least 9 inches from any Enemy models. All Loot Tokens held by these models are kept.
- Players will be forced to flee if more than half their Elites are killed, in which case cast one Combat Stone for each Loot Token held: on a success the player can keep the Loot Token, otherwise it is removed from play.
- If all other players are eliminated then the remaining player can scavenge all the Loot Tokens left on the table.

Models

Erillai: Casanii - Core; Beast; Movement: 8", Attack: 3, Support: 0, Toughness: 4+, CR: 2", Stamina: 1, Size: medium (40mm); Abilities: Instinctive (1, 2) [T], Leap* (4) [A], Untrained [T]

Loot Token: Item; Object; Movement: -, Attack: -, Support: -, Toughness: -, CR: -, Size: tiny (15mm); Abilities: Untrained [T], Unwieldy [T]

Abilities

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Leap* (x) [A]: Leap up to X", ignoring intervening models. This move ignores the *Move Cautiously* rule.

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.

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

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Source: Twilight Day 2017

Author: Mike Thorp

The Caravan

(Twilight Day 2016)

An official scenario for 6 or more players, 1100 to 1270 points.

Forces

Empire

Pick three 300 points Empire forces, and add the below extra models:

Caravan

1 x Wild Belan
2 x Baruk
3 x Euk
1 x Loranti Pargal
4 x Casanii Warrior
3 x Trader
2 x Mounted Trader

Devanu

Pick three 300 points Devanu forces, and add the below extra models:

1 x Kelahn
2 x Jenta Handler

Set Up

The game is played on a medium (4 x 4 feet) playing area. The Empire's caravan is set up first by a neutral player.

Empire: The Empire players then deploy their forces, with all models with 6 inches of the Caravan.

Devanu: The Devanu players do not deploy initially, but may choose to use an Initiative Counter for one player to deploy one group of models (deploy one model and then as many other models as you like within its Command Range) anywhere on the board at least 12 inches from Enemy models and 12 inches from the town.

Victory Conditions

- Wild Belan are worth 5VPs, Baruk are worth 3VPs and Euk are worth 1VP.
- Traders are worth 1VP, mounted Traders are worth 2VP and Loranti Pargal is worth 4VP.

The Empire player wins if they can get more than half the VPs home to the town. Otherwise the Devanu win.

The Empire players will not flee. The Devanu will flee if they lose more than half their Elites.

Special Rules

When their Initiative Counter is drawn each side may select up to three models to activate directly. A model may use the Solo[T] ability, but only if that is the only model the side chooses to activate directly.

Variations

The number of creatures in the caravan is indicative only, feel free to change it.

Models

Baruk: Empire - Core; Beast; Movement: 6", Attack: 3, Support: 1, Toughness: 3+, CR: 6", Size: medium (40mm); Abilities: Instinctive (0, 2) [T]

Casanii Warrior: Casanii - Core; Troop; Movement: 8", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Combat Trained (1) [C], Rider [T]; **Throwing Spear:** : Movement: 8", Range: 4", Attack: 2, Abilities: Bushwack [R]

Enuk: Empire - Core; Beast; Movement: 10", Attack: 2, Support: 0, Toughness: 5+, CR: 6", Size: medium (40mm); Abilities: Instinctive (0, 1) [T]

Jenta Handler: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Beast Handler (2) [L], Ferocity* [C], Leap* (4) [A], Pack Hunter [C]

Kelahhn: Devanu - Outcasts; Beast; Movement: 8", Attack: 6, Support: 0, Toughness: 3+, CR: 6", Stamina: 2, Size: large (50mm); Abilities: Aggressive (3) [T], Instinctive (4, 2) [T], Pounce (3) [C], Powerful [C], Untrained [T], Very Tough* [S], Wild Animal [T]

Loranti Pargal: Empire - Loranti; Elite, Unique; Movement: 8", Attack: 3, Support: 1, Toughness: 3+, CR: 3", Size: medium (40mm); Abilities: Beast Handler (2) [L], Commander (4) [L], Favoured Allies (Casanii) [T], Proud [T], Trainer (4, Retinue(Loranti Pargal)) [T]

Mounted Trader: Empire - Core; Civilian; Movement: 10", Attack: 1, Support: 0, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Beast Handler (2) [L]

Trader: Empire - Core; Civilian; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Beast Handler (2) [L]

Wild Belan: Wild Creature; Beast; Movement: 6", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Instinctive (0, 2) [T], Unstoppable [T], Untrained [T], Very Tough* [S]

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

Beast Handler (x) [L]: Activate up to X *Friendly Beasts*.

Bushwack [R]: This model may make its Ranged Attack at any point during its move.

Combat Trained (x) [C]: Recast up to X failed Combat Stones. Can be used once per combat.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

Favoured Allies (x) [T]: This model allows you to take models of type X as *Allies*. Those models and this model may treat each other as being *Friendly*.

Ferocity* [C]: Cast one additional Combat Stone.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Leap* (x) [A]: Leap up to X", ignoring intervening models. This move ignores the *Move Cautiously* rule.

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

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

Proud [T]: This model may only be Activated Directly.

Rider [T]: This model may be moved by a model with the Transport[A] 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.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

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

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Source: Twilight Day 2016

Author: Mike Thorp

Battle For Roda!

(Twilight Day 2016)

A complex official scenario for 4 or more players, 1150 to 1215 points.

This is the big showdown between the Empire and the Delgon for control of the town of Roda!

Forces

Delgon & Delgon

Pick three 300 points Delgon forces, and add the below extra models:

Delgon

1 x Dehran

4 x KalDehran

Delgon

1 x Belderak Bombard

3 x KalGush

Set Up

The game is played on a large (4 x 6 feet) playing area.

Extra Belderak Bombards: On top of the one provided by default, the Delgon players add any Belderak Bombards that they managed to get into position in the previous round.

Generals: Each side should choose four Generals.

The forces are deployed on opposite sides of the board.

Victory Conditions

The first side to see three of their enemies Generals killed will flee.

Dehran: If Dehran is killed then the Delgon should feel ashamed, but they can still win the game.

Special Rules

When your Initiative Counters are drawn you may select up to three models to activate directly. A model may use the Solo[T] ability, but only if all activated models have that ability.

Belderak Bombards: The Belderak Bombards cannot be moved. They may be fired if there are least two Unengaged Delgon models adjacent to them.

Models

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]

Dehran: Delgon - Dehran; Enarii, Unique; Movement: 10", Attack: 5, Support: 0, Toughness: 3+, CR: 12", Stamina: 5, Size: large (50mm); Abilities: Assassinate* [A], Combat Trained (2) [C], Critical [T], Impetuous [T], Powerful [C], Protected (4) [T], Unstoppable [T], Very Tough* [S]

KalDehran: Delgon - Dehran; Troop; Movement: 6", Attack: 2, Support: 2, Toughness: 5+, CR: 0.5", Stamina: Special, Size: small (30mm); Abilities: Combat Trained (1) [C], Loyalty (Dehran) [T], Ranger [T], Rare [T], Retinue (Dehran) [T], Sprint* (4) [A]

KalGush: Delgon - Core; Mechanical, Troop; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0", Stamina: 3, Size: small (30mm); Abilities: Gasmask [T], Persistent [T], Safety Valve (3) [T], Vent* [A]; **Gushrak:** : Movement: 3", Range: blast, Attack: 2, Abilities: Focus* [R], Wide Spray* [R]

Seh'Ban Steyar: Casanii - Steyar; Elite, Unique; Movement: 10", Attack: 5, Support: 1, Toughness: 3+, CR: 9", Stamina: 4, Size: large (50mm); Abilities: Aggressive (3) [T], Captain (6) [L], Charge (1) [A], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Pounce (3) [C], Powerful [C], Very Tough* [S]

Abilities

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

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

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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

Focus* [R]: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

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

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

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.

Impetuous [T]: This model always activates when your first Initiative Counter is drawn each Turn. This is in addition to other models you select to activate.

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

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.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

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

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

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

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

Retinue (x) [T]: This model starts with one Stamina if deployed within 3 inches of X. While within 3 inches of X this model gains one Stamina during the End Phase.

Safety Valve (x) [T]: If this model has X Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.

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.

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

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

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Vent* [A]: Place a 3 inches Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

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

Wide Spray* [R]: Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.

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