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

This year at Salute, Twilight celebrates its fourth year since the first book was released at Salute 2009! We have a bucket load of new releases that help to flesh out the world and very soon we'll be releasing a third book that tells the story of Danakan's travels across Anyaral.

Keep an eye on the forum and our Facebook page (www.facebook.com/Anyaral) for updates on the new releases.

In the meantime I wanted to share rules for most of the new releases that will be in Book 3 so you can try them out immediately! Sorry for the lack of pictures and fluff, but there just was too much to squeeze in…

Danakan's Caravan

Danakan

Civilian - Unique

15 points

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

Commander (1)[L]: This model may activate up to one friendly *Elite*.

Captain (2)[L]: This model may activate up to two friendly *Troops* or *Civilians*.

Command Range: 3"

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

Companion (Muri)[T]: This model is accompanied by Muri.

Proud [T]: This model must be *activated directly*.

Muri

Civilian - Unique

Special

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

Commander (1)[L]: This model may activate up to one friendly *Elite*.

Captain (2)[L]: This model may activate up to two friendly *Troops* or *Civilians*.

Command Range: 3"

Loyalty (Danakan)[T]: Danakan is this model's Master. While within its Master's command range this model may be activated for free with the Master

Danakan has been unwillingly sent across the continent of Anyaral by her new clan Lord. She has several loyal companions during her travels, including her young assistant Muri and a taciturn Casanii scout.

Casanii scouts are reknowned for their martial prowess and skill with a bow, so their employers are willing to overlook their somewhat annoying habit of wandering off when they wish to see some new horizons!

Casanii Scout

Solo

30 points

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

Solo [T]: After this model has activated return one of your Initiative Counters to the pool.

Beast Handler (2)[L]: Activate up to two friendly *Beast* models.

Command Range: 6"

Sprint* [A]: After Moving, move an additional 4".

Focus* [A]: The next Ranged Attack this model makes this turn can get either an extra 4" of range or an additional Combat Stone for the attack. This ability can only be used once per turn.

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

Accurate: Recast up to one failed combat stone.

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

KNIGHTS OF ORELAN

Clan Orelan is located on the borders of the hostile Argoran wastes and as such its militia are well trained in fighting Devanu and other vicious beasts. They are a proud clan and prefer to rely on their own Knights than those provided by the Empire. Orelan mercenaries are well regarded and are seen supporting militias across the Empire, even as far north as the Delgon borders.

A Knights of Orelan force will typically be led by a Captain riding one of the ferocious Grakukan. The rest of the force can be made up of a mix of Militia and Knights. The Knights of Orelan have a particular affinity for the cantankerous Graku, and the two Captains allow these to be fielded in plentiful numbers.

GRAKUKAN CAPTAIN
Elite

125 points

Move: 8	Tough: 3+
Combat: 5	Stamina: 2
Support: 1	Size: Medium

Captain (6)[L]: This model may activate up to six friendly *Troops* or *Civilians*.

Command Range: 6"

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

Combat Trained (2)[C]: Recast up to two failed Combat Stones. Can be used once per combat.

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

Pounce [C]: Use this model's Combat Action to move up to 3" and initiate a combat with an enemy model.

Aggressive [T]: This model always gets a combat action if there are any enemy models within 3".

Graku Master [T]: This model may treat Graku as *Troops*.

ORELAN CAPTAIN
Elite

50 points

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

Captain (6)[L]: This model may activate up to six friendly *Troops* or *Civilians*.

Command Range: 6"

Get 'em! [A]: One friendly *Beast* model within this model's command range may immediately fight a combat against an adjacent model. Other models engaged in the combat may support.

Combat Trained (2)[C]: Recast up to two failed Combat Stones. Can be used once per combat.

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

Graku Master [T]: This model may treat Graku as *Troops*.

THE NOBLE GUARD

Wealthy nobles often hire elite bodyguards to protect them, both in the cities and if they travel. It wouldn't be good form for those bodyguards to be dressed and armed in anything less than the best that money can buy!

GUARD CAPTAIN
Elite
50 points

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

Captain (6)[L]: This model may activate up to six friendly *Troops* or *Civilians*.

Command Range: 6"

Charge (1)[A]: After Moving immediately fight a combat against an Adjacent model. Cast one additional Combat Stone. Neither side can benefit from support. This ability cannot be use if the model had to Move Cautiously.

Combat Trained (2)[C]: Recast up to two failed Combat Stones. Can be used once per combat.

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

Defensive Stance [T]: Cast one additional stone in combat if targeted by a *Charge* attack.

GUARD
Troop
20 points

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

Command Range: 6"

Charge (1)[A]: After Moving immediately fight a combat against an Adjacent model. Cast one additional Combat Stone. Neither side can benefit from support. This ability cannot be use if the model had to Move Cautiously.

Combat Trained (1)[C]: Recast up to one failed Combat Stone. Can be used once per combat.

Defensive Stance [T]: Cast one additional stone in combat if targeted by a *Charge* attack.

STANDARD BEARER
Troop
20 points

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

Command Range: 9"

Standard [T]: Adjacent friendly models may use this model's Command Range for their Leadership abilities and may activate twice as many models as usual.

While the Nobleguard are admittedly fond of their ornate banners, they are not the only ones to employ them. They are also seen used by militias and even the delgon to organise their troops, although the Delgon standards tend to be much more functional and less fancy!

THE ERAGU

The Eragu of the Northern coasts tower over their southern cousins. They live on the borders with the Delgon lands and are bitter enemies of the Dhogu raiders who often launch attacks on their villages. Eragu Captains are often accompanied by their loyal Kahela hunting beasts.

ERAGU CAPTAIN
50 points
Elite

Move: 6   Tough: 4+
Combat: 3   Stamina: 2
Support: 1   Size: Small

Captain (6)[L]: This model may activate up to six friendly *Troops* or *Civilians*.

Command Range: 6"

Combat Trained (2)[C]: Recast up to two failed Combat Stones. Can be used once per combat.

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

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

KAHELA
25 points
Beast

Move: 10   Tough: 4+
Combat: 3   Stamina: 0
Support: 1   Size: Small

Command Range: 6"

Combat Trained (2)[C]: Recast up to two failed Combat Stones. Can be used once per combat.

Loyalty (Elite)[T]: Select an Elite model as this model's Master at the start of the game. While within its Master's command range this model may be activated for free with the Master.

ERAGU HARPOON
25 points
Troop

Move: 6   Tough: 4+
Combat: 2   Stamina: 0
Support: 1   Size: Small

Command Range: 6"

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

Harpoon [R]: Move up to 3" then make a 2CS Ranged Attack against one target within 9".

   Accurate: Recast up to one failed combat stone.

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

ERAGU AXE
15 points
Troop

Move: 6   Tough: 4+
Combat: 2   Stamina: 0
Support: 1   Size: Small

Command Range: 6"

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

Devanu of the Argoran Wastes

While many Devanu hunting packs will include Jenta, the new Jenta Outcast lets you field a force made up entirely of youngsters and wild beasts. It is generally only these rogue hunting packs that will be foolish or desperate enough to lure the unpredictable Kelahn in battle! The Kelahn hasn't been released yet, but will be soon.

The new Grishak Kopa and Jenta can be used within normal Devanu forces, but also allow you to field wild packs of Grishak.

Jenta Outcast — 75 points

Elite - Jenta - Unique

Move: 8	Tough: 5+
Combat: 4	Stamina: 4
Support: 1	Size: Medium

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

Command Range: 6"

Leap* [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.

Charge (2)[A]: After Moving immediately fight a combat against an Adjacent model. Cast two additional Combat Stones. Neither side can benefit from support. This skill cannot be used if the model had to Move Cautiously.

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

Dodge* [C]: Force your opponent to turn over one successful Erac.

Ferocity* [C]: Cast one additional Combat Stone.

Outcast [T]: May be not be used in a force that contains a Devanu Kopa, a Devanu Sempa or a Grishak Kopa.

Agility [T]: The model gains one support stone if it is the target of a Ranged Attack

Kelahn — 100 points

Beast

Move: 8	Tough: 3+
Combat: 6	Stamina: 2
Support: 0	Size: Large

Command Range: 6"

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

Pounce [C]: Use this model's Combat Action to move up to 3" and initiate a combat with an enemy model.

Very Tough* [S]: Reroll a failed *Tough* save.

Instinctive (4,2)[T]: This model always casts 4 Erac and 2 Oran in combat.

Wild Animal [T]: This model treats all models as enemy models and will always use its Combat Action to initiate a combat with the nearest model.

Aggressive [T]: This model always get a combat action if there are any enemy models within 3".

Untrained [T]: This model may not be *activated directly*.

GRISHAK KOPA
Beast - Elite

50 *points*

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

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

Command Range: 6"

Charge (2)[A]: After Moving immediately fight a combat against an Adjacent model. Cast two additional Combat Stones. Neither side can benefit from support. This skill cannot be used if the model had to Move Cautiously.

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.

Grishak Trainer (4, Pack Instinct)[T]: At the start of the game, up to four Grishak in the force may be given the *Pack Instinct* ability.

Notes:

These rules for the Argoran Kosok effectively replace the Kosok rules from "Of Gods and Demons"

GRISHAK JENTA
Beast

10 *points*

Move: 10   Tough: 5+
Combat: 2   Stamina: 0
Support: 1   Size: Small

Pack (1)[L]: Activate up to one friendly *Beast* with the *Pack* ability.

Command Range: 2"

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

Untrained [T]: This model may not be *activated directly*.

ARGORAN KOSOK
Beast

15 *points*

Move: 12   Tough: 6+
Combat: 1   Stamina: 0
Support: 1   Size: Small

Command Range: 6"

Charge (2)[A]: After Moving immediately fight a combat against an Adjacent model. Cast two additional Combat Stones. Neither side can benefit from support. This skill cannot be used if the model had to *Move Cautiously*.

Soar [A]: If this model is not engaged at the end of its activation then it can choose to *Soar*. It may not be engaged by a model without the *Flying* trait.

Flit [C]: This model may move up to 3" in place of its Combat Action.

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

Flying [T]: This model may move over enemy models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

PLUTOM'S MECHANICALS

The Delgon invasion has slowed following some painful losses to Danomar's forces, but NuraSen Plutom has been working ceaselessly on new inventions to support the war effort.

The KalDromar are another type of bodyguard that are available to the Delgon priesthood. They haven't been released yet, but you can expect to see them accompanying your valuable priests on the battlefield very soon.

NURASEN PLUTOM — 60 points
Elite - Unique

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

Greater Authority [L]: Activate up to four friendly *Troops* or *Civilians*. Any *Troops* activated by this model may immediately activate up to four friendly *Troops*, who may not use any further Command Abilities.

Command Range: 6"

Protected (4)[T]: This model may be accompanied by up to four *Rare* models.

Tune Up [A]: An adjacent *Mechanical* may immediately gain one stamina.

Refuel* (3)[A]: An adjacent model with the *Fuel* ability may immediately regain up to three stamina.

KALDROMAR — 15 points
Bodyguard - Troop - Rare

Move: 6	Tough: 4+
Combat: 2	Stamina: 0
Support: 1	Size: Small

Command Range: 0.5"

Initiative [S]: If this model has not already activated and an adjacent friendly *Elite* or *Civilian* is activated this model may be activated for free.

Bodyguard [S]: If an adjacent friendly *Elite* or *Civilian* model is about to take a Tough save, this model can make the save in his place. If it is failed then this model is removed as a casualty.

Defender [S]: If an Adjacent friendly model is Engaged during the Activation Phase then this model may immediately move to Engage the enemy model, but must maintain contact with the friendly model at all times during the movement.

Rare [T]: This model only be taken to accompany a model with the *Protected* ability.

New Rules:

The KalMalog, KalGush and KalDru are all *Mechanical* and can benefit from *Tune Up*.

Some abilities allow models to be given stamina and in that case all models have the capacity to gain a maximum of 1 Stamina more than their starting level.

All models have the inherent trait of 'Luck', which can be used during normal and ranged combat:

Luck* [T]: Recast one combat stone.