

Twilight Day
2018

Twilight Day 2018

These are the scenarios that were on offer during the World of Twilight Day 2018. 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.

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...

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...

Chance Encounter

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

Scavengers

Inferno!

The Delgon have been careless with their KalGush and started a great inferno that is tearing through the forest. The various forces in the area have spotted a small hill devoid of trees that may give them refuge.

Intelligence

NuraSen Tirrel clutched the vital message tube as he ran through the forest. His bodyguards were all dead, but the flutter of leathery wings had abated and he stilled hoped he might escape the accursed trees and deliver his message. This hope was short lived as a sharp screech erupted from the trees to his left and great shape leapt towards him.

Mid-day Games

These games play through the aftermath of the 2017 endgame, with both Empire and Delgon fleeing the forest following the destruction of the nest tree.

Close To Home (Delgon)

The few weary survivors of the forest are making their final journey home, leaving the cursed trees behind. But fate is still not kind and they have drawn the attention of hungry predators. It is vital that Dehran make it home to tell the tale of all that has occurred.

Close To Home (Empire)

The few weary survivors of the forest are making their final journey home, leaving the cursed trees behind. But fate is still not kind and they have drawn the attention of hungry predators. It is vital that Danakan make it home to tell the tale of all that has occurred.

The Great Escape

The Kedashi are swarming in vengeance and the Imperial and Delgon forces are fleeing for their lives. The old allegiance between the Kedashi and the Empire was forgotten as the great nest tree fell. Rival kedashi queens now vie for power, seeking favour from the Kiterak by wiping out the outsiders.

The Big End Of Day Game

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

Vengeance Of The Kiterak

The Kedashi forces are closing in on the poorly defended Tarmelian village of Keroma, but a small force of Defenders may be close enough to ride to their rescue.

Author: Mike Thorp

The Imperial Horticultural Society

(Twilight Day 2018)

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

Scavengers of Naralon

(Twilight Day 2018)

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

Following the great battle when the tree fell, the forces fled, pursued by the kedashi swarms. Many have died, but the small band of disillusioned survivors have found themselves close to a great river that they hope will lead to freedom. With hope that they may now escape this accursed forest with their lives, their eyes have been drawn to the overgrown wreckage of a Fubarnii trade boat that has lost its way and crashed on the shoreline. Its precious cargo has been ransacked and spread around the shoreline by the local fauna, but will doubtless contain many valuables. But they are not the only desperate survivors who have found their way here...

Extra Miniatures

Wild Creature

- 1 x Kellanion Akitiin
- 2 x Tunnelling Akitiin
- 2 x Garkrid Infestation
- 1 x Hendreek Kelahn
- 2 x Ruhnko
- 1 x Kitahii
- 1 x Utakrid
- 2 x Mekkruid

Set Up

The table is set up with a wrecked boat and several piles of cargo. There are also a number of beasts and nests on the table, generally close to the cargo.

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

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

Victory Conditions

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

Special Rules

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

Loot:

- The boat has obviously been wrecked for a while and the cargo has been distributed over a wide area. Each pile of cargo may contain valuable items. A model adjacent to the cargo at the end of its main move may rolls a die to investigate. If a model sacrifices its entire movement then it may cast the die twice. On a 4+ the model takes a loot token. On a 1 there is no more valuable loot in that pile and the cargo pile can be removed.
- Loot tokens can be picked up and carried freely.
- Players may flee some or all of their models if they leave the table or are at least 9" from any enemy models. All Loot tokens held by these models are kept.
- Players will be forced to flee if more than half their elites are killed, in which case cast one stone for each loot token held, otherwise it is lost and removed from play. On a success the player can keep the token.
- If all other players are eliminated then the remaining player can scavenge all the loot tokens left on the table, as long as they are at least 6" from any monsters or nests.

Special Creature Rules

Tunnelling Akitiin Nests:

- If a model ends its activation within 6" of nest then roll a dice. If a 1 or 2 is rolled then a tunnelling akitiin erupts from the ground and immediately attacks. Your opponent may place the akitiin adjacent to the model and then attacks with four combat stones (4 attack). If a model moves cautiously then you may add 1 to the dice roll to see if the model is attacked.
- The akitiin will remain on the table after the combat. Either player may use their Combat Activation to lunge with the akitiin if there are any models within 2".
- If there are no models within 2" at the end of the Combat Phase, or if any blows are landed on the model in combat then the akitiin will disappear back into the ground.

Ruhnko:

- The ruhnko are not fundamentally aggressive, but do not like to be disturbed. Either player may use a Combat Activation to make a ruhnko pounce on any model within 3" during the Combat Phase. The ruhnko will always cast five stones (3 attack, 2 defence) in standard combats.
- If a model has moved cautiously and was not engaged at the start of its activation then it may try to encourage a ruhnko within 6" to move by general yelling and waving of their hands/claws. Cast a combat stone. On a success it may move the ruhnko 2" in any direction. On a 1, the ruhnko takes offence at being disturbed and immediately charges into contact with the model making a 5 stone attack (4 attack, 1 defence).

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

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

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

Both erac and oran up: Shiny garkrid!: You don't spot any cargo around the nest, but as you get closer a swarm of iridescent garkrid erupt from the nest and flee into the forest. You realise they would fetch a high price back home! An opposing player places six Shiny Garkrid evenly spaced around the nest. The garkrid immediately run D6" away from the nearest player model.

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

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

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

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

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

If any model starts its activation within 3" of the nest then cast 3 combat stones and place one Biting Garkrid adjacent to it for each failed roll. You may use combat abilities to recast these stones. One garkrid will attack immediately, with the other garkrid supporting.

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

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

1. Kitahii
2. Utakrid

3. Two Mekkridd

Special Models

Annoying 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: 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" of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

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

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

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

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

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

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

Grab [A]: Immediately after this model's Basic Movement, select one Small model that was contacted by this model during that movement. Place the model adjacent to this model.

Impetuous [T]: This model always activates when your first Initiative Counter is drawn each Turn. This is in addition to other models you select to activate.

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

Lunge (x) [C]: Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Overflight [C]: This model can Move after its Combat Action.

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

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

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

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

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

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

Source: Twilight Day 2018

Author: Mike Thorp

Chance Encounter

(Twilight Day 2018)

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* 2018)

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

Inferno!

(Twilight Day 2018)

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

The Delgon have been careless with their KalGush and started a great inferno that is tearing through the forest. The various forces in the area have spotted a small hill devoid of trees that may give them refuge.

Set Up

- The encounter takes place on a medium (4 x 4 feet) playing area with areas of woodland and difficult terrain.
- At the centre of the table is a small rocky hill free of trees approximately 9" across. Place five flame markers along one edge of the table, with two in the corners and the other three spaced between them.
- Draw Initiative Counters to determine who gets to deploy first. That player deploys their models in a single group (deploy one model and then all other models within its Command Range) at least 12" from the centre of the table. The other players then place their models each in a single group at least 12" from the centre and 12" from any Enemy models.

Victory Conditions

- The players are trying to take refuge on the hill before the fire consumes them.
- Any of the forces will flee if they lose more than half their Elites.
- The last force to flee is the winner.

Special Rules

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

Fire! • The flame markers show how the forest fire is progressing. Each marker can be represented by a small base. At the end of each Combat Phase roll a D6 for each marker separately to determine how many inches it moves across the table.

- The line between adjacent markers is the wall of flames and any model touched or crossed by the wall of flames is immediately destroyed.
- Models may not enter the area behind the wall of fire.
- The flame markers will move around the circumference of the hill and any models on the hill are safe from the fire.

Variations

Do not place the flame markers before deployment. Once all the players have deployed their forces, number the four board sides and roll a D6 to pick the side of the board the fire will start from (re-roll rolls of 5 or 6). Alternatively, if a Delgon force is present, on a 5 or a 6 start the fire on their side of the board (after all, they started it!).

Source: Chronicles of Anyaral

Author: Mike Thorp

Intelligence

(Twilight Day 2018)

A simple official scenario for 2 players, 200 to 410 points.

NuraSen Tirrel clutched the vital message tube as he ran through the forest. His bodyguards were all dead, but the flutter of leathery wings had abated and he stilled hoped he might escape the accursed trees and deliver his message. This hope was short lived as a sharp screech erupted from the trees to his left and great shape leapt towards him.

Forces

Empire

Select one of the below forces:

Option 1:

- 1 x Tanaris Zelehn
- 1 x Mounted Reyad
- 4 x Light Cavalry
- 1 x Militia Captain
- 5 x Militia
- 1 x Reyad
- 4 x Slinger

Option 2:

Pick a 200 to 300 points Empire force.

Delgon

Select one of the below forces:

Option 1:

- 1 x NuraSen
- 4 x KalDreman
- 1 x KalMalog Veteran
- 2 x KalMalog
- 1 x NuraLehn
- 6 x KalGarkii
- 2 x KalDru

Option 2:

Pick a 200 to 300 points Delgon force.

Extra Miniatures

Kedashi

- 2 x Kaopi
- 21 x Frenu
- 1 x Hendreek Kelahn

Set Up

The encounter takes place on a small (3 x 3 feet) playing area in the Naralon forest, with one player using the Delgon and one the Empire. The table should have scattered patches of woodland. The Kelahn is placed at the centre of the table next to an objective marker to represent the dead priest.

The Delgon player deploys his models as a single group (deploy one model and then all other models within its Command Range) at least 18" from the dead priest. The Fubarnii player then deploys his models as a single group, opposite the Delgon and at least 18" from the dead priest. The players then each place one Kaopi accompanied by 10 frenu at least 12" from any other models.

Victory Conditions

Both players wish to recover the information the Priest was carrying. The player who can carry the information from the table wins.

Either player will flee if more than half of their elite models are killed.

Special Rules

Any non-Kedashi model that is engaging the dead priest at the start of its activation may take the information tube, which can be carried as an Object (see the Rules).

If a player is forced to flee then he removes all his models. The player who has fled then becomes the Kedashi Controller for the remainder of the game. However, he no longer receives any reinforcements.

Controlling the Kedashi Swarm:

- The Kedashi are treated as a separate force with their own set of 6 Initiative Counters. When the Kedashi counters are drawn the Kedashi Controller may choose to activate and move models using the normal rules, but may not choose to activate any Kedashi models engaged with their models. They may use the swarm manipulation ability on the Kaopi, placing any removed frenu to the side.
- Initially the Kedashi Controller is the player who has the Initiative when the stone is drawn, but the role will vary through the game. During the game every time a player kills a frenu he keeps the model.
- If a player has more frenu than their opponent then they become the Kedashi Controller. During the End Phase each player casts one stone for each frenu they have and must deploy one of their frenu for each success they cast. The frenu must be placed within the Command range of one of the Kaopi.
- If the Kedashi models are engaged with a player's models during the Combat Phase then the other player may choose to attack with them. They may use the model's abilities, but if they remove any frenu to gain Stamina then they are immediately given to the opposing player.
- If a Kaopi is killed then the player who killed it must immediately redeploy it anywhere on the table at least 12" from any Delgon or Empire models.

Special Models

Frenu: Kedashi - Core; Beast, Troop; Movement: 10", Attack: 1, Support: 0, Toughness: -, CR: 1", Size: tiny (15mm); Abilities: Evasive [C], Flying [T], Passive [T], Swift [T], Untrained [T], Weak [C]

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]

Kaopi: Kedashi - Core; Elite; Movement: 10", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 1, Size: medium (40mm); Abilities: Captain (6) [L], Combat Discipline* [C], Dodge* [C], Flying [T], Manipulate Swarm (1) [A], Sacrifice [S]

Abilities

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

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.

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*.

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.

Manipulate Swarm [A]: When manipulating a swarm all the Frenu and swarms can be removed anywhere within this model's Command Range. When placing a swarm it may be necessary to nudge other models back to make space.

- Create: Discard three Frenu and place a Small Frenu Swarm over the location of one of those Frenu. The swarm may not activate this Turn.

- Disband: Discard a Small Frenu Swarm/Medium Frenu Swarm and place three/six Frenu within 6" of the swarm's location.

- Grow: Discard a Small Frenu Swarm and three Frenu or two Small Frenu Swarms and place a Medium Frenu Swarm over the location of one of the swarms. The swarm may not activate this Turn.

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

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

Swift [T]: This model may be activated any number of times each Turn.

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: The Compiled Twilight Traveller Issue 1

Author: Mike Thorp

Close To Home (Delgon)

(Twilight Day 2018)

An official scenario for 2 players, 300 to 400 points.

The few weary survivors of the forest are making their final journey home, leaving the cursed trees behind. But fate is still not kind and they have drawn the attention of hungry predators. It is vital that Dehran make it home to tell the tale of all that has occurred.

Forces

Delgon & Delgon

Pick a 200 points Delgon force, and add the below extra models:

Delgon

1 x Dehran

4 x KalDehran

Set Up

The encounter takes place on an open plain, close to the Delgon Territories.

The Delgon player deploys his models in one or more groups (deploy one model and then as many other models as you like within its Command Range) on the central road, at least 24" from the safety of the village. Dehran is also deployed with his KalDehran bodyguards.

The Devanu players do not deploy initially, but may use Activations to deploy groups anywhere on the table at least 15" from any Delgon models. Those groups may be activated in the same turn they are deployed.

Victory Conditions

Delgon: • The Delgon must escort Dehran to the safety of the village.

• The Delgon will not flee unless Dehran is killed.

Devanu: • The Devanu must try to kill Dehran.

• The Devanu will flee if more than half their Elites are killed.

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 2018

Author: Mike Thorp

Close To Home (Empire)

(Twilight Day 2018)

An official scenario for 2 players, 300 points.

The few weary survivors of the forest are making their final journey home, leaving the cursed trees behind. But fate is still not kind and they have drawn the attention of hungry predators. It is vital that Danakan make it home to tell the tale of all that has occurred.

Forces

Empire

Pick a 200 points Empire force, and add the below extra models:

1 x Danakan

1 x Muri

2 x Knight of Relan

Devanu

Pick a 300 points Devanu force.

Set Up

The encounter takes place on an open plain, close to the safety of home.

The Empire player deploys his models in one or more groups (deploy one model and then as many other models as you like within its Command Range) on the central road, at least 24" from the safety of the village. Danakan is also deployed with 2 Knight of Relans.

The Devanu players do not deploy initially, but may use Activations to deploy groups anywhere on the table at least 15" from any Empire models. Those groups may be activated in the same turn they are deployed.

Victory Conditions

Empire: • The Empire must escort Danakan to the safety of the village.
• The Empire will not flee unless Danakan is killed.

Devanu: • The Devanu must try to kill Danakan.
• The Devanu will flee if more than half their Elites are killed.

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 2018

Author: Mike Thorp

The Great Escape

(Twilight Day 2018)

An official scenario for 4 players, 300 to 600 points.

The Kedashi are swarming in vengeance and the Imperial and Delgon forces are fleeing for their lives. The old allegiance between the Kedashi and the Empire was forgotten as the great nest tree fell. Rival kedashi queens now vie for power, seeking favour from the Kiterak by wiping out the outsiders.

Forces

Delgon

Pick a 300 points Delgon force.

Empire

Pick a 300 points Empire force.

Kedashi

Pick two 300 points Kedashi forces.

Set Up

The Kedashi forces are gathered around the fallen tree. The remnants of the Delgon and the Empire are deployed in groups (deploy one model and then as many other models as you like within its Command Range) on opposite sides of the tree, about 18" away from the tree.

Both the Delgon and Empire forces will receive some additional models at the start of the game.

Victory Conditions

The Delgon and Empire players are trying to escape with as many models as possible. The Kedashi are purely seeking vengeance and each of the Kedashi generals is tasked with hunting down one of the forces.

The game ends as soon as either the Delgon or the Empire players have lost more than half their Elite models. At that point that player's remaining forces scatter and are hunted down by the collective Kedashi. The other player is the winner and can escape with the remnants of their army. Whichever Kedashi player manages to wipe out their opponent will be the general for the final game.

Special Rules

Activations: The game is played with only two sets of Initiative Counters, one for the Outsiders and one for the Kedashi. When an Outsiders stone is drawn both the Empire and Delgon players may activate simultaneously. If the Empire and Delgon are close enough to interact, then roll a dice to see who will activate first. When the Kedashi counters are drawn, both Kedashi players may activate simultaneously. During the Combat Phase the two sides of the game should be played independently.

Kedashi Reinforcements: Whenever a Kedashi model is removed from the table, it is immediately given to the other Kedashi player to go in their reinforcement pool, which is kept to the side of the table. At the end of each turn each Kedashi player casts one stone for every model in their reinforcement pool. On a success they can deploy that model anywhere on their side of the table at least 9" from any enemy models. If it fails, then the model remains in the pool, but may appear in a later turn.

Source: Twilight Day 2018

Author: Mike Thorp

Vengeance Of The Kiterak

(Twilight Day 2018)

A complex official scenario for 4 or more players, 300 to 600 points.

The Kedashi forces are closing in on the poorly defended Tarmelian village of Keroma, but a small force of Defenders may be close enough to ride to their rescue.

Forces

Delgon

Pick a 300 points Delgon force.

Empire

Pick a 300 points Empire force.

Kedashi

Pick two 300 points Kedashi forces.

Extra Miniatures

Empire

1 x Elder

6 x Slinger

1 x Militia

5 x Civilian

Item

8 x Seed of Destruction

Set Up

The 15 villagers are deployed in the centre of the village – each player takes turns placing the civilians, starting with the defender.

The Kedashi and the Defenders are deployed in the areas as instructed.

Victory Conditions

Delgon Special Orders: You have received word that the demons and their swarms have been erupting in great numbers from the forests and closing in on the village of Keroma. The Empire seems to not have the resources or the will to defend them so this is an opportunity to demonstrate the will of the gods and prove that even the Tarmel clan cannot trust in their pitiful Emperor.

Three of your elite models may be promoted to have the "Commander(4)" ability. Depending on previous games, you may receive some additional reinforcements.

You may choose to use activations to activate villagers directly, but they will only Move Cautiously unless activated by one of your models.

- Your objective is to deter the attack and rescue the surviving villagers. If more than 7 villagers are killed then you cannot achieve your victory. It is not clear how to drive the demons away, but our spies report that there are large flightless creatures that seem to be important to the swarms.

Empire Special Orders: You have received word that the Kedashi swarms have been erupting in great numbers from the forests and closing in on the village of Keroma. It is vital that the Tarmel clan not lose this village, or we risk the Delgon gaining their support.

Three of your elite models may be promoted to have the "Commander(4)" ability. Depending on previous games, you may receive some additional reinforcements.

You may choose to use activations to activate villagers directly, but they will only Move Cautiously unless activated by one of your models.

- Your objective is to deter the attack and rescue the surviving villagers. If more than 7 villagers are killed then you cannot achieve your victory. It is not clear how to drive the demons away, but our spies report that there are large flightless creatures that seem to be important to the swarms.

Kedashi Special Objectives: The Kedashi Queens will not let the outsiders get away with their trespasses and the Kiterak

has chosen her target such that the outsiders will be taught a painful lesson.

You have been tasked with destroying the village. To aid with this task the Kiterak has given you a number of "seeds of destruction". These parcels contain young Keerit queens that once delivered will dig deep into the ground to form their nests. Within weeks the queens will have matured and the outsiders will forever have lost their town.

- You must deliver these seeds into five different buildings within the village.
- Your forces will immediately flee if two or more queens are killed, or if there are no longer enough Seeds to achieve your objective.

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 all activated models have that ability.

Seeds of Destruction: A Seed may be picked up and carried by any adjacent non-beast model during its activation. If a model carrying a seed is destroyed then the seed must immediately make a tough save or be removed.

Special Models

Seed of Destruction: Item; Object; Movement: –, Attack: –, Support: –, Toughness: 4+, CR: –, Size: tiny (15mm); Abilities: Untrained [T], Unwieldy [T]

Abilities

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

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 2018

Author: Mike Thorp