

*Twilight Day*  
*Summer 2022*



# Twilight Day Summer 2022

These are the scenarios that were on offer during the World of Twilight Day Summer 2022 (aka WOT 2022 Take 2 - The Regatta). The day started with a collection of games whose result influenced the set up for the large, final game of the day.

## Intro Games

These games were 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!*

### Chance Encounter

*The game was on the list, however we ran out of tables to actually run it!*

### The Imperial Horticultural Society

*The game was on the list, however we ran out of tables to actually run it!*

## Morning and Mid-day Games

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

*These games are slight reskins of existing ones, with the background tweaked for the day, and the rules on Boons and Binds added.*

### Ambush

#### **Defender:**

*Bringing a boat overland to Gar Loren is no mean feat, so whenever a river is found that is going in the right direction the boat is put off its trailer and onto the water. But not all is safe however – as the river meanders through a dense forest, a large fallen tree can be seen in the distance, blocking the passage.*

#### **Attacker:**

*Quite a number of boats have been going down the river these past few weeks. Never to miss a plundering opportunity, you have arranged a suitable impediment for the next one to come that way...*

### Looking for Aipadan

*In your endless search for the ultimate performance boat, you have come across the name of Aipadan. Quite adept at customising and improving any vehicle, she is also well known for her lengthy walks through the low hills that surround her home - after all, that's where she gets her best ideas. Which is why you find yourself traipsing through the rocky ground, looking for the elusive engineer. It appears however that you're not the only one...*

### Defend The Boat

*It is a long slog getting your boat over to Gar Loren. Luckily, you have managed to hire a couple of Dhogu Sprogs and their Yirnaks, which is a major help. Losing them would be a blow, so you ensure they are well protected at all times. You 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...*

### Engineer Beru Must Die

#### **Defender:**

*You have been negotiating with Engineer Beru at his residence for a couple of days. If only he were to accept to share his knowledge and help you enhance your boat...*

#### **Attacker:**

*After weeks trying to negotiate with Engineer Beru, he's been very clear that he won't share or sell his secrets with you. Now*

*you hear that another group is following in your steps. You cannot risk that they get away with his secrets, and so Engineer Beru Must Die.*

### The Grimblar! (WoT Day 2022)

*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 advanced technology, 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...*

### Eggs! (WoT Day 2022)

*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.*

### Scavenging the Wreckage

*As the river expands into a small lake, your eyes are 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.*

## Original Games

For reference, the original scenarios that were used as a base of the ones above.

### The Boat

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

### Where's Gil Mashar?

*Gil awoke, dazed and confused, cold and hungry as she remembered the horrors of the night before. The caravan she was travelling with was ambushed by a Devanu and slaughtered. After suffering a clout round the head, she managed to crawl away to her hiding spot where she passed out. Voices! She hears voices. Not knowing whether they be friend or foe, Gil curled up into a ball, hoping that whoever was looking for her would pass her by...*

### Defend The Camp

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

### Now, Where Did He Leave It?

*Generations after a particularly eccentric engineer had died, his greatest contribution to his birth village, a Subterranean Excremental Waste Expunger and Remover (SEWER), began to develop faults. Nobody needed convincing of the necessity of fixing it after the first couple of malfunctions left several houses uninhabitable for weeks. Engineer Beru was brought in to have a look, but after several days he was still baffled; each engineer is idiosyncratic, and Beru couldn't make head nor tail of it without guidance.*

*However, there was hope. Hearsay was that the engineer had made extensive notes during his life. Unfortunately, he had lived beyond the village limits in a secluded building that had recently been overtaken by a Devanu tribe. The Council have committed their finest militia as well as conscripting herders who know the land to provide a guard for Beru in his consequential, nay, momentous search for the schematics.*

### 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...*

### 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.*

### 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 Big End Of Day Games

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

#### The Gar Loren Regatta

*A boat race fit for the Emperor.*

*Author: Frédéric Fiquet, Joey Mordecae Dimmock, Mike Thorp*

# Bug Hunt!

(Twilight Day Summer 2022)

An official scenario for 2 or more players, 195 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 Miniatures

### Garkrid

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

## Set Up

The encounter takes place on a small (3 x 3 feet) playing area with the Garkrid Nest in the middle. The players take turns placing Garkrid near the centre of the table, but not within 3" 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 table at least 12" 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" of the centre of the table or within 6" of an enemy model. It is kept on a success, otherwise it is left on the table. Any models at least 18" from the centre of the table and 6" 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 Initiative Counters is drawn you may first select one Garkrid that is not currently engaged with any models and move it up to 2". 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.

### *Special Models*

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

**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]

### *Abilities*

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

**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*

# Chance Encounter

(*Twilight Day Summer 2022*)

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

*Your force has randomly stumbled upon the enemy and it's a case of seeing who can get the upper hand.*

## Set Up

Pick your Initiative Counters and then draw to see who can deploy. When your counters are drawn you can deploy one or more of your models as a single group (deploy one model and then all other models within its Command Range) anywhere on the table, as long as they are at least 12" from any enemy models.

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

## Victory Conditions

Each player will flee if they lose more than half their elites. The last player standing is the winner.

*Source: Chronicles of Anyaral*

*Author: Mike Thorp*



# The Imperial Horticultural Society

(Twilight Day Summer 2022)

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 Miniatures

### Empire

4 x Pagefourus

### Set Up

This game is for two or more players. 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" apart. The wild Pagefourus are deployed between the gardens, with each player taking turns placing them at least 10" from any garden.

Players then deploy their forces completely within 4" 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" 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" of a garden will move D6" 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.

### Special Models

**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*

# Ambush

(Twilight Day Summer 2022)

A experimental scenario for 2 players, 300 to 350 points.

**Defender:** *Bringing a boat overland to Gar Loren is no mean feat, so whenever a river is found that is going in the right direction the boat is put off its trailer and onto the water. But not all is safe however – as the river meanders through a dense forest, a large fallen tree can be seen in the distance, blocking the passage.*

**Attacker:** *Quite a number of boats have been going down the river these past few weeks. Never to miss a plundering opportunity, you have arranged a suitable impediment for the next one to come that way...*

## Forces

### Attacker

Pick a 300 points force (use the player's list, excluding their boat (if they have selected one)).

### Defender

Pick a 350 points non-Kedashi/Devanu force (the list must include a single boat).

## 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.

The defending player deploys their forces within 2” of the boat.

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. The defending player will flee if they have lost more than half their Elites.

**Attacker:** Capture the boat. The attacking player will flee if they have lost more than half their Elites.

The game will end as soon as either side flees, or the boat passes the barrier.

**Boons:** If the defender wins, their reputation increases and they gain one Boon, to be rolled on the Boons table before the final game (D4+2 then D6)

If the attacker wins, they have proven their determination to do whatever it takes to win and gain one Boon, to be rolled on the Boons table before the final game (6 then D6).

**Binds:** If the boat rams the barrier, roll 1 CS per inch of speed and then roll one Toughness save per success (ignore Very Tough[S]). If any fails the defender gains one Bind, to be rolled on the Binds table before the final game (D4 then D6).

## Special Rules

**Crew Activation:** On top of its regular abilities, a model that is on the boat can use its Activation to perform one of the actions listed below.

- Row the Boat (note some boats require more than one rower)
- Steer the boat: place the relevant Template(s) alongside the Boat, in the direction of the turn. Rotate the boat up to the width of the Template. This can be done once per turn only.

**Moving the Boat:** The boat starts at speed 2. Row and sail boats must rely on rowers (there is no wind underneath the canopy). The boat will move its speed in inches at the end of each Combat Phase.

**Movement on and off the Boat:** Any Medium or smaller models can move around on the boat and may move on or off the boat 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 "Surefooted[T].

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+ Toughness 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 inch of speed. Blows landed by the boat are "Powerful[C]". 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.

## *Abilities*

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

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

*Source: Twilight Day Summer 2022*

*Author: Frédéric Fiquet, adapted from an original scenario by Mike Thorp*

# Looking for Aipadan

(Twilight Day Summer 2022)

A experimental scenario for 2 players, 300 points.

*In your endless search for the ultimate performance boat, you have come across the name of Aipadan. Quite adept at customising and improving any vehicle, she is also well known for her lengthy walks through the low hills that surround her home - after all, that's where she gets her best ideas. Which is why you find yourself traipsing through the rocky ground, looking for the elusive engineer. It appears however that you're not the only one...*

## Forces

### any culture

Pick a 300 points any culture force (use the player's list, excluding their boat (if they have selected one)).

## Set Up

Place several pieces of terrain on a 4 by 4 feet board (the engineer will hide in one of them). Place one piece in the centre of the table and the other ones 8 to 12" from each other and no closer than 12" from any table edge. You can place other terrain around the edge, but this cannot be used as the possible hiding place.

Place 6 tokens in the terrain pieces.

Draw an Initiative Counter to select a player, she can choose the table edge to start from and deploy within 6" of it. The other player deploys in the same way along the opposite edge.

## Victory Conditions

A player who gets the engineer off any table edge apart from their deployment edge wins the game.

A player will also win if they are in possession of the engineer and the opposing side has lost all their elites.

If a player loses all their elites but the engineer has not yet been found, she is considered to have left the board and hidden someplace else: the game is a draw.

**Boons:** The winner gains one Boon (D2 then D6), to be rolled on the Boons table before the final game.

## Special Rules

**Finding the engineer:** Any model that ends its movement on a terrain piece with a token on it, and is not in base contact with an enemy, and has moved cautiously (or not at all), may search for the engineer: remove the token and cast one stone for each model searching that piece of terrain, up to a maximum of four stones. If three or more successes are cast then the engineer has been found (place her miniature there - you could also reuse the token). If only one token remains and the engineer has not yet been found, then she is at that location.

**Moving the engineer:** Once the engineer has been found she may be activated at the same time as any model in base contact with her. She can only be activated once per turn and has a Move of 6". She cannot be targeted or hurt by any form of attack.

Source: Twilight Day Summer 2022

Author: Frédéric Fiquet, adapted from an original scenario by David "Hithero" Smith

# Defend The Boat

(Twilight Day Summer 2022)

A experimental scenario for 2 players, 300 to 390 points.

*It is a long slog getting your boat over to Gar Loren. Luckily, you have managed to hire a couple of Dhogu Sprogs and their Yirnak, which is a major help. Losing them would be a blow, so you ensure they are well protected at all times. You 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

### Attacker

Pick a 300 points force (use the player's list, excluding their boat (if they have selected one)).

### Defender

Pick a 350 points non-Kedashi/Devanu force (the list must include a single boat), and add the below extra models:

#### Dhogu

2 x Yirnak

2 x Dhogu Sprog

## Set Up

The defending player set up their force near the centre of the board. The boat is 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 player does 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 attacker achieves a major victory if they can force the defender to flee or if they destroy the boat. They can achieve a minor victory if they kill both Yirnak, even if they then flee.

The defender achieves a major victory if they can repel the attackers and keep both the boat and Yirnak alive. They can achieve a minor victory if they repel the attackers and the boat has not been destroyed.

**Boons:** Gain one Boon for a minor victory, and two Boons for a major one, to be rolled on the Boons table before the final game.

**Binds:** If the boat has been heavily damaged, the defender gains one Bind, to be rolled on the Binds table before the final game (D4 then D6).

## Special Rules

The boat may not be moved. It may only be attacked in close combat. It casts no Combat Stones. If blows are landed on the boat, do not make any Toughness saves immediately. Instead, mark the boat with one damage for each blow landed. At the end of the game, if they do not flee the defending player 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 boat has been too heavily damaged to repair then and there.

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

**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*.

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

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

**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 Strong [T]:** This model counts as a Large model for pulling a Log Wagon or a Belderak Bombard.

*Source: Twilight Day Summer 2022*

*Author: Frédéric Fiquet, adapted from an original scenario by Mike Thorp*

# Engineer Beru Must Die

(Twilight Day Summer 2022)

A experimental scenario for 2 players, 300 to 340 points.

**Defender:** *You have been negotiating with Engineer Beru at his residence for a couple of days. If only he were to accept to share his knowledge and help you enhance your boat...*

**Attacker:** *After weeks trying to negotiate with Engineer Beru, he's been very clear that he won't share or sell his secrets with you. Now you hear that another group is following in your steps. You cannot risk that they get away with his secrets, and so Engineer Beru Must Die.*

## Forces

### Defender

Pick a 300 points force (use the player's list, excluding their boat (if they have selected one)), and add the below extra models:

### Empire

1 x Engineer Beru

2 x Apprentice

## Set Up

The encounter takes place on a small (3 x 3 feet) playing area with the Engineer's house at the centre. The defending player deploys their models as a single group (deploy one model and then all other models within its Command Range) 18" from the house. The attacker does not start on the board.

## Victory Conditions

**Defender:** The defending player wins if the Engineer or one of her apprentices get off the board. Given the importance of this mission, the defender will only flee if the Engineer is killed.

**Attacker:** The attacking player wins if they kill the Engineer.

**Boons:** If he escapes, Beru is swayed and accepts to share his secrets: the defender gains one Boon, to be rolled on the Boons table before the final game (D2 then D6). If Beru dies, the attacker has proven their determination to do whatever it takes to win and gains one Boon, to be rolled on the Boons table before the final game (6 then D6).

## Special Rules

At the end of each turn the attacking player rolls one die. On a 4+ a group arrives: place the models as one group at least 12" from the house and 9" from any defending models.

## Special Models

**Apprentice:** Empire - Core; Civilian, Apprentice; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 1", Size: small (30mm); Abilities: Assistant [T]

## Abilities

**Assistant [T]:** This model is allocated a Master at the start of the game and will always activate for free when his Master is activated so long he is in his Command Range.

*Source: Twilight Day Summer 2022*

*Author: Frédéric Fiquet, adapted from an original scenario by Ogaday Willers Moore*



# The Grimblar! (WoT Day 2022)

(Twilight Day Summer 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 advanced technology, 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.

**Boons:** The winning player gain one Boon, to be rolled on the Boons table before the final game (D6 then D6). Furthermore, each player rolls 1 CS per 10 valuables they collected (rounding down), and gain one Boon per success (D3 then D6).

## 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*

**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: Twilight Day Summer 2022*

*Author: Frédéric Fiquet, adapted from an original scenario by Mike Thorp*

# Eggs! (WoT Day 2022)

(Twilight Day Summer 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

### 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.

**Boons:** The winning player gain one Boon, to be rolled on the Boons table before the final game (D6 then D6). Furthermore, each player will gain one Boon per 4 eggs they collected (rounding down) (D6 then D6).

### 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.

### Special Models

**Kellanion 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.

**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.

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

**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 Summer 2022*

*Author: Frédéric Fiquet, adapted from an original scenario by Mike Thorp*

# Scavenging the Wreckage

(Twilight Day Summer 2022)

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

*As the river expands into a small lake, your eyes are 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.*

## Forces

### Player 1

Pick a 300 points force (use the player's list, including their boat (if they have selected one)).

### Player 2

Pick a 300 points force (use the player's list, including their boat (if they have selected one)).

## 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 river crossing it from one side to the other, and a small lake/pond in the centre. Place a wrecked boat and several piles of cargo on the lake's shore. Finally place a number of beasts and nests on the table, generally close to the cargo.

A player using a boat deploys their boat on the river, on either side of the board. They place their other models either on the boat or next to it on either shore, all within 6" of the board's side.

A player without a boat must wait for their Initiative Counters to be 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!

**Boons:** The winning player gain one Boon, to be rolled on the Boons table before the final game (D6 then D6). Furthermore, each player rolls 1 CS for each token they collected, and gain one Boon for each success (D6 then D6).

## 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).

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

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

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

**Both erac and oran up: Shiny garkrid!:** You don't spot any cargo around the nest, but as you get closer a swarm of iridescent garkrid erupt from the nest and flee into the forest. You realise they would fetch a high price back home!

An opposing player places six Shiny Garkrid evenly spaced around the nest. The garkrid immediately run D6" away from the nearest player model.

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

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

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

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

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

If any model starts its activation within 3" of the nest then cast 3 combat stones and place one Biting Garkrid adjacent to it

for each failed roll. You may use combat abilities to recast these stones. One garkrid will attack immediately, with the other garkrid supporting.

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

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

1. Kitahii
2. Utakrid
3. Two Mekkridd

## Special Models

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

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

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

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

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

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

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

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

**Spitting Garkrid:** Wild Creature; Beast; Movement: 3", Attack: 1, Support: 1, Toughness: –, CR: 0", Size: tiny (15mm); Abilities: Instinctive (1, 0) [T], Powerful [C]; **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" 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 Summer 2022*

*Author: Frédéric Fiquet, adapted from an original scenario by Mike Thorp*



# The Gar Loren Regatta

(Twilight Day Summer 2022)

A complex experimental scenario for 2 to 8 players, 150 points.

*A boat race fit for the Emperor.*

## Forces

### non-Kedashi/Devanu

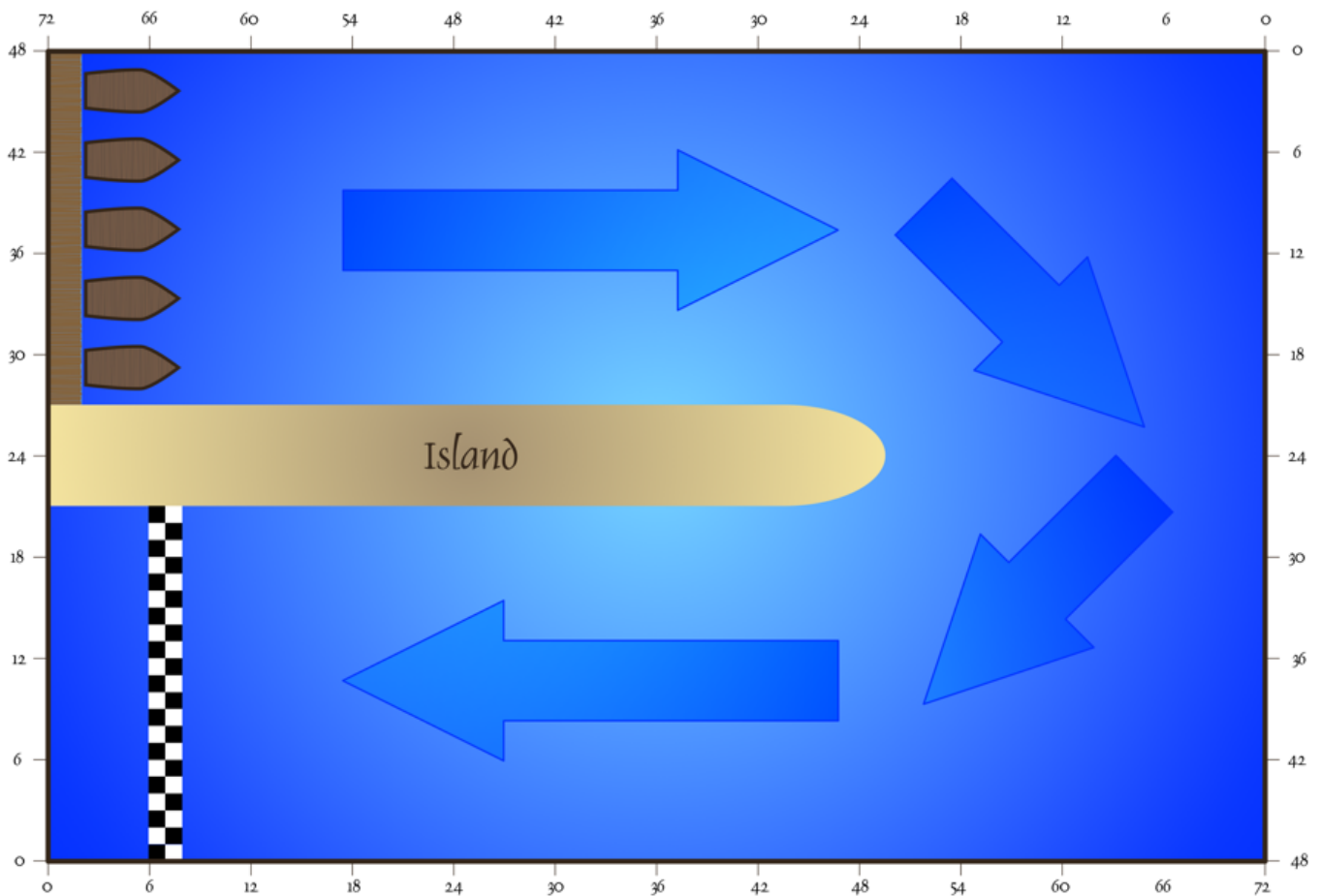
Pick a 150 points non-Kedashi/Devanu force (the list must include a single boat).

## Set Up

Set up a 4x6 feet water board, with a large island in the centre. You may want to place a number of civilians on the island to represent the spectators (they will have no effect on the game, though). The size of the island should be such that the surrounding river is large enough for all participating boats to run abreast, with at least one inch between them. If the starting line is too crowded, either procure a larger board, or use multiple ranks.

**Obstacles:** You might want to place a number of obstacles on the water (such as small hills to represent islets).

**The boats:** The players roll off and place their Boats next to the starting line, with their Crew on board.



## Victory Conditions

**Distance race:** The race ends once a Boat has fully crossed the finish line.

**Time-bound race:** The race ends after the allocated time.

**Victory Points:** The Boat with the most victory points wins the race. In case of a draw, a Boat further ahead wins over one

further back – note that Boat positions are counted from the stern, rather than the prow. Tally all victory points, adding 4D6 victory points for the Boat in the lead. Then for each Boat add 6 victory points per position, starting from the back (so the last Boat gets 6 points, the next one 12, etc.).

## *Special Rules*

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

### **Initiative Counters:**

When one of their Initiative Counter is drawn, a player may pass, or activate their entire Crew, or play shenanigans (if available), or move their Boat up or down the initiative order (if using that optional rule).

The Boats move (per their current speed and direction) at the end of each Combat Phase, in initiative order. The turn ends once both Combat Counters have been drawn.

### **Crew Activation:**

On top of their regular abilities, a Crew Member can use their activation to perform one of the actions listed below. A Crew Member that performs one of these actions cannot initiate combat during the Combat Phase (it can however be attacked and defend itself).

- row the Boat (note some boats require more than one rower)
- man the sails
- steer the boat: place the relevant template(s) alongside the length of the Boat. Rotate the boat up to the width of the template. This can be done once per turn only if the boat is moving, twice per turn if the boat is stationary.
- remove any boat hooks or grappling hooks currently tied to the Boat
- climb on board (if in the water and in contact with a Boat with room available on it)

\*(in order to help keep track of activations, you might want to start with all your models facing the prow, and turn them to face the stern once activated)s

### **Combat Phase order:**

During the Combat Phase, the following happens in order:

- the spectator boats move
- the creatures move then attack
- the Crew resolve their combats
- the Boats move

### **Attacks on the Crew:**

Attacks by creatures are lethal. Crew-upon-crew attacks are non-lethal: a Crew Member that fails a Toughness test needs to roll an Agility Test, adjusted by the result of the save (e.g. save is 5+, Toughness roll is 3: Agility Test roll at -2). If failed, the Crew Member falls overboard. If passed, the Crew Member is unaffected.

A Crew member that is in the water and in contact with a Boat may attack either the Boat or one of its Crew Member but will cast one less CS (to a minimum of one), and the attack will be Weak. If as a result of the combat the opposing Crew Member fails an Agility Test, the Crew Members swap places.

### **Attacks on the Boats:**

A Boat cannot be targeted by non-shell ranged attacks.

In the Combat Phase, a Boat without any of its own Crew on deck can be attacked by opposing Crew that are in contact with it (a Crew Member in the water casts one less CS and its attacks are Weak).

The Boats do not defend, and rely on their Toughness and Stamina for survival.

### **Falling overboard:**

A Crew Member that falls overboard is placed in contact with the boat it has fallen off of. A Crew Member can swim at one-third its normal speed. If it gets in contact with a boat, a Crew Member can use its activation to climb on board (assuming there is room on board).

### **Moving from Boat to Boat:**

A Crew Member can jump (move) onto another Boat, as long as there is room on it to do so. If there is no room, the Crew Member automatically falls overboard. The Crew Member must roll an Agility Test with a -1 to the die result per inch between the two boats (rounded down), or fall in the water, half-way between the two Boats.

### **Grabbing a Boat:**

If the Boat is equipped with boat hooks or grappling hooks, a Crew Member may use their activation to try and link their Boat to an opponent's. Roll 1 CS: if a success, both Boats are now linked. The attacker may bring both Boats in contact if so desired.

If the Boats are side by side, their new speed aligns to that of the largest boat (use the slowest Boat if the Boats are the same size). If the Boats are prow to stern and the boat in front is not larger than the one in the back, the front Boat slows by 1", plus 1" per size difference (sizes in order: medium - 40mm, large - 50mm, huge - 60mm, gargantuan - 80mm, colossal -

100mm, enormous - 130mm, humongous - 160mm). The effect is cumulative if multiple boats are linked.

**Ramming a Boat:**

A Boat can ram another one. First calculate the strength of the ram: add both Boats' speeds if ramming prow to prow, subtract the Boats' speeds if ramming stern to prow, use the ramming Boat's speed in all other cases. Then roll a separate attack against each Boat, using half the strength (rounded up) for the number of CS. Finally, each Crew Member must roll an Agility Test with a -1 to the die result per successful CS.

**Destroyed Boats:**

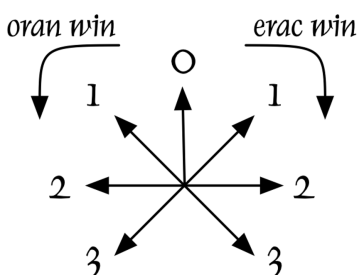
A Boat that fails a Toughness test and has no Stamina left is destroyed and stops moving immediately. The Boat becomes a movable obstacle. The Crew remains on the Boat.

**Repairing a destroyed Boat:**

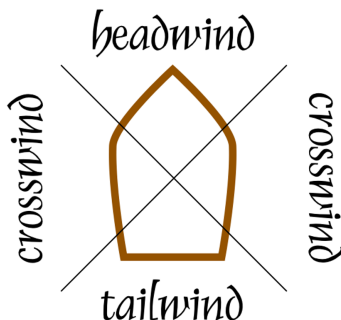
Mechanics and Shipwrights can use their activation to grant Stamina to the Boat as per normal. Any other Crew Member that is on the deck may use its activation to cast one CS: the Boat gains one Stamina on a success (up to its original value plus one). Regular Crew cannot attempt to patch a Boat that is not stationary.

**Wind direction:**

At the start of each turn, roll 2 eracs and 2 orans and resolve as per a regular combat, then set the new direction of the wind per the diagram below:



**Sail boat speed**



**Agility Test:**

D6 Result

1 failed: the model falls overboard.

2+ passed

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

**Obstacles:**

If a Boat encounters an obstacle, perform a ramming check. If the obstacle is immovable, use double the speed of the boat. If the obstacle is movable and there is space available, pivot the obstacle so the Boat can continue moving. If there is no room (for example because of other Boats blocking the way), in subsequent turns move both Boat and movable obstacle together using half the boat's speed.

Obstacles cannot be targeted by non-shell ranged attacks.

The board edges and islands are immovable obstacles.

**Crew in the water:**

If during its move a Boat makes contact with a Crew Member that is in the water, that Crew Member may immediately board it, provided room is available. If not, move the Crew Member to either side of the Boat and move the Boat as per usual.

Crew are not obstacles.

**Fixed buoys:**

A number of buoys are distributed along the track (suggestion: one buoy per 12" x 12" section of track), with various prizes attached to them. Buoys and their prize are collected automatically when a Boat comes in contact with them (remove the buoy once the prize has been collected). Prizes are worth D6 victory points.

Buoys are not obstacles.

#### **Prizes:**

Prizes are stored on board. An enemy model may steal a single prize from a Boat if there are none of the original Crew Members on deck, and the model leaves the Boat before any of the original Crew climbs back on board.

#### **Crew Members:**

Crew Members are restricted to models of Small or Tiny sizes (up to 4 Tiny models can occupy the space of one Small model). Mounted models are not allowed on board. For the purpose of this scenario, the Tahela are considered to be Small creatures. Tiny models, Beasts, and Objects cannot operate a Boat in any way.

Friendly creatures of any size that can Swim are allowed to join the Crew, they will start in the water and in contact with the Boat.

Friendly creatures of any size that can Fly are allowed to join the Crew, they can start anywhere on the board.

#### **Mechanics and Shipwrights:**

These specialists can repair a boat on the fly. Note that a Boat's maximum Stamina is equal to the original value plus one (as per the standard rules).

#### **Cren Blaak:**

If you have Cren Blaak in your force, he gains the Shipwright ability.

#### **Noble:**

For the purpose of picking Boons only, non-Troop, non-Object nobles gain Influential(1).

#### **Sea Legs:**

Any Crew Member that does not already have it can be given the Sea Legs ability, at a cost of 5 points per model.

**Shenanigans:** Shenanigans tokens can be added to a force, and cost 5 points per token.

Starting on the second turn, a player may use an Initiative Counter to play shenanigans by selecting an event in the Events Table and spending the appropriate number of tokens.

#### **Denied!:**

A player may immediately cancel shenanigans by spending as many of their own shenanigans tokens as the shenanigans' cost plus 1.

**Events:** At the start of each turn following the first, roll 1 CS per Boat, and roll once on the events table per success. The players resolve the events, starting with the one with the Boat in last position, and going up the chain. Use the prow of the Boats to determine each player's position.

#### **Events Table:**

D6	D6	Tokens	Result
1-2	1-3	1	Wobbly rudder: steer one non-friendly Boat up to 20°.
1-2	4-5	1	Mechanical failure: pick one non-friendly Boat: that Boat's speed will be reduced by 2" in the next Combat Phase.
1-2	6	2	Shipmites (creatures): pick one non-friendly Boat and cast 3 stones; place one garkrid adjacent to the Boat for each success. The mites move with the Boat and attack it during each Combat Phase (1 CS, Weak). A Crew Member may spend its activation to remove a single mite.
3-4	1-2	2	Place a kosok on the board, at least 12" away from any Boat or Crew. The kosok will leave the board if it kills a Crew.
3-4	3-4	1	Place a small frenu swarm on the board, at least 12" away from any Boat or Crew. The swarm will leave the board if it kills a Crew.
3-4	5	2	Place a medium frenu swarm on the board, at least 12" away from any Boat or Crew. The swarm will leave the board if it kills a Crew.
3-4	6	3	Place an utakrid on the board, at least 12" away from any Boat or Crew. The utakrid will always grab a Crew if possible. If it does not kill it immediately, it will drop it in the water then leave the board.
5-6	1-2	1	Place a spectator's coracle on one of the river banks, at least 6" away from any Boat or Crew.
5-6	3-4	2	Place a ruhko on the board, at least 6" away from any Boat or Crew.

- 5-6 5 3 Place a torala on the board, at least 6" away from any Boat or Crew.
- 5-6 6 5 Place a river akitiin on the board, at least 6" away from any Boat or Crew.

**Creatures:**

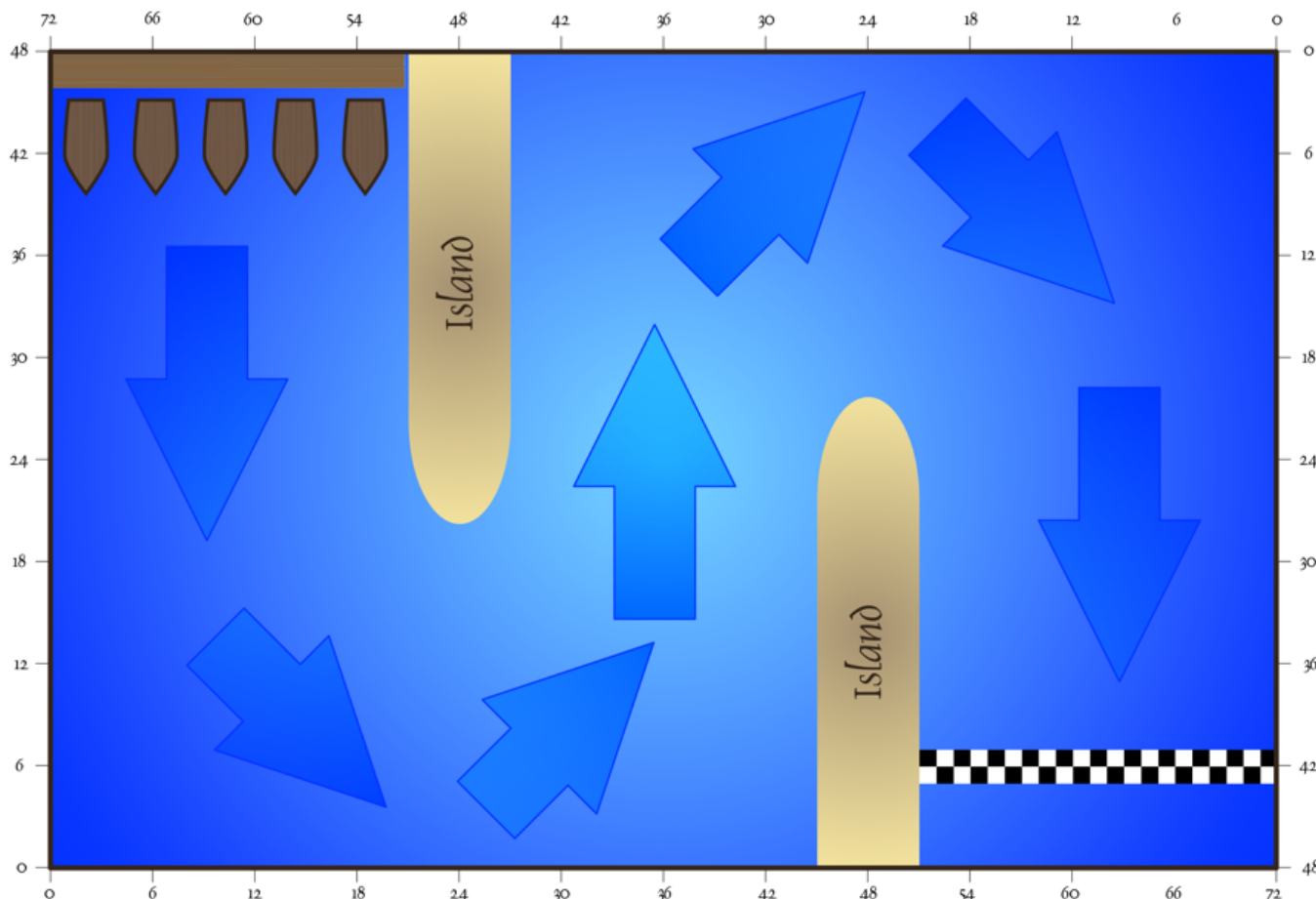
- Creatures must be placed at least 24" from the starting line.
- Flying creatures activate at the start of each Combat Phase, move cautiously towards the closest Crew (excluding spectators), then attack Crew if possible. Flying creatures leave the board if they kill a Crew.
- Swimming creatures activate at the start of each Combat Phase, move cautiously towards the closest Boat (excluding spectator boats), then attack a Boat if possible (always using all eracs). After a swimming creature's attack, roll as many eracs and as many orans as there were successful attacks, and pivot the Boat as per the wind direction rules. Swimming creatures will leave if they destroy a boat, or if no Boat is in full movement range.

**Coracles and Small Rows Boats:**

The fubarnii are keen on not missing any of the action, and what better place to do that than in the middle of the river? Place a coracle or small row boat in contact with either bank of the river. The coracle/small boat will keep on crossing from one side to the other (it will move cautiously at the start of each Combat Phase, before any attacks). If a Boat hits a coracle/small boat, perform a ramming test. A Boat that hits a coracle/small boat loses 1D6 victory points. A Boat that destroys a coracle/small boat loses a further 2D6 victory points.

*Variations*

**Alternate race tracks:** Feel free to adjust the race track. The more turns there are, the more (involuntary) carnage there is likely to be.



**Boat Initiative order:** Use separate tokens to track the boat initiative order. When a player's Initiative Counter is drawn, they may move their boat token by up to two places up or down the initiative order.

**Currents:** By default the race takes place on a nice, calm lake. It could be run on a river however. Agree a speed for the current (2 inches is a sensible value): all boats are impacted by that speed (so going faster if going with the current, slower if going against, and drifting laterally if going across it).

**Playing in teams:** Rather than play individually, form teams (either by agreement or by assigning randomly). At the end of the game, add the team member's scores together to determine the overall winning team.

**Sinking:** When a Boat is destroyed, it sinks: remove it from the board, leaving the occupying models in place but now in the water. The models can activate (and swim for their life!) on their player's turn.

**Changing winds:** At the start of each turn, roll a die to determine how stable the wind is:

1: stable, roll 1 erac and 1 oran

2-4: unstable, roll 2 eracs and 2 orans

5-6: very unstable, roll 3 eracs and 3 orans.

**Campaign game:** Before the game, tally each player's wins and losses in earlier games, and roll that many times on the Boons (for wins) and Binds (for losses) tables.

Players with Influential models in their force can spend one coin to re-roll a result they dislike. They can then pick either result.

**Binds:**

D6	D6	Result
1	1-3	The Boat is less manoeuvrable: reduce the steering template's size by the size of a small template (if the steering template is the small template, ignore this result and reroll).
1	4-6	The Boat loses 1 Stamina.
2	1-6	The Boat's Save goes up by 1 point (to a maximum of 6+).
3-4	1-6	The Boat suffers a 1 inch penalty to its maximum speed.
5-6	1-6	One Crew Member is out of action and cannot participate in the race (player's choice). It can be replaced by another member of the player's force or an outsider that has joined the Crew (as part of a Boon).

**Boons:**

D6	D6	Result
1	1-3	The Boat's speed increases: • A rowboat gains a 1 inch increase to its speed when rowers are active. • A sailboat gains a 1 inch increase to its speed when under tailwind. • A steamboat gains a 1 inch increase to its maximum speed.
1	4-6	The Boat is more manoeuvrable: increase the steering template's size by the size of a small template.
2	1-3	The Boat's Save goes down by 1 point (to a minimum of 2+).
2	4-6	The Boat gains 1 Stamina.
3	1-3	The Boat is equipped with boat hooks.
3	4-5	The Boat is equipped with grappling hooks.
3	6	Gain two shenanigans tokens.
4	1-2	A crew with hook joins the Crew.
4	3-4	A crew with bolas joins the Crew.
4	5	An engu crew joins the Crew.
4	6	A mechanic (or shipwright) joins the Crew.
5	1-3	One member of the Crew gains Sea Legs.
5	4	An engu crew joins the Crew.
5	5	A mechanic (or shipwright) joins the Crew.
5	6	A riverfolk captain joins the Crew.
6	1-4	Gain one shenanigans token.
6	5	Gain two shenanigans tokens.
6	6	Gain three shenanigans tokens.

**Binds and Boons limitations:** After all binds and boons are applied (including any specific ones obtained in the relevant scenarios), make a final adjustment to the Boat's characteristics:

- The Stamina cannot be less than 1.
- The Save must be in the range 2+ to 6+.
- The maximum speed increase is 2.
- The Boat's steering range cannot be smaller than one small template (20°).

## *Special Models*

**Kosok:** Devanu - Core; Beast; Movement: 12", Attack: 1, Support: 3, Toughness: 6+, CR: 6", Size: small (30mm); Abilities: Aggressive (3) [T], Charge (2) [A], Evasive [C], Flit [C], Flying [T], Solo [T]

**Mechanic:** Mercenary; Troop, Mercenary; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Size: small

(30mm); Abilities: Initiative [S], Tune Up [A]

**Medium Frenu Swarm:** Kedashi - Core; Troop; Movement: 8", Attack: 5, Support: 2, Toughness: 6+, CR: 3", Stamina: Special, Size: medium (40mm); Abilities: Combat Discipline\* [C], Dodge\* [C], Flying [T], Indomitable [C], Sacrifice [S], Swarm (6) [L], Untrained [T]

**River Akitiin:** Wild Creature; Beast; Movement: 0", Attack: 4, Support: 0, Toughness: 3+, CR: 6", Stamina: 3, Size: large (50mm); Abilities: Aggressive (6) [T], Ambush [S], Crunch (2) [C], Instinctive (3, 0) [T], Lunge (6) [C], Powerful [C], Swim (9) [A], Very Tough\* [S], 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]

**Shipwright:** Mercenary; Mercenary, Civilian; Movement: 6", Attack: 1, Support: 0, Toughness: 5+, CR: 0.5", Size: small (30mm); Abilities: Initiative [S], Shipwright [A]

**Small Frenu Swarm:** Kedashi - Core; Troop; Movement: 10", Attack: 3, Support: 1, Toughness: 6+, CR: 3", Stamina: Special, Size: small (30mm); Abilities: Combat Discipline\* [C], Dodge\* [C], Flying [T], Sacrifice [S], Swarm (6) [L], Untrained [T]

**Torala:** Wild Creature; Beast; Movement: 4", Attack: 4, Support: 0, Toughness: 4+, CR: 6", Stamina: 1, Size: huge (60mm); Abilities: Crunch (3) [C], Indomitable [C], Instinctive (0, 2) [T], Powerful [C], Swim (6) [A], Unstoppable [T], Untrained [T], Very Tough\* [S], 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".

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

**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.

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

**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.

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

**Influential (x) [S]:** This model has X Coins which may be used before or during the game. Before the game you may spend Coins to give access to fubarnii models that would not normally be available. One Coin allows you to recruit either two *Troop* or one *Elite* model. The models cost their normal points, but are treated as the same culture and theme as the model they are accompanying.

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

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

**Initiative [S]:** If this model has not already activated and an adjacent *Friendly Elite* or *Civilian* is activated this model may be activated for free.

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

**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.

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

**Shipwright [A]:** An adjacent Boat model may immediately gain one Stamina.

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

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

**Swarm (x) [L]:** Activate up to X *Friendly* Frenu.

**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.

**Tune Up [A]:** An adjacent *Mechanical* model may immediately gain one 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 Tough\* [S]:** Re-roll a failed Toughness save.

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

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

*Source: Twilight Day Summer 2022*

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