

Twilight Day
2017

Twilight Day 2017

These are the scenarios that were on offer during the World of Twilight Day 2017. 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

Inferno!

The Delgon have been careless with their KalGush and started a great inferno that is tearing through the forest. The various forces in the area have spotted a small hill devoid of trees that may give them refuge.

Intelligence

NuraSen Tirrel clutched the vital message tube as he ran through the forest. His bodyguards were all dead, but the flutter of leathery wings had abated and he stilled hoped he might escape the accursed trees and deliver his message. This hope was short lived as a sharp screech erupted from the trees to his left and great shape leapt towards him.

Mid-day Games

Death In The Trees!

The Enguan logging crews have been carving out great swathes of the Naralon forests. The Empire forces have tracked them down and are intent on disrupting their production.

Meanwhile, the rulers of the forest have started to close in, furious at those who have damaged their trees!

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 Big End Of Day Game

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

Battle For The Nest Tree!

The Delgon forces believe that they must destroy the ancient tree that seems to be the source of the plague of creatures that descend upon them.

Ohkir Sar'ain, a shaman of the Casanii has communed with the spirits of the forest and has convinced the Empire that this must not be allowed to happen.

Author: Mike Thorp

Chance Encounter

(Twilight Day 2017)

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 2017)

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

Inferno!

(Twilight Day 2017)

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

The Delgon have been careless with their KalGush and started a great inferno that is tearing through the forest. The various forces in the area have spotted a small hill devoid of trees that may give them refuge.

Set Up

The game is played on a medium (4 x 4 feet) playing area. Place areas of woodland and difficult terrain.

At the centre of the board is a small rocky hill free of trees approximately 9 inches across. Place five Fire Markers along one edge of the board, with two in the corners and the other three spaced between them.

Draw Initiative Counters to determine who gets to deploy first. That player deploys their models in a single group (deploy one model and then all other models in the force within its Command Range) at least 12 inches from the centre of the board.

The other players then place their models each in a single group at least 12 inches from the centre and 12 inches from any Enemy models.

Victory Conditions

- The players are trying to take refuge on the hill before the fire consumes them.
- Any of the forces will flee if they lose more than half their Elites.
- The last force to flee is the winner.

Special Rules

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

Fire!: • The Fire Markers show how the forest fire is progressing. Each Marker can be represented by a small base. At the end of each Combat Phase roll a D6 for each Marker separately to determine how many inches it moves across the table.

- The line between adjacent Markers is the wall of flames and any model touched or crossed by the wall of flames is immediately destroyed.
- Models may not enter the area behind the wall of fire.
- The Fire Markers will move around the circumference of the hill and any models on the hill are safe from the fire.

Variations

Do not place the Fire Markers before deployment. Once all the players have deployed their forces, number the four board sides and roll a D6 to pick the side of the board the fire will start from (re-roll rolls of 5 or 6). Alternatively, if a Delgon force is present, on a 5 or a 6 start the fire on their side of the board (after all, they started it!).

Models

Fire Marker: Marker; Movement: —, Attack: —, Support: —, Toughness: —, CR: —, Size: tiny (15mm)

Source: Chronicles of Anyaral

Author: Mike Thorp

Intelligence

(Twilight Day 2017)

A simple official scenario for 2 players, 200 to 410 points.

NuraSen Tirrel clutched the vital message tube as he ran through the forest. His bodyguards were all dead, but the flutter of leathery wings had abated and he stilled hoped he might escape the accursed trees and deliver his message. This hope was short lived as a sharp screech erupted from the trees to his left and great shape leapt towards him.

Forces

Empire

Select one of the below forces:

Option 1:

1 x Tanaris Zelehn
1 x Mounted Reyad
4 x Light Cavalry
1 x Militia Captain
5 x Militia
1 x Reyad
4 x Slinger

Option 2:

Pick a 200 to 300 points Empire force.

Delgon

Select one of the below forces:

Option 1:

1 x NuraSen
4 x KalDreman
1 x KalMalog Veteran
2 x KalMalog
1 x NuraLehn
6 x KalGarkii
2 x KalDru

Option 2:

Pick a 200 to 300 points Delgon force.

Extra Models

Kedashi

2 x Kaopi
21 x Frenu
1 x Hendreek Kelahn

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. The encounter takes place in the Naralon forest. The board should have scattered patches of woodland. The Hendreek Kelahn is placed at the centre of the board next to an objective marker to represent the dead priest.

Delgon: The Delgon player deploys their models as a single group (deploy one model and then all other models in the force within its Command Range) at least 18 inches from the dead priest.

Empire: The Empire player then deploys their models as a single group, opposite the Delgon and at least 18 inches from the dead priest.

The players then each place one Kaopi accompanied by 10 Frenu at least 12 inches from any other models.

Victory Conditions

Both players wish to recover the information the dead priest was carrying. The player who can carry the information from the table wins.

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

Special Rules

Any non-Kedashi model that is engaging the dead priest at the start of its Activation may take the information tube, which can be carried as an Object (see the Rules).

If a player is forced to flee then he removes all his models. The player who has fled then becomes the Kedashi Controller for the remainder of the game. However, he no longer receives any reinforcements.

Controlling the Kedashi Swarm:

- The Kedashi are treated as a separate force with their own set of 6 Activation Counters. When the Kedashi counters are drawn the Kedashi Controller may choose to activate and move models using the normal rules, but may not choose to activate any Kedashi models engaged with their models. They may use the Manipulate Swarm[A] ability on the Kaopi, placing any removed Frenu to the side.
- Initially the Kedashi Controller is the player who has the Initiative when the stone is drawn, but the role will vary throughout the game. During the game every time a player kills a Frenu he keeps the model.
- If a player has more Frenu than their opponent then they become the Kedashi Controller. During the End Phase each player casts one Combat Stone for each Frenu they have and must deploy one of their Frenu for each success they cast. The Frenu must be placed within the Command Range of one of the Kaopi.
- If the Kedashi models are engaged with a player's models during the Combat Phase then the other player may choose to attack with them. They may use the model's abilities, but if they remove any Frenu to gain Stamina then they are immediately given to the opposing player.
- If a Kaopi is killed then the player who killed it must immediately redeploy it anywhere on the table at least 12 inches from any Delgon or Empire models.

Models

Frenu: Kedashi - Core; Beast, Troop; Movement: 10", Attack: 1, Support: 0, Toughness: -, CR: 1", Size: tiny (15mm); Abilities: Evasive [C], Flying [T], Passive [T], Swift [T], Untrained [T], Weak [C]

Hendreck Kelahn: Kedashi - Core; Beast; Movement: 8", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 2, Size: large (50mm); Abilities: Aggressive (3) [T], Charge (2) [A], Impetuous [T], Instinctive (3, 1) [T], Pounce (3) [C], Powerful [C], Ranger [T], Very Tough* [S], Wild Animal [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)

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]

KalMalog Veteran: 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], Ferocity* [C], Fuel [T], Sprint* (4) [A], Stamina Limit (4) [T]

Kaopi: Kedashi - Core; Elite; Movement: 10", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: medium (40mm); Abilities: Captain (6) [L], Combat Discipline* [C], Dodge* [C], Flying [T], Manipulate Swarm (1) [A], Sacrifice [S]

Light Cavalry: Empire - Core; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); **Spear:** : Movement: 10", Range: 4", Attack: 3, Abilities: Light Weapon [R]

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

Militia Captain: Empire - Core; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]

Mounted Reyad: Empire - Core; Elite; Movement: 10", 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]

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

Tanaris Zelehn: Empire - Ardaug; Elite, Unique; Movement: 8", Attack: 4, Support: 1, Toughness: 4+, CR: 6", Stamina: 2, Size: medium (40mm); Abilities: Captain (6) [L], Combat Trained (2) [C], Commander (4) [L], Inspire [T]

Abilities

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

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.

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.

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

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.

Dodge* [C]: Force your opponent to turn over one successful Erac.

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.

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

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

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

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.

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.

Inspire [T]: All models directly activated by this model gain one Stamina.

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

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

Manipulate Swarm [A]: When manipulating a swarm all the Frenu and swarms can be removed anywhere within this model's Command Range. When placing a swarm it may be necessary to nudge other models back to make space.

- Create: Discard three Frenu and place a Small Frenu Swarm over the location of one of those Frenu. The swarm may not

activate this Turn.

- **Disband:** Discard a Small Frenu Swarm/Medium Frenu Swarm and place three/six Frenu within 6 inches of the swarm's location.
- **Grow:** Discard a Small Frenu Swarm and three Frenu or two Small Frenu Swarms and place a Medium Frenu Swarm over the location of one of the swarms. The swarm may not activate this Turn.

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

Passive [T]: This model may not attack as a Combat Action.

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

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.

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

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.

Sacrifice [S]: Discard a *Friendly* model from within this model's Command Range to gain a Stamina. This may be done at any time.

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.

Swift [T]: This model may be activated any number of times each Turn.

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

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

Weak [C]: Blows landed by this model are saved with a +1 modifier.

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: The Compiled Twilight Traveller Issue 1

Author: Mike Thorp

Death In The Trees!

(Twilight Day 2017)

An official scenario for 3 players, 300 to 455 points.

The Enguan logging crews have been carving out great swathes of the Naralon forests. The Empire forces have tracked them down and are intent on disrupting their production.

Meanwhile, the rulers of the forest have started to close in, furious at those who have damaged their trees!

Forces

Delgon & Empire

Pick a 300 points Delgon force, and add the below extra models:

Delgon

1 x NuraKira Overseer

1 x KalDreman

Empire

1 x Engu Garosa

3 x Engu Axe

1 x Log Wagon

2 x Domesticated Yirnak

Empire

Pick a 300 points Empire force.

Kedashi

Pick a 300 points Kedashi force.

Set Up

The game is played on a large (4 x 6 feet) playing area. This is a large three player game: Delgon, Empire and Kedashi. Each player selects a 300 points force. In addition the Delgon player gets a Logging Crew as Allies (see details below).

Delgon: The Delgon players deploy their forces in a single group (deploy one model and then all other models in the force within its Command Range) 24 inches from one board edge (the forest edge), accompanied by the Enguan logging crew, a Log Wagon and an additional NuraKira Overseer with a KalDreman bodyguard.

Empire: The Empire player deploys all their models in groups (deploy one model and then as many other models as you like within its Command Range) at least 24 inches from the Delgon and Engu models. They should select one model as the Commander, which gains the CommanderL ability.

Kedashi: The Kedashi player does not deploy initially, but can use Initiative Counters 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 9 inches from any Enemy models. They may activate models even if not all models have been deployed.

Victory Conditions

Delgon: The Delgon player gets a victory if they can escort the NuraKira Overseer or get the Log Wagon off the table. The Delgon player will flee if the Log Wagon is destroyed and the NuraKira Overseer is killed.

Empire: The Empire player gets a victory if they can destroy the Log Wagon and kill the NuraKira Overseer, but will flee if more than half their Elite models are killed.

Kedashi: The Kedashi player gets a victory if every single model who dares to wield an axe, plus the Commander of the Empire forces is killed or flees.

Special Rules

Enguan Logging Crew: • The Logging Crew consists of the Log Wagon, a Engu Garosa and 3 Engu Axes. These models count as Allies to the Delgon, but the Engu Garosa has LoyaltyT

• The NuraKira Overseer is accompanied by one KalDreman as his bodyguard.

Variations

This scenario requires a lot of specific models, but could easily be tweaked to suit your available forces. For example it could be a group of Devanu Outcasts coming across a Casanii escorted trade wagon beset by Dhogu...

Models

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]

Engu Axe: Empire - Engu; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm); Abilities: Powerful [C], Sea Legs [T]

Engu Garosa: Empire - Engu; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Captain (4) [L], Combat Discipline* [C], Combat Trained (2) [C], Loyalty (Elite) [T], Powerful [C], Sea Legs [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]

Log Wagon: Item; Object; Movement: Special, Attack: –, Support: –, Toughness: 2+, CR: –, Stamina: 2, Size: gargantuan (80mm); Abilities: Fuel [T], Sturdy [T], Very Heavy [T], Untrained [T], Very Tough* [S]

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

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*.

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*.

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.

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.

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

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.

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.

Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed *Agility Test*).

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

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

Very Heavy [T]: This model may be moved up to 6 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches if pulled by 1 Large or 2 Medium models.

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

Belderaks

(Twilight Day 2017)

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 2017)

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

Extra Models

Casanii

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

Battle For The Nest Tree!

(Twilight Day 2017)

A complex official scenario for 9 or more players, 900 to 1020 points.

The Delgon forces believe that they must destroy the ancient tree that seems to be the source of the plague of creatures that descend upon them.

Ohkir Sar'ain, a shaman of the Casanii has communed with the spirits of the forest and has convinced the Empire that this must not be allowed to happen.

Forces

Delgon & Dhogu

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

Delgon

3 x Belderak Bombard

3 x Domesticated Yirnak

Set Up

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

Delgon/Dhogu: The Delgon/Dhogu forces are split into three separate detachments, each accompanied by a Belderak Bombard. These are deployed around the board, in the specified zones.

Empire/Casanii: The Empire/Casanii forces are split into three detachments and deployed as instructed.

Kedashi: The Kedashi are deployed around the tree.

Note: One Elite model in each of the Delgon and Empire detachments can be promoted to have the CommanderL Ability.

Victory Conditions

The Delgon win if they can destroy the tree.

Fleeing: The Delgon and Empire forces will flee if more than half of their Commanders are killed. The Kedashi will not flee.

Critical models: If any Critical[T] models are killed then the Delgon should feel ashamed, but they can still win the game.

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 all activated models have that ability.

The Belderak Bombards: The Belderak Bombards may be fired at the end of the turn if they did not move and there are least two Unengaged Delgon models adjacent to them.

The Tree: The Tree may be damaged by Belderak Bombard and KalGush attacks, or by models with axes. When firing at the Tree any portion of the Tree's base counts as a hit and the tree does not cast any Combat Stones in defence. The Tree has a 3+ Toughness save against attacks in combat, but receives no saves from Belderak Bombard and KalGush attacks. If 10 damage can be inflicted on the Tree then it is destroyed.

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]

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]

Abilities

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.

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.

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

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*.

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.

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

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 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.

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.

Source: Twilight Day 2017

Author: Mike Thorp