

Scenarios for Anyaral

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Scenarios

Alphas

An official scenario for 2 players, 250 points.

Young devanu jenta hold an uncomfortable position within a hunting pack. They are invaluable hunters, but there will always be a time when they become a threat to the kopa and are forced to leave to find another pack, or try to scrape out an existence as outcasts.

Sometimes it falls to the kopa to make an example of those youngsters to drive them from the pack.

Forces

Devanu

1 x Alpha Outcast

2 x Jenta Hunter

3 x Grishak

Devanu

1 x Devanu Kopa

3 x Grishak

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. The Outcasts player deploys his Alpha Outcast 12" from the centre of the table with his remaining models in a single group around him (deploy one model and then all other models in the force within its Command Range). The Devanu player then deploys his Devanu Kopa 12" from the centre of the table, opposite the Alpha Outcast. He deploys his remaining models in a single group around him.

Victory Conditions

This is a fight to the death, with each side trying to kill the opposing leader (the Alpha Outcast or the Devanu Kopa).

Neither side will flee until their leader is killed.

Variations

The Devanu often fight for superiority within or between packs, so there are plenty of ways to adjust the basic scenario. One interesting variation of this scenario is to increase the game size and to give the Outcasts a Kelahn and a Jenta Handler.

Source: Chronicles of Anyaral

Author: Mike Thorp

Ambush

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 on board 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

Balance

An official scenario for 2 players, 340 to 365 points.

It had been many days since they had taken down that lame old hadera and the youngsters were getting increasingly hungry and restless. One of the feral scouts had excitedly returned to camp having spotted a trade caravan travelling through the lands with woefully little protection. Koi'Koi knew only too well the risks of angering the loathsome Empire but this presented too great an opportunity for his little band to ignore.

Koi'Koi mused over how much survival is a careful balance. Ignore the caravan and the hungry youngsters may turn on each other, Tek Ahl in particular looked at risk of reverting to her instincts. But if they attack the caravan too violently they risk the wrath of the Empire's knights.

So they would have to attack, but try not to kill too many of the travellers...

Forces

Casanii & Devanu

Devanu

1 x Koi'Koi

1 x Jakiin

Devanu

1 x Jenta Hunter

1 x Jenta Spear

Casanii

1 x Feral Brave

2 x Feral Mutt

4 x Feral Warrior

Casanii

1 x Lek'Saa

4 x Grishak Jenta

Set Up

Empire

1 x Elder Belan Rider

1 x Imperial Standard

1 x Toloran Rider Captain

2 x Guard Crossbow

1 x Guard Captain

4 x Noble Guard

The encounter takes place on a small (3 x 3 feet) playing area with a few scattered pieces of terrain. The Empire player deploys their models as a single group (deploy one model and then all other models in the force within its Command Range) around the Elder Belan Rider in the centre of the table. The Devanu player deploys their models in one or more groups (deploy one model and then as many other models as you like within its Command Range), at least 12" from any Empire models.

Victory Conditions

The Devanu must try to attack the caravan and steal Salvage Tokens, without killing too many of the Empire Elites or losing too many of their own.

The Devanu will immediately flee if Koi'Koi or any four Elites or Civilians (Devanu or Empire) have been killed.

Roll one dice for each Salvage Token retrieved by the Devanu player at the end of the game and add them up to give the total.

If the total is 10 or more then the Devanu player achieves a minor victory. If 15 or more then they achieve a major victory! If the total is less than 10 and the Empire player has had less than three Elites killed then the Empire is victorious. In all other cases neither player is victorious and both should go home hanging their heads in shame.

Special Rules

If the Devanu player lands a blow on the Elder Belan Rider then they may choose to take one Salvage Token off the beast instead of the Elder Belan Rider making a Toughness save.

Beast models may carry Salvage Tokens, but automatically drop them at the end of their activation.

Individual Devanu models may voluntarily flee if there are no Enemy models within 9" during the end phase. Any Salvage Tokens they are carrying count as having been retrieved.

If the Devanu are forced to flee then cast a Combat Stone for each Salvage Token in their possession at that time, it is retrieved on a success.

Source: The Compiled Twilight Traveller Issue 2

Author: Mike Thorp

Balance Of Power

An official scenario for 2 players, 260 to 280 points.

While most conflicts within Gar Loren are dealt with using diplomacy and bureaucracy, there are some Noble families who will use whatever tools are available to them to further their position, not shying away from using lies, poisoning or even brute force.

It is not uncommon for nobles to fall under attack from common assailants hired by their opponents, even within the relatively safe streets of the city. It is at these times that the nobleguard must prove their worth.

Forces

Empire

1 x Imperial Standard

2 x Guard Captain

7 x Noble Guard

Empire

1 x Mounted Militia Captain

5 x Militia

4 x Slinger

1 x Mounted Reyad

3 x Light Cavalry

Set Up

The encounter takes place on the streets of Gar Loren, so the table should have a few buildings and other obstructions such as piles of crates or ornate fountains.

The Noble player deploys his models in a single group (deploy one model and then all other models in the force within its Command Range) close to the centre of the board. The Empire player then deploys his models in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 12" from any models from the Noble force.

Victory Conditions

The Empire player wins if he can kill the Noble.

The Noble player wins if he can force the Empire player to flee.

The Empire player will flee if they lose more than half their Elites. The Noble player will not flee.

Special Rules

The Noble is caught by surprise and may not use any Initiative Counters that are drawn to activate models until after the first Combat Phase.

Source: Chronicles of Anyaral

Author: Mike Thorp

Battle For Roda!

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

Battle For The Nest Tree!

A complex official scenario for 9 or more players, 900 to 1020 points.

The Delgon forces believe that they must destroy the ancient tree that seems to be the source of the plague of creatures that descend upon them.

Ohkir Sar'ain, a shaman of the Casanii has communed with the spirits of the forest and has convinced the Empire that this must not be allowed to happen.

Forces

Delgon & Dhogu

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

Casanii & Empire

Pick three 300 points forces.

Kedashi

Pick three 300 points Kedashi forces.

Delgon

3 x Belderak Bombard

3 x Yirnak

Set Up

The Delgon/Dhogu forces are split into three separate detachments, each accompanied by a Belderak Bombard. These are deployed around the table, in the specified zones.

The Empire/Casanii forces are split into three detachments and deployed as instructed.

The Kedashi are deployed around the tree.

One Elite model in each of the Delgon and Empire detachments can be promoted to have the "Commander[L] (4)"Ability.

Victory Conditions

The Delgon win if they can destroy the tree.

Fleeing: The Delgon and Empire forces will flee if more than half of their Commanders are killed. The Kedashi will not flee.

Critical models: If any Critical[T] models are killed then the Delgon should feel

ashamed, but they can still win the game.

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[T] ability, but only if all activated models have that Ability.

The Belderak Bombard: The Belderak Bombard may be fired at the end of the turn if they did not move and there are least two unengaged Delgon models adjacent to them.

The Tree: The Tree may be damaged by Belderak Bombard and KalGush attacks, or by models with axes. When firing at the Tree any portion of the Tree's base counts as a hit and the tree does not cast any Combat Stones in defence. The Tree has a 3+ Toughness save against attacks in combat, but receives no saves from Belderak Bombard and KalGush attacks. If 10 damage can be inflicted on the Tree then it is destroyed.

Abilities

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

Source: Twilight Day 2017

Author: Mike Thorp

Battle Of The Giants

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

The Beast In The Storm

An official scenario for 2 players, 250 points.

The Knight Captain had been following the priest's trail through the snowy foothills, ready to launch an attack. It was rare for a priest to travel with so little protection, so he would not waste the opportunity.

As the storm closed in he could tell his prey was close, but he had underestimated the ferocity of the weather. Then the cry cut through the baffling snow. His loyal second in command was the first to vanish...

Forces

Empire

1 x Knight Captain

2 x Knight

1 x Militia Captain

5 x Militia

Delgon

1 x NuraSen

2 x KalDreman

1 x KalMalog

1 x KalDru

4 x KalJoran

4 x KalGarkii

Extra Miniatures

Wild Creature

1 x Yartain

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a few snow drifts and rocky outcrops scattered around. The Delgon player deploys their models as a single group (deploy one model and then all other models within its Command Range) in the centre of the table. The Empire player then deploys their models in one or more groups, at least 12" from any Delgon models.

Victory Conditions

Empire: The Empire player wins immediately if they can kill the NuraSen priest and capture the documents she is carrying by moving one of their Elites next to the body.

Delgon: The Delgon player wins if they can force the Empire player to flee by killing both of their elites.

Special Rules

The Weather: At the start of each Combat Phase the player with the initiative rolls two dice to determine how the weather ebbs and flows. The number rolled is the maximum distance (in inches) that both players' models can see or move until the start of the next Combat Phase.

The Yartain:

- The yartain is not happy about having its territory disturbed and will attack randomly during the game, before disappearing back into the snow.
- The yartain cannot be killed, but will retreat into the snow and be removed from the table if it fails its 3+ tough roll. If attacked in combat it will cast 4 Erac and 1 Oran.
- If the yartain is not on the table at any point then either player may use one of their Initiative Counters to place it anywhere on the table where it cannot be seen by any models.
- If the yartain is on the table then the player with the initiative rolls a dice at the start of each Combat Phase, after rolling for the weather. The player must move the beast as directed below, attacking if possible.

1: Ferocious attack! The yartain moves up to 6" to engage the nearest model and attacks, casting 6 Erac and 1 Oran.

2-5: Attack! The yartain moves up to 3" towards the nearest model and attacks, casting 4 Erac and 1 Oran.

6: Vanish! The yartain vanishes into the blizzard. Remove the model from the table.

Source: The Compiled Twilight Traveller Issue 2

Author: Mike Thorp

Before Dawn

A experimental scenario for 2 players, 285 to 290 points.

Quiet, all of you! murmured captain Umin to his troops, which were all hiding nearby. One of them had opened a small bottle of water, the noise echoed through the night and it was as a thunderclap to Umin. He turned his head towards the camp again.

There wasn't much light, but it didn't seem like they sounded an alarm.

It was only a few days ago since the Dhogu had raided their village and took every able-bodied kopa, sempa and jenta as a prisoner.

They had been away to fend off some Devanu, which were becoming bolder with every passing day. This close to the border there was a constant tussle with the Delgon as well, but most of the time the knights took care of them.

This was the first time however the Dhogu came down this far from their mountain homes.

Umin sighed and looked around at his fellow Fubarnii, there was a grim determination on their faces as most of them had lost relatives to the invading Delgon and everyone knew the Dhogu were working for them.

The rocky terrain impeded tracking and so it had taken a few days for Len, the hunter accompanying them, to find the culprits.

The goal of the Dhogu was clear, the mountain was rich with minerals and their prisoners would fetch a nice price when sold to the Delgon to work as slaves in their mines.

Now they had them surrounded and flat-footed, but the Dhogu are fierce and outnumbered them. Only the element of surprise and the darkness are in our advantage, Umin contemplated. Time to gamble. He took a deep breath and gave the signal to move.

Forces

Empire

1 x Knight Commander

1 x Militia Captain

5 x Militia

1 x Hunter

2 x Graku

Dhogu

1 x Dhogu Captain

6 x Dhogu Spear

6 x Dhogu Bow

1 x Dhogu Trapper

4 x Setir Skerrat

Extra Miniatures

Prisoners

3 x Civilian

Set Up

The encounter takes place on a medium (4 x 4 feet) playing area, with the Dhogu camp sat in the middle. Decorate as you see fit: tents, rocky terrain, and maybe a stockade for the prisoners to lay in.

Dhogu and prisoners: The Dhogu player deploys her troops within 12" of the centre of the board, with the prisoners placed within 6" of the centre.

Empire: The Empire player may then deploy her models, outside of the Dhogu deployment zone.

Victory Conditions

Empire: The Empire player wins if all the prisoners are escorted off the board before the end of turn 4.

The Empire player will not flee.

Dhogu: The Dhogu player wins if the Empire player fails to save all the prisoners before the end of turn 4. If at any point not enough Empire models remain on the board to escort the remaining prisoners, the Dhogu player automatically wins.

The Dhogu player will not flee.

Special Rules

Under the cover of darkness: Due the rocky ground and the limited light, the entire field counts as difficult terrain. Line of Sight is limited to 4".

Prisoners of War: The few remaining prisoners are exhausted after their long march and cannot move on their own. An Empire model needs to escort a civilian by staying in base contact, after which the prisoner moves at the same pace as the Empire model. An Empire model can only carry one prisoner at a time. If an Empire model escorting a prisoner breaks base contact for any reason, the civilian simply stops moving and stays where she is until an Empire model moves into base contact again.

The prisoners can't be harmed by either side.

An Empire model that successfully escorts a prisoner off the board is removed from the board as well.

Surprise! The Dhogu didn't expect this nightly raid and are completely surprised. Until the first Combat Counter is drawn in the first turn, the Dhogu player cannot act when an Initiative Counter of her colour comes out.

Rising Sun: The sun rises at the end of turn 4. As this stage the Dhogu can better organise themselves, and the Empire player is forced to flee.

Source: <http://forum.worldoftwilight.com/index.php?topic=1830.0>

Author: Wouter "Kryptovidicus" Wolput

Belderaks

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

Casanii or Empire

Pick two 200 to 300 points forces.

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

Beneath the Howling Canopy

A play test scenario for 2 players, 155 to 240 points.

Arlon never felt comfortable this close to the forest, where the broad river curved deep beneath the canopy of the trees. They had always passed safely, even if they occasionally had to deter wild beasts, but recent rumours made him nervous and he was still shaken by the earlier attack.

Suddenly, a wild howling erupted around the boat, echoing across the still waters...

Forces

Empire

1 x Riverfolk Captain

1 x Riverfolk First Mate

4 x Riverfolk Crew

1 x Riverfolk Bolas

1 x Steamboat

2 x Barge

Extra Miniatures

Marker

6 x Large Tree

8 x Cargo Token

Set Up

The encounter takes place on a broad river. The river should be medium (4 x 4 feet) playing area and is all treated as shallow water. Starting with the Kedashi player, take turns placing a total of 6 large trees. Trees are approximately 3" diameter and can be placed anywhere on the board, at least 4" from any edge and 8" from other trees.

The Empire player deploys their boat and two barges on the river, with the rear barge

touching a short edge of the board. The full force is deployed on the boat and barges. The Empire player places 8 cargo counters across the two barges.

The Kedashi player places a barge or raft on the river, touching one shore. They deploy one or more of their models on the barge, other models are kept as reserves.

Victory Conditions

The game ends when the boat reaches the opposite end of the board, or all the cargo is in the water.

The Empire player wins if they still have at least half the cargo on board. The Kedashi player wins if they can stop this from happening.

Special Rules

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

The Boats: The boat starts at Speed 2 and has a Maximum Speed of 3. Barges may not be detached.

The raft can be paddled by the Kedashi during their activation, moving 1" per small model paddling. The seldoath may assist and move the boat an additional 2". If the raft is hit by the boat then follow

the rules for a collision; the raft then sinks to the bottom of the river and is removed.

Dense Canopy:

The Kedashi models can all move swiftly through the dense tree canopy. The Kedashi player may spend an activation to "Descend from the Canopy": place any number of reserves adjacent to a single tree. These models may activate using a later activation. Kedashi models that are adjacent to a tree do not count as in the water. They may also spend an action to be removed from the table; these models can be moved to reserves during the End Phase. Unengaged Kedashi models that are not currently in the water may sacrifice their normal move to use low hanging vines to swing up to 6", ignoring usual movement restrictions. After moving they must drop from the vines, potentially into the water.

Stealing Cargo Tokens:

Kedashi models may pick up and move cargo as Objects. Alternatively, Trebarnii Howlers may use Throw Stones to throw cargo. It can only be thrown 2", but if thrown at a model cast one additional Combat Stone for the attack.

Special Models

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

Large Tree: Item; Object; Movement: –, Attack: –, Support: –, Toughness: 3+, CR: –,

Stamina: 2, Size: gargantuan (80mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Abilities

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

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

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

Author: Mike Thorp

Big Game Hunters!

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

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

Forces

Casanii

Select one of the below forces:

Option 1:

1 x Casanii Warrior Chief

4 x Casanii Warrior

Option 2:

1 x Seh'Ban Steyar

Option 3:

1 x Hadera Rider

3 x Erillai Rider

Devanu

Select one of the below forces:

Option 1:

2 x Jenta Handler

4 x Grishak

Option 2:

1 x Devanu Sempa

3 x Grishak

Option 3:

1 x Jenta Hunter

1 x Jenta Handler

1 x Jenta Spear

2 x Grishak

Extra Miniatures

Wild Creature

1 x Dompaku

6 x Erillai

Set Up

The game takes place on a large (4 x 6 feet) playing area. The Dompaku is deployed near one edge of the table with the Erillai around it, about 3" apart from each other.

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

Victory Conditions

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

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

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

Special Rules

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

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

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

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

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

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

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

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

Moving the Erillai: After the Dompaku has been moved, other Initiative Counters allow players to move an Erillai before activating their models. The Erillai may be

moved multiple times each turn. If an Erillai is killed place one Food Token on the table. When moved, the Erillai may first turn up to 45 degrees before leaping 4" forward in a straight line. A player may not move the Erillai to within 12" of their own models.

Special Models

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

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

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

Abilities

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

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

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

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

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

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

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

Source: The Twilight Traveller Issue 9

Author: Mike Thorp

The Broodmother

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

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

Extra Miniatures

Wild Creature

1 x Skerrat Broodmother

16 x Setir Skerrat

Marker

12 x Tunnel Entrance

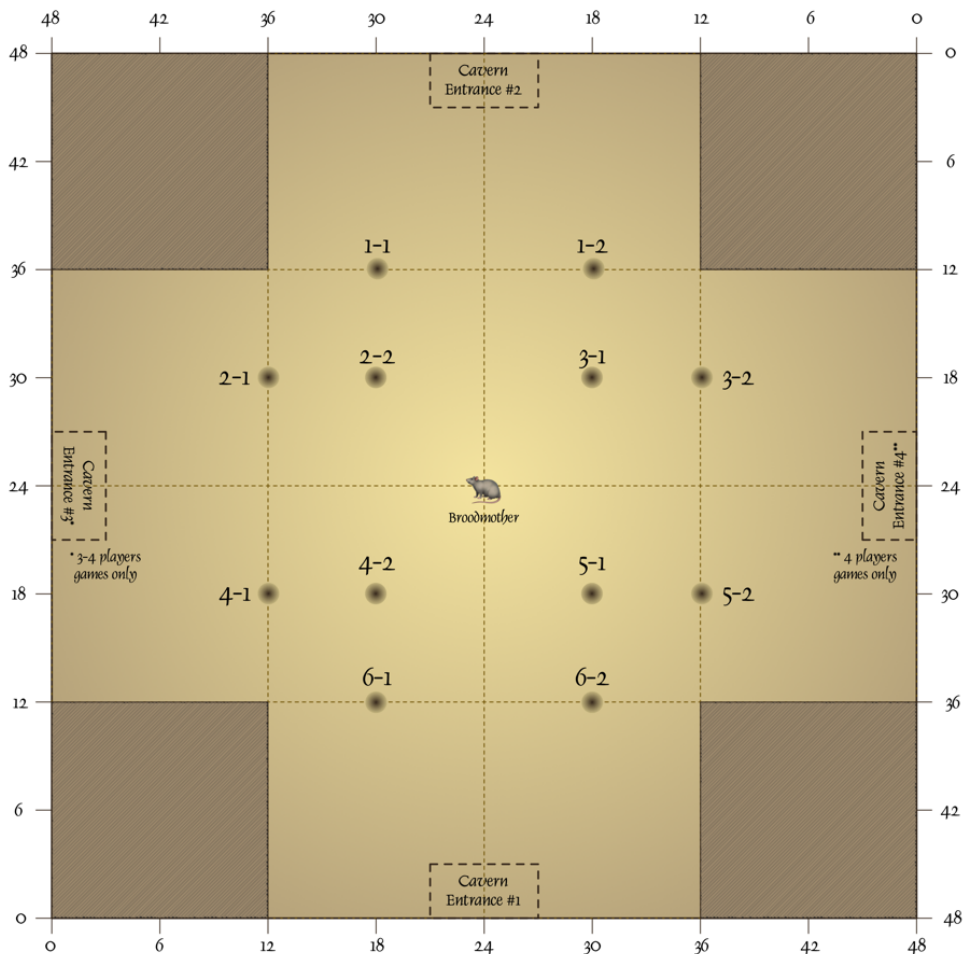
1 x Prey Marker

Set Up

The The Broodmother lives in a large roundish cavern with two entrances. The Setir Skerrats spend most of their time hidden in a network of tunnels under the floor, their entrances hidden amid the rubble. To simulate this, divide a medium (4 x 4 feet) playing area into 16 squares, and mark the 4 corner squares as impassable. Mark the entrances to the cavern as 6" openings in the middle of opposite sides of the board (for 3 or 4 players, open the other sides of the cavern as well).

Place the The Broodmother in the middle of the board.

The players draw Initiative Counters to deploy. When their Counter is drawn a player may place all their models as a single group (deploy one model and then all other models in the force within its Command Range) at one of the cavern's entrances (i.e. as close to the board's edge as possible), at least 8" away from any other models.



Victory Conditions

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

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

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

Special Rules

Adding Setir Skerrats to the board: At the start of each turn, roll a D6 and a D2. The result (1-1 to 6-2) identifies one of the potential tunnel entrances - place a tunnel entrance marker there. D3 Setir Skerrats push aside the stones that were keeping the tunnel concealed and pop out of it (place them in contact with the tunnel entrance token, as close to the The Broodmother as possible).

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

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

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

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

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

Special Models

Prey Marker: Marker; Movement: —, Attack: —, Support: —, Toughness: —, CR: —, Size: tiny (15mm)

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

Authors: Frédéric Fiquet & Tami

Bug Hunt!

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

The Caravan

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 EnuK

1 x Loranti Pargal

4 x Casanii Warrior

3 x Trader

2 x Mounted Trader

Devanu

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

1 x Kelahn

2 x Jenta Handler

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 EnuK 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

Catch The Belan!

An official scenario for 2 or more players, 190 to 255 points.

The Delgon attackers had fallen upon the travellers while they rested after a long night's ride. Things did not however go to plan when the KalMalog's engine misfired, alerting the sleeping Fubarnii to their presence.

One of the traders managed to release a belan and its precious cargo before being cut down by the Delgon and the beast lumbered off, leaving the sounds of battle behind it.

Having secured the camp, the Delgon are keen to recover the belan, but the terrified bellows of the escaped beast have drawn the attention of local knights and a pack of devanu outcasts.

Forces

Empire	Devanu	Delgon
1 x Knight Captain	1 x Devanu Sempa	1 x NuraSen
2 x Knight	1 x Jenta Hunter	3 x KalDreman
1 x Militia Captain	1 x Grishak Jenta	1 x NuraLehn
5 x Militia		5 x KalGarkii
		2 x KalDru
		1 x KalMalog

Extra Miniatures

Wild Creature

1 x Belan

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a few obstacles or areas of scattered terrain. At the centre of the table is the solitary escaped Belan.

Start drawing Initiative Counters in the normal manner. When a player's Counter is drawn they may place some or all of their force as a single group (deploy one model and then as many other models as you like within its Command Range) anywhere on the table that is at least 12" from any other models. Continue drawing Counters and deploying models. Once a player has placed all their models on the table then they can

use subsequent Counters to activate models as normal.

Victory Conditions

The players are all trying to capture the Belan and whoever manages to kill it is the winner. Any of the forces will flee if they lose more than half their Elites.

Special Rules

The Belan will activate at the end of each of the two Combat Phases. The player with the Initiative may activate the Belan, but it will always Move Cautiously. If it is not Engaged then it may not move into combat. If it is Engaged then it must try to leave combat if possible. It may not be moved off the table.

If the Belan is attacked then the first other player (in Initiative order) controls it for the duration of the combat. Any other adjacent models may choose to provide support to the Belan in the usual manner. The Belan will always use its Very Tough[S] ability if it has sufficient Stamina.

Variations

This game can be played with different beasts as the target for the hunt, maybe using a herd of EnuK or even a wild Kelahn. The beasts will activate and Move Cautiously after each Combat Phase, as described for the Belan. If there is more than one beast then starting with the player with the Initiative each player will take turns activating one model at a time until they have all activated.

Special Models

Belan: Empire - Core; Beast; Movement: 6", Attack: 5, Support: 0, Toughness: 3+, CR: 6", Stamina: 3, Size: huge (60mm); Abilities: Instinctive (1, 3) [T], Unstoppable [T], Untrained [T], Very Tough* [S]

Enuk: Empire - Core; Beast; Movement: 10", Attack: 2, Support: 0, Toughness: 5+, CR: 6", Size: medium (40mm); Abilities: Instinctive (0, 1) [T]

Kelahn: Devanu - Outcasts; Beast; Movement: 8", Attack: 6, Support: 0, Toughness: 3+, CR: 6", Stamina: 2, Size: large (50mm); Abilities: Aggressive (3) [T], Instinctive (4, 2) [T], Pounce (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".

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

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.

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.

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: Chronicles of Anyaral (Inspired by David "Hithero" Smith)

Author: Mike Thorp

Chance Encounter

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

A chance to shine

A simple official scenario for 2 players, 200 points.

Two youngsters are starting to bang heads so the leader of the tribe has set them the task of acquiring the most beautiful hide to make into a cloak for him, settling who is the best.

Forces

Dhogu

1 x Dhogu Captain

4 x Dhogu Spear

2 x Dhogu Bow

1 x Dhogu Trapper

4 x Setir Skerrat

Dhogu

1 x Dhogu Captain

4 x Dhogu Spear

2 x Dhogu Bow

1 x Dhogu Trapper

4 x Setir Skerrat

Extra Miniatures

Wild Creature

2 x Yartain

3 x Yartain Pup

Set Up

Place the target creatures in base contact with each other in the centre of a medium (4 x 4 feet) playing area. No models are initially placed on the table. When a player's stone is drawn they may either deploy a group of models (deploy one model and then all other models within its Command Range) or activate a model as usual. When deployed, models must be placed at least 12" from both the target creatures and any enemy models and do not count as having activated this turn.

Victory Conditions

Collect 5 victory points for an adult target, and 2 points for a pup. The first player to reach 9 victory points wins the game. Alternatively, set a time limit: the player with the most victory points at the end of the game wins. The forces will not flee, even if they lose more than half of their elites.

Special Rules

At the start of each Combat Phase, any adult yartain that has not yet moved this turn will, if possible, move into base contact with the closest non-yartain miniature that is in its movement range.

The adult yartain will never move more than 6 inches away from the pups.

Variations

To make them a bit more dangerous, give the yartains the additional abilities Aggressive and Pounce. They will only pounce if they are not in base contact with an opponent.

Feel free to use different forces, ideally they should both be identical and at least from the same culture. The creatures being hunted can be varied as well.

Abilities

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

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

Author: Gary Lewis

Close To Home (Delgon)

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:

Devanu

Pick a 300 points Devanu force.

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)

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

Cornered

An official scenario for 2 players, 470 to 475 points.

The local region has been suffering from a number of Devanu attacks recently, with many livestock killed and even some attacks on traders! These attacks have led the locals to call on the support of the Knights of Dimor. The support from the knights has been limited, but led by Commander Brenar a combined force of militia and Knights has finally tracked down the nest. Under Brenar's inspiring leadership they are hoping to drive the devanu away and back to the Argoran Wastes.

Forces

Empire

1 x Commander Brenar

1 x Knight Captain

3 x Knight

1 x Reyad

4 x Slinger

1 x Militia Captain

5 x Militia

Devanu

1 x Devanu Kopa

1 x Devanu Matriarch

2 x Jenta Hunter

2 x Devanu Hatchling

2 x Devanu Eggstick

1 x Grishak

Set Up

The encounter takes place on a small (3 x 3 feet) playing area, with some scattered terrain. There should be a large nest tree close to the centre of the table.

The Devanu player deploys all his models in one group within 6" of the tree. The Empire player deploys his models in a single group (deploy one model and then all other models in the force within its Command Range) at least 12" from any Devanu models.

Victory Conditions

The winner is the first player to force their opponent to flee. Either side will flee if they lose more than half their Elite models.

Variations

Campaign Mode: This scenario can be played as the final scenario of a mini campaign, the previous scenarios being “The Wandering Engineer” followed by “The Journey Home”.

Source: Chronicles of Anyaral

Author: Mike Thorp

The Cost Of Defiance

An official scenario for 2 players, 250 to 285 points.

Cren grimly wiped his axe clean. Dark crimson blood soaked into the snow where the Delgon bodies lay crumpled.

The ambush had been swift and effective and the supplies they had liberated would be a great relief for the small band of resistance that he had been staying with for the last few weeks. The yirnak they had captured would also be useful, either as pack beasts or if all else failed they could be slaughtered for food.

Just as the draals had finished rummaging through the Delgon remains and started to lead the yirnak back home a deafening, guttural cry echoed across the snow.

Forces

Empire

1 x Cren Blaak

1 x Engu Garosa

1 x Engu Harpoon

3 x Engu Axe

1 x Engu Garosa

3 x Engu Draal

2 x Yirnak

Dhogu

1 x Tak Sirahn

4 x Setir Skerrat

2 x Yartain

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a few snow drifts and rocky outcrops scattered around. The Empire player deploys their models as a single group (deploy one model and then all other models within its Command Range) in the centre of the table. The Dhogu player deploys their models in one or more groups, at least 12" from any Empire models.

Victory Conditions

The Empire player wins if they can drive the attacking forces away by killing Tak Sirahn or both yartain.

The Dhogu player wins if they can kill Cren or both yirnak.

Special Rules

The yirnak count as Empire models.

The Draals all gain the Beast Handler(1) ability for the game.

Abilities

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

Source: The Compiled Twilight Traveller Issue 2

Author: Mike Thorp

Crush The Clutch

A experimental scenario for 2 players, 300 points.

A pack of wild Grishak pack has recently grown unchecked near the city of Deyak, to the detriment of trade and the outlying homesteads and farms around the city. The councillors have decided that one powerful strike is all that is needed to remove the threat. Whilst doing so requires a commitment of force, attacking the nest and destroying the eggs should deal a blow sufficient to sent the Grishak pride back deep into the Wastes.

It is a dirty and unpopular job: while it is easy to justify the killing of grown Grishak, egg breaking has bad connotations as the Fubarnii reproduce by the same method.

Forces

Empire

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

Pick an extra 100 points Knights force.

Note: Due to the nature of the task (destroying eggs), no Civilians can be part of the force.

Grishak

Pick a 300 points Grishak force, and add the below extra models:

6 x Grishak Egg

Set Up

The game should be played on a small (3 x 3 feet) playing area board. Place terrain on the board, making sure there is significant screening and rough terrain towards the centre.

The Devanu player chooses a location for his nest within 6" of the central point on the board and marks it with a counter (or a nest miniature if one is available).

The Empire player chooses an edge for his force to enter from, and announces it.

The Devanu player then places six Grishak Egg counters within 6" of the nest.

The Empire player then secretly notes down the side from which his strike force will enter (left or right of the board only).

The Devanu player then deploys his Grishak within 6" of the nest.

The Empire player then deploys his force 6" from the board edge that he announced at

the beginning of deployment.

Victory Conditions

Empire: The Empire player wins if all the Grishak Eggs are destroyed.

Devanu: The Devanu player wins if they kill more than half of the Empire Elites. The Grishak will not flee.

Special Rules

Empire reinforcements: At the start of each round after the first, the Empire player should roll to see if the strike force joins the fray. The force arrives on a 5+ roll on the second round, 4+ on the third, etc. Placing the force requires the use of an Initiative Counter, it can then be activated in the same round by using another Initiative Counter.

The eggs: Any Fubarnii can attempt to destroy a Grishak Egg during any Combat Phase, using an all Erac attack.

Variations

A Delgon force with a few KalMalog would be an excellent alternative to the Empire.

Special Models

Grishak Egg: Devanu - Core; Egg, Object; Movement: ?, Attack: ?, Support: ?, Toughness: 5+, CR: ?, Size: tiny (15mm); Abilities: Untrained [T]

Abilities

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

Source: <http://forum.worldoftwilight.com/index.php?topic=170.0>

Author: TheGremlin

Death And Glory

A experimental scenario for 2 players, 200 to 240 points.

For days now, they had been trapped in this village like a garkrid grub pinned against rock by a kosok. Tasting the air, Captain Germlain rolled his eyes to heavens. Such an attack by the Delgon had been expected here, which was why he and his band of knights had been posted with the militia. But when the attack had come it had been much larger than expected. And now he was going to die here, in this heatless place, where ice fell from the sky.

The village was literally in the mountains, on the very edge of them. There was nowhere for the trade routes to pass through to, and no wealth trapped in the rocks. As such, the traders came grudgingly, and tried to wring what they could from the wretched villagers. Furthermore, so very few Fubarnii travelled to and from the place, the village would be burnt and razed, their skeleton picked clean by scavengers by the time the misdemeanour of the Delgon was discovered. They were crazy mountain-dwelling zealots, and there where scores of them waiting outside for his blood.

The only redeeming factor of the town was its wall. Few towns in the central Empire had them, but these were carved from the grey rock that pierced the sky, so different from the sandy, scorched land of Germlain's hatching. All that stood between the Empire's finest and death was that blasted rock.

However, any hope that Germlain could lead the town until relief arrived was for dwindling rapidly. There was enough food for the whole village, and the fungi from the cave farms would keep them sustained for months. Germlain thought he could even retain his sanity for that long. No, for days now, trapped like a grub, Germlain had watched the erection of a piece of machinery beyond the single gate.

"Looks like a great big Derak," the engineer, who by Germlain's standards was more like a tinker, mused. "Very interesting design. Do you think I could have a look?"

Germlain would have loved for the engineer to have a look, if it meant he could leave and travel south again, where the Devanu threatened his family. But that was looking unlikely, as it looked like the engine was nearing completion. Aside from an intervention from the gods, who the Delgon claimed to have on their side, it didn't look like Germlain would be going anywhere soon.

He sighed. Days of inaction had left him frustrated and moody. The powerlessness of his situation clashed horribly with his strong-willed nature. He already knew what he had to do; not in order to save this bleak village, but to get his own back at the Delgon; in order to antagonise them.

His remaining knights, standing to attention, he beckoned over. Indicating his lieutenant he spoke, his own voice surprising him. "You are the kopa now."

She bowed on reflex, unsure of quite how to react. Pointing at half of the remaining

knights, four veterans, he told them to mount up. The militia captain was standing nearby equally confused by Germlain's actions.

"Open the gate on my command. I'll break their toy if it's the last thing I do."

Forces

Delgon

Pick a 200 points Delgon force (split the force in two 100 points groups), and add the below extra models:

1 x Delgon Mechanic

1 x Belderak Bombard

Set Up

Empire: The Knights are deployed at the centre of one edge of a medium (4 x 4 feet) playing area - behind them are the gates to the village they have just come out of.

Delgon: The Delgon player deploys on the other half of the board. The Belderak Bombard is placed 24" from the walls of the village (further away the village would be out of range), with the Delgon Mechanic in base contact. Half of the rest of the Delgon (in points) deploy on their half of the board, at least 12" from the Belderak Bombard (they don't fully trust the contraption). The other half is kept aside.

Victory Conditions

Empire: The Empire Knights win if both the Delgon Mechanic is killed and the Belderak Bombard is destroyed.

Delgon: The Delgon win if the Empire Militia Captain is killed.

Special Rules

Raising the Alarm: If the Delgon Mechanic is attacked but not killed outright, her screams attract more Delgon: on the next turn, the remaining Delgon are added to the board, deploying on the Delgon player's board edge.

The same occurs if the Knights enter combat with the other Delgon on the board, regardless of the result of the combat.

Destroying the Belderak Bombard: Any Knight can spend its Combat Phase attacking the Belderak Bombard, casting all Erac. The Belderak Bombard does not get to cast Combat stones.

Variations

Replace the Militia Captain with Captain Danomar (and make the Delgon forces 125 points each).

Source: <http://forum.worldoftwilight.com/index.php?topic=174.0>

Author: TheGremlin

Death In The Trees!

An official scenario for 3 players, 300 to 455 points.

The Enguan logging crews have been carving out great swathes of the Naralon forests. The Empire forces have tracked them down and are intent on disrupting their production.

Meanwhile, the rulers of the forest have started to close in, furious at those who have damaged their trees!

Forces

Delgon & Empire

Pick a 300 points Delgon force, and add the below extra models:

Delgon

1 x NuraKira Overseer

1 x KalDreman

Empire

1 x Engu Garosa

3 x Engu Axe

1 x Log Wagon

2 x Domesticated Yirnak

Empire

Pick a 300 points Empire force.

Kedashi

Pick a 300 points Kedashi force.

Set Up

This is a large three player game: Delgon, Empire and Kedashi. Each player selects a 300 points force. In addition the Delgon player gets a Logging Crew as Allies (see details below).

Delgon: The Delgon players deploy their forces in a single group (deploy one model and then all other models in the force within its Command Range) 24" from one table edge (the forest edge), accompanied by the Enguan logging crew, a Log Wagon and an additional NuraKira Overseer with a KalDreman bodyguard.

Empire: • The Empire player deploys all their models in groups (deploy one model and

then as many other models as you like within its Command Range) at least 24" from the Delgon and Engu models.

- They should select one model as the Commander, he gains the "Commander[L] (4)" ability.

Kedashi: The Kedashi player does not deploy initially, but can use Initiative Counters to deploy one group of models anywhere on the table at least 9" from any Enemy models. They may activate models even if not all models have been deployed.

Victory Conditions

Delgon: The Delgon player gets a victory if they can escort the NuraKira Overseer or get the Log Wagon off the table. The Delgon player will flee if the Log Wagon is destroyed and the NuraKira Overseer is killed.

Empire: The Empire player gets a victory if they can destroy the Log Wagon and kill the NuraKira Overseer, but will flee if more than half their Elite models are killed.

Kedashi: The Kedashi player gets a victory if every single model who dares to wield an axe, plus the Commander of the Empire forces is killed or flees.

Special Rules

Enguan Logging Crew: • The Logging Crew consists of the Log Wagon, a Engu Garosa and 3 Engu Axes. These models count as Allies to the Delgon, but the Engu Garosa has Loyalty[T] (NuraKira Overseer)

- The NuraKira Overseer is accompanied by one KalDreman as his bodyguard.

Variations

This scenario requires a lot of specific models, but could easily be tweaked to suit your available forces. For example it could be a group of Devanu Outcasts coming across a Casanii escorted trade wagon beset by Dhogu...

Special Models

Log Wagon: Item; Object; Movement: Special, Attack: –, Support: –, Toughness: 2+, CR: –, Stamina: 2, Size: gargantuan (80mm); Abilities: Fuel [T], Sturdy [T], Very Heavy [T], Untrained [T], Very Tough* [S]

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

Abilities

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

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

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

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

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

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

Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.

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

Source: Twilight Day 2017

Author: Mike Thorp

Death of a Swarmcaller

An official scenario for 2 players, 300 points.

A strange, ragged winged creature has been harassing the Delgon logging crews. Lurking just out of sight within the woods, it is surrounded by swarms of frenu that steal supplies and attack unwary workers

The priests have grown impatient as this has been slowing work and have placed a bounty on the creature's head, so several rival forces of mercenaries have ventured into the woods in the hope of tracking it down.

Extra Miniatures

Kedashi

1 x Trebarnii Swarmcaller

6 x Frenu

Set Up

The encounter takes place within the forests, with areas of woods and difficult terrain.

Place the Trebarnii Swarmcaller at the centre of the board. The players then take turns placing each Frenu anywhere on the board.

The players draw Initiative Counters to deploy. When their counter is drawn a player may place all their models as a single group (deploy one model and then all other models in the force within its Command Range), at least 18" away from any other models, ignoring the Frenu.

Victory Conditions

End Game: A player wins by killing the Trebarnii Swarmcaller using a non Beast model. If the player uses a Beast model, the victory goes to their opponent.

Special Rules

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

Activating the Trebarnii Swarmcaller: Any player who does not have the model closest to the Trebarnii Swarmcaller may use one of their Initiative Counters to activate it, as long as it has not already activated this turn.

Activating the Frenu: Any player may use one of their Initiative Counters to activate a single Frenu.

Endless Frenu: In the End Phase, any Frenu that has been killed or discarded respawns next to the Trebarnii Swarmcaller.

Ishkaru Bombs: The Trebarnii Swarmcaller has secreted stashes of Ishkaru Bombs throughout this area of the woods. Any Frenu that begin their Activation within 18” of the centre of the board lose Weak[C] and gain the Charge[A] (2) ability for the duration of their Activation.

Treacherous ground: Models must spend an extra Stamina to either Leap[A] or Sprint[A].

Fleeing: A player will automatically flee if more than half of their Elites are killed.

Variations

Continuing the game: In a two player game, the player that has been forced to flee gets full control of the Trebarnii Swarmcaller and will achieve a draw if it is moved 18” from the centre of the table before being killed.

Abilities

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*.

Source: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp

Defend The Boat

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

Defend The Camp

An official scenario for 2 to 4 players, 300 points.

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...

Forces

Delgon

Pick a 300 points Delgon force, and add the below extra models:

2 x Belderak Bombard

2 x Yirnak

2 x Dhogu Sprog

non-Delgon

Pick a 300 points non-Delgon force.

Set Up

The Delgon players set up their forces near the centre of the board. The two Belderak Bombards are 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 players do 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 attackers achieve a major victory if they can force both Delgon players to flee or if they destroy both Belderak Bombards. They can achieve a minor victory if they destroy one of the Belderak Bombards or kill both Yirnaks, even if they then flee.

The Delgon player achieves a major victory if they can repel the attackers and keep both Belderak Bombards and Yirnak alive. They can achieve a minor victory if they

repel the attackers and still have at least one Belderak Bombard and one Yirnak left alive.

Special Rules

The Belderak Bombards may not be moved or fired. They may only be attacked in close combat. They cast no Combat Stones. If blows are landed on the Belderak Bombards, do not make any Toughness saves immediately. Instead, mark the Belderak Bombard with one damage for each blow landed. At the end of the game, if they do not flee the Delgon players 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 Belderak Bombard has been destroyed.

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

Belderak Bombard: Delgon - Core; Object, Mechanical; Movement: Special, Attack: –, Support: –, Toughness: 2+, CR: –, Stamina: 1, Size: large (50mm); Abilities: Death From Above [R], Fuel [T], Haphazard (4, 3) [R], Heavy [T], Operated (2) [R], Powerful [C], Shatter [R], Sturdy [T], Untrained [T], Very Tough* [S]; **Shell:** : Movement: 0", Range: 12-24", Attack: 2, Abilities: Death From Above [R], Haphazard (4, 3) [R], Operated (2) [R], Powerful [C], Shatter [R]

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*.

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

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

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

Haphazard (x, y) [R]: Place a Target Marker within range. Cast X Combat Stones and scatter the impact 2" from the target for each miss (roll a D6 to determine direction). The operating models may use their Stamina to recast stones. Place a Y" Template on the impact point: all models under the Template are hit. Leave the target in place, if the target for the next shot is within 3" of the target then you may recast one failed Combat

Stone when rolling to scatter.

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

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

Operated (x) [R]: This model may be fired at the end of the Turn if it did not move and there are least X Unengaged *Friendly* Operators models adjacent to it.

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*.

Shatter [R]: This attack ignores the Sturdy[T] ability.

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

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

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.

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

Source: Twilight Day 2019

Author: Mike Thorp

Dompaku!

An official scenario for 2 players, 290 to 300 points.

Lek'Saa watched the band of ferals marching heedlessly across the plains, relying on their big lumbering dompaku to protect them, but completely unaware of the pack of young devanu that had been tracking them for the last few hours.
She ran her small hand over the beak of one of her young grishak, unsure whether this band was worth risking her life for. She crouched and decided to wait to let them prove themselves before getting involved.

Forces

Casanii

1 x Dompaku
1 x Feral Brave
2 x Feral Sling
1 x Feral Brave
4 x Feral Warrior
2 x Feral Mutt
1 x Lek'Saa
4 x Grishak Jenta

Devanu

1 x Alpha Outcast
1 x Jenta Hunter
1 x Jenta Handler
1 x Jenta Spear
3 x Grishak

Set Up

The game takes place on a small (3 x 3 feet) playing area with a few obstacles and patches of difficult terrain. The Dompaku is deployed in the middle of the table along with the other Ferals.

The Devanu forces are deployed in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 16" from the centre of the table.

Lek'Saa and her Grishak are not deployed initially.

Victory Conditions

The Devanu player wins if they can kill the Dompaku.

The Casanii player wins if they can force the Devanu player to flee by killing more than half of the attacking Devanu Jenta before they lose all of their Elites.

The Casanii player will not flee. If neither side succeed in their objective then the game is a draw.

Special Rules

Lek'Saa and her Grishak may not be deployed until after the Ferals have proven themselves by killing at least one of the Devanu Jenta.

Source: The Twilight Traveller Issue 9

Author: Mike Thorp

Egg Hunters

An official scenario for 2 players, 240 to 250 points.

Jawuu crouched low with his Graku. They were silent now, sensing Jawuu's tension as they closed on the nest. Hopefully Rayna the Militia Captain knew what she was doing - Jawuu always hated relying on others, but this nest looked to be protected and he didn't want to risk taking it on alone. He had been watching from cover for a while and had just seen the three Grishak scratching around the nests. He allowed himself a small smile, perhaps this would be easier than expected. He let out a shrill whistle and Rayna broke cover with her troops, advancing on the nests.

Just as he was about to break cover himself a sharp Devanu cry echoed through the valley. Jawuu cursed under his breath and pulled back into cover. The Graku eyed him accusingly, but they stayed put. They would fight soon enough, and hopefully they would feast on Grishak eggs.

Forces

Empire

1 x Hunter

4 x Graku

1 x Militia Captain

5 x Militia

2 x Knight

Devanu

1 x Devanu Sempa

1 x Jenta Handler

3 x Grishak

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. Place a collection of rocky outcrops close to the centre of the table. These contain several Grishak nests that are being protected by the Devanu.

The Devanu player places his Grishak first as a single group (deploy one model and then all other models in the force within its Command Range) within 6" of the rocks. The Empire player then deploys his models as a single group at least 12" from the Grishak. The Devanu player finally deploys his Devanu as a single group at least 18" from any models.

Victory Conditions

Both players are trying to take control of the nests. Whoever holds the nests at the end of the game wins. The game ends when one side is forced to flee.

Devanu: The Devanu player will flee once he has lost more than half his Elites.

Empire: The Empire player will flee once he has lost more than half his Elites.

Special Rules

The Devanu player must aim to keep at least one Grishak within 9" of the centre of the table at all times. If this is not the case and a Devanu Initiative Counter is drawn then if possible he must activate a Grishak and try to move it back towards the rocks in the centre. If all remaining Grishak have already activated then he may activate as normal.

Variations

The scenario is designed to use the basic forces from the Starter set, supplemented by a Hunter for the Empire and a jenta for the Devanu. As usual, you can choose any type of jenta.

Source: The Twilight Traveller Issue 2

Author: Mike Thorp

Eggs!

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

For The Variant

8 x Akitiin Hatchling

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.

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.

Variations

Hatching the eggs: Use the Hatch[S] ability of the eggs. Any model carrying an egg that hatches is now in combat with the newborn. Remember that although Beasts drop any egg they are carrying at the end of their move, the egg is still adjacent to them.

If you run out of hatchling models, either use proxy models or tokens, or decide that the remaining eggs do not hatch (agree to the rule before you start the game).

In addition, if at any time you need to place an egg but none are available then one other random egg immediately hatches. Replace it with a hatchling and then place the egg as required.

Controlling the hatchlings: A player may use one of their Initiative Counters to activate one hatchling, instead of their own models.

Attacking with the hatchlings: During the Combat Phase a player may use their turn to attack with a hatchling.

Special Models

Akitiin Egg: Kedashi - Core; Egg, Object; Movement: —, Attack: —, Support: —, Toughness: 6+, CR: 2”, Size: tiny (15mm); Abilities: Hatch (Akitiin Hatchling) [S], Nest (5) [S], Untrained [T]

Akitiin Hatchling: Kedashi - Core; Beast; Movement: 6”, Attack: 1, Support: 1, Toughness: 6+, CR: 1”, Size: tiny (15mm); Abilities: Pack (1) [L], Ranger [T]

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

Abilities

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

Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6" of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

Hatch (x) [S]: Roll a die at the start of each Combat Phase. On a 5 or 6 the *Egg* hatches: replace this model with a X. The newly-hatched X can participate in combat.

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

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

Nest [S]: At the start of the game you may choose not to deploy this model and up to X identical models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9" from any *Enemy* models. The models may be activated during the Turn.

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

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

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

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

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

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

Source: Salute 2018

Author: Mike Thorp

Eggs! (WoT Day 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

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

Abilities

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

Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6" 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

Engineer Beru Must Die

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

Enter The Forests

An official scenario for 2 players, 205 points.

NuraSen Yahri had been quite happy serving the decadent Egolani in the city of Peygarl, but they had decreed that he should join the expeditionary forces down in the cursed forests of Naralon. Weeks of travel through the occupied Engu lands, constantly harassed by the ungrateful locals before even reaching the dark forests. His predecessor had at least done a reasonable job with setting up the logistics for tearing down the trees and clearing a large tract of land leading into the depths. He understood that the Engu volunteers had proven invaluable in this work, as long as their insolence was dealt with using a firm hand. Away from the logging camps was a far less pleasant story, with countless biting garkrid making life all but intolerable. There were rumours of bands of creatures skulking in the trees so he had sent the zealous NuraKira Lutira to investigate. Her absence should at least bring a little peace to the camp.

Forces

Kedashi

1 x Trebarnii Boss
3 x Trebarnii Warrior
2 x Trebarnii Brute
1 x Trebarnii Goader
3 x Hunting Akitiin

Delgon

1 x NuraKira
1 x KalDreman
4 x KalJoran
1 x NuraLehn
5 x KalGarkii
2 x KalDru

Set Up

This scenario takes place in the depths of the woods. The players take turns either placing an item of terrain (individual trees, small forest templates, etc.) or passing. If both players pass then no more terrain is placed. Terrain may not be placed within 6" of any other terrain pieces.

Draw Initiative Counters to deploy. When a counter is drawn the player may place a single group (deploy one model and then all other models within its Command Range) of models at least 9" from any enemy models. Once a player's force is deployed, they may use later Initiative Counters to activate even if the other player has not fully

deployed.

Victory Conditions

The objective is to force your opponent to flee. Either side will flee if they lose more than half their models.

Source: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp

Entolia – Casanii

A complex official scenario for 4 or more players, 1200 points.

You may not take kindly to the imperious tone of the Delgon, but you cannot leave the Entolians to their fate. As you approach along the shoreline you see the forest come alive with swarms of frenu and countless beasts. You must do your best to rescue the civilians by any means necessary, even if that involves allying with the Delgon.

Forces

Casanii

Pick four 300 points Casanii forces.

Influence

During previous games you may have earned influence (by default getting one influence point per victory). Prior to the game you may spend this influence to improve your position.

- Alaim – you may spend one influence to add Alaim to your force
- Advance units (this may be used multiple times) – you can spend one influence to give any one model “pathfinder (5)” for the game.
- Efficient deployment (this may be used multiple times) – you may spend an influence once all models are set up to gain an additional bonus activation before the first turn. If multiple forces use this option then place one counter for each player in the bag (no combat counters) and when each counter is drawn one player may activate a model as normal. You may only use this activation to carry out normal moves, or to deploy a model with pathfinder.

Set Up

You set up all your forces along the shoreline as directed.



Victory Conditions

Your objective is to rescue as many of the civilians as possible by getting them onto boats or escaping along the shore.

Special Rules

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

When an activation stone is drawn all players in that culture may activate one model. A model may use the Solo ability, but only if all activated models have that ability.

All non-beast Casanii (and allied) models have the “Rescue (1)[L]” ability.

Special Models

Alaim The Outcast: Casanii - Alaim; Enarii, Unique; Movement: 10”, Attack: 5, Support: 0, Toughness: 3+, CR: 6”, Stamina: 4, Size: large (50mm); Abilities: Blitz (2) [C], Charge (1) [A], Combat Trained (2) [C], Diplomat (Empire) [T], Powerful [C], Solo [T], Transport (1) [A], Unstoppable [T], Barreling Charge (1) [T], Very Tough* [S]

Abilities

Barreling Charge [T]: If this model ends its move more than 4” from its starting position during its Turn it gains Very Powerful[C] (any blows that are landed by this model must be saved with a -2 modifier) until the end of the next Combat Phase.

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may

immediately discard one of your opponent's Combat Stones for the duration of the combat.

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.

Diplomat (x) [T]: This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

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

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

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

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Source: Twilight Day 2022

Author: Mike Thorp

Entolia - Delgon

A complex official scenario for 4 or more players, 1200 points.

As your boat nears the village your worst fears are realised, the forest behind the village is swarming with wild creatures. Any hope of staving off the attack evaporates before you and you realise that you must now just rescue as many of the local civilians as possible. You are grateful to see the Casanii approaching along the shoreline, but you must ensure that the Enarii receive the credit that is due for this rescue.

Forces

Delgon

Pick four 300 points Delgon forces.

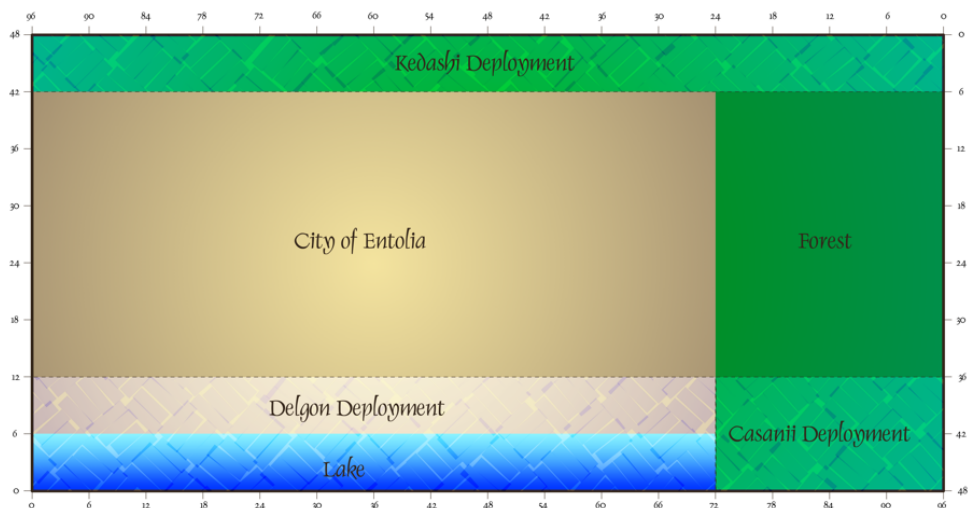
Influence

During previous games you may have earned influence (by default getting one influence point per victory). Prior to the game you may spend this influence to improve your position.

- Belderak – you will receive one belderak for each that survived the ‘Defend the Camp’ scenario. You may spend additional influence to deploy one belderak per influence (up to four in total)
- Advance units (this may be used multiple times) – you can spend one influence to give any one model “pathfinder (5)” for the game.
- Efficient deployment (this may be used multiple times) – you may spend an influence once all models are set up to gain an additional bonus activation before the first turn. If multiple forces use this option then place one counter for each player in the bag (no combat counters) and when each counter is drawn one player may activate a model as normal. You may only use this activation to carry out normal moves, or to deploy a model with pathfinder.
- Boats (this may be used multiple times) – The Delgon will start with one boat with three barges, plus any boats and barges that survived the earlier games. They can replace one boat or two barges for one influence.

Set Up

You may set up all your forces on boats or along the shoreline.



Victory Conditions

Your objective is to rescue at least half of the civilians as by getting them onto boats or escaping along the shore. To achieve a full victory you must rescue more civilians than the Casanii manage.

Special Rules

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

When an activation stone is drawn all players in that culture may activate one model. A model may use the Solo ability, but only if all activated models have that ability.

All non-beast Delgon (and allied) models have the “Rescue (1)[L]” ability.

Moving the boats: The boats can be started at any speed. A riverfolk model that is on the boat and unengaged may spend its activation to increase/decrease the boat’s speed . This may only be done once per turn and the boat has a maximum speed of 3 (forward or reverse). The boat will move its speed in inches at the end of each Combat Phase. It will move in a straight line, but if a riverfolk crew is on the boat they may steer it.

Belderak Barges: Independent barges may move up to 4” per turn if they have a crew on board. If you do not move the barge then you may fire the belderak as normal. All models on the barge must make a 2+ save or fall overboard (Riverboat crew can reroll). All crew are tied to the boat so can be recovered the next turn if there is still at least one model on board and the barge does not move or fire.

If the barge is moved to shore then the belderak can fire as normal, but may not be moved again unless towed by a boat.

Special Models

Barge: Item; Boat, Object; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: colossal (100mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Belderak Bombard: Delgon - Core; Object, Mechanical; Movement: Special, Attack: –, Support: –, Toughness: 2+, CR: –, Stamina: 1, Size: large (50mm); Abilities: Death From Above [R], Fuel [T], Haphazard (4, 3) [R], Heavy [T], Operated (2) [R], Powerful [C], Shatter [R], Sturdy [T], Untrained [T], Very Tough* [S]; **Shell:** : Movement: 0", Range: 12-24", Attack: 2, Abilities: Death From Above [R], Haphazard (4, 3) [R], Operated (2) [R], Powerful [C], Shatter [R]

Steamboat: Item; Boat, Object, Mechanical; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: gigantic (130mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Abilities

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

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

Haphazard (x, y) [R]: Place a Target Marker within range. Cast X Combat Stones and scatter the impact 2" from the target for each miss (roll a D6 to determine direction). The operating models may use their Stamina to recast stones. Place a Y" Template on the impact point: all models under the Template are hit. Leave the target in place, if the target for the next shot is within 3" of the target then you may recast one failed Combat Stone when rolling to scatter.

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

Operated (x) [R]: This model may be fired at the end of the Turn if it did not move and there are least X Unengaged *Friendly* Operators models adjacent to it.

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

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

Rescuer (x) [L]: Activate up to X *Friendly Civilians*.

Shatter [R]: This attack ignores the Sturdy[T] ability.

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

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

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

Source: Twilight Day 2022

Author: Mike Thorp

Entolia – Kedashi

A complex official scenario for 4 or more players, 1200 points.

The outsiders have breached the Understanding and must pay. You have mustered an enormous force and victory is a foregone conclusion, but this is an opportunity to earn favour within the Kedashi council.

Forces

Kedashi

Pick four 300 points Kedashi forces.

Influence

During previous games you may have earned influence (by default getting one influence point per victory). Prior to the game you may spend this influence to improve your position.

- Aquatic Akitiin – you may spend one influence to add an aquatic Akitiin to your force. As an activation you may place a ‘bubbles’ counter anywhere in the water. During a following turn you may spend an activation to place an aquatic Kellanian akitiin within 3” of the bubbles.
- Grimblar – you may spend one influence to add a grimblar to your force.
- Reinforcements – spend one influence to take a reinforcements token. During the game you may spend this token to spend an activation to redeploy a group of up to ten of your casualties anywhere on the table at least 8” from any enemy models
- Efficient deployment (this may be used multiple times) – you may spend an influence once all models are set up to gain an additional bonus activation before the first turn. If multiple forces use this option then place one counter for each player in the bag (no combat counters) and when each counter is drawn one player may activate a model as normal. You may only use this activation to carry out normal moves, or to deploy a model with pathfinder.

Set Up

You set up all your forces within the forests as directed.



Victory Conditions

Your objective is to execute as many of your opponents Elite models as possible. The Kedashi player who executes the most elites will curry the most favour with the queens council.

Special Rules

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

When an activation stone is drawn all players in that culture may activate one model. A model may use the Solo ability, but only if all activated models have that ability.

Special Models

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

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.

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

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

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.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

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

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

Terror [T]: Any model within this model's Command Range casts one less Combat Stone in combat and when making Ranged Attacks. They must also cast a successful stone before regaining Stamina.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Very Powerful [C]: Any blows that are landed by this model must be saved with a -2 modifier.

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

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

Source: Twilight Day 2022

Author: Mike Thorp

Eradicate

An official scenario for 4 or more players, 600 to 710 points.

The hunters have located the Devanu tower and are closing in. The pack are out hunting, but a lone guard has stayed back in the nest with the brood of eggs, presenting an ideal opportunity to crush the brood.

Forces

Devanu

Pick two 300 points Devanu forces, and add the below extra models:

1 x Jenta Spear

4 x Devanu Eggstick

2 x Devanu Hatchling

non-Devanu

Pick two 300 points non-Devanu forces.

Set Up

Place a tree at the centre of a medium (4 x 4 feet) playing area.

The Devanu players set up with a single Devanu Jenta on the tree, along with four Devanu Eggsticks and two Devanu Hatchlings. The rest of the Devanu pack is kept off the table.

The non-Devanu players may deploy their models anywhere on the table at least 12" from the Devanu tower.

The Devanu players may deploy one group of models (deploy one model and then all other models in the force within its Command Range) at least 12" from any Enemy models as an Activation. They may start activating their Devanu even if not all their models have been deployed, but all models must be deployed.

Victory Conditions

Devanu: If the Devanu can escape off the table with more than half their non-Beast Devanu models, including at least one Devanu Eggstick then the Devanu players win. Devanu models may not flee from the table until all the Devanu Eggsticks and Devanu Hatchlings are either dead or off the table.

Attackers: The attacking players gain one victory point for each Devanu or Devanu

Eggstick they kill. Attacking players will individually flee if they lose more than half their Elites. If forced to flee, then they must give one of their victory points to each remaining player. If the attacking players manage to stop the Devanu players from winning then the player with the most victory points is the winner!

Special Rules

The Devanu are comfortably at home on their nest, but their beasts and other models will be less confident.

Grishaks and cavalry (including KalMalog) are unable to climb the tower. Other models may move over the tower but must make an Agility Test unless they Move Cautiously.

Agility Test: D6 roll:

1: the model falls the tower (make one Toughness save for each 6" (or part) they fall).

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].

Special Models

Devanu Eggstick: Devanu - Core; Egg, Elite, Object; Movement: —, Attack: —, Support: —, Toughness: 4+, CR: 0", Size: small (30mm); Abilities: Concealed [T], Untrained [T], Unwieldy [T]

Devanu Hatchling: Devanu - Core; Jenta; Movement: 8", Attack: 2, Support: 1, Toughness: 5+, CR: 3", Stamina: 1, Size: small (30mm); Abilities: Agility [T], Ferocity* [C], Sibling [C]

Jenta Handler: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Beast Handler (2) [L], Ferocity* [C], Leap* (4) [A], Pack Hunter [C]

Jenta Hunter: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Combat Discipline* [C], Feint* [C], Ferocity* [C], Leap* (4) [A], Rapid Strike [C], Sibling [C]

Jenta Spear: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Ferocity* [C], Leap* (4) [A]; **Spear:** : Movement: 8", Range: 8", Attack: 2, Abilities: Focus* [R], Light Weapon [R], Long Range* (4) [R]

Abilities

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*.

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

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

Concealed [T]: This model may not be targeted by Ranged Attacks from more than 6" away.

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

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

Focus* [R]: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

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

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

Long Range* (x) [R]: Increase the range of this attack by X".

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

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

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

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 2022

Author: Mike Thorp

Eradication

An official scenario for 2 players, 225 to 295 points.

A well trained band of Orel Knights have been hired by the Council of the small village of Dra to eradicate a band of jenta outcasts that have been raiding the surrounding area. The Knights have been relentless in their hunt and the young, exhausted Devanu have been trapped in a small cave. It is now time for the mercenaries to finish the job and execute the Devanu before they can escape.

Forces

Empire

1 x Orel Knight Captain
2 x Orel Knight
1 x Militia Captain
5 x Militia
3 x Graku

Devanu

1 x Jenta Spear
1 x Jenta Hunter
1 x Jenta Handler
3 x Grishak

Set Up

The encounter takes place in a small cave about 24” across. There should be a reasonable amount of difficult terrain and obstructions and an 8” entrance marked along one edge. The Devanu player deploys his models as a single group (deploy one model and then all other models in the force within its Command Range) at the centre of the table.

The Empire player deploys all his models so that they are within 2” of the cave entrance.

Victory Conditions

The Devanu player wins if he can escape two or more of his Devanu through the cave entrance, otherwise the Empire player wins.

Both sides will flee if they lose more than half their Elites.

Special Rules

The Devanu are exhausted and all start with no Stamina. They regain Stamina as usual

in the End Phase.

Variations

Campaign Mode: This is scenario 1 of 4 of the “where there’s smoke...” campaign.

- If the Empire win then they may take an additional Graku or Orel Knight in the final game.
- If the Devanu win then they may take an additional Grishak or Kosok in the final game.

Source: Chronicles of Anyaral

Author: Mike Thorp

The Fall of Tonueil!

A complex official scenario for 4 or more players, 1080 to 1175 points.

Empire: The proud capital of Tonueil is under siege by the evil might of the Delgon and their foul Dhogu allies. You have realised that you cannot save the city, but Cren Blaak is leading a valiant mission to save several important councillors that the Delgon are keen to capture.

Delgon: The Enguan capital of Tonueil is under siege and will inevitably fall to our might, giving us total control of this region of Anyaral. Our spies have located several of the Engu leaders who are cowering near the docks. You must capture these leaders if possible, or kill them if you must.

Forces

Delgon & Delgon

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

Delgon

1 x Dehran

4 x KalDehran

Delgon

3 x Belderak Bombard

Set Up

Empire:

- Your forces are split into three detachments and deployed as instructed.
- The councillors have been placed through the city.
- One Elite model in each of your Empire detachments can be promoted to have the "Commander(4)" ability.

Delgon:

- Your forces are split into three separate detachments and deployed as instructed.
- You will also receive several belderaks and Dehran.
- One Elite model in each of the detachments can be promoted to have the "Commander(4)" ability.

Victory Conditions

Empire Special Orders:

- Your forces will flee if more than half your Commanders are killed.
- You are aiming to rescue as many councillors as possible by getting them onto the boats and away from the city.

Delgon Special Orders:

- You are aiming to capture as many of the councillors as possible by holding them adjacent to one of your models at the end of the game.
- You will only flee if you are careless enough to let Dehran be disabled and you have lost more than half your Commanders.
- If any Critical models are disabled then you may still achieve a victory, but you shall be summoned to talk to Garabon himself and I doubt that he will be forgiving.

Special Rules

When your Initiative Counters are drawn you 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.

Empire:

- All Engu Troops gain the "Rescuer(2)" ability.
- You may activate boats if they have at least one Engu model on board. Boats may be moved 6" per turn. If hit directly by a mortar a boat will be sunk unless it can make a 4+ save. If sunk, then all models are considered lost (except Tahela, which are excellent swimmers).

Delgon:

- All non-beast models in your force gain the "Captor(1)" ability.
- You may not target the councillors with your belderaks, unless they are on board a boat and look likely to escape.
- You may not control the boats, but you may target them with your belderaks.

Abilities

Captor (x) [L]: Activate up to X adjacent *Enemy Civilians*.

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

Rescuer (x) [L]: Activate up to X *Friendly Civilians*.

Source: Twilight Day 2019

Author: Mike Thorp

The Gar Loren Regatta

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

A boat race fit for the Emperor.

Forces

non-Kedashi/Devanu

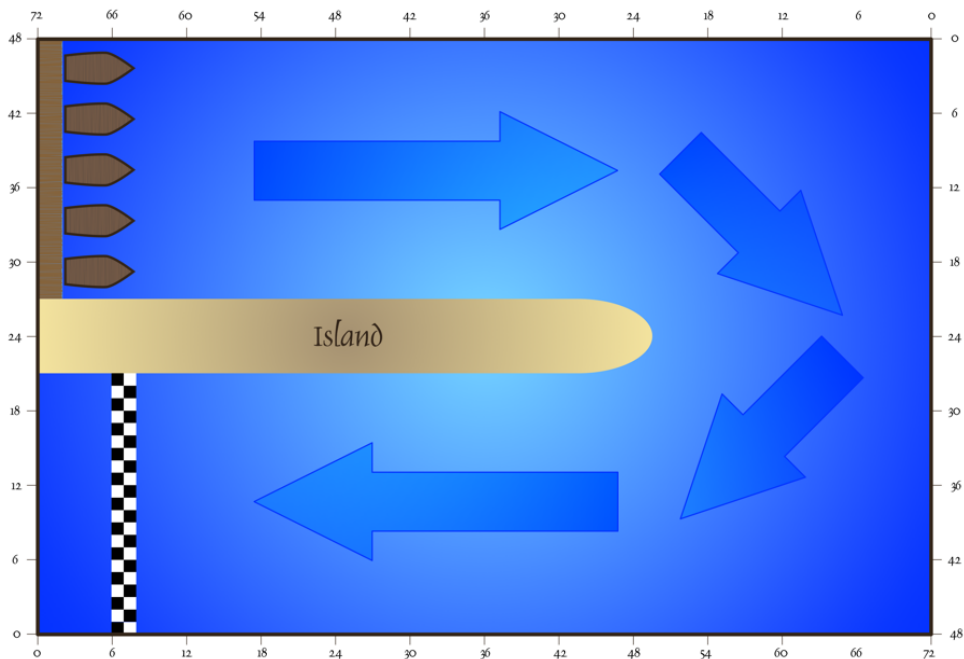
Pick a 150 points non-Kedashi/Devanu force (the list must include a single boat).

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:

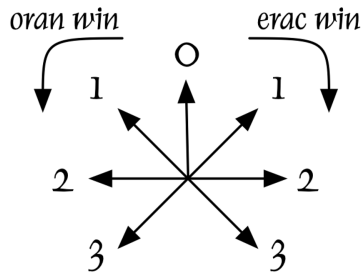
A Boat that fails a Toughness test and has no Stamina left is destroyed and stops moving immediately. The Boat becomes a movable obstacle. The Crew remains on the Boat.

Repairing a destroyed Boat:

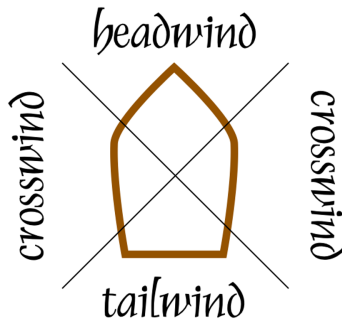
Mechanics and Shipwrights can use their activation to grant Stamina to the Boat as per normal. Any other Crew Member that is on the deck may use its activation to cast one CS: the Boat gains one Stamina on a success (up to its original value plus one). Regular Crew cannot attempt to patch a Boat that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

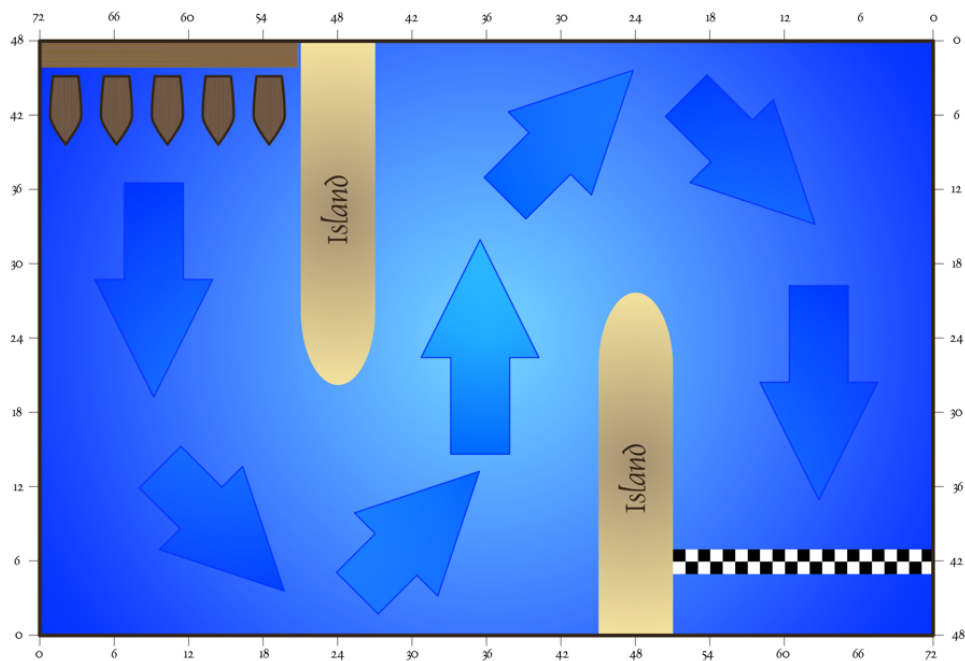
direction rules. Swimming creatures will leave if they destroy a boat, or if no Boat is in full movement range.

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 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; 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: 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]

Shipwright: 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: 2, 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 gain 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 fubarnii 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

Author: Frédéric Fiquet, Joey Mordecae Dimmock, Mike Thorp

Get Out!

An official scenario for 2 players, 265 to 525 points.

The forest had become increasingly hostile since Lutira had captured that beast. It felt like something within the forest had taken exception to their presence. More logging crews had been vanishing and the ubiquitous little frenu that infest the forests had become even more annoying, raiding their supplies and keeping everybody awake during the day with their incessant cries. The old NuraSen was coming to the conclusion that it might be time to return in person to report to Egolan. Perhaps he could deliver the beast as a gift, while leaving Lutira to the biting bugs and pesky frenu...

A scream from one of the unfortunate lookouts was the first sign that Yahri's withdrawal might be less dignified than hoped. The Kiterak had indeed taken exception.

Forces

Kedashi

1 x The Kiterak
1 x Young Queen
1 x Trebarnii Brute
2 x Kaopi
2 x Small Frenu Swarm
18 x Frenu
1 x Trebarnii Goader
1 x Bagrun Bomb Carrier

Delgon

1 x NuraSen
2 x KalDreman
1 x NuraKira
4 x KalJoran
1 x NuraLehn
5 x KalGarkii
2 x KalDru

Set Up

The encounter takes place near the edge of the forest with patches of woodland and difficult terrain. Randomly determine which edge is the way to escape.

Delgon: The Delgon player deploys their force as a single group (deploy one model and then all other models within its Command Range) with all models at least 18" from the escape table edge.

Kedashi: The Kedashi player deploys the Kiterak anywhere on the table at least 24" from the escape table edge and at least 9" from any enemy model. They do not deploy

any other models initially.

Victory Conditions

Delgon: The Delgon player wins if either NuraSen Yahri leaves the board by the escape table edge or the Kiterak is killed.

Kedashi: The Kedashi player wins by killing NuraSen Yahri.

Special Rules

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

All the remaining Kedashi models start the game in reserves. Each time the Kedashi player's counter is drawn they may activate as normal or place a model from reserve and up to three frenu anywhere on the table at least 9" from any enemy model.

When any Kedashi model other than the Kiterak or queen are killed it is immediately placed back into the reserves.

Source: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp

The Great Escape

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

The Grimblar!

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

A local trader was last seen on the outskirts of the Naralon forests a few weeks ago, but she and her small caravan were lost without trace. Rumours have spread that she was smuggling small packets of precious seeds within her luggage, so several parties have set off into the forests to try and find her, or at least to recover her goods in the hope of finding the valuables.

As your party follows her trail you realise you are not her only pursuers and quicken your pace. You finally catch sight of the remains of her caravan, with a huge and terrifying creature picking its way through the wreckage and realise this might not be as easy as you had hoped...

Extra 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.

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

Loot the Elites: If an Elite is killed, replace it with a salvage token (you will need extra salvage tokens for this). These tokens are included when rolling to determine where the grimblar goes next.

Ancient grimblar: If you are feeling very brave, replace the grimblar with an ancient grimblar.

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: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp

The Grimblar! (WoT Day 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

Hold Out

A experimental scenario for 2 players, 340 to 350 points.

A Group of militia rests near a small camp of herders. Suddenly the enuks panic and the soldiers see the shadow of two hunting kosoks. They grab their weapons while the herders try to mount their enuks again.

Hopefully the knights they saw earlier that day are still close...

Forces

Empire

1 x Militia Captain
4 x Militia
4 x Slinger
4 x Eruk
1 x Knight Captain
2 x Knight

Devanu

1 x Devanu Sempa
2 x Jenta Hunter
1 x Jenta Handler
1 x Grishak
2 x Kosok

Set Up

- Place a small camp in the middle of a 4 by 4 feet board.
- The militia and the herders are placed within 12" of the centre of the board.
- The Devanu are placed along a board edge.
- The enuk are then placed so they are at least 12" away from the herders and 18" away from the Devanu.

Victory Conditions

Devanu: The Devanu win if they kill the enuks or the slingers.

Empire: The Empire wins if they kill the sempa and at least one kosok.

Special Rules

Moving the enuks: As long as they are unmounted, either player can use an Initiative Counter to move one of the enuks. An unmounted enuk will never move towards the Devanu.

Mounting the enuks:

- Whenever a slinger gets in contact with an enuk, she may mount it.
- The enuks are considered to have the Transport(1) ability. •

The slingers are considered to have the Rider ability.

Knight reinforcements: At the start of each round after the first, the Empire player should cast a combat stone to see if the knights join the fray. On a success the knights heard the sound of battle and are placed on either one of the table's side edges. They can then be activated as normal.

Abilities

Rider [T]: This model may be moved by a model with the Transport[A] ability.

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

Source: <http://forum.worldoftwilight.com/index.php?topic=1829.0>

Author: Michael "The Slann" Rauscher

The Hunt

An official scenario for 2 players, 425 points.

Roban stood on the ridge, looking down on the gnarled tree in the valley below. A couple of devanu lounged in the lower branches, while several grishak scratched in the snow at the base. His scouts had done well and soon the snow would once again be stained with devanu blood.

Forces

Delgon

1 x Roban

1 x KalMalog Veteran

2 x KalMalog

Devanu

1 x Devanu Kopa

1 x Devanu Sempa

1 x Jenta Handler

3 x Grishak

Set Up

The encounter takes place on a small (3 x 3 feet) playing area.

Place a Devanu nest tree approximately 12" from one table edge.

The Devanu player deploys all his figures within 6" of the tree.

The Delgon player deploys all his figures in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 18" from any of the Devanu models.

Victory Conditions

The Delgon player wins if both the Devanu Sempa and Devanu Matriarch are killed.

The Devanu player wins if Roban is killed.

Special Rules

Neither player will flee.

Author: Mike Thorp

Hunters

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

Extra Miniatures

Casanii

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 Imperial Horticultural Society

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

Impure Science

An official scenario for 2 players, 290 to 390 points.

Belomoch had never dreamed that her experiments could be applied to anything other than pure research. While plenty of garkrid and small creatures had perished during her trials and she had applied her mechanical grafts to her own arm, she was horrified that the Delgon had so corrupted her work!

While she dug around in the depths of the machine, the poor Delgon's body still cooling in the snow, an icy wind started to blow in off the mountains, bringing with it a light sprinkling of snow. The small flakes sizzled as they settled on the machinery.

Belomoch's escorts readied their immaculately cared for weapons... they were no longer alone.

Forces

Empire

1 x Belomoch dre Hearne
2 x Automata
1 x Toloran Rider Captain
2 x Toloran Rider
1 x Guard Captain
1 x Imperial Standard
1 x Guard Captain
2 x Guard Crossbow
2 x Noble Guard

Dhogu

1 x Tak Sirahn
6 x Setir Skerrat
1 x Dhogu Archer
2 x Dhogu Bow
1 x Dhogu Captain
5 x Dhogu Spear

Extra Miniatures

Delgon

1 x KalMalog

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a few snow drifts and rocky outcrops scattered around. The Empire player deploys their models as a

single group (deploy one model and then all other models within its Command Range) in the centre of the table, along with a disabled KalMalog. The Dhogu player deploys their models in one or more groups, at least 12" from any Empire models.

Victory Conditions

The Empire player wins if they can capture sufficient information from the damaged KalMalog. The Dhogu will flee if they lose any two Elites. The Empire will flee if they lose Belomoch and at least two Elites.

Roll one dice for each piece of salvage retrieved by the Empire player at the end of the game and add them up to give the total. If Belomoch survived then you may re-roll any number of dice once.

If the total is 10 or more then the Empire player achieves a minor victory. If 15 or more then they achieve a major victory!

Special Rules

Belomoch is studying the destroyed KalMalog strider. Each turn Belomoch can extract one piece of salvage from the KalMalog wreckage if she stands adjacent to it and sacrifices her basic movement. Each piece of salvage can be treated as an object and can be transferred as normal.

Whenever a Dhogu Troop model is removed as a casualty, set it to one side. During the end phase the Dhogu player may redeploy these models anywhere on the table at least 9" from any Empire models.

Individual Empire models may voluntarily flee if there are no enemy models within 9" during the end phase. Any salvage they are carrying counts as having been retrieved.

If the Empire flee then cast a stone for each piece of salvage in their possession at that time, it is retrieved on a success.

Source: The Compiled Twilight Traveller Issue 2

Author: Mike Thorp

Inferno!

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

Inferno! (Campaign Game)

An official scenario for 3 players, 240 to 250 points.

Gusan's tests on the gushrak proved more devastating than expected! What had appeared to be a minor fault in the secondary gas manifold resulted in one of the unfortunate KalGush finding herself at the centre of a rather large fireball. The ensuing fire is now raging through the forest, consuming all in its path. The Knights of Orel, The Devanu and Plutom's forces are all at risk of being caught up in the fire but have spotted a small rocky hill devoid of trees that could possibly give protection from the inferno.

Whoever can hold the hill might just survive!

Forces

Empire	Delgon	Devanu
1 x Orel Knight Captain	1 x NuraSen Plutom	1 x Alpha Outcast
2 x Orel Knight	2 x KalDromar	1 x Jenta Spear
1 x Orel Militia Captain	1 x NuraKira	1 x Jenta Handler
4 x Orel Militia	4 x KalJoran	1 x Jenta Hunter
1 x Graku	1 x KalMalog	1 x Grishak
	1 x KalDru	

Set Up

The encounter takes place on a 4' by 4' 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.

The Empire player deploys his models in a single group (deploy one model and then all other models in the force within its Command Range) at least 12" from the centre of the table. The Delgon and then the Devanu then place their models 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

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

Campaign Mode: This is scenario 4 of 4 of the “where there’s smoke...” campaign

Source: Chronicles of Anyaral

Author: Mike Thorp

Intelligence

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.

Extra Miniatures

Kedashi

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

Set Up

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.

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

The Journey Home

An official scenario for 2 players, 375 to 435 points.

The sun rises over the horizon, its early rays catching the spears of a small band of Fubarnii. A well dressed trader looks warily at the hills. His baruk have been agitated for a while, and he'll be glad to get his valuable wares to the safety of the settlement.

As the settlement's entrance finally comes into sight, with its knight defenders, a sharp cry reaches the trader and two Devanu launch themselves from the undergrowth, closely followed by their grishak. The sleek, powerful hunters rapidly close the distance to the weary travellers.

Can the trader get his wares to the settlement, or will the Devanu feed their young upon tender baruk flesh?

Forces

Empire

1 x Knight Captain

3 x Knight

1 x Reyad

4 x Slinger

1 x Militia Captain

5 x Militia

1 x Trader

2 x Baruk

Devanu

1 x Devanu Kopa

1 x Devanu Sempa

3 x Grishak

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a few pieces of scattered terrain and a settlement entrance in one corner.

The Empire player deploys his Trader and Militias as a group with all models at least 30" from the settlement entrance. He then deploys his Knights within 3" of the settlement entrance.

The Devanu player deploys all his models in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 24" from any of the Empire models.

Victory Conditions

The Empire player wins if they can get either Baruk to the settlement's entrance. The Empire player will not flee unless both Baruk are killed.

The Devanu player wins if he can kill both Baruk. The Devanu will flee if both the Devanu Kopa and the Devanu Sempa are killed.

Variations

Campaign Mode: This scenario can be played as the second scenario of a mini campaign, the previous scenario being “The Wandering Engineer” and the following one “Cornered”.

- If the Empire win then they may upgrade the Militia Captain and Reyad to ride Eruk in the final game.
- If the Devanu win they may field an additional Grishak or Kosok in the final game.

Source: Chronicles of Anyaral

Author: Mike Thorp

Junior Smugglers

An official scenario for 2 to 4 players, 25 to 30 points.

Old Zhontain has foolishly left one of his juice wagons unattended and the local urchins have made off with a variety of bottle and snacks. Who can earn bragging rights by making it back to the old shack with the most treats?

Forces

Street Urchin Team

Pick a 25 to 30 points Empire force (Street Urchin models only), and add the below extra models:

Item

4 x Contraband Token

4 x 'Spotted!' Marker

4 x 'Hidden' Marker

4 x 'No Trouble' Marker

4 x 'Nonchalant Walk' Marker

Extra Miniatures

The Watch

4 x City Watch on Foot

4 x Patrol Die

6 x Watch Patrol Counter

Set Up

The scenario takes place on a small (3 x 3 feet) playing area crowded with buildings. The old shack is placed close to one edge of the board.

Place the six Watch Patrol Counters in a loop through the city in numerical order, each about 9" apart. Four City Watch on Foots are placed on numbers 1, 3, 5 and 6 with their Patrol Dies placed next to them showing the next number they will be moving towards (2, 4, 6 and 1 respectively).

Players draw Activation Counters to deploy their gangs in one or more groups. Models start at least 20" from the old shack and 9" from any City Watch on Foots or rival models. Each Urchin may carry one or two contraband. Models may activate with later Initiative Counters, even if not all models are deployed.

Victory Conditions

The player who delivers the most treats to the old shack is the winner. In the case of a draw, the winner is the player who got there first!

Special Rules

For this game you may select your force from the Street Urchins force list.

The contraband: Contraband are Small objects. Each non-Beast model may carry up to two pieces of contraband at a time. A Beast may carry one piece of contraband, but must drop it at the end of its Activation.

Non-fatal damage!: If a Street Urchin or City Watch on Foot is injured, place the model prone, dropping any contraband 1" away. The model will spend its next Activation standing up.

The City Watch on Foot: At the start of each Combat Phase check for each of the street urchins to see if they have been spotted by any of the City Watch on Foot. If a street urchin is within 12" of a City Watch on Foot or has a 'Spotted!' Marker then make a roll to see if they have caught the attention of the City Watch on Foot.

Make a Spotting Check by rolling 2D6 with the following modifiers:

- Model has a 'Hidden' Marker: -1D6.
- Model has a 'Spotted!' Marker: +1D6.
- The model is in clear line of sight of a City Watch on Foot: +1D6.

If the total equals or exceeds the distance to the nearest City Watch on Foot then the street urchin takes a 'Spotted!' Marker. If it is less than the distance then remove any 'Spotted!' Markers from the model.

Each City Watch on Foot is then activated and moves D6" towards the nearest 'Spotted!' model within 12", or towards its target Watch Patrol Counter. If a City Watch on Foot reaches a Watch Patrol Counter then cast one Combat Stone: on a success increase its Patrol Die by one, on a failure decrease it by one. The City Watch on Foot then continues its move straight towards their new Watch Patrol Counter.

Talking Your Way Out Of Trouble: If a street urchin is engaged by a City Watch on Foot then at the start of the Combat Phase they may try to talk their way out of trouble. If they fail, then the City Watch on Foot will do their best to arrest them!

Each street urchin may select an adjacent City Watch on Foot and fight a special combat using 3 Combat Stones, the City Watch on Foot casts one Erac and one Oran.

No damage can be caused during the combat and neither side may use combat abilities. The street urchin may cast an additional Combat Stone if they have a 'Nonchalant Walk' Marker and may recast all their stones if they aren't carrying any contraband. If the City Watch on Foot lands any blows then the street urchin fails to charm them and they will remain in combat, otherwise the street urchin can move 1" out of contact, but retain their 'Spotted!' Marker. If the street urchin avoids being hit and also lands a blow then they may immediately remove their 'Spotted!' Marker and replace it with a 'No Trouble' Marker until the model next activates. While a model has a 'No Trouble' Marker it does not need to take any spotting checks.

After all street urchin have tried to talk their way out of trouble, any City Watch on Foot who are still engaged will try to arrest the street urchin and attack with Instinctive[T] (2,1).

Any injured urchins are removed from the game, along with the City Watch on Foot that arrested them. Any contraband they were carrying is dropped. The City Watch on Foot will redeploy at the end of the turn. Roll a D6 and place them next to the corresponding Watch Patrol Counter.

Special Actions: Street urchins do not have any of their usual equipment or abilities, but they may sacrifice their normal movement to take one of the following special actions when they activate:

- **Make Some Noise:** Move up to 6" and take a 'Spotted!' Marker.
- **Hide:** Move cautiously up to 3" and take a 'Hidden' Marker until the model next activates.
- **Nonchalant Walk:** Move Cautiously up to 3" and take a 'Nonchalant Walk' Marker until the model next activates. If engaged you may cast an additional Combat Stone when trying to 'Talk your way out of Trouble'.
- **Stash the Goods:** Move up to 6", then throw one Contraband Token up to 3". This may be used to load contraband onto the Coracle.
- **Diversion:** Move one Watch Patrol Counter up to 6". The Counter must end up within 12" of this model.
- **Secret Knock:** May only be used by an street urchin if it starts its turn within 3" of the old shack's door and does not have a 'spotted' token. Remove the model and any contraband they are carrying.

Variations

More players: Adding more players might require the use of a larger board. Add one City Watch on Foot and two Watch Patrol Counters per extra foot of width (you might want to use eight-side dice, or larger, for the Patrol Die). The board's depth should however remain at 3 feet (or less!). You might want to use more Coracles as well.

Special Models

'Hidden' Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –,

Size: tiny (15mm)

'No Trouble' Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

'Nonchalant Walk' Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

'Spotted!' Marker: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

City Watch on Foot: Empire - Core; Troop; Movement: 6”, Attack: 3, Support: 1, Toughness: 4+, CR: 6”, Size: small (30mm)

Contraband Token: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

Mounted Urchin: Empire - Core; Civilian; Movement: 10”, Attack: 2, Support: 1, Toughness: 5+, CR: 2”, Size: small (30mm); Abilities: Beast Handler (1) [L]

Patrol Die: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

Urchin: Empire - Core; Civilian; Movement: 6”, Attack: 1, Support: 1, Toughness: 6+, CR: 3”, Size: small (30mm); Abilities: Beast Handler (1) [L], Evasive [C]; **Throw Stones:** : Movement: 6”, Range: 6”, Attack: 2

Urchin Gang Leader: Empire - Core; Civilian; Movement: 6”, Attack: 1, Support: 1, Toughness: 6+, CR: 3”, Size: small (30mm); Abilities: Beast Handler (1) [L], Evasive [C], Gang (2) [L], Trainer (3, Gang(1)) [T]; **Throw Stones:** : Movement: 6”, Range: 6”, Attack: 2

Urchin Pet: Empire - Core; Beast; Movement: 10”, Attack: 1, Support: 1, Toughness: 6+, CR: 2”, Size: small (30mm); Abilities: Evasive [C]

Watch Patrol Counter: Marker; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm)

Abilities

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

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

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

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

Author: Mike Thorp

KalGush

An official scenario for 2 players, 260 to 280 points.

NuraKira Elush eyed the KalGush warily, her distorted faces reflecting back from the large eye panes. She coughed sharply as acrid smoke caught her lungs.

“So, our Lords have blessed us with another of their marvellous creations? Aside from the pleasant aroma, what is it that you can bring to the cause?”

The KalGush mumbled something, but it was muffled by the heavy leather mask. The KalGush then shrugged and turned to waddle a few feet away, the tanks on her back burping and wheezing with every step. The tanks went quiet for a moment as she pulled the trigger and a large gout of flame erupted from the gushrak, igniting a nearby copse of trees.

“Ah. I see. Well I guess we had better get on with the mission then before anybody notices the smoke.”

Forces

Empire

1 x Militia Captain

5 x Militia

1 x Reyad

4 x Slinger

3 x Light Cavalry

1 x Trader

Delgon

2 x NuraKira

2 x KalDreman

8 x KalJoran

2 x KalGush

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. The Empire player places three tents close to the centre of the table in a triangle 6” apart. Several Eruk and Baruk are tethered nearby, but don’t need to be represented on the table.

The Empire player places his Light Cavalry anywhere on the table at least 3” from any tents. Most of the Empire forces are asleep in their tents. The Trader has a tent to himself and the Militia and Slingers are split between the other tents with one Elite in each. The Empire player should split up the models and note down which are sleeping in each tent. The Delgon player then deploys his models as one or more groups (deploy

one model and then as many other models as you like within its Command Range) at least 12" from the Light Cavalry or the tents.

Victory Conditions

Delgon: The Delgon player wins if he can destroy at least two tents with Gushrak attacks and kill the Trader.

Empire: The Empire player wins if he can force the Delgon to flee by killing both NuraKira or both KalGush.

The Empire player cannot flee.

Special Rules

The Empire player may use any Initiative Counters to try and rouse one tent by rolling 6 or more on a D6. He may attempt to rouse each tent several times during a turn. He can add 1 to the roll for each model within 3" of the tent, but always fails on a roll of 1. If successful then he immediately places occupants the occupants within 1" of the tent. This counts as their Activation for the turn.

The Trader may not move more than 6" from the tents.

The Delgon player may rouse a tent by moving into contact with it. He may then place the occupants within 1" of the tent.

If a tent is hit by the Gushrak then all models inside are targeted and do not count as Obstructed. The tent is destroyed and any survivors are immediately roused and placed within 1" of the tent by the Delgon player.

Source: The Twilight Traveller Issue 3

Author: Mike Thorp

Kill It With Fire!

A experimental scenario for 2 players, 250 to 285 points.

The portents were clear. The high priests' divinations and calculations had found the time and place. Still, to Limgren, commander of the honour guard, the air tasted bad. They awaited the coming of a god, and Limgren was uneasy. He hissed impatiently, breath quickly turning to crystals in the night air. However, he was snapped to attention by a shout from a forward most soldier.

There! Unmistakable even in the dark through the snow, was the mighty figure of an Enarii made of flesh. But something was wrong. No composed stride, no stature or gravity. Fear, instead of wonder permeated Limgren's heart. Disorientation might be expected in the first moments that a supernatural being experiences on arriving on Anyaral, but this behaviour was different entirely. The silhouette lurched closer, tumbling pines with flailing arms. As the shadow grew and its features became apparent, the terror that gripped Limgren intensified. His demeanour, that usually matched the climes of the mountains on which the guard stood, cracked as he panicked. This was no Enarii!

"Kill it," he screeched, "Kill it!"

Forces

Delgon

Pick a 150 points Delgon force, and add the below extra models:

1 x NuraSen

4 x KalDreman

1 x NuraLehn

Set Up

The game is played on a medium (4 x 4 feet) playing area.

The Delgon player deploys in one half of the board.

The yartain player deploys on other side, right at the board edge.

Victory Conditions

Delgon: The Delgon player wins if the giant yartain is killed. The Delgon will flee if

Wild Creature

1 x Giant Yartain

(as there is currently no official miniature for the giant yartain, you'll have to choose a suitable alternative model from your collection)

both the nurasen and the nuralehn are killed.

Giant Yartain: The yartain player wins if the creature escapes the board by reaching the board edge opposite to its deployment.

Special Rules

Slow it down!: The yartain reduces its Move by 1" for each two creatures in base contact with it at the start of its move.

Special Models

Giant Yartain: Wild Creature - ; Beast; Movement: 8", Attack: 6, Support: 0, Toughness: 3+, CR: 6", Stamina: 4, Size: huge (60mm); Abilities: Blitz (3) [C], Mighty Blow [C], Overdrive* [C], Powerful [C], Unstoppable [T], Very Tough* [S]

Abilities

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

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

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Source: <http://forum.worldoftwilight.com/index.php?topic=174.0>

Author: TheGremlin

Looking for Aipadan

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

Naralon Apocalypse

A complex experimental scenario for 3 players, 1000 points.

Now it's war. The Delgon have sent a large military force deep into the Naralon forest, led by none other than Dehran. Their goal: destroy the Kiterak and her nest tree. The Kedashi won't go down without a fight, though. To complicate matters, an empire force has been tracking Dehran, and closes in as Dehran begins his assault.

Forces

Kedashi

Pick a 900 points Kedashi force, and add the below extra models:

1 x The Kiterak

Delgon

Pick a 880 points Delgon force (Make sure you take a few KalGush, and belderaks if you have them. Engu mercenaries can be of use as well.), and add the below extra models:

1 x Dehran

Empire

Pick a 1000 points Empire force.

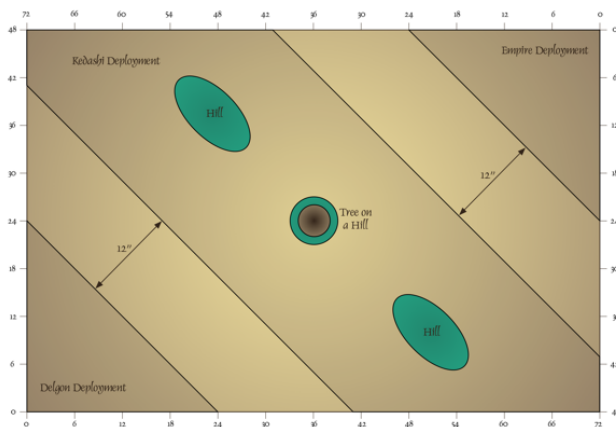
Set Up

The forest: The scenario takes place in the depth of the woods. Place the nest tree at the centre of a 6" by 4" board, on top of a small hill. Place two further largish hills in diagonal. All hills are difficult terrain. Place more terrain (especially areas of woods) as you see fit. The deployment zones of both the Delgon and Empire should be free of terrain.

Delgon: The Delgon player places all their models in one corner of the board.

Empire: The Empire player places all their models in the opposite corner.

Kedashi: The Kedashi player deploys their models in the centre of the board.



Victory Conditions

Delgon: The Delgon win if they destroy the tree, or kill the Kiterak.

Empire: The Empire win if they kill Dehran.

Kedashi: The Kedashi win if they keep both the tree and the Kiterak alive.

Fleeing: The Delgon and Empire forces will flee if more than half of their elites are killed. The Kedashi will not flee.

Special Rules

Setting fire to the forest: During any Combat Phase, a KalGush may shoot its weapon at the scenery. The underbrush catches fire if they throw at least one Erac: place a fire counter anywhere under the template.

Fire propagation:

- At the start of each Combat Phase, each fire token moves independently by d3", in the direction indicated by a scatter die. The fire tokens always move: they never stay in place.
- At the end of each Combat Phase, cast an Erac for any fire token that is more than 9" away from any other fire tokens: the token is removed if the cast fails.

Effects of the fire:

- Any two tokens within 9" of each other create a wall of flames. If three or more tokens are within 9" of each other, the entire surface is considered to be on fire.
- Any model caught in a wall or zone of fire that fails to save against a Powerful attack is killed immediately. Saves need to be taken as soon as the model is touched by the fire, and then at the start of each Combat Phase.
- It is not possible to fly over or across the fire.
- The fire does not block line of sight, but it does obscure models on the other side of it.

The tree: The Tree may be damaged by Belderak and KalGush attacks, or by models with axes. When firing at the Tree any portion of the Tree's base counts as a hit and the tree does not cast any combat stones in defence. The tree has a 3+ save against attacks in combat, but receives no saves from Belderak and KalGush attacks. If 15 damage can be inflicted on the Tree then it is destroyed.

Author: Frédéric Fiquet

Nobility

A simple official scenario for 2 players, 350 to 375 points.

Lord Etalu looked impatiently across the plains and took a deep breath of the clean air. Oh how he missed the tastes and smells of the city. The caravan had been travelling for 14 days and the company was proving more than a little tiresome. Comptessa Gelina would not stop talking about her husband's great military prowess, while Duke Jenna's blasted PreePree had once again decided to urinate all over another Etalu's best outfits.

While the camp was setting up Etalu had decided to take the opportunity to get away from the company, taking a small portion of his household guard under the pretence of looking at a nearby waterfall. The waterfall had been almost as dull as the company he had been avoiding, so it all seemed a bit of a waste of time. The Captain of his guards had been getting rather insistent that they should get back to the camp. He didn't like being told what to do, so he had deliberately delayed, but the sun was now rising and he was starting to wonder if that might have been a little bit rash...

Forces

Empire

1 x Noble

4 x Militia

1 x Knight Captain

5 x Knight

1 x Reyad

4 x Slinger

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. The Empire player deploys his models in a single group (deploy one model and then all other models within its Command Range) in one corner of the table. The Devanu player deploys his models in one or more groups at least 12" from any Empire models.

Devanu

1 x Jenta Handler

2 x Grishak Kopa

8 x Grishak

Victory Conditions

Either side will flee if it loses more than half of its Elite models, at which point the other player wins.

Source: The Twilight Traveller Issue 4

Author: Mike Thorp

Now, Where Did He Leave It?

An official scenario for 2 players, 330 to 475 points.

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.

Forces

Empire

1 x Engineer Beru
2 x Apprentice
2 x Militia Captain
5 x Militia
4 x Slinger
4 x Light Cavalry

Devanu

1 x Devanu Kopa
1 x Devanu Sempa
1 x Kosok
1 x Jenta Handler
4 x Grishak

Set Up

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

Victory Conditions

Empire: The Empire player wins if the Engineer Beru or one of his Apprentices get off the board with the schematics. Given the importance of this mission, the Empire will only flee if Engineer Beru is killed.

Devanu: The Devanu player wins if he can kill Engineer Beru.

Special Rules

At the end of each turn the Devanu player rolls one die. On a four or five either the Devanu Sempa or the Jenta Handler arrive with their accompanying beasts. On a six the Devanu Kopa arrives. Whichever models arrive are placed as one group at least 18" from the house and 12" from any Empire models.

Engineer Beru and his Apprentices may search the house. Roll a die during the Combat Phase if they are unengaged. On a roll of a six they find the schematics, place a Counter by the model to show who has them. The schematics can be passed to any other adjacent model.

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 Book 2 - of Gods and Demons

Author: Ogaday Willers Moore

Out Of Gas

An official scenario for 2 players, 225 to 255 points.

NuraKira Elush was getting nervous. She had been given two of the new KalMalog for this mission, but thus far they had been a liability. They were taking far too much effort to maintain, and they weren't exactly stealthy, with their constant crashing and clunking, not to mention the stench.

Now the fuel wagon had failed to turn up at the appointed time, and the KalMalog were running dangerously low on fuel. The Dhogu scouts had brought news of a wrecked wagon nearby, apparently attacked by demons and it was looking likely that it was their fuel wagon. Chances are the demons would still be around, but if they can just reach that wagon the KalMalog can refuel and maybe finally prove themselves.

Forces

Devanu

1 x Jenta Hunter
1 x Jenta Spear
1 x Jenta Handler
3 x Grishak

Delgon

1 x NuraKira
1 x KalDreman
1 x NuraLehn
6 x KalGarkii
2 x KalDru
2 x KalMalog

Set Up

The encounter takes place on a small (3 x 3 feet) playing area. The wreckage of the Delgon wagon is a large based model and is placed at the centre of the table. Place a few other small pieces of terrain on the table.

The Delgon are deployed in a single group (deploy one model and then all other models in the force within its Command Range) at least 18" from the wagon.

The Devanu are then deployed in one or more groups at least 24" from any of the Delgon models.

Victory Conditions

The Devanu player wins if they can kill both KalMalog. The Delgon player wins if the

Devanu flee.

The Devanu flee if all the Jenta are killed. The Delgon will not flee.

Special Rules

The KalMalog start with only 1 Stamina each.

The wreckage cannot be moved. If a KalMalog starts his activation adjacent to the wreckage and is not engaged then he can sacrifice his primary movement to regain up to 3 Stamina. A KalMalog may refuel more than once, but may not have more than 6 Stamina at any one time

Notes: This scenario provides a challenge to both players as the forces do not include the normal command structures, but it does provide the Jenta an opportunity to prove themselves on their own. The Devanu player can choose any combination of the standard Devanu Jenta options (Jenta Hunter, Jenta Spear or Jenta Handler) for his force.

Source: Chronicles of Anyaral

Author: Mike Thorp

Outcasts

An official scenario for 2 players, 350 to 370 points.

Shortly after Danakan and his caravan started their journey around the borders of the Argoran Wastes they came under attack by a band of Devanu outcasts accompanied by a wild kelahn. With nowhere to flee, the Knights had no choice but to fight. The brave Knights of Orel spurred into action driving the beasts away with minimal casualties, but the result could easily have been very different.

Forces

Devanu

1 x Alpha Outcast
2 x Jenta Handler
1 x Kelahn
3 x Grishak

Empire

1 x Orel Knight Captain
2 x Orel Knight
1 x Orel Militia Captain
4 x Orel Militia
3 x Graku
1 x Danakan
1 x Muri
1 x Mounted Trader
2 x Baruk

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. The Empire player deploys his models in a single group (deploy one model and then all other models within its Command Range) anywhere on the board. The Devanu player then deploys his models in one or more groups at least 18" from any Empire models.

Victory Conditions

The Devanu player wins if he can kill more than half the beasts or force the Empire player to flee.

Either side will flee if they lose more than half their elites.

Variations

A simple variation to this scenario is to allow the Empire player to choose which beasts to use for the caravan, replacing the two baruk for a single belan or a few enuk. If you decide to take a belan then the trader should lose his mount to balance the points.

Source: Chronicles of Anyaral

Author: Mike Thorp

The Preacher's Welcome

A experimental scenario for 2 players, 185 to 200 points.

The Delgon priest came to the small township, his band of trained bodyguards scouting the land around. The villages of the area had been cowed by the sight of his bodyguards, and had listened quietly as he delivered the message of the Enarii to all who would hear it (and some who would not). He felt proud that the word of the Enarii had been spread, and now was returning to the central small town in order to again try and discuss his holy message with their elders.

However, all was not well...

"Get gone from here!" A voice, with the clipped accent of the central Empire, barked harshly from the other side of the little settlement's centre. The knights had finally tracked them down.

"Villagers, listen to me!" the priest cried out. "Do not feel you need to listen to this knight. The Gods are on my side, and if you deny them their wrath and the wrath of the Delgon will surely be upon you!"

"Don't listen to the traitor! Support your Emperor! Onward, knights!"
Trapped in the middle, what could the villagers do?

Forces

Delgon

1 x NuraKira

1 x NuraLehn

2 x KalDreman

2 x KalJoran

4 x KalDru

Extra Miniatures

Villagers

4 x Militia

3 x Slinger

Set Up

Empire

1 x Knight Captain

4 x Knight

Place a few buildings in the middle of the board, with the villagers huddled within 6" of the centre. The Empire and Delgon set up on opposite sides of the board, at least 18" away from the centre – the Delgon player chooses their start area first, the Empire player must set up opposite them.

Victory Conditions

Either side wins if the other side's elite is killed.

Special Rules

My Will!: Whenever they have an elite within command range of one of villagers, a player may expend an Initiative Counter to attempt to "convert" the villager to support their cause.

- Resolve a combat, casting 3 erac for the elite and 2 oran for the villager. If this is successful the villager is converted and fights for their new cause – or at least until the opposing leader pulls a similar move!
- The NuraLehn may also attempt a conversion, casting a single erac.
- For the purpose of activation, the converted villagers are considered to be Friendly with their controllers.
- Until converted, the villagers stay where they are and will not fight.

Source: <http://forum.worldoftwilight.com/index.php?topic=169.0>

Author: TheGremlin

Protect The Herd!

An official scenario for 2 players, 250 to 455 points.

The old Reyad sat astride his faithful enuk, looking out at the beasts grazing on the planes, the wind whistling gently through the grass. A small movement in the distance caught his eye as a lithe shape darted out from under some trees. Sighing deeply, he gestured to his companions “Saddle up, looks like we got trouble.”

Forces

Empire

2 x Reyad

5 x Light Cavalry

4 x Slinger

2 x Setir Skerrat

Reinforcements

1 x Knight Captain

4 x Knight

Extra Miniatures

Empire

1 x Belan

6 x Eruk

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a small amount of difficult terrain and obstructions.

The Belan is placed at the centre of the table. Players take it in turns placing the Eruk, with each beast within 18” of the centre, but at least 6” from any others. Draw one Initiative Counter to determine who places the first beast. Do not return any Counters drawn until the end of the first turn.

The Empire player deploys all his models except the Knights as a single group (deploy

one model and then all other models in the force within its Command Range) at least 6” from any of the beasts.

The Devanu player deploys all his models in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 9” from any other models.

Victory Conditions

Devanu: The Devanu player is trying to kill as many beasts as possible. He gets 1 point for each of the Eruk he kills and 3 points if he can kill the Belan. If he can get 5 points then he wins.

The Devanu player will flee if he loses 4 models or 2 Devanu.

Empire: The Empire player will not flee.

Special Rules

The Empire player receives the Knights as reinforcements at the start of turn 5.

The beasts are neutral but may be activated by Empire models with "Beast Handler[L].

At the end of each turn, any beasts that have not been activated during the turn and that are within 6” of an Enemy (Empire or Devanu) model will move as fast as they can directly away from the nearest enemy model.

Variations

The Devanu player can choose any combination of the standard Devanu jenta options (Jenta Hunter, Jenta Spear or Jenta Handler) for his force. The Empire player may choose a different set of reinforcements, but it is definitely useful if they move fast!

If you find things too easy or hard for the Devanu, feel free to add more beasts, or lower the target points. Better still, swap roles and see who is the best hunter!

Source: The Twilight Traveller Issue 1

Author: Mike Thorp

Prototype

An official scenario for 2 players, 170 to 190 points.

Plutom has spent the last few months tinkering with his Gushrak, a new weapon that he believes will help turn the tide of the war in favour of the Delgon.

NuraKira Gusan has been blessed with the task of testing out one of the new weapons in the forest near Plutom's camp. Having incinerated a few unwary critters the smoke and the noise has caught the attention of a small band of Orel mercenaries who have been paid to patrol the area. This is an ideal opportunity for Gusan to prove himself!

Forces

Empire

1 x Orel Militia Captain

3 x Orel Militia

2 x Orel Knight

3 x Graku

Delgon

1 x NuraKira

2 x KalDromar

4 x KalJoran

1 x KalGush

1 x KalMalog

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. The Delgon player deploys his models as a single group (deploy one model and then all other models within its Command Range) at the centre of the table.

The Empire player deploys his models as a single group about 18" from the Delgon models.

Victory Conditions

The Delgon player is aiming to test out the KalGush and wins if he can test the KalGush by killing at least one enemy model with it and can then escape the NuraKira off the board to file his report.

The Delgon will flee if the NuraKira is killed or if the KalGush is destroyed without being tested. The Empire will flee if the Orel militia captain is killed.

Variations

Campaign Mode: This is scenario 3 of 4 of the “where there’s smoke...” campaign.

- If the Delgon win then they may take an additional KalDru in the final game.
- If the Empire win then they may take an extra graku or Orel knight in the final game.

Source: Chronicles of Anyaral

Author: Mike Thorp

Punishment

An official scenario for 2 players, 320 to 400 points.

Telani ran his fingers over Koiba's rough skin. He could taste the smell of campfires and charred meat in the air and it just served to stoke his fury. The travellers were just ahead, singing rowdy songs around their roaring campfire while two of their squat little hunting beasts were fighting over a huge leg bone from the slaughtered dompaku. The so-called Hunter had dared to venture into his lands and butcher his animals. To have killed a dompaku in the prime of its life was a crime that would not go unpunished.

Forces

Casanii

1 x Telani Deyath
4 x Casanii Warrior
1 x On'Saa
1 x Shaman
2 x Tracker

Empire

1 x Hunter
7 x Graku
2 x Orel Militia Captain
4 x Militia
3 x Orel Knight
4 x Slinger

Set Up

The encounter takes place on a small (3 x 3 feet) playing area. Most of the Empire troops are gathered as a single group (deploy one model and then all other models within its Command Range) around a small fire that is placed near the centre of the table. The Hunter may not use his Pathfinder ability. The Slingers are deployed individually at least 6" from any other models.

The Casanii forces are deployed in one or more groups at least 12" from any Empire models.

Victory Conditions

The Casanii player wins if they can kill the Hunter before either side is forced to flee. The Empire player wins if they can force the Casanii to flee.

If the Empire are forced to flee before the Hunter is killed then he escapes into the

wilderness and the game is a draw.

The Casanii will flee if more than half their elites are killed. The Empire will flee if they lose more than ten models.

Special Rules

Initially, the Empire's forces are not aware of the approaching threat. Until the alarm has been raised, the Empire player may only use his Initiative Counters to activate a single model at a time, which may move up to 2" in any direction. The Casanii player may use his Initiative Counters to activate models as normal, or he may move an Empire model up to 2" in any direction. Each Empire model may be activated multiple times in a round until the alarm has been raised.

If any model is killed then leave a marker on the table to show where the body is. The body markers may be moved as Unwieldy objects.

Raising the alarm: The Empire player can immediately raise the alarm at the end of a Combat Phase if:

- Any Empire models have been attacked but not killed, either by ranged attacks or in combat
- Any Empire models are within 3" of a body marker
- There are any Casanii models within 6" of any Empire models

As soon as the alarm is raised the Empire models may activate normally

Source: The Twilight Traveller Issue 9

Author: Mike Thorp

Punitive Measures

A experimental scenario for 2 players, 310 to 350 points.

The Delgon command has ordered an audacious attack on the empire for previous offences that have humiliated the northern Fubarnii in the secret war being fought on the border.

Under the cover of night, a Delgon captain escorts a troop of KalGush deep into Empire territory in order to deliver a fearsome strike, before slipping away. Unfortunately for the Delgon, the village is garrisoned better than they had expected, as an order of knights passed through only the day before...

Forces

Delgon

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

1 x NuraKira

3 x KalGush

Empire

Pick a 125 points Empire force (you are limited to militia and slingers), and add the below extra models:

1 x Militia Captain

Reinforcements

1 x Knight Captain

3 x Knight

Extra Miniatures

Empire

Pick a 60 points Villagers force (pick a mix of Empire civilians and beasts as you see fit).

(pick a mix of Empire civilians and beasts as you see fit)

Set Up

The games is played on a 4 by 4 feet board.

Empire: The Empire player sets up one half of the board as a village (at least 3 buildings, with at least 8" between them).

She then divides her models (including the villagers) between each building, secretly noting down their locations.

The knight reinforcements are set aside.

The empire player will not act until the alarm is raised.

Delgon: The Delgon deploy in the opposite half, within 6" on the board edge.

Victory Conditions

Delgon: The Delgon aim to cause as much damage to the town as possible. Get one victory point per building destroyed, and one victory point per civilian killed.

The Delgon will flee if they lose more than half of their elites, which ends the game.

The Delgon may also retreat if these wish to - they are considered to have made good their escape once they are at least 18" away from the middle of the board.

Empire: The Empire player gets three victory points per Delgon elite or KalGush killed.

The villagers will not flee.

Special Rules

Raising the alarm: The alarm is automatically raised once either a building or an empire model (either civilian or militia) has been attacked.

Destroying a building: To destroy a building, a KalGush needs to get in range and blast it using its gushrak. The building throws a single oran in defense, and does not get a save.

If the building is destroyed, any model within escapes if it succeeds on a save with a +2 bonus: it can then be placed outside the building, using a cautious move. If it fails, it dies horribly as it is burnt to a crisp.

The villagers: The Empire player controls the villagers, and can activate them as per the usual rules.

Reinforcements: Cast a combat stone at the beginning of each turn after the alarm was first raised. On a success the knights that were camping close to the village arrive as reinforcements, from either side board edge (Empire player's choice).

Notes: The victory points are based on having 2 Delgon elites and 3 KalGush, vs. 3 buildings and 12 civilians. In the interest of fairness, feel free to adjust the victory point awards depending on the actual forces - e.g. if the Delgon have more elites / Kalgush, or there more than three buildings in the village, or if using civilians with a points cost higher than 5.

Source: <http://forum.worldoftwilight.com/index.php?topic=174.0>

Author: TheGremlin

Raiders

An official scenario for 2 players, 240 to 250 points.

NuraSen Plutom's camp has been set up on the edge of the forests of Naralon. He has been working on a secret project and is almost ready for testing.

A band of desperate Devanu has spotted the camp fires. Heedless of Plutom's nefarious experiments, they are purely intent on raiding the camp to get as much food and resources as possible.

Forces

Delgon

1 x NuraSen Plutom

2 x KalDromar

1 x NuraKira

4 x KalJoran

1 x KalDru

1 x KalMalog

Devanu

1 x Alpha Outcast

1 x Jenta Spear

1 x Jenta Handler

3 x Grishak

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with the Delgon campsite in the middle. There should be a few small tents and piles of luggage as obstructions.

The Delgon have been caught unawares with their guards killed silently in the night. Draw Initiative Counters from the bag to deploy the Delgon and six objective markers. Whoever owns the counter may choose two Delgon models or one objective marker and deploy it within 9" of the centre of the table. Continue to draw counters until all the Delgon models have been placed.

The Devanu player then deploys his models in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 12" from any of the Delgon models or objective markers.

Victory Conditions

The Devanu player is aiming to capture supplies from the Delgon camp and win if they can capture enough. The supplies are represented by the objective markers. The

objective markers are Objects and can be dropped or transferred as normal. A Devanu may carry any number of objective markers, but the Delgon may not pick them up.

The Delgon player can not flee.

The Devanu player may choose to flee during the End Phase, or will automatically flee if more than half of his elites are killed or have left the table. Any models at least 18” from the centre of the table and at least 6” from any enemy models automatically keep their loot counters. Cast a stone for any other tokens currently held by a fleeing model. They are kept if the cast is a success.

At the end of the game roll one dice for each token captured by the Devanu and sum the total. The Devanu player wins if they have 10 or more points.

Variations

Campaign Mode: This is scenario 2 of 4 of the “where there’s smoke...” campaign.

- If the Delgon win then they may take a KalGush in the final game.
- If the Devanu win then they may take an additional grishak or kosok in the final game

Source: Chronicles of Anyaral

Author: Mike Thorp

The Reckoning

A experimental scenario for 2 players, 600 to 645 points.

Seeing his tribe slowly decimated by the almost endless waves of sturdier mountain Fubarnii, Khan'ta marshalled his forces and forged out to meet the Delgon might head on. No more did he orchestrate from the nest, for the threat was too great. With his very existence threatened yet again, Khan'ta let loose his wrath, aiming to bring death and destruction to those before his tribe.

Priest Khirkol, pleased with his success at killing the new invaders, continued to strengthen his patrols to ensure the new menace would be eradicated once and for all. Having encountered several sempa, he is convinced that behind them all is a larger, more dangerous creature. As time has passed he grew his Delgon force, and once more set forth to lead from the front to find and bring down the menace to his lands.

Forces

Delgon

1 x NuraSen

4 x KalDromar

4 x KalDru

3 x KalMalog

3 x KalGarkii

3 x KalMalog

9 x KalGarkii

Note: The extra KalGarkii and KalMalog are present only if they survived the previous game.

Devanu

1 x Devanu Kopa

1 x Devanu Matriarch

2 x Jenta Hunter

1 x Jenta Handler

8 x Grishak

Note: Each Devanu Matriarch, Devanu Sempa and Grishak is present only if they survived the previous game.

Set Up

The encounter takes place on a 4 by 4 feet board.

Both the Delgon player and Devanu player take turns to place up to 3 pieces of terrain each.

The Delgon player deploys her models within 6" of the centre of the table.

The Devanu player then deploys his models at least 24" away from any Delgon models.

Victory Conditions

Delgon: The Delgon player wins if she kills the Devanu kopa.

Devanu: The Devanu player wins if he kills the Delgon Priest and all the Bodyguards.

Source: <http://forum.worldoftwilight.com/index.php?topic=188.0>

Author: Chris "Geckilian" Parry

Rescue The Prisoner

A experimental scenario for 2 players, 350 to 400 points.

This is the last chance for your forces to rescue the daughter of Lord Nakan, all other attempts have failed so far.

Forces

Prisoner Escort

Pick a 350 points Prisoner Escort force (A Delgon or Dhogu force is suitable, a rogue Empire force would work too. The Devanu do not take prisoners...).

Rescuers

Pick a 400 points Rescuers force (Split the force into up to four units, each worth between 50 and 150 points.).

Set Up

The encounter takes place on a medium (4 x 4 feet) playing area.

Place a single piece of terrain about 16" long and up to 12" wide diagonally in the centre of the board. This will be impassable to all models and block line of sight.

Place additional terrain on the rest of the board as you see fit.

The prisoner escort: The prisoner escort starts up to 12" from a board corner.

The rescuer: Take two tokens per unit in the force and place them face down on the board, each at least 15" away from the Prisoner Escort.

Each pair of tokens should have one with a blank face, and the other with a marked face.

Victory Conditions

The prisoner escort wins if it gets the wounded prisoner to within 8" of the corner opposite to the one they started in.

The rescuers win if they get the prisoner to within 8" of the other two corners.

Special Rules

Moving the tokens: The Rescuer player can use an activation to move a single token up to 6".

Revealing a token: Tokens are turned over whenever a model from the Prisoner Escort

gets within 8" of them. If the token is a marked one, the rescuer places one of her units on the table, overlapping the token. The unit can activate normally when the Rescuer gets an Initiative Counter.

The prisoner: The prisoner has been weakened by her ordeal, her stats are: Move: d3+3", Combat: 0, Support: 1, Save: 5+.

Moving the prisoner: As long as the prisoner is in base contact with a member of the escort, it can be moved alongside it, up to its Move value for that activation.

If the prisoner leaves base contact, the rescue player can use an activation to move her. The escort player can recapture the prisoner by having one of his models come into base contact with her.

Source: <http://forum.worldoftwilight.com/index.php?topic=1438.0>

Author: Stephen "guppug" Kerslake

Resistance

An official scenario for 2 players, 400 to 490 points.

Danomar has stood by watching the Delgon advance on the Empire for too long, and has now turned his back on his oath. Following on from his support of the town of Ardel, Danomar has led his loyal followers into the hills, harassing Delgon supply lines at every opportunity. Some local herders have brought word to him that a senior priest and his entourage have been spotted travelling close to his position. Now is the opportunity to strike a major blow against the Delgon and for the Priest to pay for his crimes against the Empire.

Forces

Empire

1 x Captain Danomar
2 x Knight of Relan
1 x Knight Captain
3 x Knight
1 x Reyad
3 x Slinger

Delgon

1 x NuraSen
4 x KalDreman
2 x NuraLehn
8 x KalGarkii
1 x NuraKira
4 x KalJoran
2 x KalDru
1 x KalMalog

Set Up

The encounter takes place on a small (3 x 3 feet) playing area. A 6" wide road runs centrally east to west across the table, and there should be several areas of difficult terrain on either side.

The Delgon player deploys his force first and must deploy all his models as a single group (deploy one model and then all other models in the force within its Command Range) on the road, at least 24" from the west table edge.

The Empire player deploys all his models at least 12" from any of the Delgon models.

Victory Conditions

The Empire player wins if he can kill the NuraSen.

The Delgon player wins if the NuraSen can escape off the west edge of the board.

Special Rules

The Delgon are caught by surprise and may not use the first two of their Initiative Counters that are drawn to activate models.

Neither player can flee.

Source: Chronicles of Anyaral

Author: Mike Thorp

Retribution

A experimental scenario for 2 players, 435 to 470 points.

Enraged by the attack upon food supply lines, Delgon Priest Khirkol requisitioned more armoured might to protect his fledgling domain. Determined to discern where these new raiders have come from, he has set out to find the impudent thieves, to teach them the error of their ways with the Delgon might.

Little does he know that in the time it has taken for the news to reach him of the disrupted supply lines, the Devanu have grown stronger. With ample food and room to hunt, the small clutch has expanded into a larger tribe, and Khan'ta had already sent out more and more scouting parties to secure even more food and sport.

Even so, as the Delgon force manages to pin down one of the Devanu scouting parties, the clarion call for retribution is sounded, and the Delgon charge, their aim to cut the head off the beast harassing them.

Forces

Delgon

1 x NuraSen

3 x KalDromar

3 x KalDru

3 x KalMalog

9 x KalGarkii

1 x NuraKira

2 x KalDromar

Note: The NuraKira and her KalDreman are only present if they survived the previous game.

Devanu

1 x Devanu Matriarch

2 x Jenta Hunter

1 x Jenta Handler

8 x Grishak

Note: Get one Grishak per food token gained in the previous game.

Set Up

The encounter takes place on 4 by 4 feet board.

Terrain is placed by the Devanu player, to represent their territory.

The Delgon player deploys within 12" of a table edge of her choice. The Devanu player then deploys within 10" of a board corner along the opposing board edge.

Victory Conditions

Devanu: The Devanu player wins if his sempa survives.

Delgon: The Delgon player wins if she kills the devanu sempa.

The game ends once either the sempa or half the Delgon models (rounding up) are dead.

Source: <http://forum.worldoftwilight.com/index.php?topic=188.0>

Author: Chris "Geckilian" Parry

The River

An official scenario for 2 players, 295 to 300 points.

Captain Arlon could sense something in the air that didn't feel quite right. This route had grown more hazardous in recent months, so he was glad to have a squad of riverknights for company, however much they were costing Lord Delison. The Kadrigan was still a few miles from the forests of Naralon when the first mate cried out - a tree had fallen across the river ahead...

Forces

Empire

1 x Riverfolk Captain
1 x Riverfolk First Mate
4 x Riverfolk Crew
1 x Riverfolk Bolas
1 x Riverknight Captain
3 x Riverknight
1 x Steamboat
3 x Barge

Kedashi

1 x Trebarnii Howler Bristleback
2 x Seldoath
4 x Trebarnii Howler
4 x Abrok

Set Up

Place a narrow River (about 3.5" 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 steamboat is placed with its prow 18" from the barrier with three barges behind it.

The Empire player deploys their forces on or within 2" of the boat and barges.

The Kedashi player does not deploy initially but may use Initiative Counters to deploy groups at least 12" from any enemy models. The Kedashi player may activate models even if not all their models have deployed.

Victory Conditions

The game ends when either player flees, or when the final attached barge crosses the

barrier.

Either player will flee if they lose more than half their Elites.

Empire: The Empire player is aiming to get the boat past the barrier, with as many barges still attached as possible.

Kedashi: The Kedashi player is aiming to capture the boat or steal as much cargo as possible by unhitching the barges.

The game will end as soon as either side flees. If the Empire flees then the Kedashi player takes control of the boat and all barges that haven't passed the barrier. If the Kedashi player flees they still take control of all unhitched barges.

Whoever has the most barges at the end wins the scenario.

Special Rules

Moving the Boat: The boat starts at Speed 1 and has a Maximum Speed of 3.

Unhitching barges: Any non-Beast model may spend its Activation to hitch or unhitch a barge if it is not engaged and starts its Activation next to the connection. Once unhitched, the barge will continue to drift with the boat, but reduce its speed by 1 before the boat moves (to a minimum of 0).

The Fallen Tree: The fallen tree is a stationary object that can be attacked in combat with a 3+ save. It can take 3 damage before being removed. It may not be targeted by Ranged Attacks.

The tree may be rammed by the boat.

Special Models

Large Tree: Item; Object; Movement: –, Attack: –, Support: –, Toughness: 3+, CR: –, Stamina: 2, Size: gargantuan (80mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Abilities

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

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

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

Sources: Twilight Day 2019; The Twilight Traveller - Rivers of Anyaral

Author: Mike Thorp

Scavengers

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

Scavengers of Naralon

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 Mekkridd

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 ruhko within 6" to move by general yelling and waving of their hands/claws. Cast a combat stone. On a success it may move the ruhko 2" in any direction. On a 1, the ruhko 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]

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]

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

Scavenging The Caravan

An official scenario for 2 or more players, 255 to 265 points.

Kapa Ralena ran his coarse fingers through Jeneer's thick fur and tried to calm her. His tahela was clearly agitated by something up ahead, so he called for one of the young draals to have a look. They had been trying to track down a trade caravan that should have arrived the previous day and with the cold winds closing Ralena was no longer expecting to find them alive.

The draal returned quickly to confirm his fears, the frozen bodies of the traders were just over the ridge. Ralena did not relish talking to the trade guilds about the loss, but that would have to wait as the draal had also spotted some Dhogu scavengers making their way towards them.

Forces

Empire

1 x Engu Kapa

1 x Tahela

1 x Engu Garosa

2 x Engu Axe

2 x Engu Harpoon

3 x Engu Draal

Dhogu

1 x Dhogu Captain

3 x Dhogu Spear

2 x Dhogu Bow

2 x Yirnak Rider

1 x Dhogu Trapper

4 x Setir Skerrat

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. A destroyed caravan is placed at the centre of the table, with 6 bodies placed within 6". No models are initially placed on the table. When a player's stone is drawn they may either deploy a group of models (deploy one model and then all other models within its Command Range) or activate a model as usual. When deployed, models must be placed at least 12" from any of the bodies or enemy models and do not count as having activated this turn.

Victory Conditions

Both sides are aiming to collect as much salvage as possible. A model starting its activation next to a body may sacrifice its initial movement to loot the body. Remove the body token and place a loot token on the model. Loot tokens are Objects and can be dropped or transferred. A model may carry any number of loot 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 loot counters. The remaining player keeps all tokens they are carrying or that are left on the table once the other player has fled.

At the end of the game roll one dice for each token held by a player and sum the total. The player with the highest total is the winner.

Variations

Multiplayer variant: This scenario works well as a multiplayer game, with each player choosing a small force of scavengers. You should place three bodies per player and scatter them over a slightly larger area if need be.

Source: Chronicles of Anyaral

Author: Mike Thorp

Scavenging the Wreckage

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 Kellanian Akitiin

2 x Tunnelling Akitiin

2 x Garkrid Infestation

1 x Hendreek Kelahn

2 x Ruhnko

1 x Kitahii

1 x Utakrid

2 x Mekkridd

Set Up

The 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).

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]

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

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

Mekkrid: 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 Summer 2022

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

The Scoundrel

A experimental scenario for 2 players, 200 to 250 points.

Garwel was a small village on the outskirts of the Empire, not far from the great forest of Naralon. Life wasn't easy for the Fubarnii living there, but they had grown accustomed to measures against the Devanu that in the central empire might seem extreme, and did what they could to get by.

They had means to live, but despite their frontier settlement status, they still had to pay tithes, as did all the homesteads in the Empire, to the Emperor, to the Order of knights and, of course, the merchants guild.

It was only grudgingly that the Fubarnii of - parted with the - plants that they had toiled over from seed to flower and - grub that they bred and reared. Stoically though, the inhabitants gave as they could, despite the mild cynicism over the advancement of the nation, never mind whether they would ever benefit from them: the knights in the region of - were too late, too often, forcing the village to rely on itself in defence, and the merchants, when they visited, were miserly and avaricious.

The latter, intended to connect the widespread Empire and redistribute resources from places of surplus to places of demand, making the life of Fubarnii everywhere, better. However, Garwel had no specialised or rare goods to export, and money to buy none, either. Relatively self sufficient, they had little need for materials nor wealth for luxuries.

Their isolation and hard way of life meant that they didn't deal in currencies, as it had no intrinsic worth; they bartered only with commodities. However, the guild had introduced credit, which was used for rarer building and engineering materials that the villagers were unable to produce themselves. For the merchants, the town may have been a dead end, but they were always punctual in demanding their credit.

One farmer in particular was enamoured by the ability to use credit. Old Gemlin had a soft ear for a sweet tongue; each year he convinced himself, with a little help, that this doohickey or those seeds would allow him to get ahead, break out and provide a little more for his brood. Unfortunately, without fail, the doohickey worked but ruined what he worked on with it, and the seeds, without the heat of the south from where they were taken, never sprouted. When he couldn't scrape together the interest, he had to default, one year losing the body of enuk herd, depriving him of a major means for survival and rendering him inconsolable. Four seasons later, however, saw him ready to repeat the mistake.

An especially unscrupulous trader took particular advantage of poor Gemlin. This came to a head one year when the trader, discovering a gambling instinct in the farmer, looked himself and - away in Gemlin's home and plied him with mushroom brew until, intoxicated and soothed by smooth words, he had won the valuable items in the house;

his tools of the trade and family heirlooms, and leaving the farmer in debt worth his house. The other inhabitants was worried, but they were locked firmly in the cold until late at night, when the farmer turned in, stricken.

Knowing that his luck had likely run his course, during the early hours of the morning, the trader loaded his enuk with ill gotten gains, and made haste to leave the village.

The villagers, of course, were outraged. Years of suffering had been topped with humiliation, which was one insult too far. The decision to mete out justice was unanimous. The militia, formed to defend the village from Devanu predators, were steeled to a not entirely different task; now they were the hunters.

Predicting correctly that the trader would take the road to the nearest watchtower, the Fubarnii of Garwel took the mountain paths in order to cut off the scoundrel.

They caught the flagging trader within sight of the knights' outpost. As the enraged villagers descended upon him, the knights issued forth to contain the aggressors.

Forces

Villagers

Empire

1 x Farmer Gemlin

Pick an extra 200 points Villagers force (you are restricted to militia captains, militia, slingers and civilians).

Knights

Empire

1 x Knight Captain

4 x Knight

Extra Miniatures

Empire

1 x Trader

1 x Baruk

Set Up

The game is played on a medium (4 x 4 feet) playing area.

The trader is placed on the edge, in the centre on one side of the table.

The knights are deployed on the opposite side, touching the table edge.

The villagers are deployed on a side edge, one half of the distance from the trader as the knight force.

Victory Conditions

Villagers: The villagers win if they escort the trader off the board by the place either they or the merchant entered.

Knights: The knights win if they escort the trader off the board by the place in which

they entered.

Special Rules

The trader: The trader is initially controlled by the knight player. If the trader "dies", it is incapacitated instead. From this point on, the trader is controlled by whichever side has the most models in base contact with it (to a minimum of one).

The baruk: The baruk is controlled by whoever controls the trader, and is killed as normal if it fails a save.

Special Models

Farmer Gemlin: Empire - Core; Elite, Unique; Movement: 6", Attack: 3, Support: 2, Toughness: 5+, CR: 6", Stamina: 1, Size: small (30mm); Abilities: Bitter Enemies (the Trader) [C], Captain (8) [L], Combat Trained (2) [C], Defender [S], Very Tough* [S]

Abilities

Bitter Enemies (x) [C]: In combat against X, this model gains Combat Discipline[C] (recast any or all Combat Stones).

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

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

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

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

Source: <http://forum.worldoftwilight.com/index.php?topic=177.0>

Author: TheGremlin

Scouting Kill

A experimental scenario for 2 players, 220 points.

With the Fubarnii Empire growing stronger, more and more Knights are scouring the land of the Devanu blight, forcing them back from the arid plains. With each victory for the Empire the Devanu are forced to retreat from the military might, to try and establish their nest once more in comparative safety.

Retreating from the stubborn Empire's repeated attacks, the Devanu kopa Khan'ta has begun to dig in to the mountains. Sending his clutch to investigate the surroundings, Khan'ta plans to fortify his new nest from which to launch attacks on the hated Fubarnii. A sempa and her charges come across a small Delgon encampment whilst scouting and seeing the opportunity to please their kopa, they lunge in for the kill and supplies.

Forces

Devanu

1 x Devanu Matriarch
2 x Jenta Hunter

Delgon

1 x NuraKira
2 x KalDromar
1 x KalDru
2 x KalMalog
5 x KalGarkii

Set Up

The encounter takes place on a 4 by 4 feet board.

Terrain is placed by the Delgon player, to represent the border of their territory.

The Devanu player deploys 12" from a table edge of their choosing.

The Delgon player then nominates a point on the opposing board edge, and deploys all Delgon models within 6" of it. The Delgon player then deploys 10 food tokens, each 30mm in diameter, at least 8" from her board edge, and at least 3" away from each other.

Victory Conditions

Devanu: The Devanu player wins if he can collect at least 5 food tokens and escape the board.

Delgon: The Delgon player wins if she can prevent the food tokens from leaving the board for 5 turns.

Special Rules

Pick food tokens: To pick up a food token, a Devanu model must come in to contact with it, at which point its current movement ends and the token is picked up. If a model carrying food tokens is killed, all the tokens it was carrying are dropped.

Source: <http://forum.worldoftwilight.com/index.php?topic=188.0>

Author: Chris "Geckilian" Parry

Secure The Beast!

An official scenario for 2 players, 185 to 300 points.

Yahri was not sure how to feel about Lutira's return, her injuries had not lessened her righteousness or ambition. While Yahri approved of both traits, he had been serving long enough to be wary.

There were enthusiastic cries in the camp and three battered looking KalGarkii stumbled from the trees, straining against ropes that bound a ferocious looking beast while Lutira followed with a smug expression of satisfaction on her face.

Yahri retreated to his tent, leaving the priest to get the creature into a secure cage. He would have to deal with her later.

Forces

Kedashi

Main Force

1 x Trebarnii Howler Bristleback

1 x Seldoath

4 x Trebarnii Howler

4 x Abrok

Captured Seldoath

1 x Seldoath

Extra Miniatures

Marker

1 x Cage

3 x Rope

Set Up

The encounter takes place in a small forest clearing with a few scattered trees and pieces of terrain.

The captured seldoath is placed at the centre of the board. Three 2" ropes are placed around the seldoath, one end touching the seldoath and the other touching a KalGarkii.

A cage is placed with its entrance 10” from the seldoath.

Delgon: The players take turns placing the rest of the Delgon force, models must be placed so that they are at least 3” away from the captive and within 9” of either the seldoath or the cage.

Kedashi: The Kedashi player does not place any models initially, but may use their Initiative Counters to deploy a group of models (deploy one model and then as many other models as you like within its Command Range) at least 12” from any Delgon models.

The Kedashi player may activate models or use Pathfinder, even if not all their models have been deployed.

Victory Conditions

Delgon: The Delgon player wins if they can get the captured seldoath fully into the cage.

Kedashi: The Kedashi player wins if they can rescue the seldoath and flee with it.

Special Rules

The captured seldoath has been sedated and bound with three strong ropes that are currently being held by three unfortunate KalGarkii.

Delgon models may not attack the seldoath, even if it escapes. Any Delgon model may grab the rope by moving to its end. While holding the rope a model may only use its Combat Action to support in combat against the Seldoath. It may however defend as normal if attacked.

As long as the Delgon player has at least one model holding a rope they can activate the seldoath and all adjacent models using a single Initiative Counter (even if the Delgon models have activated previously). They may all move cautiously. If there are no models holding the ropes then the Trebarnii player may activate the seldoath as normal.

The seldoath is *Stunned*. As such, it loses one from its Combat stat and will not regain Stamina for the duration of the game.

During each Combat Phase the captured seldoath may try to escape. It may either lunge at an enemy model that has strayed within 2” or fight a combat against one of the models holding the ropes. Any other models holding a rope may assist. Neither side can cause damage, but if the seldoath lands any blows it may pull that model 1” towards it.

The Kedashi models may flee at the end of their turn if there are no enemy models within 6”.

Variations

If the seldoath won't go to the cage...: The cage can be moved, albeit with difficulty:

at the start of the game place the cage in the middle of one of the board's quadrants (so that its centre is 12" away from two board sides). Models can move the cage (either Delgon or Kedashi!), however due to the rough nature of the forest all movement is halved: the cage may be moved up to 3" if pulled by 3 small models, 2 medium or 1 large model, or 1.5" if pulled by 2 small or 1 medium model.

Pull!: Instead of placing the ropes around the seldoath, place them all on one side. In practice you may find this makes it easier to physically move the models on the board.

Special Models

Cage: Marker; Object; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: large (50mm); Abilities: Heavy [T], Sturdy [T], Untrained [T]

Rope: Marker; Object; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: n/a (-1mm); Abilities: Untrained [T]

Abilities

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

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

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

Source: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp

Stop! Thief!

A simple experimental scenario for 2 players, 50 to 60 points.

A bunch of unruly jenta are lurking along the highway hoping to steal juice from renowned juice maker Zhontain Al Griba. As she wasn't born yesterday, she is ready for their shenanigans and has a couple of guard graku to defend her wares.



Forces

Empire

1 x Zhontain al Griba

1 x Vorall Juice Bar

2 x Graku

Set Up

Set up a 2x2 feet square board. Place a road running from the centre of the north side to the south side. Dot the rest of the table with scatter terrain for the jenta to lurk behind.

The juice bar: The Juice bar is set up on the road touching the north board edge. The defenders must all start with their base in contact with the juice bar.

Empire

4 x Fubarnii Jenta

8 x Critter

The thieves: The attackers may deploy anywhere on the board, but must start at least 12” from the juice bar.

Victory Conditions

Defenders: The defenders need to minimise stock loss by driving the jenta away.

Attackers: The attackers are trying to steal as much juice as possible from the bar.

Special Rules

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

Guards: At the start of the first Combat Phase, any unactivated graku immediately move 4” towards the nearest non-friendly model.

Caravan: The juice bar cannot be activated by the defending force. Instead, starting with the second combat of the first turn, it automatically moves 6” along the road towards the opposite table edge at the end of each Combat Phase.

Grumpy: The vorall gains Instinctive(2, 2) for the duration of the game.

Thieving: Any jenta in contact with the juice bar may attempt to steal juice during a Combat Phase.

Calculate and cast combat stones as for a normal combat. The attacking jenta steals one bottle of juice from the bar for each unblocked erac they cast (the juice bar does not get to roll Toughness to avoid this).

Only Kids!: All combat in this game is non-lethal.

At the end of combat the protagonists drive each other off 2” directly backwards for each unsaved hit that they inflict.

Jenta striking the Juice bar will steal juice rather than causing damage. The jenta cannot drive the juice bar back – the vorall is much too heavy and grumpy for that.

Abilities

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

Author: Mike Strong

Teaching A Lesson

An official scenario for 2 players, 315 to 325 points.

The black clad priests had delivered their warnings, but those who had returned had done so unheeded. Since the spies from the great city of Gar Loren had brought reports of the Emperor committing the heinous crime of executing the emissaries, the Enarii had been planning for this moment. Garabon had decreed that a lesson must be taught so that all of Anyaral would know the might of the Enarii.

NuraSen Gohral has been tasked with overseeing the first of the Retribution attacks against the town of Arisel. The main attack has gone to plan in spite of Roban's absence and Gohral himself has chosen to lead his forces into the remnants of the village to eradicate the remaining defenders.

Forces

Delgon

1 x NuraSen Gohral
2 x KalDromar
1 x NuraLehn
5 x KalGarkii
2 x KalDru
1 x NuraKira
4 x KalJoran
1 x KalMalog

Empire

1 x Militia Captain
5 x Militia
1 x Reyad
3 x Slinger
1 x Mounted Reyad
2 x Light Cavalry
8 x Civilian

Set Up

This small section of the larger battle takes place on a small (3 x 3 feet) playing area that is densely populated with damaged buildings and rough terrain. Starting with the Delgon, players take turns placing the villagers. All villagers must be deployed within 12" of the table centre, and at least 4" from any other villagers.

Draw one Initiative Counter to determine who deploys first. If a Combat Counter is drawn then draw another counter. Any counters drawn at this time are not returned to the bag until the end of the first turn. NuraSen Gohral may use Tactician[S] at this time, but is then deployed with no Stamina.

The first player deploys his force as a single group (deploy one model and then all other models in the force within its Command Range) at least 12” from any villagers (Civilians).

The second player then deploys his force as a single group at least 12” from any villagers and 18” from any Enemy models.

Victory Conditions

The Delgon player gains one point for each Empire model killed. The Empire player gains three points for each villager that escapes. The player with the most points at the end of the game wins.

The Delgon will flee if NuraSen Gohral is killed. The Empire will not flee, but individual models may escape.

Special Rules

Empire models can escape and be removed from the table if they are at least 18” from its centre, or if the Delgon flee.

All Empire Troops gain the Rescuer[L] (1) ability.

Abilities

Rescuer (x) [L]: Activate up to X *Friendly Civilians*.

Source: Chronicles of Anyaral

Author: Mike Thorp

To The Boats!

An official scenario for 2 players, 400 to 445 points.

The attack on Tonueil has been devastating. The belderaks are still raining death on the city, but Dehran cannot stand back any longer and watch the Engu fleeing like skerrat. Meanwhile, Cren and his two loyal Garosa are doing what they can to escort the council members to the potential safety of the waiting boats...

Forces

Empire

1 x Cren Blaak
1 x Tahela
2 x Engu Garosa
6 x Engu Axe
2 x Engu Harpoon
6 x Engu Draal
3 x Councillor

Delgon

Select one of the below forces:

Option 1:

1 x Dehran
4 x KalDehran
2 x NuraKira
8 x KalJoran
2 x KalDru

Option 2:

1 x Dehran
4 x KalDehran
2 x Dhogu Captain
4 x Setir Skerrat
6 x Dhogu Spear

Set Up

The encounter takes place on a medium (4 x 4 feet) playing area, filled with buildings and rubble. To one edge of the table is the waterfront, with three boats equally spaced so they are docked about 12" apart.

The Engu player deploys his troops as a group at least 12" from the nearest boat.

Dehran is deployed with his bodyguards at least 12" behind the Engu models. The

remaining models may be deployed in one or more groups (deploy one model and then as many other models as you like within its Command Range) anywhere on the table at east 9" from any Engu models.

Victory Conditions

The Engu player is trying to escort the important civilians to the boats. He wins if at least two of the councillors escape in the boats. The Empire player will not flee until all the councillors are dead or on the boats.

The Delgon player will only flee if Dehran is killed. The Delgon player wins if Dehran survives and at least two civilians are killed.

Special Rules

The boats: The boats should be about 6" long and 2.5" wide. Any Engu models may board the boats and they may be cast off as long as there are at least 3 models on board. The boat is immediately removed and set to one side. After the game has ended roll a dice for each ship, it escapes on a 3+. On a roll of 1 or 2 the boat has been sunk by the Delgon belderaks. If the boat has the Kapa, Cren or the Garosa onboard then you may choose to re-roll the dice once.

Belderak bombards:

- At the start of each End phase both players roll one D6. If they roll a 5 or a 6 then they may place a shell anywhere on the table. The shell then scatters 2D6" in a random direction before exploding.
- Models within 2" of the shell are hit with a 4 CS ranged attack and are Stunned until the start of the next End phase. Models within 4" are hit with a 2 CS ranged attack and are Stunned until the start of the next End phase. For all attacks use the position of the shell to determine if models are obstructed. Models closest to the shell are targeted first. Boats may not be targeted, but if one is hit directly by a shell then it must make a 4+ save or be destroyed, along with all models on board.

Rescuers: All Engu Troops gain the "Rescuer(1) ability.

Abilities

Rescuer (x) [L]: Activate up to X *Friendly Civilians*.

Source: The Compiled Twilight Traveller Issue 1

Author: Mike Thorp

Totem

An official scenario for 2 players, 275 to 285 points.

Obal had spent many difficult days in council with Dal'Odor of the Odaril tribe to try and build an alliance. Dal'Odor had eventually agreed to consider an alliance, but as a show of faith he had asked that Obal destroy a totem sacred to the Steyar tribe, a task that he would be unwilling to do himself for fear of bringing the anger of the spirits down upon his tribe.

Obal was dubious that Dal'Odor would honour his word, but with his Terali allies to support him his confidence was growing that this might at least weaken those casanii who were proving to be such staunch allies of the empire.

Forces

Empire

1 x NuraKira Obal

2 x KalGush

1 x KalDromar

1 x Militia Captain

5 x Militia

1 x Reyad

2 x Slinger

Casanii

1 x Casanii Warrior Chief

4 x Casanii Warrior

1 x Shaman

2 x Erillai Rider

1 x Tracker

Set Up

The encounter takes place on a small (3 x 3 feet) playing area on the edges of the Casanii Territories. The Casanii Totem is placed near the centre of the table. The Delgon are deployed in a single group (deploy one model and then all other models within its Command Range) at least 18" from the Totem.

The Casanii are not deployed initially. The Casanii player may use Initiative Counters to deploy up to five of their models in a single group at least 18" from the totem and 12" from any Delgon models.

Victory Conditions

The Empire/Delgon player wins if they can destroy the Casanii Totem. The Casanii

player wins if they can kill both the KalGush.

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

Special Rules

The KalGush gain the "Elite" classification (in addition to "Troop" and "Mechanical") so they can be protected by a model with the "Bodyguard" ability.

The KalDromar have been equipped with gas masks, so gain the "Gasmask" ability.

The Totem cannot be activated or moved and may only be destroyed by the KalGush. It casts no combat stones in defence against ranged attacks and has a 3+ tough save.

Abilities

Gasmask [T]: This model is immune to effects caused by Cloud Templates.

Source: The Twilight Traveller Issue 9

Author: Mike Thorp

Travellers

An official scenario for 2 players, 275 to 355 points.

Danakan's meeting with NuraKira Obal took place on the outskirts of the Central Empire.

Obal had been travelling on an important mission within the Empire. She was accompanied by only minimal bodyguards so as to avoid drawing too much unwelcome attention from the Emperor, but this left her poorly equipped to deal with the local wildlife.

Fortunately, Danakan's caravan chanced upon Obal's travelling party as they came under attack by a large band of wild grishak.

Forces

Devanu

2 x Grishak Kopa

4 x Grishak

5 x Grishak Jenta

Empire

1 x Mounted Reyad

2 x Light Cavalry

1 x Reyad

3 x Slinger

1 x Hunter

2 x Graku

1 x Danakan

1 x Muri

1 x NuraKira Obal

2 x KalJoran

2 x KalDreman

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. Place an area of difficult terrain approximately 6" across at the centre of the table. The Empire player deploys the Delgon allies first. They are deployed as a group within the terrain.

The Grishak player then deploys his models in a single group (deploy one model and

then all other models within its Command Range) with all models at least 12” from any of the Delgon models.

The Empire player deploys his remaining models in a single group with all models at least 18” from either the Grishak or Delgon models. He may choose to delay deploying some models using the Hunter’s Pathfinder ability.

Victory Conditions

The Grishak player wins if he can kill Obal or force the Empire player to flee.

The Empire player wins if he can force the Grishak to flee or if he can move Obal more than 18” from the centre of the table.

Both sides will flee if they lose more than half their elites.

Special Rules

The Empire player has control of the Delgon Allies. However, the Delgon models may not leave the difficult terrain until either Danakan or Muri have moved adjacent to Nurakira Obal.

Source: Chronicles of Anyaral

Author: Mike Thorp

Unwelcome Travellers

An official scenario for 2 to 3 players, 295 to 300 points.

Over the last few months black robed priests have occasionally been seen travelling across the Empire. Their purposes are often unknown, and rumours of catastrophes following in their wake have reached both the Devanu and the Fubarnii of the Empire. A priest has been observed travelling with an unusually small retinue. The Emperor's knights have been following him for a number of nights, but it appears that the Priest has also drawn the attention of a local Devanu pack.

Forces

Empire

1 x Knight Captain

8 x Knight

Devanu

1 x Devanu Matriarch

2 x Jenta Hunter

3 x Grishak

Extra Miniatures

Delgon

1 x NuraSen

4 x KalDreman

Set Up

The encounter takes place on a small (3 x 3 feet) playing area, with one player using the Devanu and one the Empire. The NuraSen is placed at the centre of the table, with his bodyguards adjacent to him.

The Devanu player deploys his models as a single group (deploy one model and then all other models in the force within its Command Range) at least 18" from the Delgon models. The Empire player then deploys his models as a single group, opposite the Devanu and at least 18" from the Delgon models.

Victory Conditions

Both players wish to capture the NuraSen. The player who can carry the NuraSen from the table wins. If the NuraSen manages to escape, then it is a tie.

The Empire player flees if his Knight Captain is killed.

The Devanu player flees if two of his Devanu are killed.

Special Rules

The NuraSen activates at the end of the second Combat Phase each turn, once all combats have been completed. If possible, the player with the Initiative must move the NuraSen so that he is not engaged by any models controlled by either player. If possible, the KalDreman must then be moved so that they are adjacent to the NuraSen. The KalDreman will never attack in combat, but will always support if the NuraSen is attacked and will always use their Bodyguard[S] ability if any blows are landed on the NuraSen.

If the NuraSen fails his Toughness save he is disabled rather than killed. Leave a marker on the table to show his position. Any model that is engaging the marker at the start of its Activation may move the marker so that it remains adjacent after the model has completed its move.

If a player is forced to flee then he removes all his models. If the NuraSen has not yet been disabled, then the player who has fled takes full control of the Delgon models for the remainder of the game, activating them as normal.

Variations

This is an ideal scenario to extend up to three players, one using each of the three cultures Empire, Devanu and Delgon. In that case give the Delgon player a larger force equal in size to that of the Devanu and Empire players. The Delgon player will need his own set of Initiative Counters.

The Delgon player cannot flee and wins if he can get his NuraSen off the table.

Notes: When fighting combats against the NuraSen and his retinue I would recommend that the opposing player selects and casts their Combat Stones so that he can choose whether they cast Erac or Oran. In the unusual situation where both sides end up engaged with the same Delgon model I would also let whoever doesn't attack the Delgon model Support if they so desire. (Mike Thorp's clarification from <http://forum.worldoftwilight.com/index.php?topic=539.0>)

Source: Chronicles of Anyaral

Author: Mike Thorp

Vengeance Of The Kiterak

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

The Wandering Engineer

An official scenario for 2 players, 250 to 280 points.

A Fubarnii Engineer is a precious commodity and a significant status symbol for their adopted settlement. This prestige however, is coupled with the burden of protection, not made easy by the common engineer's trait of wandering off to ruminate on ideas and experiment.

On this particular occasion a small band of Fubarnii militia, assisted by a detachment of knights, have managed to track down old Engineer Beru with his experimental derak in tow. As they near the safety of the village, a Devanu Kopa on his way back from an unsuccessful hunt spies new prey and launches a surprise attack. The Fubarnii must protect Engineer Beru and deliver him to the safety of his cottage.

Forces

Empire

1 x Knight Captain

2 x Knight

1 x Militia Captain

5 x Militia

1 x Engineer Beru

Devanu

1 x Devanu Kopa

3 x Grishak

Set Up

The encounter takes place on a small (3 x 3 feet) playing area. The Engineer's home is placed near one edge of the playing area. The Empire player then deploys his models in a single group (deploy one model and then all other models in the force within its Command Range) at least 18" from the Engineer's home.

The Devanu 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) anywhere on the table, but keeping all his models at least 18" away from any of the Empire models.

Victory Conditions

The Empire player wins if he can escort Engineer Beru to the safety of his home. Engineer Beru may enter his home if he can move adjacent to the building's door.

The Devanu player wins if he can kill Engineer Beru and the Devanu Kopa escapes from the table. If he fails to escape from the table then the game is a draw.

The Empire player will not flee. The Devanu player will flee if the Devanu Kopa is killed.

Variations

Campaign Mode: This scenario can be played as the first scenario of a mini campaign, the next scenarios being “The Journey Home” followed by “Cornered”.

- If the Empire win then they may field Engineer Beru in the final game.
- If the Devanu win they may field an additional Grishak or Kosok in the final game.

Source: Chronicles of Anyaral

Author: Mike Thorp

Where's Gil Mashar!?

A experimental scenario for 2 players, 200 to 300 points.

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...

Set Up

Place several pieces of terrain on a 4 by 4 feet board (Gil 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 Gil off any table edge apart from their deployment edge wins the game.

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

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

Special Rules

Finding Gil: Any model that ends its movement on 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 Gil: 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 Gil has been found (place her miniature there - you could also reuse the the token). If only one token remains and Gil has not yet been found, then she is at that location.

Moving Gil: Once Gil 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 5". She cannot be targeted or hurt by any form of attack.

Source: <http://forum.worldoftwilight.com/index.php?topic=1831.0>

Author: David "Hithero" Smith

Who Ordered Take Out?

A experimental scenario for 2 players, 200 to 320 points.

A Fubarnii troupe is escorting a baruk laden with food to a village for the starving jenta that reside there when they are attacked by a pack of wild grishak.

Forces

Devanu

1 x Grishak Kopa

6 x Grishak

Empire

2 x Militia Captain

10 x Militia

2 x Knight

1 x Mounted Trader

2 x Baruk

Set Up

The game is played on a 4 by 4 feet board.

One edge will represent the entrance to the village: this is where the Fubarnii are going. The Empire player deploys first, as a single group (deploy one model and then all other models within its Command Range) at least 24" from the village edge.

The Devanu player then deploys at least 18" away from the Empire troupe. The Devanu cannot deploy closer to the village than the Empire player is (no blocking the way in!).

Feel free to place terrain as you see fit, however it is assumed that the Fubarnii are following a road in a straight path to the village, so that zone should be clear of terrain (a reasonable width for the road is between 2 and 4" - it is a small village after all).

Victory Conditions

Devanu: The Devanu player wins if he kills the two baruks.

Empire: The Empire player wins if at least one baruk reaches the village (leaves the board).

Notes: The Devanu player should feel free to go "sqwark!" when charging the Grishak in. Going "rawr!" is also perfectly acceptable.

Source: <http://forum.worldoftwilight.com/index.php?topic=19.0>

Author: Abu "darth tater" Bakr

Campaigns

In and Out Of The Naralon forests

These three linked scenarios follow the rather unfortunate story of NuraSen Yahri's brief period spent in the Naralon forests.

The scenarios can be played as a short narrative campaign, or you can play them as individual games. With a little imagination you could swap in any of your forces from different cultures.

Scenarios

Enter The Forests

NuraSen Yahri had been quite happy serving the decadent Egotan in the city of Peygarl, but they had decreed that he should join the expeditionary forces down in the cursed forests of Naralon. Weeks of travel through the occupied Engu lands, constantly harassed by the ungrateful locals before even reaching the dark forests. His predecessor had at least done a reasonable job with setting up the logistics for tearing down the trees and clearing a large tract of land leading into the depths. He understood that the Engu volunteers had proven invaluable in this work, as long as their insolence was dealt with using a firm hand. Away from the logging camps was a far less pleasant story, with countless biting garkrid making life all but intolerable. There were rumours of bands of creatures skulking in the trees so he had sent the zealous NuraKira Lutira to investigate. Her absence should at least bring a little peace to the camp.

Secure The Beast!

Yahri was not sure how to feel about Lutira's return, her injuries had not lessened her righteousness or ambition. While Yahri approved of both traits, he had been serving long enough to be wary.

There were enthusiastic cries in the camp and three battered looking KalGarkii stumbled from the trees, straining against ropes that bound a ferocious looking beast while Lutira followed with a smug expression of satisfaction on her face.

Yahri retreated to his tent, leaving the priest to get the creature into a secure cage. He would have to deal with her later.

Get Out!

The forest had become increasingly hostile since Lutira had captured that beast. It felt like something within the forest had taken exception to their presence. More logging crews had been vanishing and the ubiquitous little frenu that infest the forests had become even more annoying, raiding their supplies and keeping everybody awake during the day with their incessant cries. The old NuraSen was coming to the conclusion that it might be time to return in person to report to Egolán. Perhaps he could deliver the beast as a gift, while leaving Lutira to the biting bugs and pesky frenu...

A scream from one of the unfortunate lookouts was the first sign that Yahri's withdrawal might be less dignified than hoped. The Kiterak had indeed taken exception.

Author: Mike Thorp

Enter The Forests

(In and Out Of The Naralon forests)

An official scenario for 2 players, 205 points.

NuraSen Yahri had been quite happy serving the decadent Egolani in the city of Peygarl, but they had decreed that he should join the expeditionary forces down in the cursed forests of Naralon. Weeks of travel through the occupied Engu lands, constantly harassed by the ungrateful locals before even reaching the dark forests. His predecessor had at least done a reasonable job with setting up the logistics for tearing down the trees and clearing a large tract of land leading into the depths. He understood that the Engu volunteers had proven invaluable in this work, as long as their insolence was dealt with using a firm hand. Away from the logging camps was a far less pleasant story, with countless biting garkrid making life all but intolerable. There were rumours of bands of creatures skulking in the trees so he had sent the zealous NuraKira Lutira to investigate. Her absence should at least bring a little peace to the camp.

Forces

Kedashi

1 x Trebarnii Boss
3 x Trebarnii Warrior
2 x Trebarnii Brute
1 x Trebarnii Goader
3 x Hunting Akitiin

Delgon

1 x NuraKira
1 x KalDreman
4 x KalJoran
1 x NuraLehn
5 x KalGarkii
2 x KalDru

Set Up

This scenario takes place in the depths of the woods. The players take turns either placing an item of terrain (individual trees, small forest templates, etc.) or passing. If both players pass then no more terrain is placed. Terrain may not be placed within 6" of any other terrain pieces.

Draw Initiative Counters to deploy. When a counter is drawn the player may place a single group (deploy one model and then all other models within its Command Range)

of models at least 9" from any enemy models. Once a player's force is deployed, they may use later Initiative Counters to activate even if the other player has not fully deployed.

Victory Conditions

The objective is to force your opponent to flee. Either side will flee if they lose more than half their models.

Source: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp

Secure The Beast!

(In and Out Of The Naralon forests)

An official scenario for 2 players, 185 to 300 points.

Yahri was not sure how to feel about Lutira's return, her injuries had not lessened her righteousness or ambition. While Yahri approved of both traits, he had been serving long enough to be wary.

There were enthusiastic cries in the camp and three battered looking KalGarkii stumbled from the trees, straining against ropes that bound a ferocious looking beast while Lutira followed with a smug expression of satisfaction on her face.

Yahri retreated to his tent, leaving the priest to get the creature into a secure cage. He would have to deal with her later.

Forces

Kedashi

Main Force

1 x Trebarnii Howler Bristleback

1 x Seldoath

4 x Trebarnii Howler

4 x Abrok

Captured Seldoath

1 x Seldoath

Extra Miniatures

Marker

1 x Cage

3 x Rope

Set Up

The encounter takes place in a small forest clearing with a few scattered trees and pieces of terrain.

Delgon

1 x NuraKira

4 x KalJoran

1 x NuraLehn

5 x KalGarkii

2 x KalDru

The captured seldoath is placed at the centre of the board. Three 2" ropes are placed around the seldoath, one end touching the seldoath and the other touching a KalGarkii. A cage is placed with its entrance 10" from the seldoath.

Delgon: The players take turns placing the rest of the Delgon force, models must be placed so that they are at least 3" away from the captive and within 9" of either the seldoath or the cage.

Kedashi: The Kedashi player does not place any models initially, but may use their Initiative Counters to deploy a group of models (deploy one model and then as many other models as you like within its Command Range) at least 12" from any Delgon models.

The Kedashi player may activate models or use Pathfinder, even if not all their models have been deployed.

Victory Conditions

Delgon: The Delgon player wins if they can get the captured seldoath fully into the cage.

Kedashi: The Kedashi player wins if they can rescue the seldoath and flee with it.

Special Rules

The captured seldoath has been sedated and bound with three strong ropes that are currently being held by three unfortunate KalGarkii.

Delgon models may not attack the seldoath, even if it escapes. Any Delgon model may grab the rope by moving to its end. While holding the rope a model may only use its Combat Action to support in combat against the Seldoath. It may however defend as normal if attacked.

As long as the Delgon player has at least one model holding a rope they can activate the seldoath and all adjacent models using a single Initiative Counter (even if the Delgon models have activated previously). They may all move cautiously. If there are no models holding the ropes then the Trebarnii player may activate the seldoath as normal.

The seldoath is *Stunned*. As such, it loses one from its Combat stat and will not regain Stamina for the duration of the game.

During each Combat Phase the captured seldoath may try to escape. It may either lunge at an enemy model that has strayed within 2" or fight a combat against one of the models holding the ropes. Any other models holding a rope may assist. Neither side can cause damage, but if the seldoath lands any blows it may pull that model 1" towards it.

The Kedashi models may flee at the end of their turn if there are no enemy models within 6".

Variations

If the seldoath won't go to the cage...: The cage can be moved, albeit with difficulty: at the start of the game place the cage in the middle of one of the board's quadrants (so that its centre is 12" away from two board sides). Models can move the cage (either Delgon or Kedashi!), however due to the rough nature of the forest all movement is halved: the cage may be moved up to 3" if pulled by 3 small models, 2 medium or 1 large model, or 1.5" if pulled by 2 small or 1 medium model.

Pull!: Instead of placing the ropes around the seldoath, place them all on one side. In practice you may find this makes it easier to physically move the models on the board.

Special Models

Cage: Marker; Object; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: large (50mm); Abilities: Heavy [T], Sturdy [T], Untrained [T]

Rope: Marker; Object; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: n/a (-1mm); Abilities: Untrained [T]

Abilities

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

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

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

Source: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp

Get Out!

(In and Out Of The Naralon forests)

An official scenario for 2 players, 265 to 525 points.

The forest had become increasingly hostile since Lutira had captured that beast. It felt like something within the forest had taken exception to their presence. More logging crews had been vanishing and the ubiquitous little frenu that infest the forests had become even more annoying, raiding their supplies and keeping everybody awake during the day with their incessant cries. The old NuraSen was coming to the conclusion that it might be time to return in person to report to Egolan. Perhaps he could deliver the beast as a gift, while leaving Lutira to the biting bugs and pesky frenu...

A scream from one of the unfortunate lookouts was the first sign that Yahri's withdrawal might be less dignified than hoped. The Kiterak had indeed taken exception.

Forces

Kedashi

1 x The Kiterak
1 x Young Queen
1 x Trebarnii Brute
2 x Kaopi
2 x Small Frenu Swarm
18 x Frenu
1 x Trebarnii Goader
1 x Bagrun Bomb Carrier

Delgon

1 x NuraSen
2 x KalDreman
1 x NuraKira
4 x KalJoran
1 x NuraLehn
5 x KalGarkii
2 x KalDru

Set Up

The encounter takes place near the edge of the forest with patches of woodland and difficult terrain. Randomly determine which edge is the way to escape.

Delgon: The Delgon player deploys their force as a single group (deploy one model and then all other models within its Command Range) with all models at least 18" from the escape table edge.

Kedashi: The Kedashi player deploys the Kiterak anywhere on the table at least 24” from the escape table edge and at least 9” from any enemy model. They do not deploy any other models initially.

Victory Conditions

Delgon: The Delgon player wins if either NuraSen Yahri leaves the board by the escape table edge or the Kiterak is killed.

Kedashi: The Kedashi player wins by killing NuraSen Yahri.

Special Rules

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

All the remaining Kedashi models start the game in reserves. Each time the Kedashi player's counter is drawn they may activate as normal or place a model from reserve and up to three frenu anywhere on the table at least 9” from any enemy model.

When any Kedashi model other than the Kiterak or queen are killed it is immediately placed back into the reserves.

Source: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp

Where There's Smoke...

The war to the North has stalled during the cold winter months, with the Enarii sitting in their frozen temples and waiting for the spring.

After the success of his mighty belderaks and the mass produced light deraks, NuraSen Plutom has been tasked with providing new machineries of war in order to spread the influence of the Enarii across the Empire. His latest invention is the gushrak, a weapon that has the potential to be highly effective, but that has been plagued with testing issues. Plutom has been sent beyond the safety of the Delgon lands in order to demonstrate the viability of his weapon.

"Where There's Smoke..." has been designed as an introductory campaign for three players, each using a small force from one of the three main Cultures. The first three games pitch each of the players against one of the other two, potentially gaining them a small advantage for the three-player grand finale.

Scenarios

Eradication

A well trained band of Orel Knights have been hired by the Council of the small village of Dra to eradicate a band of jenta outcasts that have been raiding the surrounding area. The Knights have been relentless in their hunt and the young, exhausted Devanu have been trapped in a small cave. It is now time for the mercenaries to finish the job and execute the Devanu before they can escape.

Raiders

NuraSen Plutom's camp has been set up on the edge of the forests of Naralon. He has been working on a secret project and is almost ready for testing.

A band of desperate Devanu has spotted the camp fires. Heedless of Plutom's nefarious experiments, they are purely intent on raiding the camp to get as much food and resources as possible.

Prototype

Plutom has spent the last few months tinkering with his Gushrak, a new weapon that he believes will help turn the tide of the war in favour of the Delgon.

NuraKira Gusan has been blessed with the task of testing out one of the new weapons in the forest near Plutom's camp. Having incinerated a few unwary critters the smoke and the noise has caught the attention of a small band of Orel mercenaries who have been paid to patrol the area. This is an ideal opportunity for Gusan to prove himself!

Inferno! (Campaign Game)

Gusan's tests on the gushrak proved more devastating than expected! What had appeared to be a minor fault in the secondary gas manifold resulted in one of the unfortunate KalGush finding herself at the centre of a rather large fireball. The ensuing fire is now raging through the forest, consuming all in its path. The Knights of Orel, The Devanu and Plutom's forces are all at risk of being caught up in the fire but have spotted a small rocky hill devoid of trees that could possibly give protection from the inferno.

Whoever can hold the hill might just survive!

Source: Chronicles of Anyaral

Author: Mike Thorp

Eradication

(Where There's Smoke...)

An official scenario for 2 players, 225 to 295 points.

A well trained band of Orel Knights have been hired by the Council of the small village of Dra to eradicate a band of Jenta outcasts that have been raiding the surrounding area. The Knights have been relentless in their hunt and the young, exhausted Devanu have been trapped in a small cave. It is now time for the mercenaries to finish the job and execute the Devanu before they can escape.

Forces

Empire

1 x Orel Knight Captain

2 x Orel Knight

1 x Militia Captain

5 x Militia

3 x Graku

Set Up

The encounter takes place in a small cave about 24" across. There should be a reasonable amount of difficult terrain and obstructions and an 8" entrance marked along one edge. The Devanu player deploys his models as a single group (deploy one model and then all other models in the force within its Command Range) at the centre of the table.

The Empire player deploys all his models so that they are within 2" of the cave entrance.

Victory Conditions

The Devanu player wins if he can escape two or more of his Devanu through the cave entrance, otherwise the Empire player wins.

Both sides will flee if they lose more than half their Elites.

Special Rules

The Devanu are exhausted and all start with no Stamina. They regain Stamina as usual in the End Phase.

Variations

Campaign Mode: This is scenario 1 of 4 of the “where there’s smoke...” campaign.

- If the Empire win then they may take an additional Graku or Orel Knight in the final game.
- If the Devanu win then they may take an additional Grishak or Kosok in the final game.

Source: Chronicles of Anyaral

Author: Mike Thorp

Raiders

(Where There's Smoke...)

An official scenario for 2 players, 240 to 250 points.

NuraSen Plutom's camp has been set up on the edge of the forests of Naralon. He has been working on a secret project and is almost ready for testing. A band of desperate Devanu has spotted the camp fires. Heedless of Plutom's nefarious experiments, they are purely intent on raiding the camp to get as much food and resources as possible.

Forces

Delgon

1 x NuraSen Plutom
2 x KalDromar
1 x NuraKira
4 x KalJoran
1 x KalDru
1 x KalMalog

Devanu

1 x Alpha Outcast
1 x Jenta Spear
1 x Jenta Handler
3 x Grishak

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with the Delgon campsite in the middle. There should be a few small tents and piles of luggage as obstructions.

The Delgon have been caught unawares with their guards killed silently in the night. Draw Initiative Counters from the bag to deploy the Delgon and six objective markers. Whoever owns the counter may choose two Delgon models or one objective marker and deploy it within 9" of the centre of the table. Continue to draw counters until all the Delgon models have been placed.

The Devanu player then deploys his models in one or more groups (deploy one model and then as many other models as you like within its Command Range) at least 12" from any of the Delgon models or objective markers.

Victory Conditions

The Devanu player is aiming to capture supplies from the Delgon camp and win if they can capture enough. The supplies are represented by the objective markers. The objective markers are Objects and can be dropped or transferred as normal. A Devanu may carry any number of objective markers, but the Delgon may not pick them up.

The Delgon player can not flee.

The Devanu player may choose to flee during the End Phase, or will automatically flee if more than half of his elites are killed or have left the table. Any models at least 18" from the centre of the table and at least 6" from any enemy models automatically keep their loot counters. Cast a stone for any other tokens currently held by a fleeing model. They are kept if the cast is a success.

At the end of the game roll one dice for each token captured by the Devanu and sum the total. The Devanu player wins if they have 10 or more points.

Variations

Campaign Mode: This is scenario 2 of 4 of the “where there’s smoke...” campaign.

- If the Delgon win then they may take a KalGush in the final game.
- If the Devanu win then they may take an additional grishak or kosok in the final game

Source: Chronicles of Anyaral

Author: Mike Thorp

Prototype

(Where There's Smoke...)

An official scenario for 2 players, 170 to 190 points.

Plutom has spent the last few months tinkering with his Gushrak, a new weapon that he believes will help turn the tide of the war in favour of the Delgon.

NuraKira Gusan has been blessed with the task of testing out one of the new weapons in the forest near Plutom's camp. Having incinerated a few unwary critters the smoke and the noise has caught the attention of a small band of Orel mercenaries who have been paid to patrol the area. This is an ideal opportunity for Gusan to prove himself!

Forces

Empire

1 x Orel Militia Captain

3 x Orel Militia

2 x Orel Knight

3 x Graku

Delgon

1 x NuraKira

2 x KalDromar

4 x KalJoran

1 x KalGush

1 x KalMalog

Set Up

The encounter takes place on a small (3 x 3 feet) playing area with a reasonable amount of difficult terrain and obstructions. The Delgon player deploys his models as a single group (deploy one model and then all other models within its Command Range) at the centre of the table.

The Empire player deploys his models as a single group about 18" from the Delgon models.

Victory Conditions

The Delgon player is aiming to test out the KalGush and wins if he can test the KalGush by killing at least one enemy model with it and can then escape the NuraKira off the board to file his report.

The Delgon will flee if the NuraKira is killed or if the KalGush is destroyed without

being tested. The Empire will flee if the Orel militia captain is killed.

Variations

Campaign Mode: This is scenario 3 of 4 of the “where there’s smoke...” campaign.

- If the Delgon win then they may take an additional KalDru in the final game.
- If the Empire win then they may take an extra graku or Orel knight in the final game.

Source: Chronicles of Anyaral

Author: Mike Thorp

Inferno! (Campaign Game)

(Where There's Smoke...)

An official scenario for 3 players, 240 to 250 points.

Gusan's tests on the gushrak proved more devastating than expected! What had appeared to be a minor fault in the secondary gas manifold resulted in one of the unfortunate KalGush finding herself at the centre of a rather large fireball. The ensuing fire is now raging through the forest, consuming all in its path. The Knights of Orel, The Devanu and Plutom's forces are all at risk of being caught up in the fire but have spotted a small rocky hill devoid of trees that could possibly give protection from the inferno.

Whoever can hold the hill might just survive!

Forces

Empire	Delgon	Devanu
1 x Orel Knight Captain	1 x NuraSen Plutom	1 x Alpha Outcast
2 x Orel Knight	2 x KalDromar	1 x Jenta Spear
1 x Orel Militia Captain	1 x NuraKira	1 x Jenta Handler
4 x Orel Militia	4 x KalJoran	1 x Jenta Hunter
1 x Graku	1 x KalMalog	1 x Grishak
	1 x KalDru	

Set Up

The encounter takes place on a 4' by 4' 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.

The Empire player deploys his models in a single group (deploy one model and then all other models in the force within its Command Range) at least 12" from the centre of the

table. The Delgon and then the Devanu then place their models 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

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

Campaign Mode: This is scenario 4 of 4 of the “where there’s smoke...” campaign

Source: Chronicles of Anyaral

Author: Mike Thorp

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

Casani or Empire

Pick two 200 to 300 points forces.

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

Casanii

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

Casanii & Casanii & Empire

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

Casanii

1 x Seh'Ban Steyar

Pick an extra 100 points Casanii force.

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

Twilight Day 2017

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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

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

Death In The Trees!

The Enguan logging crews have been carving out great swathes of the Naralon forests. The Empire forces have tracked them down and are intent on disrupting their production.

Meanwhile, the rulers of the forest have started to close in, furious at those who have damaged their trees!

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 Big End Of Day Game

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

Battle For The Nest Tree!

The Delgon forces believe that they must destroy the ancient tree that seems to be the source of the plague of creatures that descend upon them.

Ohkir Sar'ain, a shaman of the Casanii has communed with the spirits of the forest and has convinced the Empire that this must not be allowed to happen.

Author: Mike Thorp

Chance Encounter

(Twilight Day 2017)

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 2017)

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 2017)

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 2017)

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.

Extra Miniatures

Kedashi

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

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.

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

Death In The Trees!

(Twilight Day 2017)

An official scenario for 3 players, 300 to 455 points.

The Enguan logging crews have been carving out great swathes of the Naralon forests. The Empire forces have tracked them down and are intent on disrupting their production.

Meanwhile, the rulers of the forest have started to close in, furious at those who have damaged their trees!

Forces

Delgon & Empire

Pick a 300 points Delgon force, and add the below extra models:

Delgon

1 x NuraKira Overseer

1 x KalDreman

Empire

1 x Engu Garosa

3 x Engu Axe

1 x Log Wagon

2 x Domesticated Yirnak

Empire

Pick a 300 points Empire force.

Kedashi

Pick a 300 points Kedashi force.

Set Up

This is a large three player game: Delgon, Empire and Kedashi. Each player selects a 300 points force. In addition the Delgon player gets a Logging Crew as Allies (see details below).

Delgon: The Delgon players deploy their forces in a single group (deploy one model and then all other models in the force within its Command Range) 24" from one table edge (the forest edge), accompanied by the Enguan logging crew, a Log Wagon and an

additional NuraKira Overseer with a KalDreman bodyguard.

Empire: • The Empire player deploys all their models in groups (deploy one model and then as many other models as you like within its Command Range) at least 24" from the Delgon and Engu models.

• They should select one model as the Commander, he gains the "Commander[L] (4)" ability.

Kedashi: The Kedashi player does not deploy initially, but can use Initiative Counters to deploy one group of models anywhere on the table at least 9" from any Enemy models. They may activate models even if not all models have been deployed.

Victory Conditions

Delgon: The Delgon player gets a victory if they can escort the NuraKira Overseer or get the Log Wagon off the table. The Delgon player will flee if the Log Wagon is destroyed and the NuraKira Overseer is killed.

Empire: The Empire player gets a victory if they can destroy the Log Wagon and kill the NuraKira Overseer, but will flee if more than half their Elite models are killed.

Kedashi: The Kedashi player gets a victory if every single model who dares to wield an axe, plus the Commander of the Empire forces is killed or flees.

Special Rules

Enguan Logging Crew: • The Logging Crew consists of the Log Wagon, a Engu Garosa and 3 Engu Axes. These models count as Allies to the Delgon, but the Engu Garosa has Loyalty[T] (NuraKira Overseer)

• The NuraKira Overseer is accompanied by one KalDreman as his bodyguard.

Variations

This scenario requires a lot of specific models, but could easily be tweaked to suit your available forces. For example it could be a group of Devanu Outcasts coming across a Casanii escorted trade wagon beset by Dhogu...

Special Models

Log Wagon: Item; Object; Movement: Special, Attack: –, Support: –, Toughness: 2+, CR: –, Stamina: 2, Size: gargantuan (80mm); Abilities: Fuel [T], Sturdy [T], Very Heavy [T], Untrained [T], Very Tough* [S]

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

Abilities

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

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

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

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

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

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

Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.

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

Source: Twilight Day 2017

Author: Mike Thorp

Belderaks

(Twilight Day 2017)

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

Casani or Empire

Pick two 200 to 300 points forces.

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 2017)

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

Extra Miniatures

Casanii

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

Battle For The Nest Tree!

(Twilight Day 2017)

A complex official scenario for 9 or more players, 900 to 1020 points.

The Delgon forces believe that they must destroy the ancient tree that seems to be the source of the plague of creatures that descend upon them.

Ohkir Sar'ain, a shaman of the Casanii has communed with the spirits of the forest and has convinced the Empire that this must not be allowed to happen.

Forces

Delgon & Dhogu

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

Casanii & Empire

Pick three 300 points forces.

Kedashi

Pick three 300 points Kedashi forces.

Delgon

3 x Belderak Bombard

3 x Yirnak

Set Up

The Delgon/Dhogu forces are split into three separate detachments, each accompanied by a Belderak Bombard. These are deployed around the table, in the specified zones.

The Empire/Casanii forces are split into three detachments and deployed as instructed.

The Kedashi are deployed around the tree.

One Elite model in each of the Delgon and Empire detachments can be promoted to have the "Commander[L] (4)"Ability.

Victory Conditions

The Delgon win if they can destroy the tree.

Fleeing: The Delgon and Empire forces will flee if more than half of their Commanders are killed. The Kedashi will not flee.

Critical models: If any Critical[T] models are killed then the Delgon should feel ashamed, but they can still win the game.

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[T] ability, but only if all activated models have that Ability.

The Belderak Bombard: The Belderak Bombard may be fired at the end of the turn if they did not move and there are least two unengaged Delgon models adjacent to them.

The Tree: The Tree may be damaged by Belderak Bombard and KalGush attacks, or by models with axes. When firing at the Tree any portion of the Tree's base counts as a hit and the tree does not cast any Combat Stones in defence. The Tree has a 3+ Toughness save against attacks in combat, but receives no saves from Belderak Bombard and KalGush attacks. If 10 damage can be inflicted on the Tree then it is destroyed.

Abilities

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

Source: Twilight Day 2017

Author: Mike Thorp

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 Navalon

(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 ruhko within 6" to move by general yelling and waving of their hands/claws. Cast a combat stone. On a success it may move the ruhko 2" in any direction. On a 1, the ruhko 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]

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]

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.

Extra Miniatures

Kedashi

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

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.

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

Devanu

Pick a 200 points Delgon force, and add the below extra models: Pick a 300 points Devanu force.

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

Twilight Day 2019

These are the scenarios that were on offer during the World of Twilight Day 2019. 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.

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...

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.

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 River

Captain Arlon could sense something in the air that didn't feel quite right. This route

had grown more hazardous in recent months, so he was glad to have a squad of riverknights for company, however much they were costing Lord Delison. The Kadrigan was still a few miles from the forests of Naralon when the first mate cried out - a tree had fallen across the river ahead...

Mid-day Games

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 Big End Of Day Game

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

The Fall of Tonueil!

Empire: The proud capital of Tonueil is under siege by the evil might of the Delgon and their foul Dhogu allies. You have realised that you cannot save the city, but Cren Blaak is leading a valiant mission to save several important councillors that the Delgon are keen to capture.

Delgon: The Enguan capital of Tonueil is under siege and will inevitably fall to our might, giving us total control of this region of Anyaral. Our spies have located several of the Engu leaders who are cowering near the docks. You must capture these leaders if possible, or kill them if you must.

Author: Mike Thorp

Chance Encounter

(Twilight Day 2019)

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

Defend The Camp

(Twilight Day 2019)

An official scenario for 2 to 4 players, 300 points.

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...

Forces

Delgon

Pick a 300 points Delgon force, and add the below extra models:

2 x Belderak Bombard

2 x Yirnak

2 x Dhogu Sprog

non-Delgon

Pick a 300 points non-Delgon force.

Set Up

The Delgon players set up their forces near the centre of the board. The two Belderak Bombards are 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 players do 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 attackers achieve a major victory if they can force both Delgon players to flee or if they destroy both Belderak Bombards. They can achieve a minor victory if they destroy one of the Belderak Bombards or kill both Yirnaks, even if they then flee.

The Delgon player achieves a major victory if they can repel the attackers and keep both Belderak Bombards and Yirnak alive. They can achieve a minor victory if they repel the attackers and still have at least one Belderak Bombard and one Yirnak left alive.

Special Rules

The Belderak Bombards may not be moved or fired. They may only be attacked in close combat. They cast no Combat Stones. If blows are landed on the Belderak Bombards, do not make any Toughness saves immediately. Instead, mark the Belderak Bombard with one damage for each blow landed. At the end of the game, if they do not flee the Delgon players 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 Belderak Bombard has been destroyed.

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

Belderak Bombard: Delgon - Core; Object, Mechanical; Movement: Special, Attack: –, Support: –, Toughness: 2+, CR: –, Stamina: 1, Size: large (50mm); Abilities: Death From Above [R], Fuel [T], Haphazard (4, 3) [R], Heavy [T], Operated (2) [R], Powerful [C], Shatter [R], Sturdy [T], Untrained [T], Very Tough* [S]; **Shell:** : Movement: 0", Range: 12-24", Attack: 2, Abilities: Death From Above [R], Haphazard (4, 3) [R], Operated (2) [R], Powerful [C], Shatter [R]

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*.

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

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

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

Haphazard (x, y) [R]: Place a Target Marker within range. Cast X Combat Stones and scatter the impact 2" from the target for each miss (roll a D6 to determine direction). The operating models may use their Stamina to recast stones. Place a Y" Template on

the impact point: all models under the Template are hit. Leave the target in place, if the target for the next shot is within 3" of the target then you may recast one failed Combat Stone when rolling to scatter.

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

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

Operated (x) [R]: This model may be fired at the end of the Turn if it did not move and there are least X Unengaged *Friendly* Operators models adjacent to it.

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*.

Shatter [R]: This attack ignores the Sturdy[T] ability.

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

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

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.

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

Source: Twilight Day 2019

Author: Mike Thorp

Scavengers

(*Twilight Day* 2019)

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 2019)

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

Scavengers of Naralon

(Twilight Day 2019)

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 Mekkridd

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 ruhanko within 6" to move by general yelling and waving of their hands/claws. Cast a combat stone. On a success it may move the ruhanko 2" in any direction. On a 1, the ruhanko 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]

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]

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

The River

(Twilight Day 2019)

An official scenario for 2 players, 295 to 300 points.

Captain Arlon could sense something in the air that didn't feel quite right. This route had grown more hazardous in recent months, so he was glad to have a squad of riverknights for company, however much they were costing Lord Delison. The Kadrigan was still a few miles from the forests of Naralon when the first mate cried out - a tree had fallen across the river ahead...

Forces

Empire

1 x Riverfolk Captain
1 x Riverfolk First Mate
4 x Riverfolk Crew
1 x Riverfolk Bolas
1 x Riverknight Captain
3 x Riverknight
1 x Steamboat
3 x Barge

Kedashi

1 x Trebarnii Howler Bristleback
2 x Seldoath
4 x Trebarnii Howler
4 x Abrok

Set Up

Place a narrow River (about 3.5" 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 steamboat is placed with its prow 18" from the barrier with three barges behind it.

The Empire player deploys their forces on or within 2" of the boat and barges.

The Kedashi player does not deploy initially but may use Initiative Counters to deploy groups at least 12" from any enemy models. The Kedashi player may activate models even if not all their models have deployed.

Victory Conditions

The game ends when either player flees, or when the final attached barge crosses the barrier.

Either player will flee if they lose more than half their Elites.

Empire: The Empire player is aiming to get the boat past the barrier, with as many barges still attached as possible.

Kedashi: The Kedashi player is aiming to capture the boat or steal as much cargo as possible by unhitching the barges.

The game will end as soon as either side flees. If the Empire flees then the Kedashi player takes control of the boat and all barges that haven't passed the barrier. If the Kedashi player flees they still take control of all unhitched barges.

Whoever has the most barges at the end wins the scenario.

Special Rules

Moving the Boat: The boat starts at Speed 1 and has a Maximum Speed of 3.

Unhitching barges: Any non-Beast model may spend its Activation to hitch or unhitch a barge if it is not engaged and starts its Activation next to the connection. Once unhitched, the barge will continue to drift with the boat, but reduce its speed by 1 before the boat moves (to a minimum of 0).

The Fallen Tree: The fallen tree is a stationary object that can be attacked in combat with a 3+ save. It can take 3 damage before being removed. It may not be targeted by Ranged Attacks.

The tree may be rammed by the boat.

Special Models

Large Tree: Item; Object; Movement: –, Attack: –, Support: –, Toughness: 3+, CR: –, Stamina: 2, Size: gargantuan (80mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Abilities

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

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

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

Sources: Twilight Day 2019; The Twilight Traveller - Rivers of Anyaral

Author: Mike Thorp

Belderaks

(Twilight Day 2019)

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

Casani or Empire

Pick two 200 to 300 points forces.

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* 2019)

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

Extra Miniatures

Casanii

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 Fall of Tonueil!

(Twilight Day 2019)

A complex official scenario for 4 or more players, 1080 to 1175 points.

Empire: The proud capital of Tonueil is under siege by the evil might of the Delgon and their foul Dhogu allies. You have realised that you cannot save the city, but Cren Blaak is leading a valiant mission to save several important councillors that the Delgon are keen to capture.

Delgon: The Enguan capital of Tonueil is under siege and will inevitably fall to our might, giving us total control of this region of Anyaral. Our spies have located several of the Engu leaders who are cowering near the docks. You must capture these leaders if possible, or kill them if you must.

Forces

Delgon & Delgon

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

Delgon

1 x Dehran

4 x KalDehran

Delgon

3 x Belderak Bombard

Set Up

Empire:

- Your forces are split into three detachments and deployed as instructed.
- The councillors have been placed through the city.
- One Elite model in each of your Empire detachments can be promoted to have the "Commander(4)" ability.

Delgon:

- Your forces are split into three separate detachments and deployed as instructed.
- You will also receive several belderaks and Dehran.

- One Elite model in each of the detachments can be promoted to have the "Commander(4)" ability.

Victory Conditions

Empire Special Orders:

- Your forces will flee if more than half your Commanders are killed.
- You are aiming to rescue as many councillors as possible by getting them onto the boats and away from the city.

Delgon Special Orders:

- You are aiming to capture as many of the councillors as possible by holding them adjacent to one of your models at the end of the game.
- You will only flee if you are careless enough to let Dehran be disabled and you have lost more than half your Commanders.
- If any Critical models are disabled then you may still achieve a victory, but you shall be summoned to talk to Garabon himself and I doubt that he will be forgiving.

Special Rules

When your Initiative Counters are drawn you 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.

Empire:

- All Engu Troops gain the "Rescuer(2)" ability.
- You may activate boats if they have at least one Engu model on board. Boats may be moved 6" per turn. If hit directly by a mortar a boat will be sunk unless it can make a 4+ save. If sunk, then all models are considered lost (except Tahela, which are excellent swimmers).

Delgon:

- All non-beast models in your force gain the "Captor(1)" ability.
- You may not target the councillors with your belderaks, unless they are on board a boat and look likely to escape.
- You may not control the boats, but you may target them with your belderaks.

Abilities

Captor (x) [L]: Activate up to X adjacent *Enemy Civilians*.

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

Rescuer (x) [L]: Activate up to X *Friendly Civilians*.

Source: Twilight Day 2019

Author: Mike Thorp

Twilight Day 2022

These are the scenarios that were on offer during the World of Twilight Day 2022. 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 and Mid-day Games

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

Casanii Introduction

Noble Telir'sa,

Thank you once again for accepting this commission. I hope this letter will reach you in good time.

As we've discussed, I am apprehensive about the Delgon presence in this region. I still struggle to believe that the Teralin Lords have allowed them a foothold in that proud city, and I fear that their guests will be unwilling to leave. My cousins who have built a healthy trade transporting goods along the waterways around the North of the Argoran wastes have reported seeing more of the black clad soldiers scouting the region.

I have recently heard of the loss of several caravans that serve the route between Eyglar and the village of Entolia. The Entolians have managed to scrape an existence beneath the shade of the mighty trees, protected from the worst Devanu raids by a broad river that they seem to fear crossing. The village has become wealthy harvesting rare spices and foods, but rely on my family to transport these. It is only a short journey by boat from Eyglar, but it is dangerous and the only alternative supply routes pass through the dangerous Argoran wastes. I am worried if the village will be cut off if we can't maintain the waterways.

Please can you allocate your forces to the following tasks:

- Most importantly, please can you escort the boats along the river, protecting from any Delgon insurgents or other aggressive forces.*
- Investigate the previous lost boats, I believe your scouts should be able to locate them along one of the river tributaries. Please recover any cargo that you can, hopefully there will be some that has not perished.*
- I have heard reports of smaller caravans that were dragged from the paths, so I would appreciate it if you can spare your kin to explore deeper into the forest to see what has been causing these attacks.*
- While exploring the region I would be very grateful if you could try to acquire some eggs of the kellanion akitiin. These valuable eggs will fetch a good price and I'm sure*

we could agree a suitable bonus for any that you might return with. Take care to preserve the eggs by applying a coating of credilion oil to any eggs that you collect or they have an unpleasant tendency to hatch in transit.

Thank you once again for your service and I look forward to sharing a bowl next time we meet.

*May the pelloaan guide your way,
Loranti Pargal*

p.s. I hear that you have a small band of ferals following a few days behind. I trust this will be an opportunity for them to prove themselves.

Dełgon Introduction

NuraSen Galinah,

The Lords have expressed their desire that you expand our presence to the south. Ambassador Danakan has served his purpose in securing the service of several friendly trade families as well as the potential service of some Casanii allies.

You shall use your forces to execute the primary objectives of secure the waterway along the South of the Naralon forests in order to expand our control in the region.

Send several parties to explore the forests. We have been dealing with aggressive elements within the forest to the North, but I would hope that you can cope with any aggressions to the south. The councillors of the village of Entolia seem amenable to trade and you are instructed to secure their support, by force if necessary. NuraSen Plutom has provided several belderak for your use if required.

*In service of The Lords,
NuraGan Jonnar*

Addendum

Your excellency,

Our KalJoran scouts have seen a large band of Casanii approaching from the South that may interfere with our plans. We have also identified several sites of interest close to the river, so I believe we should split our forces.

- 1. Escort the trade boats along the river*
- 2. Follow the Casanii intruders that have been heading along one of the tributaries. See if they find anything of value*
- 3. We recently lost one of our supply caravans, please investigate and see if you can rescue any survivors or recover the supplies*
- 4. The locals have told us that the eggs of the kellanion Akitiin are highly valued, so these would make a suitable gift on our return to Teral*

*In service,
NuraKira Tohpa*

Kedashji Introduction

Sister.

Thank you for venturing from the safety of our home to deal with these intruders. The trebarnii bring reports that they have already carried out some attacks, but we do not have consensus that it is yet time to unleash our full might. Their increased boldness and rumours from the distant queens are making many of us fear our tolerance of their presence has been unwise.

We would request that you muster the trebarnii and the denizens of the forests to investigate these intruders. Continue to raid their supplies that we might study them and better learn how to discourage their presence. Investigate the previous raids to gather their supplies for study.

Defend The Camp

Delgon Introduction

Your excellency,

We have been suffering attacks on our camp, targeting the belderak. Provide two sections of your forces to support and ensure we do not lose these valuable assets.

In service,

NuraKira Tohpa

Kedashi Introduction

Sister.

While we still need to study the intruders, it been brought to our attention that the outsiders have large mechanical beasts stored within their camp. We cannot accept these within our lands. We would request that you summon a portion of your forces to ensure they are destroyed.

Eggs!

The eggs of the kellanion akitiin are regarded throughout Anyaral as a delicacy and many brave adventurers will risk their lives to try and capture the delicious gooey orbs. The adult akitiin are however very protective and will attack any who venture close to their nests, erupting from their underground tunnels and dragging unfortunate trespassers back to feed their subterranean offspring.

The Grimblar!

A local trader was last seen on the outskirts of the Naralon forests a few weeks ago, but she and her small caravan were lost without trace. Rumours have spread that she was smuggling small packets of precious seeds within her luggage, so several parties have set off into the forests to try and find her, or at least to recover her goods in the hope of finding the valuables.

As your party follows her trail you realise you are not her only pursuers and quicken your pace. You finally catch sight of the remains of her caravan, with a huge and terrifying creature picking its way through the wreckage and realise this might not be

as easy as you had hoped...

Scavengers of Naralon

Following the great battle when the tree fell, the forces fled, pursued by the kedashi swarms. Many have died, but the small band of disillusioned survivors have found themselves close to a great river that they hope will lead to freedom. With hope that they may now escape this accursed forest with their lives, their eyes have been drawn to the overgrown wreckage of a Fubarnii trade boat that has lost its way and crashed on the shoreline. Its precious cargo has been ransacked and spread around the shoreline by the local fauna, but will doubtless contain many valuables.

But they are not the only desperate survivors who have found their way here...

The River

Captain Arlon could sense something in the air that didn't feel quite right. This route had grown more hazardous in recent months, so he was glad to have a squad of riverknights for company, however much they were costing Lord Delison. The Kadrigan was still a few miles from the forests of Naralon when the first mate cried out - a tree had fallen across the river ahead...

The Big End Of Day Games

These are the final games of the day, with 8+ players around the table.

Eradicate

The hunters have located the Devanu tower and are closing in. The pack are out hunting, but a lone guard has stayed back in the nest with the brood of eggs, presenting an ideal opportunity to crush the brood.

Entolia - Casanii

Faithless,

We are aware of your presence in these territories and your hostilities, but it has come to our attention that there is a greater unprompted threat from within the forest. We should now support each other in defending the poor citizens of Entolia who may perish in the coming hours without our help. We will be sending our troops on a rescue mission and I would hope that you will set aside your aggression to support us in this venture.

In service,

NuraKira Tohpa

Entolia - Delgon

Your excellency,

It appears we have underestimated the might of the local heathens of the forests and we have received a desperate plea for help from the citizens of Entolia. It appears that our

forces may be insufficient to save the village. I have already sent a message to the faithless Casanii to request their support, but it is important that it is our Lords who are seen as the rescuers. Move your forces with haste to protect the town and if necessary rescue the citizens and escort them back to Teral. Our efforts will send a strong message across the Empire that we are working in their interests.

In service,

NuraKira Tohpa

Entolia - Kēdasji

Sister.

Our fears are being realised, they are killing our beasts and breaking the understanding that has stood for so long. A consensus has been reached that it is time to teach them a lesson that they will not easily forget. Gather all our forces and wipe their intrusion from our forest. Show no mercy.

Author: Mike Thorp

Defend The Camp

(Twilight Day 2022)

An official scenario for 2 to 4 players, 300 points.

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...

Forces

Delgon

Pick a 300 points Delgon force, and add the below extra models:

2 x Belderak Bombard

2 x Yirnak

2 x Dhogu Sprog

non-Delgon

Pick a 300 points non-Delgon force.

Set Up

The Delgon players set up their forces near the centre of the board. The two Belderak Bombards are 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 players do 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 attackers achieve a major victory if they can force both Delgon players to flee or if they destroy both Belderak Bombards. They can achieve a minor victory if they destroy one of the Belderak Bombards or kill both Yirnaks, even if they then flee.

The Delgon player achieves a major victory if they can repel the attackers and keep both Belderak Bombards and Yirnak alive. They can achieve a minor victory if they repel the attackers and still have at least one Belderak Bombard and one Yirnak left alive.

Special Rules

The Belderak Bombards may not be moved or fired. They may only be attacked in close combat. They cast no Combat Stones. If blows are landed on the Belderak Bombards, do not make any Toughness saves immediately. Instead, mark the Belderak Bombard with one damage for each blow landed. At the end of the game, if they do not flee the Delgon players 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 Belderak Bombard has been destroyed.

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

Belderak Bombard: Delgon - Core; Object, Mechanical; Movement: Special, Attack: –, Support: –, Toughness: 2+, CR: –, Stamina: 1, Size: large (50mm); Abilities: Death From Above [R], Fuel [T], Haphazard (4, 3) [R], Heavy [T], Operated (2) [R], Powerful [C], Shatter [R], Sturdy [T], Untrained [T], Very Tough* [S]; **Shell:** : Movement: 0", Range: 12-24", Attack: 2, Abilities: Death From Above [R], Haphazard (4, 3) [R], Operated (2) [R], Powerful [C], Shatter [R]

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*.

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

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

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

Haphazard (x, y) [R]: Place a Target Marker within range. Cast X Combat Stones and scatter the impact 2" from the target for each miss (roll a D6 to determine direction). The operating models may use their Stamina to recast stones. Place a Y" Template on

the impact point: all models under the Template are hit. Leave the target in place, if the target for the next shot is within 3" of the target then you may recast one failed Combat Stone when rolling to scatter.

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

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

Operated (x) [R]: This model may be fired at the end of the Turn if it did not move and there are least X Unengaged *Friendly* Operators models adjacent to it.

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*.

Shatter [R]: This attack ignores the Sturdy[T] ability.

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

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

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.

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

Source: Twilight Day 2019

Author: Mike Thorp

Eggs!

(Twilight Day 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

For The Variant

8 x Akitiin Hatchling

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.

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.

Variations

Hatching the eggs: Use the Hatch[S] ability of the eggs. Any model carrying an egg that hatches is now in combat with the newborn. Remember that although Beasts drop any egg they are carrying at the end of their move, the egg is still adjacent to them.

If you run out of hatchling models, either use proxy models or tokens, or decide that the remaining eggs do not hatch (agree to the rule before you start the game).

In addition, if at any time you need to place an egg but none are available then one other random egg immediately hatches. Replace it with a hatchling and then place the egg as required.

Controlling the hatchlings: A player may use one of their Initiative Counters to activate one hatchling, instead of their own models.

Attacking with the hatchlings: During the Combat Phase a player may use their turn to attack with a hatchling.

Special Models

Akitiin Egg: Kedashi - Core; Egg, Object; Movement: –, Attack: –, Support: –, Toughness: 6+, CR: 2", Size: tiny (15mm); Abilities: Hatch (Akitiin Hatchling) [S], Nest (5) [S], Untrained [T]

Akitiin Hatchling: Kedashi - Core; Beast; Movement: 6", Attack: 1, Support: 1, Toughness: 6+, CR: 1", Size: tiny (15mm); Abilities: Pack (1) [L], Ranger [T]

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.

Hatch (x) [S]: Roll a die at the start of each Combat Phase. On a 5 or 6 the *Egg* hatches: replace this model with a X. The newly-hatched X can participate in combat.

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

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

Nest [S]: At the start of the game you may choose not to deploy this model and up to X identical models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9" from any *Enemy* models. The models may be activated during the Turn.

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

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

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

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

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

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

Source: Salute 2018

Author: Mike Thorp

The Grimblar!

(Twilight Day 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 small packets of precious seeds within her luggage, so several parties have set off into the forests to try and find her, or at least to recover her goods in the hope of finding the valuables.

As your party follows her trail you realise you are not her only pursuers and quicken your pace. You finally catch sight of the remains of her caravan, with a huge and terrifying creature picking its way through the wreckage and realise this might not be as easy as you had hoped...

Extra 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.

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

Loot the Elites: If an Elite is killed, replace it with a salvage token (you will need extra salvage tokens for this). These tokens are included when rolling to determine where the grimblar goes next.

Ancient grimblar: If you are feeling very brave, replace the grimblar with an ancient grimblar.

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: The Twilight Traveller - The Kedashi Swarms

Author: Mike Thorp

Scavengers of Navalon

(Twilight Day 2022)

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 ruhanko within 6" to move by general yelling and waving of their hands/claws. Cast a combat stone. On a success it may move the ruhanko 2" in any direction. On a 1, the ruhanko 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]

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]

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

The River

(Twilight Day 2022)

An official scenario for 2 players, 295 to 300 points.

Captain Arlon could sense something in the air that didn't feel quite right. This route had grown more hazardous in recent months, so he was glad to have a squad of riverknights for company, however much they were costing Lord Delison. The Kadrigan was still a few miles from the forests of Naralon when the first mate cried out - a tree had fallen across the river ahead...

Forces

Empire

1 x Riverfolk Captain
1 x Riverfolk First Mate
4 x Riverfolk Crew
1 x Riverfolk Bolas
1 x Riverknight Captain
3 x Riverknight
1 x Steamboat
3 x Barge

Kedashi

1 x Trebarnii Howler Bristleback
2 x Seldoath
4 x Trebarnii Howler
4 x Abrok

Set Up

Place a narrow River (about 3.5" 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 steamboat is placed with its prow 18" from the barrier with three barges behind it.

The Empire player deploys their forces on or within 2" of the boat and barges.

The Kedashi player does not deploy initially but may use Initiative Counters to deploy groups at least 12" from any enemy models. The Kedashi player may activate models even if not all their models have deployed.

Victory Conditions

The game ends when either player flees, or when the final attached barge crosses the barrier.

Either player will flee if they lose more than half their Elites.

Empire: The Empire player is aiming to get the boat past the barrier, with as many barges still attached as possible.

Kedashi: The Kedashi player is aiming to capture the boat or steal as much cargo as possible by unhitching the barges.

The game will end as soon as either side flees. If the Empire flees then the Kedashi player takes control of the boat and all barges that haven't passed the barrier. If the Kedashi player flees they still take control of all unhitched barges.

Whoever has the most barges at the end wins the scenario.

Special Rules

Moving the Boat: The boat starts at Speed 1 and has a Maximum Speed of 3.

Unhitching barges: Any non-Beast model may spend its Activation to hitch or unhitch a barge if it is not engaged and starts its Activation next to the connection. Once unhitched, the barge will continue to drift with the boat, but reduce its speed by 1 before the boat moves (to a minimum of 0).

The Fallen Tree: The fallen tree is a stationary object that can be attacked in combat with a 3+ save. It can take 3 damage before being removed. It may not be targeted by Ranged Attacks.

The tree may be rammed by the boat.

Special Models

Large Tree: Item; Object; Movement: –, Attack: –, Support: –, Toughness: 3+, CR: –, Stamina: 2, Size: gargantuan (80mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Abilities

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

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

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

Sources: Twilight Day 2019; The Twilight Traveller - Rivers of Anyaral

Author: Mike Thorp

Eradicate

(Twilight Day 2022)

An official scenario for 4 or more players, 600 to 710 points.

The hunters have located the Devanu tower and are closing in. The pack are out hunting, but a lone guard has stayed back in the nest with the brood of eggs, presenting an ideal opportunity to crush the brood.

Forces

Devanu

Pick two 300 points Devanu forces, and add the below extra models:

1 x Jenta Spear

4 x Devanu Eggstick

2 x Devanu Hatchling

non-Devanu

Pick two 300 points non-Devanu forces.

Set Up

Place a tree at the centre of a medium (4 x 4 feet) playing area.

The Devanu players set up with a single Devanu Jenta on the tree, along with four Devanu Eggsticks and two Devanu Hatchlings. The rest of the Devanu pack is kept off the table.

The non-Devanu players may deploy their models anywhere on the table at least 12" from the Devanu tower.

The Devanu players may deploy one group of models (deploy one model and then all other models in the force within its Command Range) at least 12" from any Enemy models as an Activation. They may start activating their Devanu even if not all their models have been deployed, but all models must be deployed.

Victory Conditions

Devanu: If the Devanu can escape off the table with more than half their non-Beast Devanu models, including at least one Devanu Eggstick then the Devanu players win. Devanu models may not flee from the table until all the Devanu Eggsticks and Devanu

Hatchlings are either dead or off the table.

Attackers: The attacking players gain one victory point for each Devanu or Devanu Eggstick they kill. Attacking players will individually flee if they lose more than half their Elites. If forced to flee, then they must give one of their victory points to each remaining player. If the attacking players manage to stop the Devanu players from winning then the player with the most victory points is the winner!

Special Rules

The Devanu are comfortably at home on their nest, but their beasts and other models will be less confident.

Grishaks and cavalry (including KalMalog) are unable to climb the tower. Other models may move over the tower but must make an Agility Test unless they Move Cautiously.

Agility Test: D6 roll:

1: the model falls the tower (make one Toughness save for each 6" (or part) they fall).

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].

Special Models

Devanu Eggstick: Devanu - Core; Egg, Elite, Object; Movement: —, Attack: —, Support: —, Toughness: 4+, CR: 0", Size: small (30mm); Abilities: Concealed [T], Untrained [T], Unwieldy [T]

Devanu Hatchling: Devanu - Core; Jenta; Movement: 8", Attack: 2, Support: 1, Toughness: 5+, CR: 3", Stamina: 1, Size: small (30mm); Abilities: Agility [T], Ferocity* [C], Sibling [C]

Jenta Handler: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Beast Handler (2) [L], Ferocity* [C], Leap* (4) [A], Pack Hunter [C]

Jenta Hunter: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Combat Discipline* [C], Feint* [C], Ferocity* [C], Leap* (4) [A], Rapid Strike [C], Sibling [C]

Jenta Spear: Devanu - Core; Elite, Jenta; Movement: 8", Attack: 4, Support: 1, Toughness: 5+, CR: 6", Stamina: 3, Size: medium (40mm); Abilities: Agility [T], Ferocity* [C], Leap* (4) [A]; **Spear:** : Movement: 8", Range: 8", Attack: 2, Abilities: Focus* [R], Light Weapon [R], Long Range* (4) [R]

Abilities

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*.

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

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

Concealed [T]: This model may not be targeted by Ranged Attacks from more than 6" away.

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

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

Focus* [R]: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

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

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

Long Range* (x) [R]: Increase the range of this attack by X".

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

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

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

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 2022

Author: Mike Thorp

Entolia – Casanii

(Twilight Day 2022)

A complex official scenario for 4 or more players, 1200 points.

You may not take kindly to the imperious tone of the Delgon, but you cannot leave the Entolians to their fate. As you approach along the shoreline you see the forest come alive with swarms of frenu and countless beasts. You must do your best to rescue the civilians by any means necessary, even if that involves allying with the Delgon.

Forces

Casanii

Pick four 300 points Casanii forces.

Influence

During previous games you may have earned influence (by default getting one influence point per victory). Prior to the game you may spend this influence to improve your position.

- Alaim – you may spend one influence to add Alaim to your force
- Advance units (this may be used multiple times) – you can spend one influence to give any one model “pathfinder (5)” for the game.
- Efficient deployment (this may be used multiple times) – you may spend an influence once all models are set up to gain an additional bonus activation before the first turn. If multiple forces use this option then place one counter for each player in the bag (no combat counters) and when each counter is drawn one player may activate a model as normal. You may only use this activation to carry out normal moves, or to deploy a model with pathfinder.

Set Up

You set up all your forces along the shoreline as directed.



Victory Conditions

Your objective is to rescue as many of the civilians as possible by getting them onto boats or escaping along the shore.

Special Rules

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

When an activation stone is drawn all players in that culture may activate one model. A model may use the Solo ability, but only if all activated models have that ability.

All non-beast Casanii (and allied) models have the “Rescue (1)[L]” ability.

Special Models

Alaim The Outcast: Casanii - Alaim; Enarii, Unique; Movement: 10”, Attack: 5, Support: 0, Toughness: 3+, CR: 6”, Stamina: 4, Size: large (50mm); Abilities: Blitz (2) [C], Charge (1) [A], Combat Trained (2) [C], Diplomat (Empire) [T], Powerful [C], Solo [T], Transport (1) [A], Unstoppable [T], Barreling Charge (1) [T], Very Tough* [S]

Abilities

Barreling Charge [T]: If this model ends its move more than 4” from its starting position during its Turn it gains Very Powerful[C] (any blows that are landed by this model must be saved with a -2 modifier) until the end of the next Combat Phase.

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may

immediately discard one of your opponent's Combat Stones for the duration of the combat.

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.

Diplomat (x) [T]: This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

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

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

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

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Source: Twilight Day 2022

Author: Mike Thorp

Entolia - Delgon

(Twilight Day 2022)

A complex official scenario for 4 or more players, 1200 points.

As your boat nears the village your worst fears are realised, the forest behind the village is swarming with wild creatures. Any hope of staving off the attack evaporates before you and you realise that you must now just rescue as many of the local civilians as possible. You are grateful to see the Casanii approaching along the shoreline, but you must ensure that the Enarii receive the credit that is due for this rescue.

Forces

Delgon

Pick four 300 points Delgon forces.

Influence

During previous games you may have earned influence (by default getting one influence point per victory). Prior to the game you may spend this influence to improve your position.

- Belderak – you will receive one belderak for each that survived the ‘Defend the Camp’ scenario. You may spend additional influence to deploy one belderak per influence (up to four in total)
- Advance units (this may be used multiple times) – you can spend one influence to give any one model “pathfinder (5)” for the game.
- Efficient deployment (this may be used multiple times) – you may spend an influence once all models are set up to gain an additional bonus activation before the first turn. If multiple forces use this option then place one counter for each player in the bag (no combat counters) and when each counter is drawn one player may activate a model as normal. You may only use this activation to carry out normal moves, or to deploy a model with pathfinder.
- Boats (this may be used multiple times) – The Delgon will start with one boat with three barges, plus any boats and barges that survived the earlier games. They can replace one boat or two barges for one influence.

Set Up

You may set up all your forces on boats or along the shoreline.



Victory Conditions

Your objective is to rescue at least half of the civilians as by getting them onto boats or escaping along the shore. To achieve a full victory you must rescue more civilians than the Casanii manage.

Special Rules

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

When an activation stone is drawn all players in that culture may activate one model. A model may use the Solo ability, but only if all activated models have that ability.

All non-beast Delgon (and allied) models have the “Rescue (1)[L]” ability.

Moving the boats: The boats can be started at any speed. A riverfolk model that is on the boat and unengaged may spend its activation to increase/decrease the boat’s speed . This may only be done once per turn and the boat has a maximum speed of 3 (forward or reverse). The boat will move its speed in inches at the end of each Combat Phase. It will move in a straight line, but if a riverfolk crew is on the boat they may steer it.

Belderak Barges: Independent barges may move up to 4” per turn if they have a crew on board. If you do not move the barge then you may fire the belderak as normal. All models on the barge must make a 2+ save or fall overboard (Riverboat crew can reroll). All crew are tied to the boat so can be recovered the next turn if there is still at least one model on board and the barge does not move or fire.

If the barge is moved to shore then the belderak can fire as normal, but may not be moved again unless towed by a boat.

Special Models

Barge: Item; Boat, Object; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: colossal (100mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Belderak Bombard: Delgon - Core; Object, Mechanical; Movement: Special, Attack: –, Support: –, Toughness: 2+, CR: –, Stamina: 1, Size: large (50mm); Abilities: Death From Above [R], Fuel [T], Haphazard (4, 3) [R], Heavy [T], Operated (2) [R], Powerful [C], Shatter [R], Sturdy [T], Untrained [T], Very Tough* [S]; **Shell:** : Movement: 0", Range: 12-24", Attack: 2, Abilities: Death From Above [R], Haphazard (4, 3) [R], Operated (2) [R], Powerful [C], Shatter [R]

Steamboat: Item; Boat, Object, Mechanical; Movement: Special, Attack: –, Support: –, Toughness: 4+, CR: –, Stamina: 3, Size: gigantic (130mm); Abilities: Sturdy [T], Untrained [T], Very Tough* [S]

Abilities

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

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

Haphazard (x, y) [R]: Place a Target Marker within range. Cast X Combat Stones and scatter the impact 2" from the target for each miss (roll a D6 to determine direction). The operating models may use their Stamina to recast stones. Place a Y" Template on the impact point: all models under the Template are hit. Leave the target in place, if the target for the next shot is within 3" of the target then you may recast one failed Combat Stone when rolling to scatter.

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

Operated (x) [R]: This model may be fired at the end of the Turn if it did not move and there are least X Unengaged *Friendly* Operators models adjacent to it.

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

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

Rescuer (x) [L]: Activate up to X *Friendly* Civilians.

Shatter [R]: This attack ignores the Sturdy[T] ability.

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

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

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

Source: Twilight Day 2022

Author: Mike Thorp

Entolia – Kedashi

(Twilight Day 2022)

A complex official scenario for 4 or more players, 1200 points.

The outsiders have breached the Understanding and must pay. You have mustered an enormous force and victory is a foregone conclusion, but this is an opportunity to earn favour within the Kedashi council.

Forces

Kedashi

Pick four 300 points Kedashi forces.

Influence

During previous games you may have earned influence (by default getting one influence point per victory). Prior to the game you may spend this influence to improve your position.

- Aquatic Akitiin – you may spend one influence to add an aquatic Akitiin to your force. As an activation you may place a ‘bubbles’ counter anywhere in the water. During a following turn you may spend an activation to place an aquatic Kellanian akitiin within 3” of the bubbles.
- Grimblar – you may spend one influence to add a grimblar to your force.
- Reinforcements – spend one influence to take a reinforcements token. During the game you may spend this token to spend an activation to redeploy a group of up to ten of your casualties anywhere on the table at least 8” from any enemy models
- Efficient deployment (this may be used multiple times) – you may spend an influence once all models are set up to gain an additional bonus activation before the first turn. If multiple forces use this option then place one counter for each player in the bag (no combat counters) and when each counter is drawn one player may activate a model as normal. You may only use this activation to carry out normal moves, or to deploy a model with pathfinder.

Set Up

You set up all your forces within the forests as directed.



Victory Conditions

Your objective is to execute as many of your opponents Elite models as possible. The Kedashi player who executes the most elites will curry the most favour with the queens council.

Special Rules

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

When an activation stone is drawn all players in that culture may activate one model. A model may use the Solo ability, but only if all activated models have that ability.

Special Models

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

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.

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

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

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.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

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

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

Terror [T]: Any model within this model's Command Range casts one less Combat Stone in combat and when making Ranged Attacks. They must also cast a successful stone before regaining Stamina.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Very Powerful [C]: Any blows that are landed by this model must be saved with a -2 modifier.

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

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

Source: Twilight Day 2022

Author: Mike Thorp

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 Yirnaqs, 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 Grimb!ar! (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 River

Captain Arlon could sense something in the air that didn't feel quite right. This route had grown more hazardous in recent months, so he was glad to have a squad of riverknights for company, however much they were costing Lord Delison. The Kadrigan was still a few miles from the forests of Naralon when the first mate cried out - a tree had fallen across the river ahead...

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 Grimb!ar!

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 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

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 on board 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 somewhere 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 Yirnaks, even if they then flee.

The defender achieves a major victory if they can repel the attackers and keep both the boat and Yirnaks 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

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

Abilities

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

Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6" 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 Mekkridd

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).

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]

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]

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 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

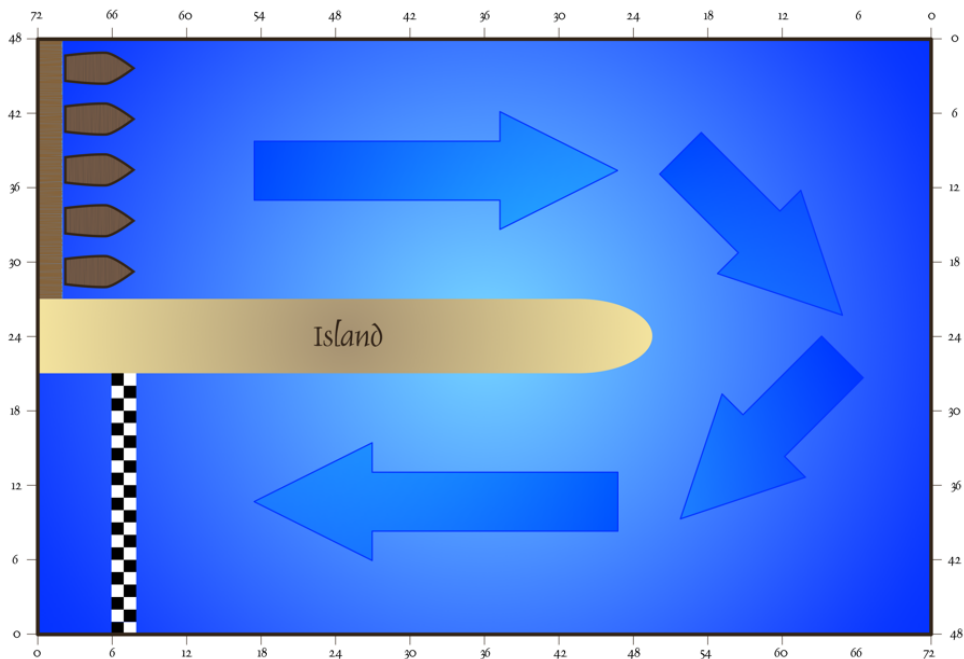
Pick a 150 points non-Kedashi/Devanu force (the list must include a single boat).

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:

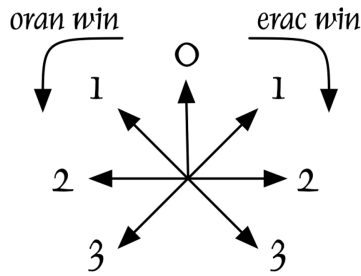
A Boat that fails a Toughness test and has no Stamina left is destroyed and stops moving immediately. The Boat becomes a movable obstacle. The Crew remains on the Boat.

Repairing a destroyed Boat:

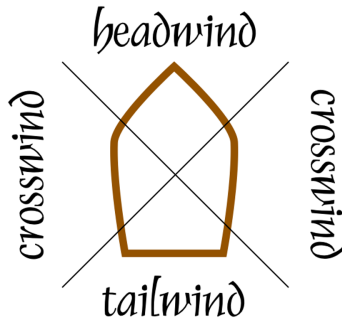
Mechanics and Shipwrights can use their activation to grant Stamina to the Boat as per normal. Any other Crew Member that is on the deck may use its activation to cast one CS: the Boat gains one Stamina on a success (up to its original value plus one). Regular Crew cannot attempt to patch a Boat that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

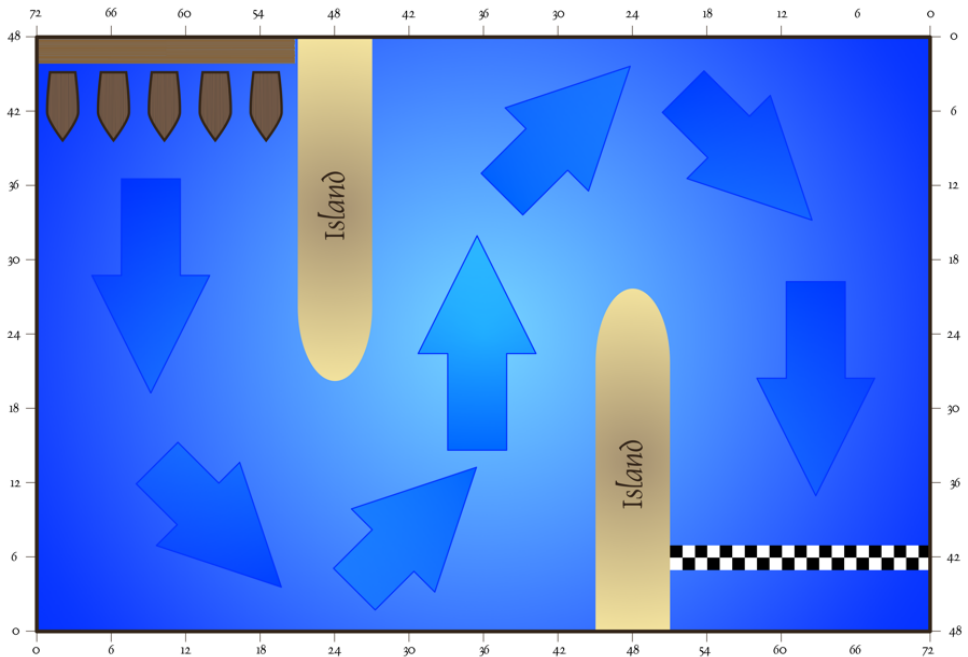
direction rules. Swimming creatures will leave if they destroy a boat, or if no Boat is in full movement range.

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 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; 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: 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]

Shipwright: 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: 2, 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 gain 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 fubarnii 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

Author: Frédéric Fiquet, Joey Mordecae Dimmock, Mike Thorp

The Wrath of Khan'ta

Here is Chris "Geckilian" Parry's contribution to the 2010 scenario contest - a scenario campaign of 3 linked games entitled "The Wrath of Khan'ta". The result in each game affects the next, so depending on what the players accomplish, the forces are likely to be fairly dynamic. The scale of these games ensures that the campaign should last a reasonable evening of gaming. Should players wish, and have time, it is recommended that afterwards they switch sides, to see how the campaign plays out from a different point of view.

Scenarios

Scouting Kill

With the Fubarnii Empire growing stronger, more and more Knights are scouring the land of the Devanu blight, forcing them back from the arid plains. With each victory for the Empire the Devanu are forced to retreat from the military might, to try and establish their nest once more in comparative safety.

Retreating from the stubborn Empire's repeated attacks, the Devanu kopa Khan'ta has begun to dig in to the mountains. Sending his clutch to investigate the surroundings, Khan'ta plans to fortify his new nest from which to launch attacks on the hated Fubarnii. A sempa and her charges come across a small Delgon encampment whilst scouting and seeing the opportunity to please their kopa, they lunge in for the kill and supplies.

Retribution

Enraged by the attack upon food supply lines, Delgon Priest Khirkol requisitioned more armoured might to protect his fledgling domain. Determined to discern where these new raiders have come from, he has set out to find the impudent thieves, to teach them the error of their ways with the Delgon might.

Little does he know that in the time it has taken for the news to reach him of the disrupted supply lines, the Devanu have grown stronger. With ample food and room to hunt, the small clutch has expanded into a larger tribe, and Khan'ta had already sent out more and more scouting parties to secure even more food and sport.

Even so, as the Delgon force manages to pin down one of the Devanu scouting parties, the clarion call for retribution is sounded, and the Delgon charge, their aim to cut the head off the beast harassing them.

The Reckoning

Seeing his tribe slowly decimated by the almost endless waves of sturdier mountain

Fubarnii, Khan'ta marshalled his forces and forged out to meet the Delgon might head on. No more did he orchestrate from the nest, for the threat was too great. With his very existence threatened yet again, Khan'ta let loose his wrath, aiming to bring death and destruction to those before his tribe.

Priest Khirkol, pleased with his success at killing the new invaders, continued to strengthen his patrols to ensure the new menace would be eradicated once and for all. Having encountered several sempa, he is convinced that behind them all is a larger, more dangerous creature. As time has passed he grew his Delgon force, and once more set forth to lead from the front to find and bring down the menace to his lands.

Source: <http://forum.worldoftwilight.com/index.php?topic=188.0>

Author: Chris "Geckilian" Parry

Scouting Kill

(The Wrath of Khan'ta)

A experimental scenario for 2 players, 220 points.

With the Fubarnii Empire growing stronger, more and more Knights are scouring the land of the Devanu blight, forcing them back from the arid plains. With each victory for the Empire the Devanu are forced to retreat from the military might, to try and establish their nest once more in comparative safety.

Retreating from the stubborn Empire's repeated attacks, the Devanu kopa Khan'ta has begun to dig in to the mountains. Sending his clutch to investigate the surroundings, Khan'ta plans to fortify his new nest from which to launch attacks on the hated Fubarnii. A sempa and her charges come across a small Delgon encampment whilst scouting and seeing the opportunity to please their kopa, they lunge in for the kill and supplies.

Forces

Devanu

1 x Devanu Matriarch

2 x Jenta Hunter

Delgon

1 x NuraKira

2 x KalDromar

1 x KalDru

2 x KalMalog

5 x KalGarkii

Set Up

The encounter takes place on a 4 by 4 feet board.

Terrain is placed by the Delgon player, to represent the border of their territory.

The Devanu player deploys 12" from a table edge of their choosing.

The Delgon player then nominates a point on the opposing board edge, and deploys all Delgon models within 6" of it. The Delgon player then deploys 10 food tokens, each 30mm in diameter, at least 8" from her board edge, and at least 3" away from each other.

Victory Conditions

Devanu: The Devanu player wins if he can collect at least 5 food tokens and escape the board.

Delgon: The Delgon player wins if she can prevent the food tokens from leaving the board for 5 turns.

Special Rules

Pick food tokens: To pick up a food token, a Devanu model must come in to contact with it, at which point its current movement ends and the token is picked up.

If a model carrying food tokens is killed, all the tokens it was carrying are dropped.

Source: <http://forum.worldoftwilight.com/index.php?topic=188.0>

Author: Chris "Geckilian" Parry

Retribution

(The Wrath of Khan'ta)

A experimental scenario for 2 players, 435 to 470 points.

Enraged by the attack upon food supply lines, Delgon Priest Khirkol requisitioned more armoured might to protect his fledgling domain. Determined to discern where these new raiders have come from, he has set out to find the impudent thieves, to teach them the error of their ways with the Delgon might.

Little does he know that in the time it has taken for the news to reach him of the disrupted supply lines, the Devanu have grown stronger. With ample food and room to hunt, the small clutch has expanded into a larger tribe, and Khan'ta had already sent out more and more scouting parties to secure even more food and sport.

Even so, as the Delgon force manages to pin down one of the Devanu scouting parties, the clarion call for retribution is sounded, and the Delgon charge, their aim to cut the head off the beast harassing them.

Forces

Delgon

1 x NuraSen

3 x KalDromar

3 x KalDru

3 x KalMalog

9 x KalGarkii

1 x NuraKira

2 x KalDromar

Note: The NuraKira and her KalDreman are only present if they survived the previous game.

Set Up

The encounter takes place on 4 by 4 feet board.

Terrain is placed by the Devanu player, to represent their territory.

Devanu

1 x Devanu Matriarch

2 x Jenta Hunter

1 x Jenta Handler

8 x Grishak

Note: Get one Grishak per food token gained in the previous game.

The Delgon player deploys within 12" of a table edge of her choice. The Devanu player then deploys within 10" of a board corner along the opposing board edge.

Victory Conditions

Devanu: The Devanu player wins if his sempa survives.

Delgon: The Delgon player wins if she kills the devanu sempa.

The game ends once either the sempa or half the Delgon models (rounding up) are dead.

Source: <http://forum.worldoftwilight.com/index.php?topic=188.0>

Author: Chris "Geckilian" Parry

The Reckoning

(The Wrath of Khan'ta)

A experimental scenario for 2 players, 600 to 645 points.

Seeing his tribe slowly decimated by the almost endless waves of sturdier mountain Fubarnii, Khan'ta marshalled his forces and forged out to meet the Delgon might head on. No more did he orchestrate from the nest, for the threat was too great. With his very existence threatened yet again, Khan'ta let loose his wrath, aiming to bring death and destruction to those before his tribe.

Priest Khirkol, pleased with his success at killing the new invaders, continued to strengthen his patrols to ensure the new menace would be eradicated once and for all. Having encountered several sempa, he is convinced that behind them all is a larger, more dangerous creature. As time has passed he grew his Delgon force, and once more set forth to lead from the front to find and bring down the menace to his lands.

Forces

Delgon

1 x NuraSen

4 x KalDromar

4 x KalDru

3 x KalMalog

3 x KalGarkii

3 x KalMalog

9 x KalGarkii

Note: The extra KalGarkii and KalMalog are present only if they survived the previous game.

Devanu

1 x Devanu Kopa

1 x Devanu Matriarch

2 x Jenta Hunter

1 x Jenta Handler

8 x Grishak

Note: Each Devanu Matriarch, Devanu Sempa and Grishak is present only if they survived the previous game.

Set Up

The encounter takes place on a 4 by 4 feet board.

Both the Delgon player and Devanu player take turns to place up to 3 pieces of terrain each.

The Delgon player deploys her models within 6" of the centre of the table.
The Devanu player then deploys his models at least 24" away from any Delgon models.

Victory Conditions

Delgon: The Delgon player wins if she kills the Devanu kopa.

Devanu: The Devanu player wins if he kills the Delgon Priest and all the Bodyguards.

Source: <http://forum.worldoftwilight.com/index.php?topic=188.0>

Author: Chris "Geckilian" Parry