

ISSUE 2, SEPTEMBER 2011

THE TWILIGHT TRAVELLER

BEING A COLLECTION OF NOTES, STORIES AND
ILLUSTRATIONS FROM A HUMBLE TRAVELLER'S JOURNIES
ACROSS THE CONTINENT OF ANYARAL

THIS ISSUE

News from the Front

Find out what is going on in the World of Twilight and see the new logo

New Releases

A first look at all the new releases for this month

Jawuu

Continuing the story of Danakan's travels

Scenario: Egg Hunters

Jawuu leads a small force of militia to hunt down a Grishak nest

Reinforcements

New rules for the Hunters and the Elder Engineer

Travels through Anyaral

Some extracts from Danakan and his apprentice's notes

The Workbench

Bits and pieces that have been going on with Twilight

NEWS FROM THE FRONT

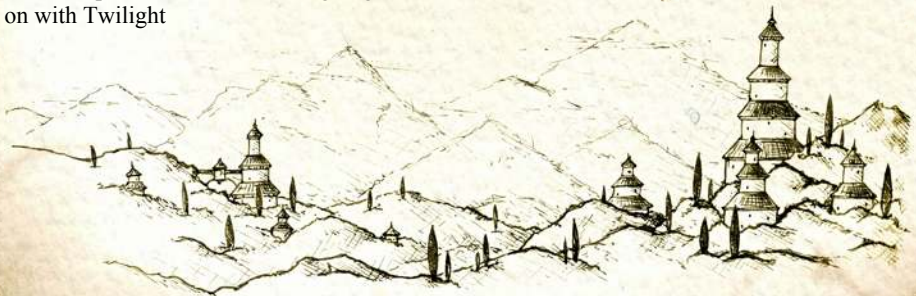
1 It's been another eventful month here at Twilight Central. I've been finishing off the first of the Dhogu, who are now at the casters. It won't be long before the Delgon get their hairy-hoofed reinforcements. Hopefully there will be more to share on them next month!

4 This month the Hunter makes his appearance, along with his Graku beasts, we've got new playtest rules for him, as well as a new scenario where you can test him out. The Delgon get their KalJoran shocktroopers, who should prove particularly useful when facing the Empire.

6 An exciting development this month has been the unveiling of the new Twilight logo, turn to page 2 to have a look!

9 I have also started planning the first Twilight tournament for later this year. Details will be announced shortly, but I'm excited to see how it turns out!

Until next time,





NEW LOGO!

Over the last few months I've been talking to the very talented Tammy from Tears of Envy. She's a graphic artist who's got a fantastic portfolio of work that she has done for various other companies in the games industry, including Mantic, Black Scorpion and even John Blanche.

She is now working on a few pieces for Twilight, starting with the logo. I asked her to take the existing logo and finesse it a bit. I think she's done a great job!

I'm looking forward to seeing what she comes up with over the next month or two, so watch this space!



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NEW RELEASES

All these new releases will be available this month from Pyre Studios. You can find rules for the KalJoran in the book 'Of Gods or Demons'. There are new rules for the Empire releases later in this issue.



Painted by Ben Brownlie

KalJoran Shocktroopers

KalJoran Unit - £16

KalJoran pair - £6

The KalJoran are available either as a unit of six (three each of two different designs), or as a pair.

Fubarnii Elder - £4

This little old guy can be used as a civilian for your Empire villages, an old trader or even as an Elder Engineer.



Painted by Ben Brownlie

Hunter and Graku

Hunter with 2 Graku - £9

Graku pair - £6



Sculpted by Mark Craggs. Painted by Ben Brownlie

JAWUU

WRITTEN BY CRIAN BLACK

The flames licked up into the night sky, casting eerie shadows around the group of travellers. The soft snores of sleeping pack beasts and the crackle of burning wood was all that broke the silence around the campfire. Danakan shifted uneasily, the silence somehow uncomfortable.

The sleeping form of Muri rolled over, muttering in her dreams. The starkly lit faces around the fire chuckled as the silent spell broke. A small rounded gourd was passed around to fill drinking dishes with its acrid smelling liquid, sending waves of warmth throughout those who sipped it.

One by one the travellers turned in, their sleeping forms encircling the fire. Exposed to the elements and the chill of the wastes, they lay wrapped in thick blankets and furs. The stillness of the surrounding environment belied the potential danger from wandering Devanu. A lone sentinel stood out, their back warmed by the slowly dying fire. Danakan sat watching this silent figure for a while, she noticed how at home they seemed, how apart of the land they dwelt...

“Some might consider it rude to stare at another you know.” The Hunter’s words seem shouted in the silence, instantly snapping Danakan from her thoughts.

She sat up muttering, “I err, I meant no offence.” Jawuu grinned at her discomfort. “I was...it struck me how at home you seemed to be, how still.” Again Jawuu seemed amused by this strange Fubarnii of the city. Danakan stood and walked over to the Hunter.

“The wastes are a dangerous place, one survives by emulating them,” the Hunter shared. Danakan looked quizzical. “For much of the time the wastes are quiet, still. Yet, when they do rouse themselves they are swift and deadly. Such is the way of this place. Why burn yourself out rushing and fretting when it is not needed? Better to conserve what you have for when you need it.”

“The wastes are a dangerous place, one survives by emulating them,”

In silence they stared out over the landscape, sharing the moment.

“Danakan. It will be light soon, you should rest.” Kal’s clipped tone broke their silent reverie. “Jawuu, I shall take over on watch.”

The Captain’s brisk manner stirred his charge into action; she embraced the warmth of her blankets, thankful for the vigilance of her protector. He directed a curt nod at the Hunter who acknowledged the gesture before returning to his bedding next to the curled, dozing graku.

SCENARIO: EGG HUNTERS

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.

Empire:

Hunter and 4 Graku

1 Militia Captain and 5 Militia

2 Knights

Devanu:

1 Devanu Sempa

1 Devanu Jenta

3 Grishak

SET-UP

The encounter takes place on a small 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 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.

OBJECTIVES

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.

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

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 stone 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.

NOTES

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.

Note that the Hunter can use his 'Scout' ability to deploy later in the game.

REINFORCEMENTS

We have several new reinforcements this month The KalJoran shocktroopers have their rules in 'Of Gods and Demons', but the Hunter and the Elder are new so we are sharing some new rules here!

These rules are still in development, but will allow you to use them in your games. If you have any comments then drop along to the forum and let us know what you think.

ELDER ENGINEER

Civilian - Unique

20
points

Move: 6 Tough: 5+
Combat: 1 Stamina: 2
Support: 0 Size: Small

Captain [L]: Activate up to 8 friendly *Troops* or *Civilians*.

Commander [L]: Activate up to 4 friendly *Elites*.

Command Range: 2"

Tactician [S]:** Use immediately after an initiative stone has been drawn to return it to the bag and draw another stone. This ability costs two stamina to use.

Venerated [T]: If this model is killed then permanently discard one Initiative counter.

ELDER ENGINEER

Engineers hold a special place in the Empire, their peculiar mindset can provide remarkable benefits, but more often than not they prove to be more of a burden or liability than anything else!

Those engineers who survive into their twilight years are greatly venerated. Some will choose to accompany the local militia, giving useful advice that they've gathered over the years. However, their thin voices don't carry far and if they are killed then the impact on morale can be devastating.

The little old Elder is a flexible model and can be used as a trader or a civilian in your games. The rules here allow you to use him as a more general addition to your force. Be wary though, while the Captain and Commander leadership abilities might seem very powerful, they short Command Range means that they only really allow the Elder to keep a small bodyguard. Venerated also means you have to be very careful not to let him die!





HUNTER AND GRAKU

Across the Empire the Hunters ply their trade. They brave the wilds, tracking dangerous beasts or even Devanu. While they would rarely take on a Devanu alone, they often provide their services to the Knights to lead them to nests.

Hunters are often accompanied by the grouchy little Graku. These poisonous beasts are notoriously ill-tempered, but then again, so are the Hunters that handle them.

HUNTER

Elite

40

points

Move: 6 Tough: 5+
 Combat: 3 Stamina: 2
 Support: 2 Size: Small

Beast Handler [L]: Activate up to 4 friendly *Beast* models.

Command Range: 6"

Confuse* [S]: Select a *Beast* model within this model's command range. The model may not use any Combat or Activation abilities for the rest of the turn.

Get 'em! [A]: Up to 4 friendly *Beast* models within this model's command range may immediately take a combat action.

Scout [T]: At the start of the game you may choose not to deploy this model and up to four other Small or Medium models. You may spend an initiative during the game to deploy these models as a single group at least 9" from any enemy models. They may be activated during the turn, but must *move cautiously*.

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

GRAKU

Beast

15

points

Move: 8 Tough: 5+
 Combat: 2 Stamina: 0
 Support: 1 Size: Small

Command Range: 3"

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

Poison [T]: If a blow from this model is saved then place a 'Poisoned' counter next to the model. At the end of the next combat phase the model must make another Tough roll with +1 to the roll. The effect then expires.

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



When using 'Get 'em' you can either split the attacks up or combine them into one powerful attack, depending how the models are positioned and whether you use Attack or Support combat actions.

Travels Through Anyaral

Transcribed by Crian Black

Greetings my good friend!

I must admit that I am glad to have survived the passage through the Aura Mountains. I have been told by my guides that we have been fortunate, for many caravans have some sort of Devanu encounter amongst the rocky terrain.

Considering the dramatic nature of the mountains I had expected the route to be far less comfortable. Not to say we had a smooth journey but it could have been far worse, and would have had they convinced me to ride one of those damned beasts! My finely tuned nose, more used to smelling the delicate spices of the courts, has struggled with the stench emitted from the Enuk. Had these creatures not proved so useful at carrying my belongings I would not go near one. My aide Muri does not share my sentiments, riding atop them on more than one occasion. I admit a certain sense of self-satisfaction when her mount got spooked and bolted, leaving her to land in a Garkrid mound! She claims one of the little creatures is still crawling around in her robes yet none can find it.

It was a sad sight indeed when the lush greenery of Teral's delta disappeared from view leaving the chilly surrounding hills. The Aura Mountains are a barren, rocky place with little in the way of

plant life, except for small clusters of fungi amongst the Garkrid mounds. One of the guides kept talking about the Orel'as; after much questioning and a little confusion it became apparent that the Gubarnii of the Orel'an clan call the eastern mountains by this name. Curious that two clans who live so close, at least in terms of the Empire, should have different names for the same hills. It does make me wonder what other strange and curious facts I shall discover on this arduous journey.

Something I had not counted on with this journey is boredom; there are many hours of unnatural daylight travel to contend with and little change in view or sign of a civilised conversation. I find my mind wandering back to our fair city. I believe I forgot to mention in my last letter a parting "gift" from Kadu, my replacement in the court, apparently my noble service demanded suitable recognition upon my "promotion." I find myself both flattered and indignant for the staff is clearly of great workmanship; a shaft of well seasoned Bren with a crystal orb of green yultiz mounted at its top. But, what really inspires loathing is the delicate carving of a damn fish at its head. I can only assume that this was intended as a jest to rouse my displeasure, a constant reminder of my fall from courtly grace! My apologies, I do not mean to rant constantly at you my friend for my...situation.

My staff - it is a beautifully carved design, but I am still not impressed with the choice of subject matter...



Our destination is the city of Orel, which lies on the edges of the formidable Azoran Wastes. It sounds a curious city and I was very much surprised to hear that a common trade is for some Subarnii to actively seek out Devanu nests! Apparently these...imprudent loners seek out such nests and destroy them, for the Devanu are a grave threat in these parts. I feel a mixture of awe and disbelief towards such seemingly foolhardy behaviour. It would appear that we shall have the company of just such a fellow who is to travel with us, on to one of the smaller towns along our route. I am sure I shall hear some interesting tales if only I can keep Muri from quizzing the poor kopa.

We should arrive in the city tomorrow morning where we shall stay for two days and I am much looking forward to the civilised company and comforts we are sure to find within. The next leg of our journey is into the Azoran Wastes, an unfriendly place by all accounts. We are to travel south along its border before passing north towards the city of Englar and entering the Central Empire. I am sure this city will be a welcome sight after so many weeks of travel.

Our guides have been telling tales of the wastes and its desolate landscape but unlike Muri, I do not fear their words for no place can be as bad as all that!

It has taken a while, but I have finally managed to converse with the hunter who left Orel with us. This quiet fellow has spent much of the time alone, though whether this is of his own choosing or because few dare to pass too close to his graku is unclear. Muri has been talking to him more than I; it would appear she has become quite intrigued by his companions, offering them scraps for which they appear to be most grateful. In an attempt to court their favour, and so the hunters, I too tried this tactic but decided to stop after one nearly took off my hand! These damned beasts are dangerous and I shall be glad to be rid of them.

Januu the hunter has been surprisingly open in our conversations and has a very calm demeanour. Perhaps his time alone in the wilderness or the dangerous nature of his profession has given him a unique outlook on life. Don't get me wrong, he is far from loquacious but he seems to be less guarded than the others of his clan. Muri tells me they have been discussing the finer points of Devanu nests and Januu's trade so I have decided to ask her to include some notes, perhaps then she will stop pestering me with her scribbles!

Hoping this letter finds you in good health and fortune!

Danikan

A Short Treatise on the Egg of the Predatory Devanu

by Apprentice Muri of the family Terak.

Transcribed by Crian Black

The following notes are a combination of the practical wisdom of Jawuu, Hunter of Orel and the writings of Engineer Ikeem as well as a few of my own humble musings. The writings of Ikeem were discovered by myself during our short stay in Orel and compose a series of scrolls written many generations ago, concerning a large number of topics. It is my hope to examine these writings during our adventure to the lands of the northern Empire.

According to Ikeem the eggs of the Devanu are quite large, about the size of a Baruk's head but Jawuu has informed me that this is incorrect. He says that the eggs themselves are much smaller and laid in a gloppy, sticky mess that hardens soon after it is deposited. From the few times he has destroyed a nest he says that the eggs always contain a number of young, but that several are often dead already - presumably killed by the other young. The Devanu seem to compete with each other even before they are hatched!

A rather quaint trait in the Devanu, according to Ikeem, is that they lay their eggs in trees, presumably to avoid the threat of their clutch being discovered. However, there are few trees in the Agoran Wastes and so the local packs have developed the habit of creating a crude, pre-prepared structure of woven sticks that forms a shape much like a goblet or cup. Apparently a fork in the larger branch, which is then stuck into the ground, supports the weight of the eggs. He guesses that it can even be moved around should the Devanu be so inclined.

Jawuu tells me that the Devanu have been known to re-use the same sites for nesting. The Honourable Danakan says this is evidence of their primitive nature but I wonder if there is a more sacred reason. He told me that sites once abandoned may be returned to and so he learnt the location of many former nests when he was an apprentice, some of which have not been used for generations. After much questioning he admitted that many hunters keep the location of old nesting sites a secret, each reluctant to share this information with any not of their kin; the better to safeguard any possible bounty from their re-use.

NEWS FROM THE NORTH

KALJORAN SHOCK TROOPERS

The KalJoran have recently been seen in a number of skirmishes along the Delgon's border with the Empire. As with the KalGarkii, the KalJoran are raised as soldiers, living as a tight-knit family with their priests seen as parents and leaders. They are fiercely devoted to the Delgon cause and follow commands without question.

The KalJoran are equipped with standard mass-produced armour and clothing. They carry resin shields that are reinforced with metal to give better protection. They are well trained to fight as a unit, using the shields to provide strong protection from any ranged attacks or charges. When they break formation and charge, their picks prove deadly at close range, cracking through armour and bone.

The KalJoran are trained to fight in confined spaces. In several attacks on Empire villages they have been deployed away from the main force, breaking into the tunnel systems and causing chaos even before the first deraks are fired.



DELGON FORCES

PRIESTHOOD

NuraGan - High Priests

NuraSen - Priests

NuraKira - Senior Acolyte

NuraLehn - Junior Acolyte

MILITARY

KalGarkii - Soldiers

KalDru - Deraks

KalJoran - Shocktroopers

KalMalog - Striders

KalDreman - Bodyguards

KalGush - Gushraks

THE WORKBENCH

NEXT MONTH!

The Delgon get a little bit more attention next month with the arrival of the monstrous KalGush. Meanwhile, Danomar the Oathbreaker makes an appearance with his heavy cavalry for the Empire.



The KalGush are a new unit for the Delgon, wearing thick leather gloves and masks they carry the potent KalGush flamethrowers.



ARMY OF THE MONTH

This month we have an army from Chris (Geckilian) Parry. While not everything in Chris' army fits strictly with the current state of play in Delgon, he's had a lot of fun with his conversions and background and it is looking great!



The Delgon Priest HarKanel believes not only in the Enarii, but technology. Enraptured by the devices Delgon engineers fabricate for the might of the Delgon army, HarKanel spends his influence and power on acquiring as much of it as he can, whenever he can. Requesting more and more KalDru, and even the dubious KalGush, has made him a known quandy with the Delgon engineers. His favours and connections have even given rise to KalDru and KalJoran, not to mention his poor subordinates and their guards, bearing the 'prestige' of the Strider modification. Whether they are effective remains to be seen however, and with those such as Roban watching, results are much needed...