

Twilight Day
2016

Twilight Day 2016

These are the scenarios that were on offer during the World of Twilight Day 2016. The day starts with introductory games. Post lunch are games whose result will influence the set up for the large, final games of the day.

Morning Games

These simple games are played as introduction for the new joiners.

Chance Encounter

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

Scavengers

Mid-day Games

Battle Of The Giants

Belderaks

The Delgon have transported several of their large belderaks from the North and are moving them into position to destroy one of the large trees. Empire scouts have spotted the band of troops close to the town and must destroy the mortars at all costs before they can be got into position.

Hunters

The Caravan

The Big End Of Day Game

This is the final games of the day, with 8+ players around the table.

Battle For Roda!

This is the big showdown between the Empire and the Delgon for control of the town of Roda!

Author: Mike Thorp

Chance Encounter

(Twilight Day 2016)

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 in the force 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[S] and the models accompanying them) you can then use subsequent counters to start activating your models as normal, even if your opponent hasn't fully deployed.

Victory Conditions

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

Source: Chronicles of Anyaral

Author: Mike Thorp

Scavengers

(*Twilight Day* 2016)

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

Set Up

Each player has three loot tokens. One loot token is placed in the centre of the table. Players then take turns placing tokens at least 3" from any other tokens. Once all the tokens have been placed then Initiative Counters are drawn to deploy models. All models must be placed in groups (deploy one model and then as many other models as you like within its Command Range) at least 6" from any loot tokens and 12" from any enemy models.

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

Victory Conditions

At the end of the game roll one dice for each token held. The player with the highest score is the winner!

Special Rules

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

Loot:

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

Source: Twilight Day 2017

Author: Mike Thorp

Battle Of The Giants

(*Twilight Day 2016*)

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

Set Up

Each player gets a 300 point force, but it must include one named character (or a Lord of Orel) worth 125 points or more and no more than 10 models.

Victory Conditions

Your force will flee if more than half your elites are killed.

Source: Twilight Day 2016

Author: Mike Thorp

Belderaks

(Twilight Day 2016)

An official scenario for 4 players, 400 to 680 points.

The Delgon have transported several of their large belderaks from the North and are moving them into position to destroy one of the large trees. Empire scouts have spotted the band of troops close to the town and must destroy the mortars at all costs before they can be got into position.

Forces

Delgon

Pick two 200 to 300 points Delgon forces, and add the below extra models:

2 x Belderak Bombard

2 x Yirnak

Set Up

Delgon: The two Delgon players deploy their forces as one or more groups (deploy one model and then as many other models as you like within its Command Range) within 12" of the board edge. They also deploy the two belderaks, each with an accompanying yirnak.

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

Victory Conditions

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

Delgon: The Delgon players are aiming to get the belderak into position on the hill near the centre of the board.

Empire: The Empire player is trying to destroy the carriages on which they are being transported. The belderak may not be destroyed once they are in position.

Special Rules

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

For this game each player activates independently.

Source: Twilight Day 2017

Author: Mike Thorp

Hunters

(*Twilight Day* 2016)

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

Extra Miniatures

Casani

6 x Erillai

Set Up

A herd of Erillai are placed in the centre of the table by a neutral player.

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

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

Victory Conditions

At the end of the game the player with the most loot tokens is the winner!

Special Rules

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

Erillai:

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

Loot:

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

Source: Twilight Day 2017

Author: Mike Thorp

The Caravan

(*Twilight Day 2016*)

An official scenario for 6 or more players, 1100 to 1270 points.

Forces

Empire

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

Caravan

- 1 x Belan
- 2 x Baruk
- 3 x Eruk
- 1 x Loranti Pargal
- 4 x Casanii Warrior
- 3 x Trader
- 2 x Mounted Trader

Set Up

Empire:

- The Empire's caravan is set up first by a neutral player.
- The Empire players then deploy their forces, with all models with 6" of the Caravan.

Devanu:

- The Devanu players do not deploy initially, but may choose to use an Initiative Counter for one player to deploy one group of models anywhere on the board at least 12" from enemy models and 12" from the town.

Victory Conditions

- Belan are worth 5VPs, Baruk are worth 3VPs and Eruk are worth 1VP.
- Traders are worth 1VP, mounted traders are worth 2VP and Loranti is worth 4VP.

The Empire player wins if they can get more than half the VPs home to the town. Otherwise the Devanu win.

The Empire players will not flee. The Devanu will flee if they lose more than half their Elites.

Special Rules

When their Initiative Counter is drawn each side may select up to three models to activate directly. A model may use the Solo ability, but only if that is the only model the side chooses to activate directly.

Variations

The number of creatures in the caravan is indicative only, feel free to change it.

Source: Twilight Day 2016

Author: Mike Thorp

Battle For Roda!

(*Twilight Day 2016*)

A complex official scenario for 4 or more players, 1150 to 1215 points.

This is the big showdown between the Empire and the Delgon for control of the town of Roda!

Forces

Delgon & Delgon

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

Delgon

1 x Dehran

4 x KalDehran

Delgon

1 x Belderak Bombard

3 x KalGush

Set Up

Extra Belderak Bombards: On top of the one provided by default, the Delgon players add any Belderak Bombards that they managed to get into position in the previous round.

Generals: Each side should choose four Generals.

The forces are deployed on opposite sides of the table.

Victory Conditions

The first side to kill three of their enemies Generals will flee.

Dehran: If Dehran is killed then the Delgon should feel ashamed, but they can still win the game.

Special Rules

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

Belderak Bombards: The Belderak Bombards cannot be moved. They may be fired if there are least two unengaged Delgon models adjacent to them.

Source: Twilight Day 2016

Author: Mike Thorp