

*Twilight Day*  
**2022**



# Twilight Day 2022

These are the scenarios that were on offer during the World of Twilight Day 2022. 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 and Mid-day Games

These games were used both as introductions for the new joiners, and to build the story throughout the day.

### Casanii Introduction

*Noble Telir'sa,*

*Thank you once again for accepting this commission. I hope this letter will reach you in good time.*

*As we've discussed, I am apprehensive about the Delgon presence in this region. I still struggle to believe that the Teralin Lords have allowed them a foothold in that proud city, and I fear that their guests will be unwilling to leave. My cousins who have built a healthy trade transporting goods along the waterways around the North of the Argoran wastes have reported seeing more of the black clad soldiers scouting the region.*

*I have recently heard of the loss of several caravans that serve the route between Eyglar and the village of Entolia. The Entolians have managed to scrape an existence beneath the shade of the mighty trees, protected from the worst Devanu raids by a broad river that they seem to fear crossing. The village has become wealthy harvesting rare spices and foods, but rely on my family to transport these. It is only a short journey by boat from Eyglar, but it is dangerous and the only alternative supply routes pass through the dangerous Argoran wastes. I am worried if the village will be cut off if we can't maintain the waterways.*

*Please can you allocate your forces to the following tasks:*

- Most importantly, please can you escort the boats along the river, protecting from any Delgon insurgents or other aggressive forces.*
- Investigate the previous lost boats, I believe your scouts should be able to locate them along one of the river tributaries. Please recover any cargo that you can, hopefully there will be some that has not perished.*
- I have heard reports of smaller caravans that were dragged from the paths, so I would appreciate it if you can spare your kin to explore deeper into the forest to see what has been causing these attacks.*
- While exploring the region I would be very grateful if you could try to acquire some eggs of the kellanion akitiin. These valuable eggs will fetch a good price and I'm sure we could agree a suitable bonus for any that you might return with. Take care to preserve the eggs by applying a coating of credilion oil to any eggs that you collect or they have an unpleasant tendency to hatch in transit.*

*Thank you once again for your service and I look forward to sharing a bowl next time we meet.*

*May the pelloaan guide your way,  
Loranti Pargal*

*p.s. I hear that you have a small band of ferals following a few days behind. I trust this will be an opportunity for them to prove themselves.*

### Delgon Introduction

*NuraSen Galinah,*

*The Lords have expressed their desire that you expand our presence to the south. Ambassador Danakan has served his purpose in securing the service of several friendly trade families as well as the potential service of some Casanii allies.*

*You shall use your forces to execute the primary objectives of secure the waterway along the South of the Naralon forests in order to expand our control in the region.*

*Send several parties to explore the forests. We have been dealing with aggressive elements within the forest to the North, but I would hope that you can cope with any aggressions to the south. The councillors of the village of Entolia seem amenable to trade and you are instructed to secure their support, by force if necessary. NuraSen Plutom has provided several belderak for your use if required.*

*In service of The Lords,  
NuraGan Jonnar*

### Addendum

*Your excellency,*

*Our KalJoran scouts have seen a large band of Casanii approaching from the South that may interfere with our plans. We have also identified several sites of interest close to the river, so I believe we should split our forces.*

- 1. Escort the trade boats along the river*
- 2. Follow the Casanii intruders that have been heading along one of the tributaries. See if they find anything of value*
- 3. We recently lost one of our supply caravans, please investigate and see if you can rescue any survivors or recover the supplies*
- 4. The locals have told us that the eggs of the kellanian Akitiin are highly valued, so these would make a suitable gift on our return to Teral*

*In service,*

*NuraKira Tohpa*

### *Kedashji Introduction*

*Sister.*

*Thank you for venturing from the safety of our home to deal with these intruders. The trebarnii bring reports that they have already carried out some attacks, but we do not have consensus that it is yet time to unleash our full might. Their increased boldness and rumours from the distant queens are making many of us fear our tolerance of their presence has been unwise. We would request that you muster the trebarnii and the denizens of the forests to investigate these intruders. Continue to raid their supplies that we might study them and better learn how to discourage their presence. Investigate the previous raids to gather their supplies for study.*

### *Defend The Camp*

#### **Delgon Introduction**

*Your excellency,*

*We have been suffering attacks on our camp, targeting the belderak. Provide two sections of your forces to support and ensure we do not lose these valuable assets.*

*In service,*

*NuraKira Tohpa*

#### **Kedashi Introduction**

*Sister.*

*While we still need to study the intruders, it been brought to our attention that the outsiders have large mechanical beasts stored within their camp. We cannot accept these within our lands. We would request that you summon a portion of your forces to ensure they are destroyed.*

### *Eggs!*

*The eggs of the kellanian akitiin are regarded throughout Anyaral as a delicacy and many brave adventurers will risk their lives to try and capture the delicious gooey orbs.*

*The adult akitiin are however very protective and will attack any who venture close to their nests, erupting from their underground tunnels and dragging unfortunate trespassers back to feed their subterranean offspring.*

### *The Grimblar!*

*A local trader was last seen on the outskirts of the Naralon forests a few weeks ago, but she and her small caravan were lost without trace. Rumours have spread that she was smuggling small packets of precious seeds within her luggage, so several parties have set off into the forests to try and find her, or at least to recover her goods in the hope of finding the valuables.*

*As your party follows her trail you realise you are not her only pursuers and quicken your pace. You finally catch sight of the remains of her caravan, with a huge and terrifying creature picking its way through the wreckage and realise this might not be as easy as you had hoped...*

### *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.*

## The Big End Of Day Games

These are the final games of the day, with 8+ players around the table.

Eradicate

*The hunters have located the Devanu tower and are closing in. The pack are out hunting, but a lone guard has stayed back in the nest with the brood of eggs, presenting an ideal opportunity to crush the brood.*

Entolia - Casanii

*Faithless,*

*We are aware of your presence in these territories and your hostilities, but it has come to our attention that there is a greater unprompted threat from within the forest. We should now support each other in defending the poor citizens of Entolia who may perish in the coming hours without our help. We will be sending our troops on a rescue mission and I would hope that you will set aside your aggression to support us in this venture.*

*In service,*

*NuraKira Tohpa*

Entolia - Delgon

*Your excellency,*

*It appears we have underestimated the might of the local heathens of the forests and we have received a desperate plea for help from the citizens of Entolia. It appears that our forces may be insufficient to save the village. I have already sent a message to the faithless Casanii to request their support, but it is important that it is our Lords who are seen as the rescuers. Move your forces with haste to protect the town and if necessary rescue the citizens and escort them back to Teral. Our efforts will send a strong message across the Empire that we are working in their interests.*

*In service,*

*NuraKira Tohpa*

Entolia - Kedasji

*Sister.*

*Our fears are being realised, they are killing our beasts and breaking the understanding that has stood for so long. A consensus has been reached that it is time to teach them a lesson that they will not easily forget. Gather all our forces and wipe their intrusion from our forest. Show no mercy.*

*Author: Mike Thorp*

# Defend The Camp

(Twilight Day 2022)

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*

# Eggs!

(Twilight Day 2022)

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

*The eggs of the kellanion akitiin are regarded throughout Anyaral as a delicacy and many brave adventurers will risk their lives to try and capture the delicious gooey orbs.*

*The adult akitiin are however very protective and will attack any who venture close to their nests, erupting from their underground tunnels and dragging unfortunate trespassers back to feed their subterranean offspring.*

## Extra Miniatures

### Kedashi

1 x Kellanion Akitiin

8 x Akitiin Egg

### For The Variant

8 x Akitiin Hatchling

## Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a few bits of scenery scattered around. Two eggs per player are placed near the centre of the board, at least 2" apart. An additional two eggs per player are placed near the table, along with one or two akitiin and the akitiin hatchlings (if you are using them).

The players draw Initiative Counters to deploy. When their Counter is drawn a player may place all their models as a single group (deploy one model and then all other models in the force within its Command Range) anywhere on the table at least 12" from any other models or eggs. Continue drawing Counters as normal and players who have deployed may activate or place akitiin even if other players haven't deployed yet.

## Victory Conditions

The player who escapes with the most eggs at the end of the game is the winner! If several players have the same number then they are all winners! Play continues until all models have left the table. Players cannot be forced to flee.

## Special Rules

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

**The Eggs:** Eggs are treated as Objects. Each model may carry any number of eggs. Beasts may carry eggs, but drop them after moving.

**The Akitiin:** If there are any akitiin available off the board then any player may choose to deploy one of them in place of an activation. The akitiin may erupt anywhere on the board within 3" of an egg.

During the Combat Phase one player may use their turn to attack with the akitiin. It may lunge, but must attack a model carrying an egg if possible.

If the akitiin is hit by any blows, cast a Combat Stone instead of making a Toughness save. On a success the akitiin flees back into its tunnel and is removed from the table. Cast three Combat Stones and the player who landed the blows may place one egg for each success within the area previously occupied by the akitiin.

If there are no models within 3" of the akitiin at the end of the Combat Phase then it retreats, taking any nearby eggs from within 3" with it.

**Escaping:** Any model may escape if it ends its move at least 6" from any Enemy models. If it is more than 18" from the centre of the table then it automatically keeps all the eggs it is carrying. If closer than 18" then cast a Combat Stone for each egg: it is kept on a success, otherwise it is left on the table.

## Variations

**Hatching the eggs:** Use the Hatch[S] ability of the eggs. Any model carrying an egg that hatches is now in combat with the newborn. Remember that although Beasts drop any egg they are carrying at the end of their move, the egg is still adjacent to



them.

If you run out of hatchling models, either use proxy models or tokens, or decide that the remaining eggs do not hatch (agree to the rule before you start the game).

In addition, if at any time you need to place an egg but none are available then one other random egg immediately hatches. Replace it with a hatchling and then place the egg as required.

**Controlling the hatchlings:** A player may use one of their Initiative Counters to activate one hatchling, instead of their own models.

**Attacking with the hatchlings:** During the Combat Phase a player may use their turn to attack with a hatchling.

## *Special Models*

**Akitiin Egg:** Kedashi - Core; Egg, Object; Movement: –, Attack: –, Support: –, Toughness: 6+, CR: 2”, Size: tiny (15mm); Abilities: Hatch (Akitiin Hatchling) [S], Nest (5) [S], Untrained [T]

**Akitiin Hatchling:** Kedashi - Core; Beast; Movement: 6”, Attack: 1, Support: 1, Toughness: 6+, CR: 1”, Size: tiny (15mm); Abilities: Pack (1) [L], Ranger [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]

## *Abilities*

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

**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.

**Hatch (x) [S]:** Roll a die at the start of each Combat Phase. On a 5 or 6 the *Egg* hatches: replace this model with a X. The newly-hatched X can participate in combat.

**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.

**Nest [S]:** At the start of the game you may choose not to deploy this model and up to X identical models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9” from any *Enemy* models. The models may be activated during the Turn.

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

**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*.

**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: Salute 2018*

*Author: Mike Thorp*

# The Grimblar!

(Twilight Day 2022)

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

*A local trader was last seen on the outskirts of the Naralon forests a few weeks ago, but she and her small caravan were lost without trace. Rumours have spread that she was smuggling small packets of precious seeds within her luggage, so several parties have set off into the forests to try and find her, or at least to recover her goods in the hope of finding the valuables. As your party follows her trail you realise you are not her only pursuers and quicken your pace. You finally catch sight of the remains of her caravan, with a huge and terrifying creature picking its way through the wreckage and realise this might not be as easy as you had hoped...*

## Extra Miniatures

### Wild Creature

1 x Grimblar

### Item

1 x Cart

6 x Salvage Token

### Marker

1 x Prey Marker

## Set Up

Place the broken cart at the centre of the board, with the grimblar next to it. Place the salvage tokens (numbered 1 to 6), roughly equidistant, all within 3" of the cart.

The players draw Initiative Counters to deploy. When their counter is drawn a player may place a single group of their models (deploy one model and then as many other models as you like within its Command Range) anywhere on the table at least 8" from any enemy models or salvage tokens. Once a player has placed all their models on the table (except those with Pathfinder and the models accompanying them) they can use subsequent counters to activate their models as normal.

The grimblar can activate even if not all models have deployed.

## Victory Conditions

**End Game:** The game ends once all models have fled. If a player kills the grimblar and has any models remaining on the board then the other players immediately flee with all their models. The player who killed the grimblar gains an extra 6D6 valuables and if they have any models remaining they can claim any salvage left on the table.

**Salvage:** Each token taken off the board is worth 1D6 valuables.

**Victory:** The player with the most valuables wins the game.

## Special Rules

**The tokens:** The tokens are treated as unwieldy objects. Beasts may carry tokens, but drop them after moving.

**Fleeing:** Any model may escape if it ends its move at least 6" away from any enemy models. If it is more than 18" from the centre of the table then it automatically keeps all the tokens it is carrying. If closer than 18" then cast one combat stone per token: it keeps the token on a success, otherwise the token is left on the table. Players cannot be forced to flee.

**Activating the grimblar:** The grimblar activates at the start of each Combat Phase. Its movement is controlled by the player who currently has priority (i.e. whose Initiative Counter was drawn last).

### Step 1: Move the Grimblar

- If there is a model marked as prey, the grimblar will move 8" towards it. It will move through small models but stop if it contacts a medium or larger one. The model that stopped the grimblar takes the prey marker.
- If no models have the prey marker, and there is at least one salvage token on the board, roll a D6. The grimblar will move

8" towards that numbered salvage token (reroll if the salvage token has been removed from the board). The grimblar will stop if it contacts any small or larger model - that model takes the prey marker.

#### *Step 2: Confirm Prey*

- End the activation if the model with the prey marker is in line of sight and within 8" of the grimblar.
- If not, the player with initiative chooses one model within line of sight and 8" of the grimblar and casts a stone. If a success then that model gets the prey marker. If a failure, the next player in the activation order chooses a different model within line of sight and 8" and casts a stone. This continues until either a success is cast, or there are no more potential targets.

**The grimblar in combat:** Either player may use a Combat Activation to use the grimblar's Combat Action. If it is engaged with its prey then it must attack it. If not, the activating player may choose who to attack.

**Getting the grimblar's attention:** Any model that attacks the grimblar risks catching its attention, but there are times when a foolish individual may deliberately try to distract it:

- Cast a stone for any model attacking the grimblar (whether in close or ranged combat). On a success that model immediately takes the prey marker.
- Any unengaged model within 12" of it can choose to yell at the grimblar during its activation: cast a stone, on a success the model takes the prey marker.

### *Variations*

**Loot the Elites:** If an Elite is killed, replace it with a salvage token (you will need extra salvage tokens for this). These tokens are included when rolling to determine where the grimblar goes next.

**Ancient grimblar:** If you are feeling very brave, replace the grimblar with an ancient grimblar.

### *Special Models*

**Prey Marker:** Marker; Movement: ?, Attack: ?, Support: ?, Toughness: ?, CR: ?, Size: tiny (15mm)

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

### *Abilities*

**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: The Twilight Traveller - The Kedashi Swarms*

*Author: Mike Thorp*

# Scavengers of Naralon

(Twilight Day 2022)

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

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

**Spitting Garkridd:** 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]

**Utakridd:** 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 2022)

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*

# Eradicate

(Twilight Day 2022)

An official scenario for 4 or more players, 600 to 710 points.

*The hunters have located the Devanu tower and are closing in. The pack are out hunting, but a lone guard has stayed back in the nest with the brood of eggs, presenting an ideal opportunity to crush the brood.*

## Forces

### Devanu

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

1 x Jenta Spear

4 x Devanu Eggstick

2 x Devanu Hatchling

### Set Up

Place a tree at the centre of a medium (4 x 4 feet) playing area.

The Devanu players set up with a single Devanu Jenta on the tree, along with four Devanu Eggsticks and two Devanu Hatchlings. The rest of the Devanu pack is kept off the table.

The non-Devanu players may deploy their models anywhere on the table at least 12" from the Devanu tower.

The Devanu players may deploy one group of models (deploy one model and then all other models in the force within its Command Range) at least 12" from any Enemy models as an Activation. They may start activating their Devanu even if not all their models have been deployed, but all models must be deployed.

## Victory Conditions

**Devanu:** If the Devanu can escape off the table with more than half their non-Beast Devanu models, including at least one Devanu Eggstick then the Devanu players win. Devanu models may not flee from the table until all the Devanu Eggsticks and Devanu Hatchlings are either dead or off the table.

**Attackers:** The attacking players gain one victory point for each Devanu or Devanu Eggstick they kill. Attacking players will individually flee if they lose more than half their Elites. If forced to flee, then they must give one of their victory points to each remaining player. If the attacking players manage to stop the Devanu players from winning then the player with the most victory points is the winner!

## Special Rules

The Devanu are comfortably at home on their nest, but their beasts and other models will be less confident. Grishaks and cavalry (including KalMalog) are unable to climb the tower. Other models may move over the tower but must make an Agility Test unless they Move Cautiously.

**Agility Test:** D6 roll:

1: the model falls the tower (make one Toughness save for each 6" (or part) they fall).

2: the model stops its movement immediately.

3+: The model moves as planned.

The test may be re-rolled if a model has Surefooted[T].

## Special Models

**Devanu Eggstick:** Devanu - Core; Egg, Elite, Object; Movement: -, Attack: -, Support: -, Toughness: 4+, CR: 0", Size: small (30mm); Abilities: Concealed [T], Untrained [T], Unwieldy [T]

**Devanu Hatchling:** Devanu - Core; Jenta; Movement: 8", Attack: 2, Support: 1, Toughness: 5+, CR: 3", Stamina: 1, Size: small (30mm); Abilities: Agility [T], Ferocity\* [C], Sibling [C]

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

**Jenta Hunter:** Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Combat Discipline\* [C], Feint\* [C], Ferocity\* [C], Leap\* (4) [A], Rapid Strike [C], Sibling [C]

**Jenta Spear:** Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Ferocity\* [C], Leap\* (4) [A]; **Spear:** : Movement: 8", Range: 8", Attack: 2, Abilities: Focus\* [R], Light Weapon [R], Long Range\* (4) [R]

## Abilities

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

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

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

**Concealed [T]:** This model may not be targeted by Ranged Attacks from more than 6" away.

**Feint\* [C]:** Force your opponent to recast all their Combat Stones.

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

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

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

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

**Long Range\* (x) [R]:** Increase the range of this attack by X".

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

**Rapid Strike [C]:** Use this model's Combat Action to fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

**Sibling [C]:** This model provides one additional Combat Stone if supporting another model with Sibling[C] or Matriarch[L].

**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 2022*

*Author: Mike Thorp*

# Entolia - Casanii

(Twilight Day 2022)

A complex official scenario for 4 or more players, 1200 points.

*You may not take kindly to the imperious tone of the Delgon, but you cannot leave the Entolians to their fate. As you approach along the shoreline you see the forest come alive with swarms of frenu and countless beasts. You must do your best to rescue the civilians by any means necessary, even if that involves allying with the Delgon.*

## Forces

### Casanii

Pick four 300 points Casanii forces.

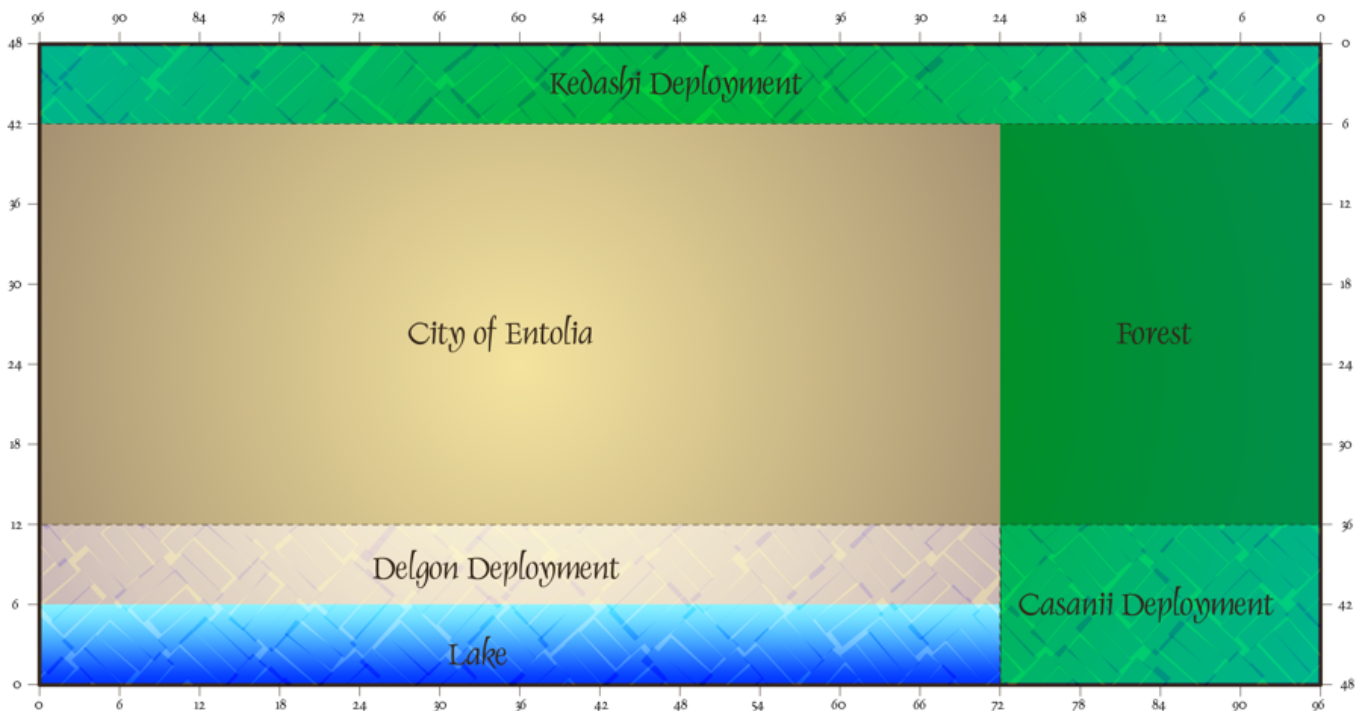
### Influence

During previous games you may have earned influence (by default getting one influence point per victory). Prior to the game you may spend this influence to improve your position.

- Alaim – you may spend one influence to add Alaim to your force
- Advance units (this may be used multiple times) – you can spend one influence to give any one model “pathfinder (5)” for the game.
- Efficient deployment (this may be used multiple times) – you may spend an influence once all models are set up to gain an additional bonus activation before the first turn. If multiple forces use this option then place one counter for each player in the bag (no combat counters) and when each counter is drawn one player may activate a model as normal. You may only use this activation to carry out normal moves, or to deploy a model with pathfinder.

### Set Up

You set up all your forces along the shoreline as directed.



### Victory Conditions

Your objective is to rescue as many of the civilians as possible by getting them onto boats or escaping along the shore.

### Special Rules

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

When an activation stone is drawn all players in that culture may activate one model. A model may use the Solo ability, but only if all activated models have that ability.

All non-beast Casanii (and allied) models have the “Rescue (1)[L]” ability.

## *Special Models*

**Alaim The Outcast:** Casanii - Alaim; Enarii, Unique; Movement: 10”, Attack: 5, Support: 0, Toughness: 3+, CR: 6”, Stamina: 4, Size: large (50mm); Abilities: Blitz (2) [C], Charge (1) [A], Combat Trained (2) [C], Diplomat (Empire) [T], Powerful [C], Solo [T], Transport (1) [A], Unstoppable [T], Barreling Charge (1) [T], Very Tough\* [S]

## *Abilities*

**Barreling Charge [T]:** If this model ends its move more than 4” from its starting position during its Turn it gains Very Powerful[C] (any blows that are landed by this model must be saved with a -2 modifier) until the end of the next Combat Phase.

**Blitz (x) [C]:** If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent’s Combat Stones for the duration of the combat.

**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.

**Diplomat (x) [T]:** This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

**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” from any *Enemy* models. The models may be activated during the Turn.

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

**Solo [T]:** If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

**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.

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

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

*Source: Twilight Day 2022*

*Author: Mike Thorp*

# Entolia - Delgon

(Twilight Day 2022)

A complex official scenario for 4 or more players, 1200 points.

*As your boat nears the village your worst fears are realised, the forest behind the village is swarming with wild creatures. Any hope of staving off the attack evaporates before you and you realise that you must now just rescue as many of the local civilians as possible. You are grateful to see the Casanii approaching along the shoreline, but you must ensure that the Enarii receive the credit that is due for this rescue.*

## Forces

### Delgon

Pick four 300 points Delgon forces.

### Influence

During previous games you may have earned influence (by default getting one influence point per victory). Prior to the game you may spend this influence to improve your position.

- Belderak – you will receive one belderak for each that survived the ‘Defend the Camp’ scenario. You may spend additional influence to deploy one belderak per influence (up to four in total)
- Advance units (this may be used multiple times) – you can spend one influence to give any one model “pathfinder (5)” for the game.
- Efficient deployment (this may be used multiple times) – you may spend an influence once all models are set up to gain an additional bonus activation before the first turn. If multiple forces use this option then place one counter for each player in the bag (no combat counters) and when each counter is drawn one player may activate a model as normal. You may only use this activation to carry out normal moves, or to deploy a model with pathfinder.
- Boats (this may be used multiple times) – The Delgon will start with one boat with three barges, plus any boats and barges that survived the earlier games. They can replace one boat or two barges for one influence.

## Set Up

You may set up all your forces on boats or along the shoreline.



## Victory Conditions

Your objective is to rescue at least half of the civilians as by getting them onto boats or escaping along the shore. To achieve a full victory you must rescue more civilians than the Casanii manage.

## Special Rules

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

When an activation stone is drawn all players in that culture may activate one model. A model may use the Solo ability, but only if all activated models have that ability.

All non-beast Delgon (and allied) models have the “Rescue (1)[L]” ability.

**Moving the boats:** The boats can be started at any speed. A riverfolk model that is on the boat and unengaged may spend its activation to increase/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.

**Belderak Barges:** Independent barges may move up to 4” per turn if they have a crew on board. If you do not move the barge then you may fire the belderak as normal. All models on the barge must make a 2+ save or fall overboard (Riverboat crew can reroll). All crew are tied to the boat so can be recovered the next turn if there is still at least one model on board and the barge does not move or fire.

If the barge is moved to shore then the belderak can fire as normal, but may not be moved again unless towed by a boat.

## Special Models

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

**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]

**Steamboat:** Item; Object, Mechanical; Movement: 6”, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: gigantic (130mm); Abilities: Sturdy [T], Untrained [T], Very Tough\* [S]

## 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” 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.

**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.

**Pathfinder (x) [S]:** At the start of the game you may choose [S] 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” from any *Enemy* models. The models may be activated during the Turn.

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

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

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

*Source: Twilight Day 2022*

*Author: Mike Thorp*

# Entolia - Kedashi

(Twilight Day 2022)

A complex official scenario for 4 or more players, 1200 points.

*The outsiders have breached the Understanding and must pay. You have mustered an enormous force and victory is a foregone conclusion, but this is an opportunity to earn favour within the Kedashi council.*

## Forces

### Kedashi

Pick four 300 points Kedashi forces.

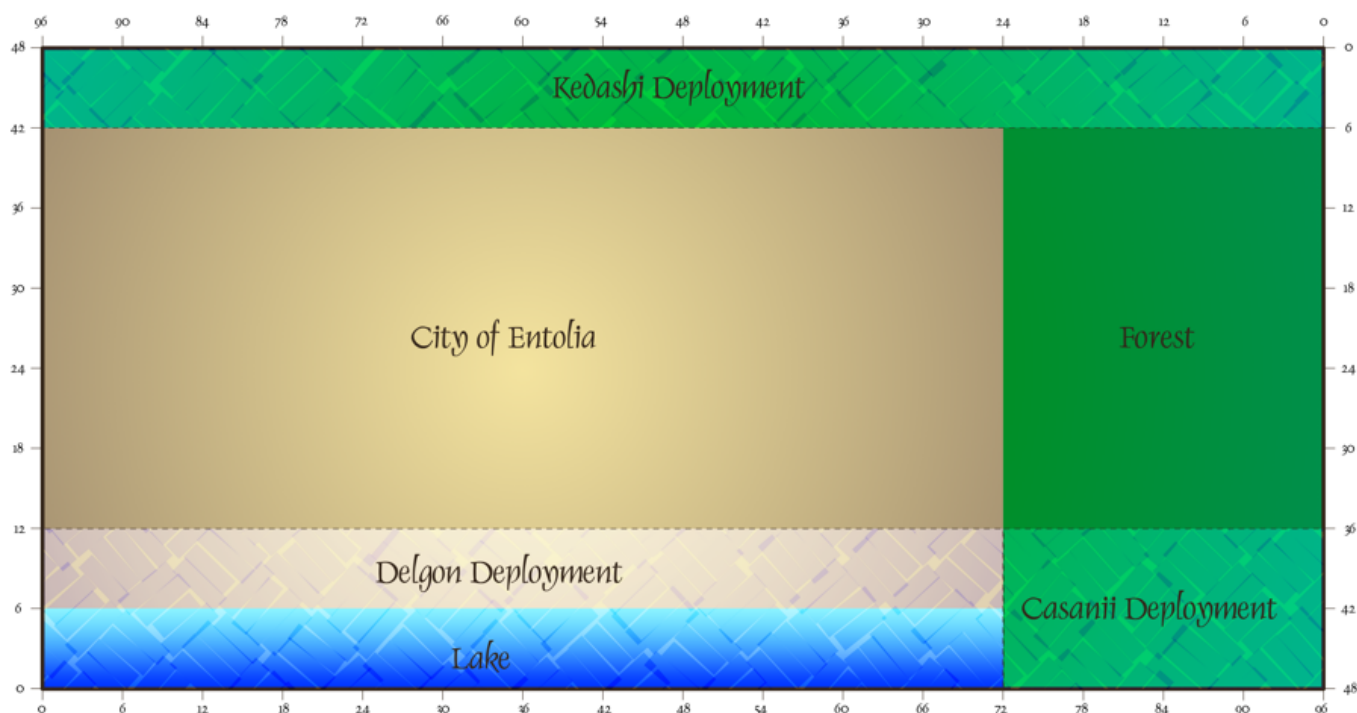
### Influence

During previous games you may have earned influence (by default getting one influence point per victory). Prior to the game you may spend this influence to improve your position.

- Aquatic Akitiin – you may spend one influence to add an aquatic Akitiin to your force. As an activation you may place a ‘bubbles’ counter anywhere in the water. During a following turn you may spend an activation to place an aquatic Kellanion akitiin within 3” of the bubbles.
- Grimblar – you may spend one influence to add a grimblar to your force.
- Reinforcements – spend one influence to take a reinforcements token. During the game you may spend this token to spend an activation to redeploy a group of up to ten of your casualties anywhere on the table at least 8” from any enemy models
- Efficient deployment (this may be used multiple times) – you may spend an influence once all models are set up to gain an additional bonus activation before the first turn. If multiple forces use this option then place one counter for each player in the bag (no combat counters) and when each counter is drawn one player may activate a model as normal. You may only use this activation to carry out normal moves, or to deploy a model with pathfinder.

## Set Up

You set up all your forces within the forests as directed.



## Victory Conditions

Your objective is to execute as many of your opponents Elite models as possible. The Kedashi player who executes the most elites will carry the most favour with the queens council.



## Special Rules

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

When an activation stone is drawn all players in that culture may activate one model. A model may use the Solo ability, but only if all activated models have that ability.

## Special Models

**Grimblar:** Wild Creature; Beast; Movement: 8", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], 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]

## Abilities

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

**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.

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

**Indomitable [C]:** This model does not lose its Combat Action if it is attacked.

**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.

**Mighty Blow [C]:** Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

**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" from any *Enemy* models. The models may be activated during the Turn.

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

**Terror [T]:** Any model within this model's Command Range casts one less Combat Stone in combat and when making Ranged Attacks. They must also cast a successful stone before regaining Stamina.

**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 Powerful [C]:** Any blows that are landed by this model must be saved with a -2 modifier.

**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 2022*

*Author: Mike Thorp*