

Twilight Day
November 2025

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These are the scenarios that will be on offer during the World of Twilight Day November 2025. The day will start with a collection of games whose result influences the set up for the large, final game of the day.

Intro Games

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

Bug Hunt!

Gil Masharl recently visited a local settlement and seems to have accidentally left some rather vicious (but surprisingly tasty) garkrid behind. The local Fubarnii have decided to try and clear out the infestation (and have a feast in their honour) and now everybody seems to be getting involved, with a passing Delgon priest and a Devanu pack both keen to improve their supplies!

Eggs!

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.

The Imperial Horticultural Society

The local engineers have spent the last few months working on their plants for the Annual Imperial Horticultural Competition. Just days before the event, the region has become infested with a small swarm of pagefourus, who are intent on eating the beautiful plants.

The engineers have all hired bands of mercenaries (some more unscrupulous than others) to defend their gardens, and this is where you come in. It is your job to deter the pests, preferably in the direction of your opponents' gardens...

Morning and Mid-day Games

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

The Broodmother

Capture Setir Skerrrats while avoiding being ripped to shreds by the Skerrat Broodmother.

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...

Hunters

Big Game Hunters!

The Devanu stealthily crept towards their prey, unaware that they weren't the only hunters on the plains...

The Big End Of Day Game

This is the final game of the day, with 6+ players around the table.

The Fourth Gar Loren Regatta - 19th Katoam

The Emperor is (rightly) worried about the Delgon having taken to the seas. He's sent a challenge to any and all rahkirii: come up with innovative weapons suitable to warfare on the waves. As expected, they have delivered, and today these new weapons will be tested in a no-holds-barred competition.

Author: Frédéric Fiquet; Joey Mordecae Dimmock; Mike Thorp

Bug Hunt!

(Twilight Day November 2025)

An official scenario for 2 or more players, 175 to 200 points.

Gil Masharl recently visited a local settlement and seems to have accidentally left some rather vicious (but surprisingly tasty) garkrid behind. The local Fubarnii have decided to try and clear out the infestation (and have a feast in their honour) and now everybody seems to be getting involved, with a passing Delgon priest and a Devanu pack both keen to improve their supplies!

Forces

Empire

1 x Militia Captain
5 x Militia
1 x Reyad
4 x Slinger

Devanu

1 x Devanu Sempa
3 x Grishak

Delgon

1 x NuraKira
4 x KalJoran
2 x KalDru
1 x KalMalog Veteran

Extra Models

Garkrid

1 x Galesian Garkrid Nest
9 x Galesian Garkrid
10 x Body Token

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place the Garkrid Nest in the middle. The players take turns placing Garkrid near the centre of the board, but not within 3 inches of any other Garkrid. Each player places a total of 3 Garkrid.

Players then deploy by drawing Initiative Counters. When a player's Counter is drawn they may place one group of models (deploy one model and then as many other models as you like within its Command Range) anywhere on the board at least 12 inches from any Enemy models or Garkrid.

Victory Conditions

All players are trying to capture as many Garkrid as possible.

If a model kills a Garkrid then remove the Garkrid and replace it with a Body Token. Body Tokens are Objects and can be dropped or transferred. A model may carry any number of Body Tokens.

A player may choose to flee during the End Phase, or will automatically flee if more than half of their Elites are killed or have left the table. Cast a Combat Stone for each token currently held by a fleeing model that is still within 18 inches of the centre of the table or within 6 inches of an Enemy model. It is kept on a success, otherwise it is left on the table. Any models at least 18 inches from the centre of the table and 6 inches from an Enemy model automatically keep their Body Tokens. The remaining player keeps all tokens they are carrying or that are left on the table once the other players have both fled.

At the end of the game count up the number of tokens held by each player. The player with the highest total is the winner. In the case of a draw, whoever destroyed the Garkrid Nest is the winner.

Special Rules

Move a Garkrid!: The Garkrid are vicious little creatures and are activated by all players. Every time one of your Activation Counters is drawn you may first select one Garkrid that is not currently engaged with any models and move it up to 2 inches. Each Garkrid may move multiple times each turn.

Combat: In the Combat Phase players may choose to use their turn to attack with a Garkrid that is engaged with an Enemy model.

Variations

Multiplayer options: This scenario can be played with any number of players by increasing the size of the playing area and the number of Garkrid. Each player may choose a 200 points force from any culture.

Models

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

Devanu Sempa: Devanu - Core; Elite; Movement: 10”, Attack: 5, Support: 2, Toughness: 4+, CR: 12”, Stamina: 5, Size: medium (40mm); Abilities: Agility [T], Assassinate* [A], Beast Handler (2) [L], Combat Discipline* [C], Dodge* [C], Feint* [C], Sprint* (5) [A]

Galesian Garkrid: Wild Creature; Beast; Movement: 2”, Attack: 2, Support: 0, Toughness: 5+, CR: 0”, Size: small (30mm); Abilities: Instinctive (2, 0) [T], Wild Animal [T]

Galesian Garkrid Nest: Wild Creature; Beast; Movement: 0”, Attack: 2, Support: 0, Toughness: 4+, CR: 0”, Size: medium (40mm); Abilities: Instinctive (2, 0) [T], Wild Animal [T]

Grishak: Devanu - Core; Beast; Movement: 10”, Attack: 2, Support: 1, Toughness: 4+, CR: 3”, Size: small (30mm); Abilities: Charge (2) [A], Pack (1) [L], Pack Hunter [C], Savage [C]

KalDru: Delgon - Core; Mechanical, Troop; Movement: 6”, Attack: 1, Support: 0, Toughness: 5+, CR: 0.5”, Size: small (30mm); **Light Derak:** Movement: 3”, Range: blast, Attack: 3, Abilities: Point Blank [R]

KalJoran: Delgon - Core; Troop; Movement: 6”, Attack: 2, Support: 1, Toughness: 5+, CR: 0.5”, Size: small (30mm); Abilities: Charge (1) [A], Defensive Line [C]

KalMalog Veteran: Delgon - Core; Elite, Mechanical; Movement: 8”, Attack: 3, Support: 1, Toughness: 4+, CR: 6”, Stamina: 6, Size: medium (40mm); Abilities: Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Ferocity* [C], Fuel [T], Sprint* (4) [A], Stamina Limit (4) [T]

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

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

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

Reyad: Empire - Core; Elite; Movement: 6”, Attack: 3, Support: 1, Toughness: 5+, CR: 6”, Stamina: 1, Size: small (30mm); Abilities: Captain (6) [L], Concentrated Fire* [A]; **Staff Sling:** Movement: 3”, Range: 18”, Attack: 2, Abilities: Accurate [R], Quick Shot* [R]

Slinger: Empire - Core; Troop; Movement: 6”, Attack: 1, Support: 1, Toughness: 6+, CR: 6”, Size: small (30mm); **Staff Sling:** Movement: 3”, Range: 18”, Attack: 2

Abilities

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

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*.

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

Authority (x) [L]: Activate up to X *Friendly Troops* or *Civilians*. Any *Troops* activated by this model may immediately activate up to four *Friendly Troops*, who may not use any further Leadership abilities.

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

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

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

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

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

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

Concentrated Fire* [A]: Place a Target Marker in Line of Sight at least 4 inches away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2 inches of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

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

Defender [S]: If an adjacent *Friendly* model becomes *Engaged* during the Activation Phase then this model may immediately move to engage the *Enemy* model, but must maintain contact with the *Friendly* model at all times during the movement.

Defensive Line [C]: During any combat while adjacent to another *Friendly* model with Defensive Line[C], if all successful casts are Oran then each success cancels two opposing Erac.

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

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

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

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

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

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

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

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

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

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

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

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

Stamina Limit (x) [T]: This model may never use more than X Stamina during one Turn.

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

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

Source: The Compiled Twilight Traveller Issue 1

Author: Mike Thorp

Eggs!

(Twilight Day November 2025)

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 Models

Kedashi

1 x Kellanion Akitiin

8 x Akitiin Egg

For The Variant

8 x Akitiin Hatchling

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Place a few bits of scenery scattered around.

Two Akitiin Eggs per player are placed near the centre of the board, at least 2 inches apart. An additional two Eggs per player are placed near the board, along with one or two Kellanion Akitiins 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 board at least 12 inches from any other models or eggs. Continue drawing Counters as normal and players who have deployed may activate or place Kellanion Akitiins 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 inches of an egg.

During the Combat Phase one player may use their turn to attack with the Akitiin. It may Lunge[C], 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 inches of the Akitiin at the end of the Combat Phase then it retreats, taking any nearby Eggs from within 3 inches with it.

Escaping: Any model may escape if it ends its move at least 6 inches from any Enemy models. If it is more than 18 inches from the centre of the table then it automatically keeps all the Eggs it is carrying. If closer than 18 inches 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 Activation 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.

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 inches 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 inches 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 Imperial Horticultural Society

(Twilight Day November 2025)

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

The local engineers have spent the last few months working on their plants for the Annual Imperial Horticultural Competition. Just days before the event, the region has become infested with a small swarm of pagefourus, who are intent on eating the beautiful plants.

The engineers have all hired bands of mercenaries (some more unscrupulous than others) to defend their gardens, and this is where you come in. It is your job to deter the pests, preferably in the direction of your opponents' gardens...

Extra Models

Empire

4 x Pagefourus

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Each player selects a 300 points force, ideally including an Engineer of some description, and needs a small garden (a 60mm huge base is ideal). You will also need four Critters per player.

The gardens are deployed in a symmetrical fashion 24 inches apart. The wild Pagefourus are deployed between the gardens, with each player taking turns placing them at least 10 inches from any garden.

Players then deploy their forces completely within 4 inches of their garden.

Victory Conditions

The aim is to have the fewest Critters in your garden eating your plants at the end of the game.

The game continues until half the Critters have made their way into any of the gardens. At that point play one more full additional round.

Special Rules

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

The Critters will only move if they are attacked, or if they catch scent of your delicious plants.

The Critters can be attacked in combat or with ranged attacks. They always cast one defence stone if attacked in combat (two against ranged attacks). If any blows are landed the Critters are unhurt, but move directly away from their attacker (D6 inches per blow). They can be kicked straight over models that are in the way.

At the end of each Combat Phase any Critter within 8 inches of a garden will move D6 inches towards it. They may move freely across other models.

Any Critters that come in contact with a garden scuttle into the undergrowth and can no longer be attacked.

You are, of course, allowed to attack your opposing mercenaries – gardening is a very important business.

Models

Critter: Empire - Core; Beast; Movement: 8", Attack: 1, Support: 1, Toughness: –, CR: 3", Size: tiny (15mm); Abilities: Critter (1) [L], Evasive [C], Passive [T]

Pagefourus: Empire - Core; Beast; Movement: 8", Attack: 1, Support: 1, Toughness: –, CR: 3", Size: tiny (15mm); Abilities: Critter (1) [L], Evasive [C], Passive [T]

Abilities

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

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

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

Source: Twilight Day 2018

Author: Mike Thorp

The Broodmother

(Twilight Day November 2025)

A play test scenario for 2 or more players, 300 points.

Capture Setir Skerrats while avoiding being ripped to shreds by the Skerrat Broodmother.

Extra Models

Wild Creature

1 x Skerrat Broodmother

16 x Setir Skerrat

Marker

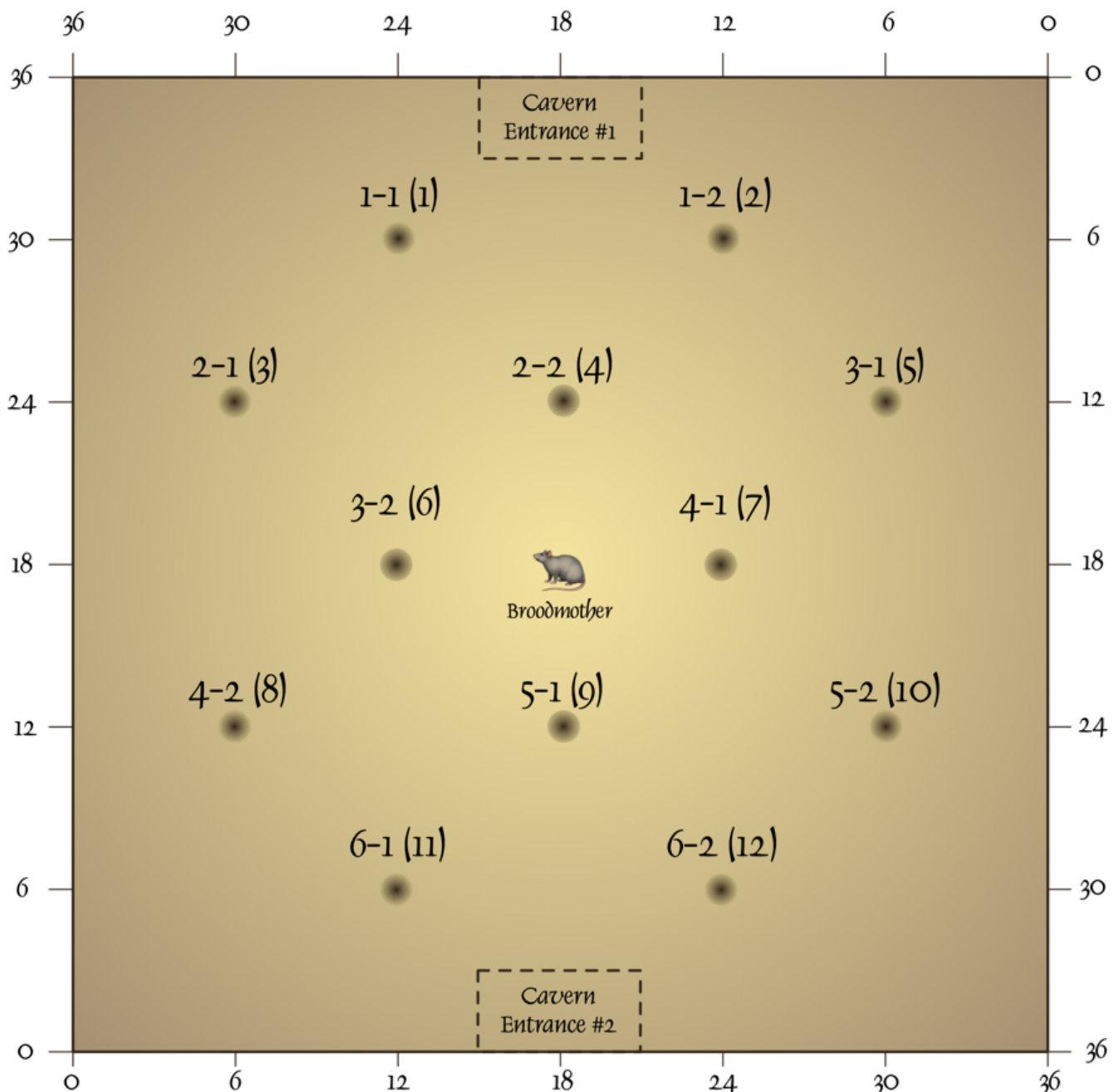
12 x Tunnel Entrance

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. The Skerrat Broodmother lives in a large roundish cavern with two entrances. The Setir Skerrats spend most of their time hidden in a network of tunnels under the floor, their entrances hidden amid the rubble. To simulate this, divide the board into 9 squares, and mark the 4 corners squares as impassable. Mark the entrances to the cavern as 6 inches openings in the middle of opposite sides of the board.

Place the Skerrat Broodmother in the middle of the board.

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) at one of the cavern's entrances (i.e. as close to the board's edge as possible), at least 9 inches away from any other models.



Victory Conditions

End Game: If the Skerrat Broodmother is killed, any remaining Setir Skerrats flee and the game ends immediately. Otherwise, continue until all models have left the table.

Setir Skerrat haul: Each live Setir Skerrat taken off the board is worth 3 victory points. Setir Skerrats killed by Beasts will be used for their pelts and bring 1 victory point. The player with the most victory points wins the game.

Killing the Skerrat Broodmother: It is bad luck to kill a Skerrat Broodmother. A player that kills the Skerrat Broodmother loses 3D6 victory points.

Special Rules

Adding Setir Skerrats to the board: At the start of each turn, roll a D6 and a D2. The result (1-1 to 6-2) identifies one of the potential Tunnel Entrances - place a tunnel entrance marker there. D3 Setir Skerrats push aside the stones that were keeping the tunnel concealed and pop out of it (place them in contact with the Tunnel Entrance, as close to the Skerrat Broodmother as possible). Note: a D12 will work well too, if you have one on hand.

Capturing a Setir Skerrat: Run a regular combat. If the Setir Skerrat fails a Toughness save, it is considered captured (but not killed) by the model that won the combat. Once captured, the Setir Skerrats are treated as Objects. Beasts aren't subtle and will always kill Setir Skerrats in combat. They may carry Setir Skerrat bodies (whether alive or dead), but drop them

after moving. A Setir Skerrat vanquished by a Ranged Attack is killed outright. If a small model carries 4 or more Setir Skerrats, these become Unwieldy[T].

Activating the Skerrat Broodmother: The Skerrat Broodmother activates at the start of each Combat Phase. If the Skerrat Broodmother is engaged in combat with a model holding a Setir Skerrat, it will remain so. If not, it will move towards such a model if there is one (roll a die to determine which model she picks). If there are no such models, the Skerrat Broodmother will move towards the closest Enemy model. In all cases, it will use its Leadership Ability to activate as many Setir Skerrats as possible.

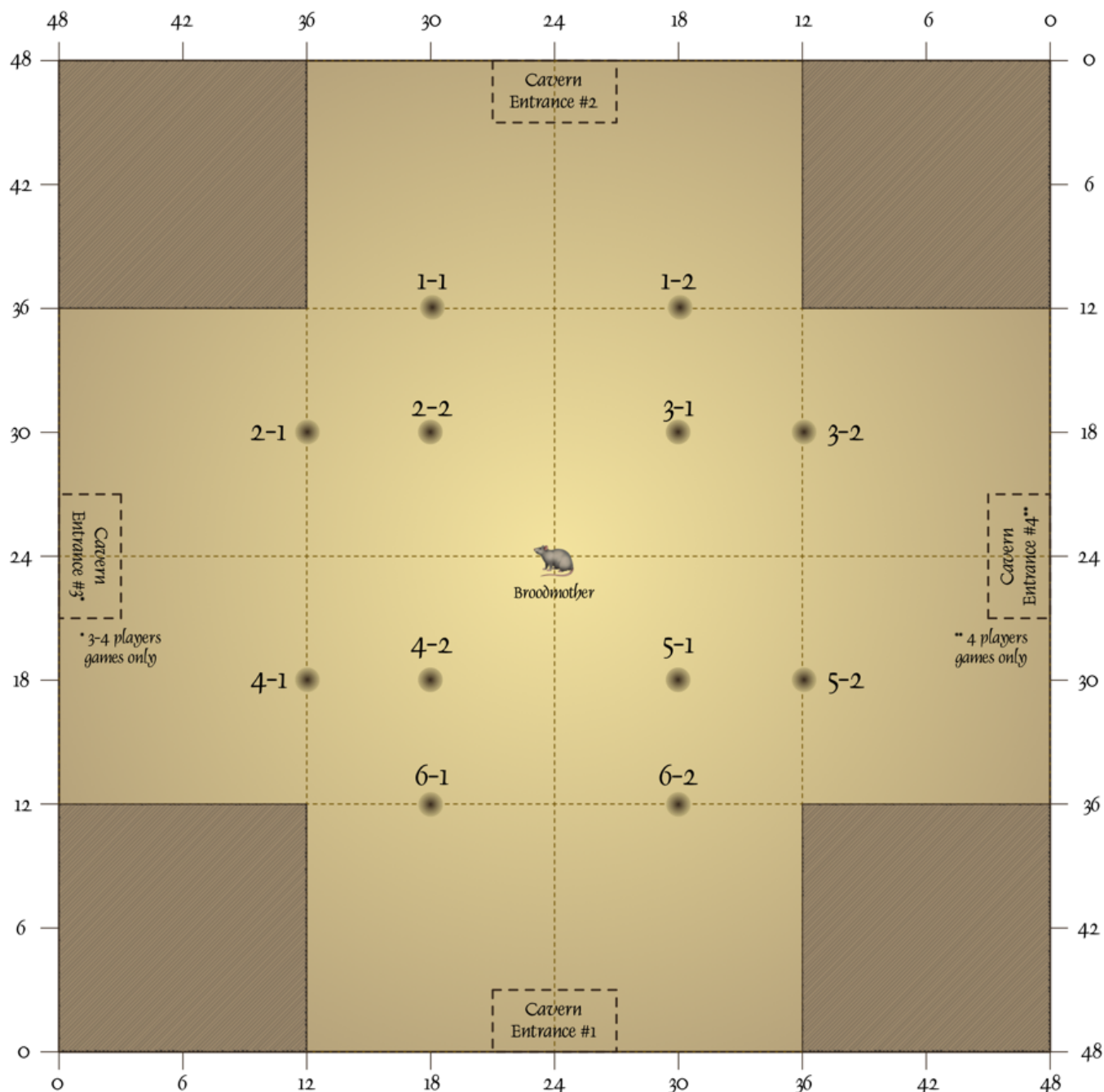
Activating the Setir Skerrats: A Setir Skerrat activated via the Skerrat Broodmother will try to join an existing combat if possible, and will join the Skerrat Broodmother in combat if possible. If there is no such combat within range, it will move towards the closest Enemy model.

The Skerrat Broodmother and Setir Skerrats in combat: Either player may use a Combat Activation to attack with either the Skerrat Broodmother or a Setir Skerrat.

Fleeing: Any model may leave the cavern by reaching one of the entrances (on the board edges). Players cannot be forced to flee.

Variations

Adding more players: For 3 or 4 players, use a medium (4 x 4 feet) playing area and add extra openings to the cavern.



Models

Setir Skerrrat: Dhogu - Core; Beast, Troop; Movement: 10", Attack: 1, Support: 1, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Evasive [C], Ranger [T]

Skerrrat Broodmother: Wild Creature - Skerrrat; Beast, Elite; Movement: 8", Attack: 4, Support: 1, Toughness: 4+, CR: 9", Stamina: 2, Size: large (50mm); Abilities: Aggressive (3) [T], Beast Handler (4) [L], Charge (2) [A], Dodge* [C], Favoured Allies (Setir Skerrrat) [T], Frenzy [C], Pounce (3) [C], Powerful [C], Ranger [T], Savage [C], Setir Skerrrat Trainer (4, Beast Handler(3)) [T]

Tunnel Entrance: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: small (30mm)

Abilities

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

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

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*.

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

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

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*.

Frenzy [C]: All *Friendly* models within this model's Command Range gain Aggressive[T] (1) and Pounce[C] (1).

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*.

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

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

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.

Authors: Frédéric Fiquet & Tami

The Grimblar!

(Twilight Day November 2025)

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 Models

Wild Creature

1 x Grimblar

Item

1 x Cart

6 x Salvage Token

Marker

1 x Prey Marker

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. 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 inches 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 all other models in the force within its Command Range) anywhere on the board at least 8 inches from any Enemy models or Salvage Tokens. Once a player has placed all their models on the board (except those with Pathfinder[S] 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 Tokens left on the table.

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

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

Special Rules

The Salvage Tokens: The Salvage Tokens are treated as Unwieldy[T] Objects. Beasts may carry tokens, but drop them after moving.

Fleeing: Any model may escape if it ends its move at least 6 inches away from any Enemy models. If it is more than 18 inches from the centre of the table then it automatically keeps all the Salvage Tokens it is carrying. If closer than 18 inches 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 inches 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 inches towards that numbered Salvage Token (reroll if that 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 inches of the Grimblar.
- If not, the player with initiative chooses one model within Line of Sight and 8 inches of the Grimblar and casts a Combat 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 inches and casts a Combat 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 Combat 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 inches of it can choose to yell at the Grimblar during its Activation: cast a Combat 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.

Models

Ancient Grimblar: Wild Creature; Beast, Unique; Movement: 8", Attack: 6, Support: 0, Toughness: 3+, CR: 9", Stamina: 5, Size: huge (60mm); Abilities: Abject Terror [T], Assassinate* [A], Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Unstoppable [T], Very Powerful [C], Very Tough* [S], Wild Animal [T]

Cart: Item; Object; Movement: Special, Attack: —, Support: —, Toughness: 4+, CR: —, Stamina: 1, Size: medium (40mm); Abilities: Fuel [T], Cumbersome [T], Sturdy [T], Untrained [T], Very Tough* [S]

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]

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

Abject Terror [T]: Any model within Command Range is *Stunned*. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

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

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

Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model or 2 Small models, or 3 inches if pulled by 1 Small model.

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

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

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

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

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.

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 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: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp

Scavengers of Naralon

(Twilight Day November 2025)

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 Kellanian 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

Hunters

(Twilight Day November 2025)

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

Extra Models

Casanii

6 x Erillai

Set Up

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

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

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

Victory Conditions

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

Special Rules

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

Erillai:

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

Loot:

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

Models

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

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

Abilities

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

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

Pathfinder (x) [S]: At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

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

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

Source: Twilight Day 2017

Author: Mike Thorp

Big Game Hunters!

(Twilight Day November 2025)

An official scenario for 4 or more players, 150 to 200 points.

The Devanu stealthily crept towards their prey, unaware that they weren't the only hunters on the plains...

Forces

Casanii

Select one of the below forces:

Option 1:

1 x Casanii Warrior Chief

4 x Casanii Warrior

Option 2:

1 x Seh'Ban Steyar

Option 3:

1 x Hadera Rider

3 x Erillai Rider

Devanu

Select one of the below forces:

Option 1:

2 x Jenta Handler

4 x Grishak

Option 2:

1 x Devanu Sempa

3 x Grishak

Option 3:

1 x Jenta Hunter

1 x Jenta Handler

1 x Jenta Spear

2 x Grishak

Extra Models

Wild Creature

1 x Dompaku

6 x Erillai

Set Up

The game is played on a medium (4 x 4 feet) playing area. The Dompaku is deployed near one edge of the board with the Erillai around it, about 3 inches apart from each other.

No forces are deployed initially. When a player's Initiative Counter is drawn they may place some or all of their force on the board as a single group (deploy one model and then all other models in the force within its Command Range) at least 12 inches from any Beasts or Enemy models. Once a player's entire force is on the board they may use subsequent counters to activate their force.

Victory Conditions

Casanii: The Casanii players are trying to drive off the attackers and score 1 point for each Devanu Jenta they kill and 2 points for each Devanu adult.

Devanu: The Devanu players are hunting for their supper and score 1 point for each Food Token they can get off the board.

The player with the most points at the end of the game wins.

Special Rules

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

This game is designed for four or more players, with at least as many Devanu players as there are Casanii players.

When a player's Activation Counter is drawn they may select one of the Beast models to move before activating their models.

Food Tokens can be picked up and carried as objects by any models (including Beasts).

The Devanu players may flee some or all of their models during their turn if they leave the table or are at least 9" from any Enemy models. All Food Tokens held by these models are kept.

Players will be forced to flee if more than half their Elites are killed. Devanu players should cast one Combat Stone for each Food Tokens held at that time. On a success the player can keep the Food Token, otherwise it is discarded.

If all other players are eliminated then the remaining player keeps all Food Tokens they hold and can scavenge all the Food Tokens left on the table, casting a Combat Stone per token and keeping a token per success.

Moving the Dompaku: The first player to activate each turn must move the Dompaku (if it is still alive) before activating their models. The Dompaku uses the standard rules, but does not count as a Casanii model so cannot be ridden. If it is killed place three Food Tokens on the table. The Dompaku will always move as far as it can towards the opposite edge, moving around Medium or Large models if necessary.

Moving the Erillai: After the Dompaku has been moved, other Initiative Counters allow players to move an Erillai before activating their models. The Erillai may be moved multiple times each turn. If an Erillai is killed place one Food Token on the table. When moved, the Erillai may first turn up to 45 degrees before leaping 4" forward in a straight line. A player may not move the Erillai to within 12" of their own models.

Models

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

Casanii Warrior Chief: Casanii - Core; Elite; Movement: 8", Attack: 4, Support: 2, Toughness: 5+, CR: 9", Stamina: 2, Size: small (30mm); Abilities: Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Rider [T]; **Throwing Spear:** Movement: 8", Range: 4", Attack: 2, Abilities: Bushwack [R], Focus* [R]

Devanu Sempa: Devanu - Core; Elite; Movement: 10", Attack: 5, Support: 2, Toughness: 4+, CR: 12", Stamina: 5, Size: medium (40mm); Abilities: Agility [T], Assassinate* [A], Beast Handler (2) [L], Combat Discipline* [C], Dodge* [C], Feint* [C], Sprint* (5) [A]

Dompaku: Casanii - Feral; Beast; Movement: 6", Attack: 5, Support: 1, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Instinctive (1, 3) [T], Obstructing [T], Proud [T], Transport (4) [A], Unstoppable [T], Vehicle (3) [T], Very Tough* [S]

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]

Erillai Rider: Casanii - Core; Elite, Troop; Movement: 8", Attack: 3, Support: 1, Toughness: 4+, CR: 6", Stamina: 1, Size: medium (40mm); Abilities: Charge (1) [A], Combat Trained (1) [C], Leap* (4) [A], Transport (1) [A]; **Throwing Spear:** Movement: 8", Range: 4", Attack: 2, Abilities: Bushwack [R]

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

Grishak: Devanu - Core; Beast; Movement: 10", Attack: 2, Support: 1, Toughness: 4+, CR: 3", Size: small (30mm); Abilities: Charge (2) [A], Pack (1) [L], Pack Hunter [C], Savage [C]

Hadera Rider: Casanii - Core; Elite, Troop; Movement: 10", Attack: 4, Support: 1, Toughness: 3+, CR: 6", Stamina: 2, Size: medium (40mm); Abilities: Charge (2) [A], Combat Trained (1) [C], Transport (2) [A], Unstoppable [T], Very Tough* [S]; **Throwing Spear:** Movement: 8", Range: 4", Attack: 2, Abilities: Bushwack [R]

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]

Seh'Ban Steyar: Casanii - Steyar; Elite, Unique; Movement: 10", Attack: 5, Support: 1, Toughness: 3+, CR: 9", Stamina: 4,

Size: large (50mm); Abilities: Aggressive (3) [T], Captain (6) [L], Charge (1) [A], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Pounce (3) [C], Powerful [C], Very Tough* [S]

Abilities

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

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*.

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

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

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

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

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

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

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

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

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.

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.

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.

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”.

Obstructing [T]: Models on this model count as *Obstructed* if targeted by Ranged Attacks.

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

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

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

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

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

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

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.

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

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

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.

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

Vehicle (x) [T]: This model may carry up to X Small *Friendly* models as Crew.

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

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