

# *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 River

*Captain Arlon could sense something in the air that didn't feel quite right. This route had grown more hazardous in recent months, so he was glad to have a squad of riverknights for company, however much they were costing Lord Delison. The Kadrigan was still a few miles from the forests of Naralon when the first mate cried out - a tree had fallen across the river ahead...*

## 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

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*

# 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 Domesticated Yirnak

2 x Dhogu Sprog

### non-Delgon

Pick a 300 points non-Delgon force.

## Set Up

The game is played on a small (at least 3 x 3 feet) playing area. 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 board at least 9 inches 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 Domesticated 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.

## 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 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 2019*

*Author: Mike Thorp*

# Scavengers

(Twilight Day 2019)

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 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 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*

# 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 Models

### 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 Mekkridd

## Set Up

The game is played on a medium (4 x 4 feet) playing area. The board is set up with a wrecked boat and several piles of cargo. There are also a number of beasts and nests on the board, 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 inches from any cargo piles, Enemy models, beasts or nests.

Once all your models are deployed (excepting those with Pathfinder[S] 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 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:

- 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 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 Token left on the table, as long as they are at least 6 inches from any monsters or nests.

## Special Creature Rules

### **Tunnelling Akitiin Nests:**

- If a model ends its Activation within 6 inches 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 Erac Combat Stones. 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[C] with the Akitiin if there are any models within 2 inches.
- If there are no models within 2 inches 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[C] on any model within 3 inches during the Combat Phase. The Ruhnko will always cast five Combat Stones (3 Erac, 2 Oran) 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 inches to move by general yelling and waving of their hands/claws. Cast a Combat Stone. On a success you may move the Ruhnko 2 inches in any direction. On a 1, the Ruhnko takes offence at being disturbed and immediately charges into contact with the model, making a 5 Combat Stones attack (4 Erac, 1 Oran).

**Kellanian Akitiin:** The Kellanian Akitiin will not move, but either player may use their Combat Activation to attack if there are models close enough to Lunge[C] at.

**Hendreek Kelahn:** The Hendreek Kelahn will not normally move. However, it has become very protective of the loot that it has claimed and will always move 3 inches towards the loot at the end of a Combat Phase if it is not Engaged. It will also Pounce[C] at the start of any Combat Phase if there is a model within 3 inches. The loot that the Hendreek 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 inches 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 inches away from the nearest player model.

During the End Phase, each Garkrid will activate and run D6 inches away from the nearest player model. Remove any Garkrid that are more than 12 inches away from any player models. If a model kills a Garkrid it may take one Loot Token.

**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 inches 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 2 Combat Stones Powerful[C] Ranged Attack against the nearest Enemy model within 6 inches. If any Garkrid are engaged at the end of a Combat Phase they will move 1 inch 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 inches 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 Mekkruids

## Models

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

**Garkrid Infestation:** 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]

**Kellanian 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]

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

**Mekkruid:** 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: 4", 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], Very Tough\* [S], 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]; **Spit:** : 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 inches 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 may Move after its Combat Action.

**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.

**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.

**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.

**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 River

(Twilight Day 2019)

An official scenario for 2 players, 295 to 300 points.

*Captain Arlon could sense something in the air that didn't feel quite right. This route had grown more hazardous in recent months, so he was glad to have a squad of riverknights for company, however much they were costing Lord Delison. The Kadrigan was still a few miles from the forests of Naralon when the first mate cried out - a tree had fallen across the river ahead...*

## Forces

### Empire

1 x Riverfolk Captain  
1 x Riverfolk First Mate  
4 x Riverfolk Crew  
1 x Riverfolk Bolas  
1 x Riverknight Captain  
3 x Riverknight  
1 x Steamboat  
3 x Barge

### Kedashi

1 x Trebarnii Howler Bristleback  
2 x Seldoath  
4 x Trebarnii Howler  
4 x Abrok

## Set Up

The game is played on a medium (4 x 4 feet) playing area. Place a narrow River (about 3.5" wide) down the centre of the board, with areas of woods on both sides. A felled tree crosses the river about 6 inches from one end, forming a barrier. The boat is placed with its prow 18 inches from the barrier with three barges behind it.

The Empire player deploys their forces on or within 2 inches of the boat and barges.

The Kedashi player does not deploy initially but may use Initiative Counters to deploy groups at least 12 inches from any Enemy models (deploy one model and then as many other models as you like within its Command Range). The Kedashi player may activate models even if not all their models have deployed.

## Victory Conditions

The game ends when either player flees, or when the final attached barge crosses the barrier.

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

**Empire:** The Empire player is aiming to get the boat past the barrier, with as many barges still attached as possible.

**Kedashi:** The Kedashi player is aiming to capture the boat or steal as much cargo as possible by unhitching the barges.

If the Empire flees then the Kedashi player takes control of the boat and all barges that haven't passed the barrier. If the Kedashi player flees they still take control of all unhitched barges.

Whoever has the most barges at the end wins the scenario.

## Special Rules

**Moving the boat:** The boat starts at Speed 1 and has a Maximum Speed of 3.

**Unhitching barges:** Any non-Beast model may spend 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 continue to drift with the boat, but reduce its speed by 1 before the boat moves (to a minimum of 0).

**The Fallen Tree:** The fallen tree is a stationary Object that can be attacked in combat with a 3+ Toughness save. It can take 3 damage before being removed. It may not be targeted by Ranged Attacks.

The tree may be rammed by the boat.

## Models

**Abrok:** Kedashi - Core; Beast; Movement: 8", Attack: 3, Support: 1, Toughness: 5+, CR: 2", Size: small (30mm); Abilities: Pack (1) [L], Transport (1) [A], Untrained [T]

**Barge:** Item; Boat, Object; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: colossal (100mm); Abilities: Sturdy [T], Untrained [T], Very Tough\* [S]

**Large Tree:** Item; Object; Movement: –, Attack: –, Support: –, Toughness: 3+, CR: –, Stamina: 2, Size: gargantuan (80mm); Abilities: Sturdy [T], Untrained [T], Very Tough\* [S]

**Riverfolk Bolas:** Empire - Riverfolk; Troop; Movement: 6", Attack: 2, Support: 1, Toughness: 5+, CR: 6", Size: small (30mm); Abilities: Sea Legs [T]; **Bolas:** : Movement: 1", Range: 9", Attack: 3, Abilities: Entangle (1) [C]

**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) [A], Sea Legs [T]

**Riverfolk First Mate:** Empire - Riverfolk; Elite; Movement: 6", Attack: 3, Support: 1, Toughness: 4+, CR: 12", Size: small (30mm); Abilities: Captain (2) [L], Combat Trained (1) [C], Favoured Allies (Tahela) [T], Hook (2) [A], Pitch (2) [C], Powerful [C], Sea Legs [T], Well-Travelled [T]

**Riverknight:** Empire - Knights; Troop; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: small (30mm); Abilities: Combat Trained (1) [C], Swim (8) [A]

**Riverknight Captain:** Empire - Knights; Elite; Movement: 8", Attack: 4, Support: 1, Toughness: 4+, CR: 12", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline\* [C], Combat Trained (1) [C], Coordinated Strike\* [A], Swim (8) [A]

**Seldoath:** Kedashi - Core; Beast, Elite; Movement: 8", Attack: 4, Support: 1, Toughness: 4+, CR: 12", Stamina: 2, Size: medium (40mm); Abilities: Aggressive (3) [T], Charge (2) [A], Combat Trained (1) [C], Dodge\* [C], Lunge (2) [C], Pack (1) [L], Ranger [T], Savage [C], Transport (1) [A]

**Steamboat:** Item; Boat, Object, Mechanical; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: gigantic (130mm); Abilities: Sturdy [T], Untrained [T], Very Tough\* [S]

**Trebarnii Howler:** Kedashi - Core; Troop; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 12", Size: small (30mm); Abilities: Aggressive (3) [T], Surefooted [T], Bomber [A], Flit [C], Pack (1) [L], Ranger [T], Rider [T]; **Throw Stones:** : Movement: 6", Range: 6", Attack: 2

**Trebarnii Howler Bristleback:** Kedashi - Core; Elite; Movement: 6", Attack: 2, Support: 1, Toughness: 6+, CR: 12", Stamina: 1, Size: small (30mm); Abilities: Surefooted [T], Combat Trained (1) [C], Dodge\* [C], Pack (2) [L], Pathfinder (7) [S], Ranger [T], Rider [T]; **Throw Stones:** : Movement: 6", Range: 6", Attack: 2, Abilities: Accurate [R]

## 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".

**Bomber [A]:** If this model is adjacent to a model with the Bomb Carrier[T] ability then it may take one Ishkaru bomb. It may discard a bomb before making a Ranged Attack to cast an additional Combat Stone.

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

**Charge (x) [A]:** Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

**Combat Discipline\* [C]:** Recast any or all Combat Stones.

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

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

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

**Entangle (x) [C]:** The first X blows caused by this attack do no damage but the target model takes one ‘Entangled Counter’ per blow instead of making a Toughness save.

**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*.

**Flit [C]:** Use this model’s Combat Action to move up to 3 inches.

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

**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.

**Pack (x) [L]:** Activate up to X *Friendly* models with the Pack[L] ability.

**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.

**Pitch (x) [C]:** If this model lands a blow on a model of equal size or smaller then it may move the model up to X” in any direction before they make their Toughness save roll.

**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*.

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

**Savage [C]:** If all successful casts are Erac then any blows landed on the *Enemy* 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*).

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

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

**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.

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

**Transport (x) [A]:** Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

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

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

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

*Sources: Twilight Day 2019; The Twilight Traveller - Rivers of Anyaral*

*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 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 2019)

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 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

### Empire

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

9 x Councillor

3 x Steamboat

## Set Up

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

### 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 CommanderL ability.

### Delgon:

- Your forces are split into three separate detachments and deployed as instructed.
- You will also receive several Belderak Bombards and Dehran.
- One Elite model in each of the detachments can be promoted to have the CommanderL 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[T] 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[T] ability, but only if all activated models have that ability.

### Empire:

- All Engu Troops gain the RescuerL ability.
- You may activate boats if they have at least one Engu model on board. Boats may be moved 6 inches per turn. If hit directly by a Belderak Bombard a boat will be sunk unless it can make a 4+ Toughness 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 CaptorL 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 Belderak.

## 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]

**Councillor:** Empire - Core; Civilian; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 3", Size: small (30mm); Abilities: Commander (2) [L], Coward [T], Influential (3) [S]

**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]

**Steamboat:** Item; Boat, Object, Mechanical; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: gigantic (130mm); Abilities: Sturdy [T], Untrained [T], Very Tough\* [S]

**Tahela:** Empire - Engu; Beast; Movement: 10", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Size: medium (40mm); Abilities: Charge (1) [A], Combat Trained (1) [C], Loyalty (Elite) [T], Swim (5) [A]

## Abilities

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

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

**Coward [T]:** If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

**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.

**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.

**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.

**Influential (x) [S]:** This model has X Coins which may be used before or during the game. Before the game you may spend Coins to gain access to fubarnii models that would not normally be available. One Coin allows you to recruit either two

*Troop* or one *Elite* model. The models cost their normal points, but are treated as the same culture and theme as the model they are accompanying.

During the game you may spend any remaining Coins as follows:

- **Bribery:** Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate.
- **Incentives:** Spend one Coin during the model's Activation to let up to three fubarnii models within Command Range gain one Stamina.

**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.

**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.

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

**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.

**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.

**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.

**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.

*Source: Twilight Day 2019*

*Author: Mike Thorp*