

ISSUE 3, NOVEMBER 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

New Releases

A first look at all the new releases for this month

Reinforcements

New rules for the Delgon KalGush and the Empire Herder Captain

Travels through Anyaral

Some extracts from Danakan and his apprentice's notes

The Fate of Genera

Muri recounts the story of the ill-fated city of Genera

Where there's Smoke

Troubling news in the North

Scenario: KalGush

NuraKira Elush gets the pleasure of trying out the new KalGush on some unsuspecting Traders

The Workbench

NEWS FROM THE FRONT

- 1 The last couple of months have flown by, so the Twilight Traveller had a short break. This issue should bring you up to speed with the new releases as well as providing test rules for a few of the models.
- 2 This month we have launched a new points scheme for Twilight as a way of saying thank you to all those people who are helping Twilight evolve. They are given out to people who share something on the forums that is impressive, useful or simply makes me smile. As well as the all-important bragging rights, the points can be used to get Free Stuff! I'll post more details on the forum very soon.
- 4
- 6
- 8 Until next time,



NEW RELEASES

All these new releases will be available this month from Pyre Studios. You can find rules for the Danomar and the Knights of Relan in the book 'Of Gods or Demons'. There are new rules for the KalGush and Herder Captain later in this issue.

OCTOBER RELEASES



Painted by Ben Brownlie

Danomar and the Knights of Relan

Danomar - £6

Danomar with 2 Knights - £15

Knight of Relan - £5

Danomar and the Knights of Relan are available separately, or as a unit, with Danomar and two Knights.

KalGush - £4

The KalGush is available as a single model, but can be fielded in larger numbers within your Delgon force.



Painted by Ben Brownlie

Herder Captain

Herder Captain- £4

Herder Slinger Unit - £14

The Herder Captain is available individually, or as part of the Herder Unit with four herder slingers.



Sculpted by Mark Craggs. Painted by Ben Brownlie

NOVEMBER RELEASES

Traders

Mounted Trader - £5
Baggage Enuk Pair - £6

The Mounted Trader has previously been available as a limited release at shows, but I've decided to make him more widely available. He can also be accompanied by the light enuk packbeasts, which are sold as a pair.



Painted by Ben Brownlie

Skerrats - £5

Skerrats are versatile little beasts that are often seen with Trader caravans or with herders, or even kept as pets by young Fubarnii. They are sold as a pair with two different models.

You can find the rules for Skerrats in Issue 1 of the Twilight Traveller.



*Sculpted by
Mark Craggs and
Painted by Ben
Brownlie*



CULTURE LOGOS

Last month I was excited to share the new Twilight logo, and this time I've got more new graphics to share. Tammy from Tears of Envy has taken my original Culture logos and given them a bit of spit and polish to give the logos shown below.



EMPIRE



DEVANU



DELGON

REINFORCEMENTS

We have a couple of new reinforcements this month, so we have new rules for the Herder Captain and the KalGush.

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. You might even earn a few Twilight points.

KALGUSH

Troop

30

points

Move: 6

Tough: 5+

Combat: 1

Stamina: 3

Support: 0

Size: Small

Command Range: 0"

Gushrak [R]: Move up to 3" then make a 2CS Blast Range attack. You may use one or more of following:

More Power*. Cast one more CS for all attacks.

Wide Spray*. Place an additional blast template adjacent to the first when selecting targets. Each target is only hit once.

Vent* [A]: Place a 2" cloud over the model. Models lose 1 combat and support and do not regain stamina while in the cloud. Cloud effects are removed at the end of the turn on a 4+.

Gasmask [T]: Immune to cloud effects.

Persistent [T]: Do not remove when disabled, the model continues to gain stamina.

Safety Valve [T]: If this model has 3 Stamina when a combat stone is drawn then it immediately Vents.

Starting Stamina [T]: This model starts the game with no stamina.

KALGUSH

The KalGush have just started to make an appearance from the Delgon Factories. Those Delgon that are selected to wield the Gushrak flamethrowers stumble onto the battlefield wearing thick overalls, their senses obscured by a claustrophobic gas mask and a heavy piece of machinery strapped to their back. However, once in position, the deadly Gushrak spit large gouts of flaming chemicals across those that would stand against the will of the gods, burning Devanu nests or destroying enemy villages.



SMOKE CLOUD

The KalGush introduces the 'Cloud' area effect. A model inside a cloud counts as obstructed if targeted by a ranged attack. A cloud also obstructs Line of Sight to models on the other side of the cloud.

HERDER CAPTAIN

Herders are seen across the Empire, looking after the beasts and often roaming the wilds during the day when any self-respecting Fubarnii would be snuggled up in his nest. They do provide an invaluable service though and are often called in to support the local militia



HERDER CAPTAIN

40

points

Elite

Move: 6

Tough: 5+

Combat: 3

Stamina: 1

Support: 1

Size: Small

Captain [L]: This model may activate up to six friendly *Troops* or *Civilians*.

Command Range: 6"

Concentrated fire* [S]: Place a Target marker in Line of Sight at least 4" away from any friendly models. Any staff-sling ranged attacks against a model within 2" of the marker may recast 1 failed stone. Remove the target marker before the next initiative stone is drawn.

Staff Sling [R]: Move up to 3" then make a 2CS Ranged Attack against one target within 12".



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Travels Through Anyaral

Transcribed by Crian Black

Hail from the blazing travels my old comrade!

These past few weeks since we departed Orel we have been skirting the Azoran Wastes, a desolate region made up of endless barren lands scattered with small ring-walled settlements and towns separated by long burning days of travel. Much of this time we have been travelling during the day, apparently it is much safer, for like us the Devanu are nocturnal by nature. These unnatural days of travel were draining, the endless heat of the sun glaring down on us but slowly I began to feel renewed. Where once I had felt crisp under the rays of the sun now I feel light and free. My travel companions do not share my sense of rebirth and I have garnered strange looks from those that make up our company. Muri has been most bothersome, following me with a makeshift umbrella, wittering about shade and drinking lots of water but I am wise to her!

Noble Ardín, I regret to inform you that Danakan has fallen out of sorts and as such is in dire need of rest. Our guides tell me that she is suffering from a condition known as sun-blindness; it is not life threatening but she must take time out. We have placed her upon a sled hitched to one of the Baruk, under an awning to provide her with the shade she much requires. Kal has taken on the responsibility of keeping an eye on her, rehydrating his charge as we continue on our travels.

Your Humble Servant

Muri

Upon stirring I have found myself waking in a proper bed! My companions tell me that I am much better and should be ready to travel again in one or two days. Apparently we have had an eventful journey; with me incapacitated they pushed on to the small city of Jalaa so as to provide me with a safe place to rest. On the way they encountered a wandering Engineer in the wastes! I am surely sorry that I missed such an encounter but Muri tells me we shall be accompanied by this fine fellow, and his apprentice, as we continue with the last leg of our travels in this region.

Now I must rest, for even the writing of these few words is draining and I must conserve my energy for the road ahead.

Your Faithful Friend

Danakan

Travelling Companions - Apprentice Muri

The long days of our travel have provided much time for reflection; in an effort to fully record our experiences I have been observing our travelling companions. To start this collection I have focused on my mistress, Danakan.

Danakan - The most honourable Danakan is an inspiration; that such a humble servant of the clan should volunteer to venture beyond clan lands to selflessly explore this great continent of Anyaral almost brings me to tears. I find myself both excited and terrified that I, lowly Muri, should be selected to accompany her; what a great honour for my family!



The Fate of Genera

Compiled by Apprentice Muri of the family Terak.

Transcribed by Crian Black

With the honourable Danakan resting, I Muri, have decided to attempt to compile her notes concerning the fate of Genera. During the past weeks of travel my mistress has interviewed our guides and the locals who dwell within the walled settlements that border the wastes. I have also been tasked with searching for historic scrolls in the libraries of the towns within these desolate lands, for any hints or mention of this cursed place.

The following verse is from a tragic local poem, which tells of two lovers separated by the fall of Genera. The honourable Danakan recorded a number of variations of these lyrics and this version displays the most common wording...

*"The night these two lovers chose was foul for a great curse came.
Where they had hoped to steal away by day they found
themselves divided.*

*In the harsh light of the sun the sky did fall and the earth rose,
as if the world itself could not their love allow.*

*In the chaos and the blinding light did they rush to find the
other.*

*But, a great chasm split their world in two for all time and,
like the city itself they were swallowed by the darkness of
despair..."*

During muttered conversations with loose-beaked locals the honourable Danakan noted the following legend of Genera. I would like to mention that on at least one occasion I have heard parents threatening their misbehaving young with the wrath of the Karazii (evil spirits of the wastes). Here is a shortened version of the legend for your perusal...

"In whispered tones we talk of the cursed city and its fate. Of the clan who turned their backs from the grace of the Ewarii and of the wrath sent to destroy them...the Karazii. These ancient wasted spirits of those barren lands descended on that place and tore the walls down, block by block. They burst into the homes and the local Fubarnii felt the life draining touch of those foul some creatures, weeping tears of blood as their city died around them. Now it is a cursed place, inhabited by evil spirits and brigands. Some even say the Devanu

dwell there, revelling in the destruction wrought on that city of unbelievers."

The final excerpt that I shall show here is from a local library, discovered amongst a dusty collection of scrolls concerning the attempted delivery of goods by a trade convoy. Much of the scroll is degraded beyond usefulness but this small section was legible.

"...to the city? Used to a warm greeting our convoy was instead met by hushed silence broken only by the haunting winds whistling through the ruins of this once fair city.

No sign of the populace remained, though much could have been hidden under the dust and sand born by the wind. Enarii preserve us! Our mounts were skittish and none was eager to stay overnight. I broke us down into small search parties, quickly hunting for survivors or any clue to what had occurred here. All that was found was an old Kopa, crippled with age whose mind was gone. We gave him food and water then turned our back on that foul place, never to return. We had limited resources for we had hoped to restock before our return journey. After an age of travel we returned, husks of our former selves. The old Kopa died en route but amongst his ravings and mutterings his last words haunted us all...the lances fell and we died..."

Note: I am now sure that the connection between the lack of the Emperor's Knights in this region and the fall of Genera is connected. Perhaps the last words of a broken old Fubarnii sparked some ancient grudge that burns still today.

D

As you can see there is much that has been lost over the years concerning the fate of the city and much that remains has been twisted by imagination. Each account tells a different tale, contradicting the others. Still, if one treads carefully through the myriad of tales, songs, legends and myths I am sure we can discover its fate. I would suggest that further study should be undertaken in this area lest other cities follow their fate.

WHERE THERE'S SMOKE

WRITTEN BY CRIAN BLACK

Captain Geni felt a chill up her spine as she gazed out over the devastation; the burning remnants of the Jolen caravan lay scattered like the raised skeleton of some great beast. Her patrol had followed the scent of burning spices from across the valley, knowing with dread in their hearts that death lay at the foot of the columns of smoke. Now they searched surroundings for signs of survivors, and any evidence of the attack.

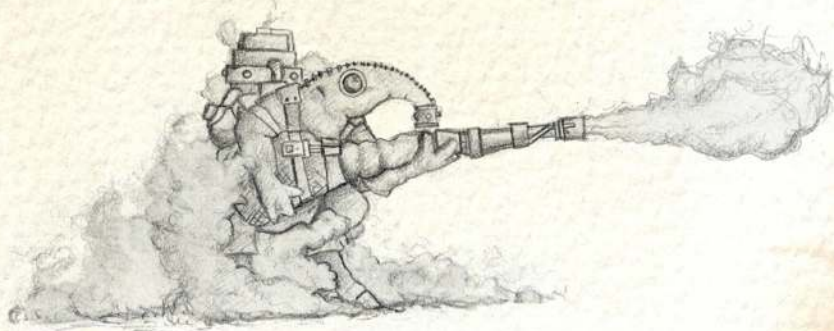
Geni already knew who was responsible, her years of experience told her a clear tale, the Dhogu; yet something wasn't quite right. Looking at the Yirnak tracks she could tell the raid had taken place recently, those responsible can not have long since left, though the damage caused is far greater than that expected by simply setting alight what they didn't take.

This close to the start of winter the ground should be frozen solid but small pools of water could be seen along with scorch marks in the sparse vegetation, suggesting intense heat...an explosion? Yet her snout told her that the caravan wasn't carrying anything other than spice and besides, the Dhogu had nothing that could cause such damage.

It could mean only one thing... the Delgon are marching to War!

"The Delgon." Her voice a harsh whisper in the chilling wind.

She turned and in a fluid movement mounted her Eruk, calling the patrol to her side. With a last look back they set off to their barracks. If the Delgon were riding out with the Dhogu to unleash some cunning new device, it could only mean one thing...the Delgon are marching to war!



SCENARIO: KALGUSH

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.”

Empire:

Militia Captain and 5 Militia

Slinger Captain and 4 Slingsers

3 Light Cavalry

Trader

Delgon:

2 NuraKira and 2 Bodyguards

8 KalJoran

2 KalGush

SET-UP

The encounter takes place on a small playing area with a reasonable amount of difficult terrain and obstructions. . The Fubarnii player places three tents close to the centre of the table in a triangle 6” apart. Several enuk 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 Slingsers are split between the other tents with one captain 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 at least 12” from the Light Cavalry or the tents.

OBJECTIVES

The Delgon player wins if he can destroy at least two tents with Gushrak attacks and kill the trader. 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 spend any activation 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.

THE WORKBENCH

NEXT MONTH!

I've got lots of greens heading to the casters later this month (see below). Some of those should be available in mid December, but at the end of November a rather pompous Noble will wander onto the scene. He is the picture of high fashion in the courts of the Central Empire, complete with ornate head dress and a long, fake tail.

GRISHAK KOPA



EMPIRE NOBLE



The new sculpts I've been working on include a Grishak Kopa and Jenta Beasthandler to join your Devanu hunting pack. The Delgon leadership is swelling, with the addition of a NuraKira acolyte and a model for NuraSen Gohral who made his appearance in 'Of Gods and Demons'.



NURAKIRA



NURASEN GOHRAL