



# *Legends of Anyaral Playtest Rules*

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# Legends of Anyaral

Welcome to the playtest rules for Legends of Anyaral. This has been in development for a few years, but never quite had the full attention it deserved! It started off with just a handful of models to accompany the Crooked Outpost kickstarter, then I've occasionally revisited and added some models to round things out. Some purely for the fun of it (like the Tarhoen), others to plug gaps with the general idea of building up the game itself.

This set contains should allow you to have a go and contribute to the development of the rules. The rules are far from finalised, so just yell if you don't like how things are working, or the rules seem unclear. I can't promise I'll agree with your suggestions, but I will at least consider whether things need tweaking, or rules need clarifying. This is your opportunity to help develop the game ahead of it getting a full release down the line.

The two starter forces are designed so you can play out a small portion of the original Delgon of invasion of the Empire, striking into the Gerovan clan's territories. The battles were initially very one sided, but Captain Danomar eventually broke his oath not to spill Fubarnii blood and led the Knights in defence of the Empire.

While doing public playtesting at Salute we played with two identical forces, both using Empire rules: one elite cavalry, two troop infantry, one unit of slings and one commander attachment. That allowed us to get a quick game and give the new players a feel for the mechanics. That's a good place to start.

I hope these rules are reasonably clear. I haven't added as many diagrams and explanations as I would usually like as these are still in development. If you have any questions, please don't hesitate to ask ([m.thorp@talk21.com](mailto:m.thorp@talk21.com), or on Discord). I've played enough to know there is a solid core here, but I've done enough development to know that that is a long way from a finished ruleset!

I am very much looking forward to hearing how your games go and to see your fledgling armies. With your help we will see this mature into a full game! I should also comment that new sculpts tend to be driven by enthusiastic players, so just shout if you think I need to get sculpting...

Thanks again, Mike

# Getting Started

You will firstly need to assemble (and hopefully even paint) your models and find a suitable play area. You will also need to make sure you have suitable counters and tokens.

## Counters and Tokens

- Initiative Counters:
  - 5-8 Counters per player and 2 Combat counters
- Several state tokens – Disarray and Disorder
- 12 combat stones per player (Each stone has a symbol on one side and is blank on the other – each player has 6 attack (Erac) stones and 6 defence (Oran) stones)
- 6 special stones – these can be shared, or each player may have their own set. These stones are similar to combat stones, with a symbol on one side and blank on the other.

## Forces

Selecting forces for games is very flexible at the moment. I don't feel we are ready to start putting points on units, so it will be a case of experimenting. For your first game I would recommend:

- Delgon: 1 Priests, 1 KalMalog, 2 KalJoran, 2 KalGarkii, 2 KalDru
- Empire: 1 Commander, 1 Knights, 2 Light Cavalry, 2 Militia, 2 Slings

I would suggest starting with the Core Units for your first few games, then adding in the Advanced Units.

## Scenarios

I am working on scenarios, but for the moment I would take turns deploying units on opposite sides of the table, about 18" apart.

There are no rules for terrain, although I would only allow units to cross rough terrain if they Move Cautiously (half speed for the entire Order)

Victory Conditions: I would recommend ending the game if a player loses more than half their units.

# *Assembling your Models*

When assembling your miniatures there is flexibility over how exactly you use the models – it is the base size that matters, not the precise number of figures. This will allow you to choose whether to pack them densely on the bases, or to spread them more loosely to give you more playable units.

## *Delgon Forces*

- Priests (Command Attachment) – One priest on each 20mm base, accompanied by a standard or a KalDromar bodyguard
- KalJoran (Elite infantry unit) – three to four models on 40mm bases
- KalMalog (Elite cavalry unit) – two models on a 40mm base
- KalGarkii (Basic infantry unit) – four to six models on 40mm bases
- KalDru (Attachment) – two models on a 20mm base
- High Priest (Command Unit) – 30mm base
- Malog (Special) – 40mm base
- Belderak (Special) – one belderak and a mechanic on a 40mm base
- Yirnak (Attachment) - one model on 20mm base

## *Empire Forces*

- Commander (Command Unit) – Gerovan Councillor and standard, on a 30mm base
- Knights of Dimor (Elite cavalry unit) – three models to a 40mm base
- Light Cavalry (Basic cavalry unit) – three models to a 40mm base
- Militia (Basic infantry unit) – four to six models on 40mm base (note you have two captains, but not every base needs one)
- Slingers (Basic ranged unit) – three models to a 40mm base
- Graku (Unit attachment) – one model on a 20mm base
- Danomar (Combat Command Unit) – one model on a 30mm base
- Orel Lord (Combat Command Unit) – one model (maybe with graku) on a 30mm base
- Karudan (Special) – one model on a 40mm base

# Legends Forces

## Unit Stats:

- Movement (M): The distance in inches than a unit can move
- Combat (C): The number of combat stones a unit can cast in combat as a primary combatant
- Support (S): The number of combat stones a unit contributes if it is supporting in combat
- Toughness (T): The target number a nut must roll if hit in combat to avoid being destroyed or taking a morale check

Each unit will also have a list of possible Orders and may have a number of abilities.

The number in brackets after an Order shows how many stones are cast when taking it.

## Abilities:

- Combat Trained (X): Recast up to X stones in combat
- Command (X): When activated, select up to X additional units to take the same activation
- Tactician (X): Before activating you may remove up to X disarray tokens from units within command range.
- Tow: While attached to a unit, that unit gains Move (3)
- Bombard: When this unit makes a ranged attack any units adjacent to the target may also be attacked.
- Heavy (X): This unit requires X units to Tow it
- Slow: This unit gains disarray as soon as it has moved, even if the order was a success.
- Range (X): For ranged units, this is the range at which they can attack. *Note that the Delgon KalDru don't have a ranged attack, they do however give the unit they attach to the 'Defensive Shot' order.*
- Brutal: Any Special stones that are cast in combat by this model require two defence stones to cancel

# Delgon

## Core Units

- Priests (Command, Attachment): M3, C1, S0, T6+, CR6", Command (2), Attachment
  - Move (3)
- KalJoran (Elite): M3, C4, S1, T4+, Combat Trained (2)
  - Move (3)
  - Charge (3)
  - Counter-Charge (2)
- KalMalog (Elite): M4, C4, S1, T4+, Combat Trained (2)
  - Move (3)
  - Charge (3)
  - Counter-Charge (2)
- KalGarkii (Troop): M3, C3, S1, T5+
  - Move (3)
- KalDru (Attachment): M3, C1, S0, T6+
  - Move (3)
  - Defensive Shot (2)

## Advanced Units

- High Priest (Command): M3, C2, S0, T6+, CR6", Command (3), Attachment, Tactician (1)
  - Move (3)
- Malog (Command): M4, C5, S0, T3+, CR6", Command (3), Tactician (1), Brutal
  - Move (3)
  - Charge (3)
- Belderak (Troop): M0, C1, S0, T3+, Heavy (2), Bombard, Range (24"), Slow
  - Ranged Attack (3)
- Yirnak (Attachment): M3, C2, S1, T4+ Tow
  - Move (3)

# Empire

## Core Units

- Commander (Command): M3, C2, S0, T6+, CR6", Command (3), Attachment
  - Move (3)
- Knights of Dimor (Elite): M4, C4, S1, T4+, Combat trained (2)
  - Move (3)
  - Charge (3)
  - Counter-Charge (2)
- Light Cavalry (Troop): M4, C3, S1, T5+
  - Move (3)
  - Charge (3)
  - Counter-Charge (2)
- Militia (Troop): M3, C3, S1, T5+
  - Move (3)
- Slingers (Troop): M3, C2, S1, T5+, Range (12")
  - Move (3)
  - Ranged Attack (3)
- Graku (Attachment): M4, C2, S1, T5+
  - Move (3)

## Advanced Units

- Captain Danomar (Command): M4, C3, S1, T4+, Command (3), Combat trained (2), Tactician (1)
  - Move (3)
  - Charge (3)
  - Counter-Charge (2)
- Orel Lord (Command): M4, C4, S1, T4+, Command (3), Combat trained (2), Tactician (1)
  - Move (3)
  - Charge (3)
  - Counter-Charge (2)
- Karudan (Troop): M4, C5, S0, T3+, CR6"
  - Move (3)

# Playing the game

The following rules are based on Twilight, but with several significant changes. If you haven't played Twilight before then it might be worth looking in those rules for examples (or as with any queries, simply send me an email and I will help with explanations).

At the start of the game place four initiative counters for each player and the two combat counters in a bag. Each player may place one additional initiative counter per command unit in their force. Counters are drawn one at a time. If a player's counter is drawn then they have several options. If a combat counter is drawn then all engaged models will have the opportunity to fight. After the second combat counter is drawn the turn will end – players may return their counters to the bag, along with the combat counters, each unit may remove one disarray token and the next turn begins. This is similar to the traditional Twilight rules, but with some variations.

When a player's initiative counter is drawn it is a **Player Phase**.

When a Combat Counter is drawn then it is a **Combat Phase**.

After the second Combat Phase it is the **End Phase**.

## Player Phase

The player whose counter was drawn has three options: boost, activate or pass.

### 1: Boost a unit

Select one *ready* unit (without a disarray counter) and place the initiative counter next to it.

The counter may be used when the unit activates to boost it. The counter will stay with the unit until it activates, but may be discarded and returned to the bag during the End Phase.

### 2: Activate a Unit

Select one *ready* unit and activate it.

Command Units may use their leadership abilities to select multiple units for activation, but all activated units must take the same action.

### 3: Pass

No action is taken and another initiative counter is drawn.

## Activating a Unit

Unit activation is the main departure from standard Twilight rules. Individual units may have the opportunity to activate multiple times, either as part of the same initiative counter, or with multiple separate initiative counters. If a unit is unable to activate then it is in 'disarray' and is marked with a token.

A unit may be activated as long as it is *ready* (not in *disarray*) even if it has activated previously during the phase.

When a unit is activated the player chooses what Order the unit will do (from those available to the unit) and then takes the number of Special Stones shown by the action it is taking. A *boosted* unit may discard the initiative counter that is next to it in order to take an additional Special Stone

The player may now cast those stones to try to carry out their order. As long as they cast at least one success then the order succeeds and they may carry out the order. All failed stones are then discarded. The player may now choose to try and repeat the order, or stop.

*As stones may have been discarded after the first order, they are likely to have fewer stones to cast if they wish to carry out multiple orders in the same activation. Don't forget that a unit may be able to activate again later during the same turn, as long as it isn't in disarray.*

If the player chooses to stop they discard all remaining stones, but the unit may remain ready to activate again later in the turn.

If they fail to cast any successes then all their stones are discarded and their activation ends.

## *Orders*

Units have various orders available to them, as listed in their stats. The number after each order shows the number of Special Stones to cast. The Order succeeds if at least one stone is a success. All actions may be boosted if the unit has an initiative counter next to it. Discard the counter to gain one extra Special stone.

Command units may multiple units within their Command Range to be given the same order. For March and Ranged Attacks they take a single test and activate together, for Charge Orders they all test to activate individually.

### **Charge**

Charge orders may only be given to units that are not engaged.

**Success:** Select an enemy target to charge, a friendly unit to follow, or end their activation. If they select a target or a unit to follow they must keep attempting to move towards their target until they either make contact or fail. They must take the shortest route available and must end each move closer to their target, otherwise their activation ends. Charging units may not move through friendly units.

Following is an option so that units can still activate and move, even if there isn't a target available at that point. This may be needed if several are activating together and the first unit destroys the target.

A unit may charge an engaged unit that is in Disorder.

If they make contact with an enemy they will immediately fight a combat. Discard any failed special stones. The charging unit may now choose to cast up to two of the remaining special stones in combat as attack stones (although some units may have special rules for these stones).

If the charging unit destroys its target then discard any special stones used in the combat. The unit gains one additional special stone. It may now select a new target to charge or finish its activation. If the charged unit survives then the unit's activation ends.

Once a charging unit has finished its activation it gains a disarray token.

**Fail:** The unit gains a disarray token.

**Commander:** All units activate independently using their own Order and any boosts.

## March

**Success:** Move the unit up to its move stat in inches. After moving, discard any failed Special stones. The unit may try to March again using any remaining Special stones.

An unit may use a March order to disengage from an enemy, but gains a disarray token after completing its move.

**Fail:** The unit gains a disarray token.

**Commander:** All units activate together using the lowest activation shown for the ability.

## Ranged Attack

**Success:** Make a ranged attack against a target within line of sight and within the unit's range. The attacker casts three stones and the defending unit casts two stones. If any blows are landed the defending unit must make a morale check.

The attacking unit then gains a disarray token.

**Fail:** Unit activation ends. The unit does **not** gain a disarray token.

*Note that a ranged unit will generally only be able to attack once in a turn, but does not lose that option if it fails to activate.*

**Commander:** All units activate together using the lowest activation shown for the ability. If the command unit does not have a ranged attack then it does not get to carry out an order itself.

## *Reactive Orders*

Some units will be able to carry out reactive actions in certain circumstances if they are boosted, not in disarray and not engaged. The boost token is discarded, then the player casts stones for the Reactive Order. As this is outside a player's activation, standard Attack stones are used rather than Special stones. Any discarded stones are added back to the player's pool of combat stones and can be used immediately. Reactive orders can be boosted. *Note, the use of Attack stones may potentially limit the number of stones available during combat if they are tied up as part of the order, but has no other impact.*

### **Counter Charge**

A Counter Charge may be declared if the unit is targeted for a charge by another unit. Both units make their order rolls simultaneously. Discard the boost token.

**Success:** Make a standard move towards its target. If it manages to engage the unit then the combat takes place as usual. If both are successful and would move close enough to make contact then they are both pushed forward to meet in the middle. Both sides may use remaining special/attack stones to add to their pool of stones for the combat. If either side is destroyed, then the other will gain a stone and may select a new target.

The unit gains a disarray token.

**Fail:** No effect

### **Defensive Position**

This is used immediately before a unit is engaged by a charging unit. Discard the boost token. *Note: no units have this ability at this stage, but I've left it in the rules for future use!*

**Success:** The charging unit must immediately discard two special stones, if available.

**Fail:** No effect

## **Defensive Shot**

If an enemy unit moves within 6" of this unit it may choose to fire a defensive shot. The activating unit's activation is interrupted, but it keeps its current pool of special stones. Discard the boost token.

**Success:** The shooting unit takes as many attack stones as shown by the order. Make a ranged attack against the unit that triggered the order, then take a disarray token.

If the target unit takes a disarray token as a result of the attack then it must immediately discard all remaining special stones and its activation ends

**Fail:** No effect

## *Combat Phase*

When a combat counter is drawn: starting with the player who has initiative (whose stone was drawn most recently), players take turns to select one engaged unit that has not previously been attacked or supported in combat this phase to attack a unit it is engaging. Players continue until they either both pass, or there are no units left to attack with.

## *End Phase*

Return initiative counters to the bag. Players may choose to return initiative counters from boosted units on the table, or to leave them.

Players may remove one disarray counter from each of their units on the table.

Check Victory Conditions: This will depend on the scenario.

# Combat Rules

Combat is resolved in the same manner as traditional Twilight, both during the combat phase, or during Charges or Counter-Charges. The attacking unit and the defending units have been declared - these are the primary combatants. Attachments automatically provide their support to the unit they are attached to, but only if that unit is a primary combatant. Players now take turns declaring if they want any other units to support. In order to support, the unit must be engaged with an enemy unit that is already engaged in the combat and must not have a disarray token. Players take turns until both players pass.

Each player now counts up stones for the combat – this is the combat ability of the primary combatants plus the support ability of their attachments and any supporting models.

Each player secretly chooses whether to cast attack or defence stones. Players may also have additional stones from the action, which are added to their pool of stones. For example, if a unit charged then it may also cast some of their available special stones, which are treated as additional attack stones.

Players cast their stones at the same time. Any face up stones count as successes, face down stones counts as failures. Successful defence stones will cancel opposing successful attack stones and each remaining attack stone is a 'blow' that has been landed on the opposing unit. It is possible for both sides to land blows and potentially take damage.

Some units have abilities that allow them to recast stones before the final blows are counted up. Only the abilities of the primary units on each side may be used, supporting units don't typically provide any additional benefit. The attacking player may declare and use one ability, then the defender. This repeats until both sides pass. Each stone may potentially be recast multiple times if multiple skills are used.

Any blows that are landed must be saved by making a single morale check for the primary combatant, potentially causing the unit to flee or be destroyed. If a unit is destroyed or flees then all supporting units on that side take a disarray token.

**Morale check (Combat):** The unit making the morale check casts a number of stones, potentially rerolling them and then counts the remaining failed stones.

The basic cast is with 3 stones, but with the following modifiers:

- +1 stone for each blow after the first
- +1 stone if the defending unit is already in Disorder
- +1 stone if the attacking unit has Powerful
- -1 stone if the defending unit is Tough
- -1 stone if this is triggered by a ranged attack

Cast 3 stones. The unit may recast as many failures as their Morale. For the moment, treat standard troops as Morale 0, Elite troops have Morale 2, Command units have Morale 3.

- 3+ failures: unit routs and is removed. All supporting units on their side take a disarray token.
- 2 failures: Suppressed/Flee. The unit becomes *Disordered*. If engaged, it flees. Cast 2 stones and make one move directly away from the enemy for each success. All supporting units on their side take a disarray token.
- 1 failure: Hold: unit holds position and takes one disarray token, potentially becoming *Disordered*.
- 0 failures: Rally: unit holds position

Both sides take morale checks at the same time, then move any fleeing units. If any units have fled then there is the opportunity to pursue. Starting with the original attacking player, players may declare one engaged unit that is not in disarray to pursue using a standard move order to engage the fleeing unit. If the combat was initiated by a charge then the charging unit may now have the opportunity to activate if it is not engaged.

## *Glossary and additional rules*

- Ready: A unit without a disarray token
- Disarray: A unit with a disarray token
- Disorder: a unit with more than one disarray token
  - While a unit is in *Disorder* it must recast all successes once, immediately after casting the first stones in combat. Stones may then be recast as normal using abilities.
  - *Disordered* units also cast an additional stone for morale checks and do not count as engaging adjacent enemy units.
- Engaged: two opposing units that are touching bases
- Boosted: A unit is boosted if it has an initiative counter placed next to it
- Initiative: The player whose Initiative Counter was drawn most recently

### *Attachments*

An Attachment may move independently, but if adjacent to a friendly unit it counts as part of that unit and activates with it. It may still only move at its own speed, so may slow down the unit it is attached to.

While a unit is attached it counts entirely as part of the unit it is attached to. If either the main unit or the attachment are engaged in combat, or targeted with a ranged attack, then it is treated as a single unit.

If a unit flees then attached units also flee, potentially getting left behind if they are slower. If a unit is destroyed then any attached units become *Disordered*.

## *Credits and thanks*

Thanks to Dave Smith, Paul Hanscombe and Paul Townsend for all the playtesting so far, Fred for the encouragement and Joe for the beautifully painted models...