

# Post-Salute Edits

19 April 2026

This playtesting process is still very fluid and we already have a few suggested variations following testing with new players at Salute!

1. Combat: Update to Morale checks – removing the dice roll and combining into a single morale check (number of stones impacted by the number of blows, power of attack etc, morale gives rerolls). For Twilight it has never really worked removing the dice for the tough rolls, but this feels like it could be an elegant solution.
2. Fleeing: no longer immediately fatal to be caught, but fleeing units are unlikely to be able to recover due to the update to Disorder (impacting both combat and morale checks).
3. Ranged attack: Updated to use the same morale check as for combat, but casting one less stone – this should streamline the process.
4. Disorder: Now impacts combat, morale checks and removes their control – a unit in disorder is in a bit of a mess!
5. Reactive Orders – I'm not entirely sure if these overcomplicate things so could be simplified. The first change is how a boost works for reactive orders (a boost is now required, rather than giving a bonus). I've also tweaked counter-charge.
6. Initiative Counters – I had increased this to eight originally, but for small games I don't think that is necessary. One thought is to add counters based on the number of commanders – start with four, then add one for each commander.
7. Initial game: 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.
8. Tactician Ability: Probably overpowered! I think reduce this to removing 1 disarray at most. Needs more playtesting!

## Combat

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 attacks, face down stones counts as defence. Defence stones will cancel opposing attack stones and each remaining attack stone is a 'blow' that has been landed on the opposing unit.

Some units have abilities that allow them to recast stones before the final blows are counted up. Only the primary units' abilities may be used. The attacking player may declare and use one ability, then the defender. This repeats until both sides pass.

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 take a disarray token.

## Morale check

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.

## Disorder

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.

## Reactive Orders

May only be used if a unit is boosted and is not engaged. The boost token is removed, but provides no benefit to the cast.

## Counter Charge

A Counter Charge may be declared if the unit is targeted for a charge by another unit. Both units make their order roll simultaneously. If both are successful and would move close enough to make contact then they are both pushed forward to meet in the middle. If either side fails then they gain a disorder token. Both sides may potentially use remaining Special/Combat stones as additional stones in the combat.