

*Annyaral*

*Friendly &  
Allies Rules*

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# Activation Phase

## Activating models

- Once the models have been selected, the player activates each of those models in turn, with each model completing its Activation before the next model is activated.
- When a model is activated it normally gets to carry out a Basic Movement, but may also have the option to instead fire a ranged weapon using a Ranged Ability. It can also use any Activation Abilities that it has available to it. Both Ranged Abilities and Activation Abilities are detailed in each model's profile.

**Using abilities:** Some abilities can only be used immediately after completing a Basic Movement. This means they cannot be used if a Ranged Ability is used instead of moving. They also cannot be used if another Activation Ability is used after the Basic Movement. For example, it is not possible to use both Transport[A] and Charge[A] one after the other.

**Movement:**

- Under normal circumstances when a model

moves it may move up to its speed in inches, but may not disengage from *Enemy* models, move over obstacles or move across difficult terrain, such as marshes or woods, unless it chooses to *Move Cautiously*.

- During its movement, a model may move through *Friendly* or *Allied* models, but not *Enemy* models. The model may change its facing at any time during its movement.

**Moving Cautiously:**

- Before moving, a model may choose to *Move Cautiously* for the entire movement. The model may then only move up to half its speed in inches, but it may disengage from combat or cross difficult terrain. It may also move over obstacles such as low walls or fences. If a model wishes to disengage and move through difficult terrain then it does not suffer any additional penalty.
- Some models have Activation Abilities such as Sprint[A] that allow them to make additional moves. A model can choose separately whether to *Move Cautiously* for each of these movements.

# Advanced Rules

## Building forces

A number of scenarios include recommended forces, but every model has a points value so you can choose to increase the force sizes, swap individual models out, or even build a new force of different models up to an agreed points limit. When building a force you must be careful to build a force that is going to function well:

- You may only select models from force lists from one of the main cultures, either the Empire, Casanii, Delgon, Devanu, or Kedashi. The Dhogu are a special case and can either be used as a stand-alone force or as *Allies* in a Delgon force.
- You must include at least one Elite model in your force.
- It is best to try and build a force that has enough models with Leadership Abilities to allow you to activate all the different models with no more than 4 Activation Counters. For smaller forces you will just need a couple of priests or captains, but for larger games you may need to include a commander or two if you want to be able to coordinate larger manoeuvres.

## Themed forces

Most cultures have various subcultures within them and these are represented by Themed forces. This is particularly apparent for the The Fubarnii Empire as it is made up of lots of different clans, which may sometimes work together. When constructing a force you should try to choose models from only one or two different themes as they won't always collaborate in an efficient manner! Models from different themes can be used in the same force, but are considered to be *Allies*. The basic models from each of the Cultures, including the empire militia and most of the units from the Delgon and Devanu forces, are classed as being "Core lists" and these can be declared at the start of the game as being part of any theme.

## Friends and Allies

- During most battles it is very obvious which models are your *Friends* and which are your

*Enemies*, but when *Allies* are involved things can be slightly less straightforward!

- All models from the same Culture and Theme that are on the same side are considered to be *Friendly* to each other.
- If you wish to use multiple themes from the same culture within the same army then at the start of the game you specify which models fall into each of a number of different forces. Models from different forces are considered to be *Allied* rather than *Friendly* models. Abilities like "Captain[L]" cannot be used on *Allied* models, but "Commander[L]" is more flexible.
- The Dhogu can be used as an *Allied* force with the Casanii (or even the Empire forces on some occasions).

A table detailing these relationships can be downloaded on the Anyaral Toolbox.

## Multiplayer games

- Most games of Twilight involve two players, but it is possible to play with more. The simplest way is to play with two teams of players, with each team sharing the models and Initiative Counters for one of the forces. This type of multiplayer game doesn't require any special rules although you will have to discuss with your *Ally* who gets to use each Initiative Counter!
- Alternatively you can each take control of your own force, with some of the players acting as *Allies* or all fighting independently. In these larger multiplayer games every player needs their own set of six Initiative Counters, which are placed in a bag with two Combat Counters as with a normal game. Several of the scenarios in this book include rules for these multiplayer games.
- At the start of the game you can decide that some of the forces are *Allied*, which may allow them to use the Commander[L] ability on some of the *Allied* force's troops. The *Allied* forces do not however count as being *Friendly* models.
- It is harder to keep track of Initiative order for these larger games and it is occasionally important. Each player needs an additional Counter to track Initiative and these are all placed separately on a short track to the side of the table. Each time a player's Initiative Counter is drawn they move their Counter to the front of

the track, shifting the other players' Counters back. This gives an ongoing measure of which players have the highest Initiative at any time.

- If there are large combats involving models from more than two players then every player will get the opportunity to provide Support to either the Attacker or the Defender. As usual, the attacking player will go first, then you

continue through the other players in Initiative order and repeat until all players pass sequentially. However, only the attacking or defending model will be able to use their Combat Abilities to adjust the result. The attacking and defending players can allocate any excess blows as usual and can choose any of the supporting models.

# Other Game Effects

## Objects

Some units or items for scenarios are classified as Objects, such as Loot Tokens or Devanu Eggstick.

- Some Objects are simple Counters, while others are treated in the same manner as standard units in the game and can be attacked. In both cases they never count as engaging other models, but they can be *Engaged*.
- An Object can be picked up by an adjacent model as part of that model's Activation.

Remove the Object from the table and mark which model is carrying it. A model may drop an Object or give an Object to a *Friendly* adjacent model at any time during its Activation or as a Combat Action. The model will automatically drop the Object immediately prior to being removed if it is killed.

- A Beast model that picks an Object will drop it immediately after its move.
- When an Object is dropped for any reason, the owner of the model that was carrying it immediately places the Object adjacent to the model that dropped it.

# Boats

## Boarding and moving on Boats

Boats are treated as moving platforms and can generally hold as many models as can sensibly be placed onboard. However, only non-mounted

models may board Boats - in most cases mounted models would not be able to board, although there may be special rules for larger vessels or special scenarios. Flying models may land on or fly over Boats. All normal rules for moving over and around *Friendly* or *Enemy* models apply while moving over Boats.

However, Boats can be dangerous to the

unwary. While on a Boat, models that move within 1” of the edge of the Boat must take an *Agility Test* (2+) after moving. If they fail they are placed in the water at the closest point adjacent to the Boat. Models *Moving Cautiously* do not need to take the test.

A model may board a Boat that is within 1”, making an *Agility Test* (2+) unless they *Move Cautiously*. If there are *Enemy* models blocking

the way then those models must either move to give them space, or move to the edge of the Boat to block them. If they are blocked then the boarding model is placed in the water next to the Boat. A model may also jump over up to 2” of water to try and board a Boat by making an *Agility Test* (3+), falling in the water if they fail or if they are blocked by an *Enemy* model.

# FAQ & Clarifications

## Activating Wild Creatures

Wild Creatures do not share a common culture, and as such are all independent from each other (neither *Friendly* nor *Allied*). For example, although it has the *Beast Handler*[L] ability, a Skerrat Broodmother cannot activate a Grimblar.

## Allies and Friends for Wild Creatures

As noted above, by default Wild Creatures are neither *Friendly* nor *Allied*. There are exceptions however:

- Creatures that have part of their name in common with a single-word creature are *Friendly*. For example: Tahela, Wild Tahela Jenta, Wild Tahela are *Friendly*. In contrast, the Tunnelling Akitiin and the Kellanion Akitiin aren't (they would be if a creature with the name "Akitiin" existed).
- Creatures that have a Favoured Allies[T] relationship are *Friendly*.

- Creatures that have a Loyalty[T] relationship are *Friendly*.

## Casanii Ferals

Most of the time the Ferals live and fight separately from the older Casanii. Although they will occasionally fight as *Allies* with the Casanii tribes, they will always act as a distinct group. As such, Casanii from the Core lists may never be declared as being part of the Ferals theme.

## Favoured Allies[T]

A denizen that has Favoured Allies[T] with a specific creature is *Allied* with all of that creature's variations. So Tak Sirahn has Favoured Allies[T] with both the Yartain and the Yartain Pup; the Engu Veteran, Keeva, and the Riverfolk First Mate have Favoured Allies[T] with the Tahela, the Wild Tahela Jenta, and the Wild Tahela (whether they can activate them is another matter).

## Mercenaries

The Engu and Dhogu mercenaries are seen across the Empire, selling their services to the highest bidder, so you can field them (independently or as a pair) as *Allies* in any

Casani, Dhogu, Empire or Casani force (they might be a little out of place with Devanu or Kedashi forces, but I wouldn't completely rule it out...).

# Credits

Rules by Mike Thorp.