

ISSUE 4, SALUTE 2012

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

Reinforcements

New rules for the Dhogu, the Grishak Kopa and the Empire nobility

Scenario: Nobility

A careless Noble finds himself ambushed by a group of hungry Devanu

Fortuitous Meetings

NEWS FROM THE FRONT

- 1 April is always a very busy month in the World of Twilight and this year is no different! Twilight central descends into general chaos, with crates of miniatures scattered throughout the house and my long-suffering wife slowly being driven mad as our home becomes over-run with all things Twilight. The reason for the chaos is due to our attendance at Salute in London. This is a major event in our calendar which drives productivity and releases and is generally rather exciting.
- 2
- 7
- 8 We've got lots of new releases to show off and this special edition of the Traveller provides a few playtest rules so people can try out the new Dhogu and some of the other releases.



REINFORCEMENTS

We've had a lot of new releases recently. Rules for most of these are available in previous issues of the Traveller, but I've got a few new rules here! These rules are still in early 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.

THE DHOGU

The Dhogu are a new mercenary force that I am excited to be releasing at Salute. They are primarily going to be seen as Delgon allies, but there are a few Empire clans that would use them, and they can also fight quite well on their own!

YIRNAK RIDERS

Yirnak are large, ill-tempered beasts that share a close relationship with the Dhogu. They can survive even the coldest temperatures and once trained make reasonable mounts whose sharp tusks become deadly when they charge.

YIRNAK CAPTAIN

100

Elite

points

Move: 8 Tough: 4+
Combat: 4 Stamina: 1
Support: 2 Size: Medium

Dhogu Captain (6)[L]
Command Range: 6"
Combat Trained (1)[C]
Combat Discipline* [C]
Ranger [T]
Charge (2)[A]
Powerful Charge [C]

YIRNAK RIDER

40

Dhogu

points

Move: 8 Tough: 4+
Combat: 3 Stamina: 0
Support: 1 Size: Medium

Command Range: 6"
Combat Trained (1)[C]
Ranger [T]
Charge (2)[A]
Powerful Charge [C]

DHOGU INFANTRY

Dhogu learn to fight almost from the moment they hatch. They are experts when fighting with their spears, or moving across almost impassable terrain to surprise their foes with a hail of arrows from short range. Infantry units are also often accompanied by one or more Skerrats, who are almost as well trained as the Dhogu.

DHOGU CAPTAIN 40 *Elite* *points*

Move: 6 Tough: 5+
Combat: 3 Stamina: 1
Support: 2 Size: Small

Dhogu Captain (6)[L]
Command Range: 6"
Combat Trained (1)[C]
Combat Discipline* [C]
Ranger [T]

DHOGU SPEAR 15 *Dhogu* *points*

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

Command Range: 6"
Combat Trained (1)[C]
Ranger

DHOGU BOW 15 *Dhogu* *points*

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

Command Range: 6"
Ranger [T]
Bow: Move 3", Range 6", 2CS



Yirnak Rider painted by Chris Parry

DHOGU TRAPPER AND SKERRATS

DHOGU TRAPPER **30** *Elite - Dhogu* *points*

Move: 6 Tough: 5+
Combat: 3 Stamina: 1
Support: 1 Size: Small

Beast Handler (4)[L]
Command Range: 6"
Combat Trained (2)[C]
Ranger (6)[T]
Scout [T]
Coordinated Beast Strike [A]

Dhogu Trappers are perhaps the most frequently seen Dhogu. They travel across the Setir mountains, selling their services to any who will pay. They are experts at getting where they need to be without being seen and are usually accompanied by at least one Setir Skerrat.

SETIR SKERRAT **15** *Dhogu - Beast* *points for 2*

Move: 10 Tough: 6+
Combat: 1 Stamina: 0
Support: 1 Size: Small

Command Range: 6"
Ranger [T]
Evasive [C]

DEVANU REINFORCEMENTS

GRISHAK KOPA **50** *Beast - Elite* *points*

Move: 10 Tough: 3+
Combat: 3 Stamina: 0
Support: 1 Size: Medium

Command Range: 6"
Pack [L]
Grishak Trainer (4, Pack Instinct) [T]
Charge (2)[A]
Pack Hunter [C]
Pack Instinct [C]

GRISHAK KOPA

Grishak are commonly seen charging ahead of their Devanu masters, tearing their victims apart with sharp beaks and claws. Some grishak survive countless hunts and mature into kopa, leading the younger grishak and inspiring them to work together as a deadly pack.

In the wild, an established Grishak pack will have several Kopa and this structure is often maintained when the pack is led by the Devanu.

EMPIRE REINFORCEMENTS

FUBARNII NOBLE

Fubarnii Nobles are the wealthiest members of the Empire's occupants, and tend to take great effort to show off the fact. They tend to stay within the safety of the cities, but just occasionally they will brave the countryside if they really have to.

Every Noble is accompanied by a band of well paid and well trained soldiers and household knights, who are often almost as ornately dressed as their employer.

There will be more complete rules for the Noble and his Noble guard, but in the meantime these rules allow you to play themed scenarios using the new Noble model and his guards.

No models currently exist for the Household Knights, but you can use normal Knights painted in brighter colours or with alternate shields.

HOUSEHOLD KNIGHT 20
Troop *points*

Move: 10 Tough: 4+

Combat: 3 Stamina: 0

Support: 1 Size: Small

Command Range: 3"

Combat Trained (1)[C]

FUBARNII NOBLE 10
Civilian *points*

Move: 6 Tough: 6+

Combat: 1 Stamina: 0

Support: 0 Size: Small

Command Range: 3"

Captain [L]

Militia Trainer (4, Combat Trained(1))[T]

Venerated [T]



Fubarnii Noble painted by Ben Brownlie

ABILITIES REFERENCE

TRAITS:

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

Scout (X)[T]: 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 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*.

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

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

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

COMBAT:

Combat Trained (X)[C]: Recast up to (X) failed Combat Stones. Can be used once per combat.

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

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

Pack Instinct [C]: Recast up to one failed Combat Stone for each model with *Pack Instinct* that is supporting.

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

ACTIVATION:

Coordinated Beast Strike* [A]: Used during a model's activation. Immediately make an attack against an Adjacent model. Do not benefit from support, but gain one additional Combat Stone for each friendly *Beast* directly Engaged with the target model.

Charge (X)[A]: After Moving, immediately fight a combat against an Adjacent model. Cast (X) additional Combat Stones. Neither side can benefit from support. This skill cannot be used if the model had to Move Cautiously.

Powerful Charge [A]: If this model moves more than 4" from its starting position during its turn it gains *Powerful* until the end of the next Combat Phase. Blows landed by a *Powerful* model are saved with a -1 modifier.

LEADERSHIP:

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

Dhogu Captain (X)[L]: This model may activate up to (X) friendly *Dhogu*.

Pack [L]: Activate up to 2 friendly *Beasts* with the *Pack* ability.

Beast Handler (X)[L]: Activate up to (X) friendly *Beast* models.

SCENARIO: NOBILITY

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 Pree-pree 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...

Empire:

Lord Etalu (Empire Noble)

4 Militia

Knight Captain and 5 Household Knights

Slinger Captain and 4 Slingers

Devanu:

1 Jenta Handler

2 Grishak Kopa

8 Grishak

SET-UP

The encounter takes place on a small playing area with a reasonable amount of difficult terrain and obstructions. The Empire player deploys his models in a single group in one corner of the table. The Devanu player deploys his models in one or more groups at least 12" from any Empire models.

OBJECTIVES

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

FORTUITOUS MEETINGS

WRITTEN BY CRIAN BLACK

The wind howled faintly through the narrow, snow covered ravine. Early spring had brought warmth and a small trickle of melt-water. In this seemingly barren landscape two figures waited as the cold leached into their bones, watched by unseen eyes.

“They are late,” growled the Delgon bodyguard, stamping his hooves in the snow.

“Patience my friend, your dislike of our guests colours your vision. Our guests are reluctant to show themselves until they are sure.” The black cowed priest’s voice was smoother, calmer.

“You are wrong. They wait so that the cold will blunt our thoughts and chill our hearts.”

A lone watcher lurking nearby grinned knowingly; she’d seen enough and slid slightly down the face of the rock. Loping down the snowdrift the fur covered Fubarnii approached a cluster of fellow Dhogu and nodded curtly. With a silent signal the group moved out.

A moment before the Dhogu revealed themselves, Jonra, the Priest’s KalDreman bodyguard, signalled their arrival, “They are here. They have been watching us.”

The Priest smiled inwardly at Jonra’s gruffness; she took her time rising from the bolder she had been resting on. As the group of Dhogu approached her, she calmly patted down her robes, brushing off the dusty snow and ignoring the diminutive leader who stood before her; his appearance savage compared to than the civilised armour of her Dhogu bodyguard.

Thick furs and worn leather encased the Dhogu warlord forming a protective hide, a shell to keep out the harsh elements. Simple yet brutal weapons were tucked into his belt and two vicious skerrats growled and snapped at the Delgon Priest. “You come to our meet with nothing. You have nothing you get nothing.” Anger radiated from her accusingly as she turned and gazed at Jonra, settling her eyes upon the Priest’s bodyguard for a few moments before returning back to the Priest. Sillod could feel the mutual disgust radiating between the two Dhogu, cemented by their tribes’ ancestral grudge.

“Greetings o’ great and powerful Kimut Tikaan of the Tikaankii. I am glad to make your acquaintance.” Sillod bowed lower than befitted the Dhogu’s status to deepen his irritation.

“The items are...close by. Surely you do not expect us to be any less vigilant than yourselves in our dealings.”

The Dhogu gave the smallest of nods, a gesture that spoke volumes to Sillod; used to dealing with these degenerate but useful Fubarnii. The other tribeswomen seemed to relax, lowering their weapons and tending to their malodourous Yimak mounts.

“NuraKira Sillod, are you sure you can trust these...Grishaks?” growled Jonra. The Dhogu leader smirked at the insult before turning and in one swift move hauled himself atop his mount.

Sillod held Tikaan’s gaze for a moment, satisfied she bowed once again, “If you follow the stream uphill a short way you will find a stash of weapons and some medicines, kept safe for such...transactions. By the fortune of the Enarii I hope you shall find all that you wish.”

Tikaan looked off up the hill and lowered his snow goggles into place, the eye slits lending him an intimidating appearance, “The village will burn and none shall pass beyond the White.”

Jonra watched the Dhogu raiding party vanish into the landscape. She spat on the snow and turned to join her charge, trekking down the hill towards their waiting caravan.