

Twilight Day
2019

Twilight Day 2019

These are the scenarios that were on offer during the World of Twilight Day 2019. 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.

Defend The Camp

NuraKira Elisei has been tasked with escorting the precious Belderak Bombards through the shelter of the forests so as to lay siege to the south of Tonueil. The Delgon have set up camp in the outskirts of the Naralon forest, but as the sun rises there is a scream from one of the scouts...

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.

Scavengers of Naralon

Following the great battle when the tree fell, the forces fled, pursued by the kedashi swarms. Many have died, but the small band of disillusioned survivors have found themselves close to a great river that they hope will lead to freedom. With hope that they may now escape this accursed forest with their lives, their eyes have been drawn to the overgrown wreckage of a Fubarnii trade boat that has lost its way and crashed on the shoreline. Its precious cargo has been ransacked and spread around the shoreline by the local fauna, but will doubtless contain many valuables. But they are not the only desperate survivors who have found their way here...

The Boat

Transport through this region is difficult, particularly now that the Kedashi have started attacking the river vessels.

Mid-day Games

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.

The Fall of Tonueil!

Empire: The proud capital of Tonueil is under siege by the evil might of the Delgon and their foul Dhogu allies. You have realised that you cannot save the city, but Cren Blaak is leading a valiant mission to save several important councillors that the Delgon are keen to capture.

Delgon: The Enguan capital of Tonueil is under siege and will inevitably fall to our might, giving us total control of this region of Anyaral. Our spies have located several of the Engu leaders who are cowering near the docks. You must capture these leaders if possible, or kill them if you must.

Author: Mike Thorp

Chance Encounter

(Twilight Day 2019)

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

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 all other models within its Command Range) anywhere on the table, as long as they are at least 12" from any enemy models.

Once all your models are deployed (excepting those with pathfinder 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.

Source: Chronicles of Anyaral

Author: Mike Thorp

Defend The Camp

(Twilight Day 2019)

An official scenario for 2 to 4 players, 300 points.

NuraKira Elisei has been tasked with escorting the precious Belderak Bombards through the shelter of the forests so as to lay siege to the south of Tonueil. The Delgon have set up camp in the outskirts of the Naralon forest, but as the sun rises there is a scream from one of the scouts...

Forces

Delgon

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

2 x Belderak Bombard

2 x Yirnak

2 x Dhogu Sprog

non-Delgon

Pick a 300 points non-Delgon force.

Set Up

The Delgon players set up their forces near the centre of the board. The two Belderak Bombards are placed near the camp and the Yirnak are tethered to one of the trees. The Yirnak are accompanied by two Allied Dhogu Sprogs.

The attacking players do not deploy initially. When their Initiative Counters are drawn they may deploy a single group (deploy one model and then all other models in the force within its Command Range) anywhere on the table at least 9" from any Enemy models.

Players may activate models even if not all their models have been deployed.

Victory Conditions

Each player will flee individually if they lose more than half their Elites.

The attackers achieve a major victory if they can force both Delgon players to flee or if they destroy both Belderak Bombards. They can achieve a minor victory if they destroy one of the Belderak Bombards or kill both Yirnaks, even if they then flee.

The Delgon player achieves a major victory if they can repel the attackers and keep both Belderak Bombards and Yirnak alive. They can achieve a minor victory if they repel the attackers and still have at least one Belderak Bombard and one Yirnak left alive.

Special Rules

The Belderak Bombards may not be moved or fired. They may only be attacked in close combat. They cast no Combat Stones. If blows are landed on the Belderak Bombards, do not make any Toughness saves immediately. Instead, mark the Belderak Bombard with one damage for each blow landed. At the end of the game, if they do not flee the Delgon players can inspect the damage and attempt repairs. Roll one dice for each damage and remove it on a 3+. If any damage remains then the Belderak Bombard has been destroyed.

The Yirnak can be activated by a model with Beast Handler[L] from either side. They will always attack if engaged in combat and cast 2 Erac and 1 Oran.

Special 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]

Dhogu Sprog: Dhogu - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 5+, CR: 3", Size: small (30mm);

Abilities: Beast Handler (1) [L], Evasive [C], Ranger [T]

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

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

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

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

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" 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" 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" if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3" 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.

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.

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 2019

Author: Mike Thorp

Scavengers

(*Twilight Day 2019*)

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

Set Up

Each player has three loot tokens. One loot token is placed in the centre of the table. Players then take turns placing tokens at least 3" 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" from any loot tokens and 12" from any enemy models.

Once all your models are deployed (excepting those with pathfinder 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 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" 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 stone for each loot token held, otherwise it is lost and removed from play. On a success the player can keep the token.
- If all other players are eliminated then the remaining player can scavenge all the loot tokens left on the table.

Source: Twilight Day 2017

Author: Mike Thorp

Inferno!

(Twilight Day 2019)

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 encounter takes place on a medium (4 x 4 feet) playing area with areas of woodland and difficult terrain.
- At the centre of the table is a small rocky hill free of trees approximately 9" across. Place five flame markers along one edge of the table, 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 within its Command Range) at least 12" from the centre of the table. The other players then place their models each in a single group at least 12" from the centre and 12" 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 flame 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 flame 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 flame 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!).

Source: Chronicles of Anyaral

Author: Mike Thorp

Scavengers of Naralon

(Twilight Day 2019)

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

Following the great battle when the tree fell, the forces fled, pursued by the kedashi swarms. Many have died, but the small band of disillusioned survivors have found themselves close to a great river that they hope will lead to freedom. With hope that they may now escape this accursed forest with their lives, their eyes have been drawn to the overgrown wreckage of a Fubarnii trade boat that has lost its way and crashed on the shoreline. Its precious cargo has been ransacked and spread around the shoreline by the local fauna, but will doubtless contain many valuables. But they are not the only desperate survivors who have found their way here...

Extra Miniatures

Wild Creature

- 1 x Kellanion Akitiin
- 2 x Tunnelling Akitiin
- 2 x Garkrid Infestation
- 1 x Hendreek Kelahn
- 2 x Ruhnko
- 1 x Kitahii
- 1 x Utakrid
- 2 x Mekkruid

Set Up

The table is set up with a wrecked boat and several piles of cargo. There are also a number of beasts and nests on the table, generally close to the cargo.

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" from any cargo piles, enemy models, beasts or nests.

Once all your models are deployed (excepting those with pathfinder and the models accompanying them) you may 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 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:

- The boat has obviously been wrecked for a while and the cargo has been distributed over a wide area. Each pile of cargo may contain valuable items. A model adjacent to the cargo at the end of its main move may rolls a die to investigate. If a model sacrifices its entire movement then it may cast the die twice. On a 4+ the model takes a loot token. On a 1 there is no more valuable loot in that pile and the cargo pile can be removed.
- 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" 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 stone for each loot token held, otherwise it is lost and removed from play. On a success the player can keep the token.
- If all other players are eliminated then the remaining player can scavenge all the loot tokens left on the table, as long as they are at least 6" from any monsters or nests.

Special Creature Rules

Tunnelling Akitiin Nests:

- If a model ends its activation within 6" of nest then roll a dice. If a 1 or 2 is rolled then a tunnelling akitiin erupts from the ground and immediately attacks. Your opponent may place the akitiin adjacent to the model and then attacks with four combat stones (4 attack). If a model moves cautiously then you may add 1 to the dice roll to see if the model is attacked.
- The akitiin will remain on the table after the combat. Either player may use their Combat Activation to lunge with the akitiin if there are any models within 2".
- If there are no models within 2" at the end of the Combat Phase, or if any blows are landed on the model in combat then the akitiin will disappear back into the ground.

Ruhnko:

- The ruhnko are not fundamentally aggressive, but do not like to be disturbed. Either player may use a Combat Activation to make a ruhnko pounce on any model within 3" during the Combat Phase. The ruhnko will always cast five stones (3 attack, 2 defence) in standard combats.
- If a model has moved cautiously and was not engaged at the start of its activation then it may try to encourage a ruhnko within 6" to move by general yelling and waving of their hands/claws. Cast a combat stone. On a success it may move the ruhnko 2" in any direction. On a 1, the ruhnko takes offence at being disturbed and immediately charges into contact with the model making a 5 stone attack (4 attack, 1 defence).

Kellanian Akitiin: The akitiin will not move, but either player may use their Combat Activation to attack if there are models close enough to lunge at.

Kelahn: The kelahn will not normally move. However, it has become very protective of the loot that it has claimed and will always move 3" towards the loot at the end of a Combat Phase if it is not engaged. It will also Pounce at the start of any Combat Phase if there is a model within 3". The loot that the kelahn is protecting is worth 2D6 victory points if it can be recovered.

Garkrid Nests: These large mounds are difficult to identify from a distance, but if a model moves within 6" then randomly determine what type of nest it is by casting one erac and one oran stones.

Both erac and oran up: Shiny garkrid!: You don't spot any cargo around the nest, but as you get closer a swarm of iridescent garkrid erupt from the nest and flee into the forest. You realise they would fetch a high price back home! An opposing player places six Shiny Garkrid evenly spaced around the nest. The garkrid immediately run D6" away from the nearest player model.

During the end phase, each garkrid will activate and run D6" away from the nearest player model. Remove any garkrid that are more than 12" away from any player models. If a model kills a garkrid it may take one salvage.

Erac on, oran off: Spitting Garkrid: As you approach the nest you hear an evil sounding hissing noise from the garkrid near the nest. You have stumbled across an infestation of dangerous spitting garkrid, their jaws dripping with deadly poison. The garkrid appear to have pulled some of the cargo into the nest. A model adjacent to the nest at the end of its main move may roll a dice to investigate. If a model sacrifices its entire movement then it may roll two dice at the same time. On a 4 or more the model takes a loot token. On a 1 there is no more valuable loot in that pile and the cargo pile can be removed. Starting with the active player, players take turns placing garkrid. Each garkrid is placed 2" from the nest or from another garkrid.

Special rules: If any garkrid are unengaged at the start of a Combat Phase they will make a 2CS Powerful ranged attack against the nearest enemy model within 6". If any garkrid are engaged at the end of a Combat Phase they will move 1" out of combat.

Erac off, oran on: Biting Garkrid Nest: This is a nest of vicious biting garkrid, with a few valuable looking eggs protruding from the branches.

The garkrid appear to have pulled some of the cargo into the nest. A model adjacent to the nest at the end of its main move may roll a die to investigate. If a model sacrifices its entire movement then it may roll two dice at the same time. On a 4 or more the model takes a loot token. On a 1 there is no more valuable loot in that pile and the cargo pile can be removed.

If any model starts its activation within 3" of the nest then cast 3 combat stones and place one Biting Garkrid adjacent to it for each failed roll. You may use combat abilities to recast these stones. One garkrid will attack immediately, with the other garkrid supporting.

Both faces down: Hunted!: As you approach the nest you hear a scream. Roll on the following table and place the relevant models adjacent to the most isolated player model on the table (this is the model furthest from any other friendly or enemy models – if it is unclear then roll a dice to decide).

The models immediately attack. If they kill their target then remove them immediately. Once the attack is resolved, cast the stones again.

1. Kitahii
2. Utakrid

3. Two Mekkridd

Special Models

Annoying Garkrid: Wild Creature; Beast; Movement: 3", Attack: 0, Support: 1, Toughness: –, CR: 0", Size: tiny (15mm); Abilities: Evasive [C], Instinctive (0, 1) [T]

Biting Garkrid: Wild Creature; Beast; Movement: 3", Attack: 1, Support: 1, Toughness: –, CR: 0", Size: tiny (15mm); Abilities: Instinctive (1, 0) [T]

Hendreek 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]

Kellanium Akitiin: Kedashi - Core; Beast; Movement: 4", Attack: 6, Support: 0, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Aggressive (3) [T], Ambush [S], Instinctive (4, 0) [T], Lunge (3) [C], Powerful [C], Untrained [T], Very Tough* [S], Wild Animal [T]

Kitahii: Wild Creature; Beast; Movement: 10", Attack: 4, Support: 0, Toughness: 5+, CR: 6", Size: medium (40mm); Abilities: Aggressive (3) [T], Agility [T], Ambush [S], Combat Trained (2) [C], Pounce (3) [C], Ranger [T], Untrained [T], Wild Animal [T]

Mekkridd: Wild Creature; Beast; Movement: 6", Attack: 2, Support: 0, Toughness: 5+, CR: 0", Size: small (30mm); Abilities: Aggressive (3) [T], Instinctive (2, 0) [T], Pounce (3) [C], Ranger [T], Untrained [T], Wild Animal [T]

Ruhnko: Wild Creature; Beast; Movement: 6", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 1, Size: large (50mm); Abilities: Aggressive (3) [T], Instinctive (3, 1) [T], Pounce (3) [C], Swim (6) [A], Untrained [T], Wild Animal [T]

Shiny Garkrid: Wild Creature; Beast; Movement: 8", Attack: 1, Support: 0, Toughness: –, CR: 0", Size: tiny (15mm); Abilities: Evasive [C], Instinctive (0, 1) [T]

Spitting Garkrid: Wild Creature; Beast; Movement: 3", Attack: 1, Support: 1, Toughness: –, CR: 0", Size: tiny (15mm); Abilities: Instinctive (1, 0) [T], Powerful [C]; **Spirit:** Movement: 0", Range: 6", Attack: 2, Abilities: Powerful [C]

Tunnelling Akitiin: Wild Creature; Beast; Movement: 6", Attack: 4, Support: 0, Toughness: 3+, CR: 6", Size: small (30mm); Abilities: Aggressive (3) [T], Ambush [S], Instinctive (2, 0) [T], Lunge (2) [C], Untrained [T], Wild Animal [T]

Utakrid: Wild Creature; Beast; Movement: 10", Attack: 4, Support: 0, Toughness: 4+, CR: 9", Stamina: 2, Size: large (50mm); Abilities: Crunch (2) [C], Dodge* [C], Flying [T], Grab [A], Overflight [C], 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*.

Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6" of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

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

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

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

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

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*.

Grab [A]: Immediately after this model's Basic Movement, select one Small model that was contacted by this model during that movement. Place the model adjacent to this 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.

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

Lunge (x) [C]: Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Overflight [C]: This model can Move after its Combat Action.

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.

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

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

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 2018

Author: Mike Thorp

The Boat

(Twilight Day 2019)

A play test scenario for 2 players, 300 to 400 points.

Transport through this region is difficult, particularly now that the Kedashi have started attacking the river vessels.

Forces

Kedashi (or any other culture)

Pick a 300 points Kedashi (or any other culture) force.

Empire & Empire (or any non-Kedashi culture)

Pick a 300 points Empire (or any non-Kedashi culture) force, and add the below extra models:

Empire

1 x Riverfolk Captain

4 x Riverfolk Crew

(These models may not leave the boat / barges)

Set Up

Place a narrow River (about 90mm wide) down the centre of the board, with areas of woods on both sides. A felled tree crosses the river about 6" from one end, forming a barrier. The boat is placed 18" from the barrier with three barges behind it.

The defending player deploys their forces within 2" of the boat and barges. Only the riverfolk may be deployed on the boat or barges.

The attacking player does not deploy initially but can use each Initiative Counter to deploy a group at least 12" from any enemy models. The attacking player may activate models even if not all their models have deployed.

Victory Conditions

Defender: Get the boat past the barrier, with as much cargo as possible. The defending player will flee if they have lost the Riverfolk Captain and more than half their elites.

Attacker: Capture the boat or steal as much cargo as possible. The attacking player will flee if they have lost more than half their elites.

The game will end as soon as either side flees. If the defender flees then the attacker takes control of the boat and all barges that haven't passed the barrier. If the attacker flees they still take control of all unhitched barges.

Special Rules

Moving the Boat: The boat starts at speed 1. A riverfolk model that is on the boat and unengaged may use its activation to increase or decrease the boat's speed. This may only be done once per turn and the boat has a maximum speed of 3 (forward or reverse). The boat will move its speed in inches at the end of each Combat Phase. It will move in a straight line, but if a riverfolk crew is on the boat they may steer it.

Unhitching a barge: Any non-beast model may use its activation to hitch or unhitch a barge if it is not engaged and starts its activation next to the connection. Once unhitched, the barge will reduce its speed by 1 before the boat moves (to a minimum of 0).

Movement on and off the Boat / Barges: Any medium or smaller models can move around on the boat/barges and may move on or off the boat/barges if they are within 1" of the shore. However, if a non-flying model does not move cautiously then it must make an Agility Test before moving on the boat.

Agility Test: D6 roll:

- 1: the model falls overboard (remove as a casualty).
- 2: the model stops its movement immediately.
- 3+: The model moves as planned

The test may be re-rolled if a model has "Agile.

If an enemy model is in the way when a model tries to board it must either move back to give space, or move forward to engage the boarding model. If a boarding model defeats an enemy in combat then it may choose to take an Agility Test to take the defeated model's place.

The Barrier: The barrier is a stationary object that can be attacked in combat with a 3+ save. It can take 3 damage before being removed. It may not be targeted by ranged attacks.

If the boat hits the barrier then it attacks with two combat stones per speed. Blows landed by the boat are "Powerful". If the barrier is not destroyed then the boat immediately halts (speed drops to zero) and all models onboard must make an Agility Test. If the boat was travelling at speed 3 then the test is at -1.

Special Models

Riverfolk Captain: Empire - Riverfolk; Elite; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 12", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Sea Legs [T], Trainer (6, Sea Legs) [T], Well-Travelled [T]

Riverfolk Crew: Empire - Riverfolk; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Hook (2) [S], Sea Legs [T]

Abilities

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.

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

Hook (x) [S]: After a normal movement, select one *Object* or model of equal size or smaller within X" and move it adjacent to this model.

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

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

Surefooted [T]: This model may re-roll a failed *Agility Test*.

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

Well-Travelled [T]: This model treats all *Allies* as *Friendly* models.

Source: Twilight Day 2019

Author: Mike Thorp

Belderaks

(Twilight Day 2019)

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 Yirnak

Set Up

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" of the board edge. They also deploy the two belderaks, each with an accompanying yirnak.

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

Victory Conditions

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

Delgon: The Delgon players are aiming to get the belderak 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 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.

Source: Twilight Day 2017

Author: Mike Thorp

Hunters

(*Twilight Day* 2019)

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

Extra Miniatures

Casani

6 x Erillai

Set Up

A herd of Erillai are placed in the centre of the table 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" from any beasts or enemy models.

Once all your models are deployed (excepting those with pathfinder 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" forward in a straight line, but may not be moved to within 12" 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" 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 stone for each loot token held, otherwise it is lost and removed from play. On a success the player can keep the token.
- If all other players are eliminated then the remaining player can scavenge all the loot tokens left on the table.

Source: Twilight Day 2017

Author: Mike Thorp

The Fall of Tonueil!

(Twilight Day 2019)

A complex official scenario for 4 or more players, 1080 to 1175 points.

Empire: The proud capital of Tonueil is under siege by the evil might of the Delgon and their foul Dhogu allies. You have realised that you cannot save the city, but Cren Blaak is leading a valiant mission to save several important councillors that the Delgon are keen to capture.

Delgon: The Enguan capital of Tonueil is under siege and will inevitably fall to our might, giving us total control of this region of Anyaral. Our spies have located several of the Engu leaders who are cowering near the docks. You must capture these leaders if possible, or kill them if you must.

Forces

Delgon & Delgon

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

Delgon

1 x Dehran

4 x KalDehran

Delgon

3 x Belderak Bombard

Set Up

Empire:

- Your forces are split into three detachments and deployed as instructed.
- The councillors have been placed through the city.
- One Elite model in each of your Empire detachments can be promoted to have the "Commander(4)" ability.

Delgon:

- Your forces are split into three separate detachments and deployed as instructed.
- You will also receive several belderaks and Dehran.
- One Elite model in each of the detachments can be promoted to have the "Commander(4)" ability.

Victory Conditions

Empire Special Orders:

- Your forces will flee if more than half your Commanders are killed.
- You are aiming to rescue as many councillors as possible by getting them onto the boats and away from the city.

Delgon Special Orders:

- You are aiming to capture as many of the councillors as possible by holding them adjacent to one of your models at the end of the game.
- You will only flee if you are careless enough to let Dehran be disabled and you have lost more than half your Commanders.
- If any Critical models are disabled then you may still achieve a victory, but you shall be summoned to talk to Garabon himself and I doubt that he will be forgiving.

Special Rules

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

Empire:

- All Engu Troops gain the "Rescuer(2)" ability.

- You may activate boats if they have at least one Engu model on board. Boats may be moved 6" per turn. If hit directly by a mortar a boat will be sunk unless it can make a 4+ save. If sunk, then all models are considered lost (except Tahela, which are excellent swimmers).

Delgon:

- All non-beast models in your force gain the "Captor(1)" ability.
- You may not target the councillors with your belderaks, unless they are on board a boat and look likely to escape.
- You may not control the boats, but you may target them with your belderaks.

Abilities

Captor (x) [L]: Activate up to X adjacent *Enemy Civilians*.

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

Rescuer (x) [L]: Activate up to X *Friendly Civilians*.

Source: Twilight Day 2019

Author: Mike Thorp