

ISSUE 6 SALUTE 2015

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 1
New Releases 2
The Kedashi Swarms 4
Playtest rules for using the brand new
Kedashi swarms
Reinforcements 8
Playtest rules for the other new models
Intelligence 11
A new scenario to try and rescue valuable
intelligence from beneath the wings of a
Kedashi swarm
The Twilight Catalogue 12
A complete illustrated catalogue of the
existing Twilight range
Bug Hunt! 24
A new multiplayer scenario where players
vie to capture as many dangerous garkrid
as they can!

NEWS FROM THE FRONT

Hard to believe it's time for another Salute!
The last year has been a real rollercoaster as
I spent many months working on the new
compilation book: Chronicles of Anyaral
and also getting the kickstarter delivered.
The very final bits of that campaign are now
complete, with the arrival of Dehran, the
Falconer, the Herder Queen and the long-
awaited Kedashi swarms!

I've got initial casts of all the new releases at
the show and I've taken the opportunity to
include test rules for all the models here so
you can try them out and let me know what
you think.

I've also included a complete full-colour
catalogue of the range in with the Traveller,
something I've wanted to do for a long time!
Until next time,



NEW RELEASES

During the Kickstarter last year I included several special playtest sets and new models that I promised to sculpt. These have taken a while, but I am excited to have a limited number of these resin models available at the show!

THE KEDASHI SWARMS



Bagrun - £16
Trebaronii - £4

The Bagrun carry bags full of 'garkrid bombs' in bags on their back and act as moving weapon platforms for the kedashi swarms.

2 Kaopi - £8
Frenu Swarm plus 4 Frenu - £8
8 Frenu - £8

Erupting from the deepest forests the kedashi swarms are the latest force to swoop into the world of Anyaral.



Kedashi Swarm Starter
Force - £35

The force consists of 2 Kaopi, 3 frenu swarms and 20 individual frenu.



NEW RELEASES



Dehran - £20

The huge Enarii are worshipped as the gods of the Delgon. Dehran has been tasked with leading the Delgon Expeditionaries in their holy crusade through the lands of Tehral. He has acquired a large retinue of Dhogu who have accompanied him into the southern lands.

The Travels Through Anyaral Engineer Sculpts - £15

As part of the Travels Through Anyaral kickstarter there were two special 'Engineer' pledges. These pledges gave a couple of enthusiastic backers the opportunity to help design their own characters for Twilight. The final characters aren't actually Engineers, but some of the better class of Nobility. They were great characters to sculpt and I'm really pleased how they turned out!

The Herder Queen, the Falconer and two Falcons are cast in resin and come as a set. You can find rules for these models on pages 8 and 9 of this Traveller.



3 Garkrid - £6

These large garkrid live in huge subterranean nests and a regular hazard across the central empire, undermining buildings, or dragging livestock or even young fubarnii jenta into their nests as food for their grubs.

You can use these Garkrid in the scenario on page 24.



Delgon Heavy Gunner - £5

The Heavy Gunners are a new sight in the Delgon armies, using their long range derakar to kill from afar.



SHOW SPECIALS

The following are a few limited release items that are generally only available in very limited numbers at shows.



Gil Masharl - £10
PreePree - special
Twilight Dice - £6
Stamina Counters - £6



THE KEDASHI SWARMS

For many years now I've been hinting at the arrival of the kedashi/frenu as a playable force and following on from the kickstarter they have finally arrived!

The following rules are still a Work in Progress, but will let you start wreaking vengeance on those that disturb the forest! You can field the Kedashi as a force in most scenarios, or try them out in the Intelligence scenario on page 11.

KAOPI AND FRENU

KAOPI

Elite

40

points

Move: 10

Tough: 5+

Combat: 4

Stamina: 1

Support: 1

Size: Medium

Captain (6)[L]: Activate up to six friendly *Troops* or *Civilians*.

Command Range: 6"

Manipulate Swarm (1)[A]: Create, Grow or Disband one swarm within this model's Command Range.

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

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

Sacrifice [S]: Discard a friendly *Troop* model from within this model's command range to gain a stamina. This may be done at any time.

The Kedashi is the name for the fearsome woodland gods that drove the early fubarnii onto the plains in the oldest of Fubarnii legends. However, the Kedashi are not truly gods, but rather a race of winged creatures that fiercely protect their woodland homes.

The countless tiny frenu are immature jenta, while the great Kaopi are the mature kopa who lead their offspring in defence of the forests.

FRENU

Troop - Beast

5

points

Move: 10

Tough: -

Combat: 1

Stamina: 0

Support: 0

Size: Tiny

Command Range: 1"

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

Passive [T]: This model may not attack as a Combat Action.

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*.

Swift [T]: This model may be activated any number of times each turn.

Untrained [T]: This model may not be *Activated Directly*.

Weak [T]: Blows landed by this model are saved with a +1 modifier.



FRENU SWARMS

When called to battle, the frenu are goaded into great swarms by their Kaopi. While the individual frenu are weak, the swarms can prove truly terrifying, with vast numbers of the creatures blocking out the sun with their leathery wings and their powerful prying fingers tearing at clothes, armour and skin.



MEDIUM SWARM

Troop

Special

Move: 8 Tough: 6+
Combat: 5 Stamina: 0
Support: 2 Size: Small

Swarm (6)[L]: Activate up to six friendly Frenu

Command Range: 6"

Indomitable [C]: This model does not lose its combat action if it is attacked

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

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

Sacrifice [S]: Discard a friendly *Troop* model from within this model's command range to gain a stamina. This may be done at any time

Untrained [T]: This model may not be *Activated Directly*.



SMALL SWARM

Troop

15

points

Move: 10 Tough: 6+
Combat: 3 Stamina: 0
Support: 1 Size: Small

Swarm (6)[L]: Activate up to six friendly Frenu

Command Range: 3"

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

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

Sacrifice [S]: Discard a friendly *Troop* model from within this model's command range to gain a stamina. This may be done at any time

Untrained [T]: This model may not be *Activated Directly*.

MANIPULATE SWARM [A]

The Frenu Kaopi have the ability to create and adjust Frenu Swarms using their 'Manipulate Swarm' Activation Ability. When manipulating a swarm all the frenu and swarms can be removed from or placed anywhere within the Kaopi's Command Range. For example, when creating a swarm the location the Frenu are taken from does not matter when placing the newly formed swarm.

Create: Discard three Frenu and place a Small Swarm. The swarm may not activate this turn.

Disband: Discard a Small/Medium Swarm and place three/six Frenu.

Grow: Discard a Small Swarm and three Frenu and place a Medium Swarm. The swarm may not activate this turn.

TREBARNII

Troop

10

points

Move: 6

Tough: 5+

Combat: 2

Stamina: 0

Support: 1

Size: Small

Beast Handler (1)[L]: Activate up to one friendly *Beast*.

Command Range: 6"

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

THE TREBARNII

The Trebarnii are primitive cousins of the civilised Fubarnii, who live deep within the Naralon forests. Many generations ago the Kedashi queens saw their potential, carefully selecting tribes and encouraging their growth. The two races now rely heavily on one another, with the trebarnii entirely devoted to their winged masters.

The trebarnii have learnt to craft tools and weapons and will descend upon those who invade the forests with fearsome whooping cries.

Musings on the Kedashi

Transcribed by Muri from the notes of Gil Mashari, Travelling Biologist

Since before the Empire was formed we have lived in fear of the great forests. I have travelled far across the Empire and I have always heard the same myths of powerful creatures who dwell within their borders, preying on those who would dare to enter. Around the Naralon forests they are known as the kedashi, to the south around the Teoni forests the locals talk of the teon spirits and even in Koheb they have the haranar, who for a long time kept the stranded travellers from finding their way home.

These strange gods of the forests show up in the earliest of legends and share many similarities, often portrayed as a fickle and dangerous force of nature, sometimes devastating entire fubarnii villages, or at others tumbling the mighty towers of the Devanu. The precise descriptions in those stories are vague, with the kedashi, teoni or haranar taking the form of terrifying swarms, giant beasts or even the forests themselves tearing their victims apart.

In the civilised cities of the Empire these myths are still told to jenta, but to most fubarnii they are simply seen as parables of the dangers of the forests. For those who live in the shadows of the forests these myths carry far more weight. Every settlement will have stories of those who ventured too far and were lost to the kedashi and most will offer up sacrifices in thanks for being allowed to stay.

I believe that these creatures are real and that they deserve to be studied. I have seen varieties of frenu around all the forests and I think these may be the key. I have spoken to hunters who ply their trade around the edges of the forests see the frenu as a bit of an oddity for they can never find their nests and have never seen eggs or hatchlings. My theory is that the frenu are merely the immature lifestage of the species. I bought a pair from a hunter while passing through Gar Loren, but they grew sick and died very quickly in spite of my experienced care. I wish to capture more samples and to may be even discover the secret of these strange creatures. Maybe I might even see the adult lifestages, I can only wonder what they might be like!

THE KELAHN

The Trebarnii know the fearsome beasts of the forests and how best to deter them from their homes and the mighty nest trees of the Kedashi queens.

The kedashi queens have always found that the fastest way to drive outsiders away is to ensure they meet with some of the more terrible beasts that live within the forest, such as the short-tailed hendreek kelahn. The trebarnii will lure the beasts towards their enemies then melt away back into the forests leaving the monsters to wreak havoc.



BAGRUN

Beast

80

points

Move: 6 Tough: 3+
Combat: 4 Stamina: 2
Support: 0 Size: Large

Command Range: 1"

Bomb Carrier [T]: Any Frenu that begin their activation within this model's Command Range lose Weak [T] and gain the Charge (2)[A] ability for the duration of the activation.

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

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

Instinctive (1,3)[T]: This model always casts at least 1 Erac and 3 Oran in combat.

Untrained [T]: This model may not be *Activated Directly*.

KELAHN

Beast

100

points

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

Command Range: 6"

Pounce (3)[C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent enemy model.

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

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

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

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

Untrained [T]: This model may not be *Activated Directly*.

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

THE BAGRUN

Perhaps the most ingenious of the trebarnii creations has been the bomb-carrying bagrun. The trebarnii brave the nests of the deadly ishkaru garkrid to steal handfuls of their grubs. The grubs are placed within a small piece of rotting meat that are then sealed within a thin clay parcel. The ishkaru are left to grow and mature, trapped within the bombs.

The bombs are loaded onto baskets on the back of the thick skinned bagrun so that the frenu can pick them up and drop them onto their enemies. The thin shells crack and the irate occupants erupt from their cage to attack the unfortunate enemies.

EMPIRE REINFORCEMENTS



THE HERDER QUEEN

Elite - Unique

75

points

Move: 8

Tough: 4+

Combat: 4

Stamina: 2

Support: 1

Size: Medium

Commander (4)[L]: Activate up to four friendly or allied *Elites, Troops or Civilians*.

Captain (6)[L]: 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.

Inspire [T]: All models directly activated by this model gain one stamina.

TANARIS THE HERDER QUEEN

Tanaris is the wife of Wouput, one of the wealthiest traders in the Empire. Wouput's father and grandfather built a vast network of trade routes, securing lucrative deals transporting exotic terali spices to the central empire.

Wouput has however chosen to live an opulent life, frittering away vast portions of his family's wealth and embarrassing their legacy. It is commonly held that the one good decision he has made during his career was to marry the forceful and confident Tanaris of the Teral clan. Since moving to Daugon, Zelehn has played the politics and accrued a great deal of power for herself and her husband. She was briefly in favour with the Emperor and during that time secured a position as mistress of the his herds and has been dubbed by many as The Herder Queen.

She leads her personal guards riding atop one of the Emperor's Eruk Nobilis, an honour bestowed on very few individuals outside the Order of Relan.



SAMINE THE FALCONER

To the South-East of the Empire are the great lakes, around which live the clans of Enipel, Galir and Moeras. Although far from the city of GarLoren, the clans of Enipel and Moeras hold a great deal of power. Lanakar is the capital of Enipel, ruled by the great Lanak. The wealth of Moeras is drawn from the many trading families and Samine was born to a long and powerful line of trading nobles.

Samine's elder siblings have taken over the family's main trade routes, leaving her to run wild during her youth, shaking off her guardians to ride the great marsh plains accompanied only by her *garo* falcons. As she grew older, her parents decided that some time in the courts of the Emperor would smooth off some of the rough edges. She now spends most of her time in Gar Loren, but takes every opportunity to escape the city.

THE FALCONER

Elite - Unique

20
points

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

Commander (4)[L]: Activate up to four friendly or allied *Elites, Troops or Civilians*.

Command Range: 6"

Proud [T]: This model may only be *Activated Directly*.

Falconer (2)[T]: This model receives two Falcons at the start of the game. The falcons always activate for free with this model.

GARO FALCON

Beast

Special

Move: 10	Tough: -
Combat: 1	Stamina: 0
Support: 2	Size: Tiny

Command Range: 1"

Evasive [C]: 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*.

Untrained [T]: This model may not be *Activated Directly*.



DELGON REINFORCEMENTS



DEHRAN

250

Enarii - Elite - Unique

points

Move: 10 Tough: 3+
Combat: 5 Stamina: 5
Support: 0 Size: Large

Commander (4)[L]: Activate up to four friendly or allied *Elites, Troops or Civilians*.

Command Range: 12"

Hurry* (4,2)[A]: Immediately move up to four friendly models within this model's Command Range up to 2" each.

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

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

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

Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.

Impetuous [T]: This model always activates when your first initiative counter is drawn each turn. This is in addition to other models you select to activate.

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

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through small enemy models.

Note: Don't forget that the Heavy Gunner's stamina can also be used to recast attack stones with his derakar.

DEHRAN

Dehran is one of the most warlike of the Enarii, revelling in the destruction he can cause with his two huge axes. His prowess during the assault on Tonueil has earned him the respect of the accompanying Dhogu tribes. He is rarely seen without the Keldreman who have pledged themselves to his service.



HEAVY GUNNER

The highly effective nature of the KalDru deraks and the larger belderak has been met with much approval by the Enarii council. However there have been many losses to the more agile Empire herders with their long range slingstaves and this has prompted NuraSen Plutom to push his engineers to develop yet more deadly weapons. The most recent of these inventions is the derakar, which is capable of firing rapid volleys against the enemies of the gods.

HEAVY GUNNER

30

Troop - Mechanical

points

Move: 6 Tough: 5+
Combat: 1 Stamina: 3
Support: 0 Size: Small

Command Range: 0.5"

Derakar [R]: Make a 2CS Ranged Attack against a target within 12".

Long Range (4)*: Increase the range of this attack by 4".

Quick Shot*: Make an additional Ranged Attack.

INTELLIGENCE

NuraSen Tirrel clutched the vital message tube as he ran through the forest. His bodyguards were all dead, but the flutter of leathery wings had abated and he stilled hoped he might escape the accursed trees and deliver his message. This hope was short lived as a sharp screech erupted from the trees to his left and great shape leapt towards him.

Empire:	Delgon:	Kedashi:
The Herder Queen	NuraSen with 4 KalDreman	2 Kaopi
Reyad (M) with 4 Light Cavalry	Veteran with 2 KalMalog	20 Frenu
Militia Captain with 5 Militia	NuraLehn with 6 KalGarkii	1 Kelahn
Reyad with 4 Slingers	2 KalDru	

SET-UP

The encounter takes place on a small playing area in the Naralon forest, with one player using the Delgon and one the Empire. The table should have scattered patches of woodland. The Kelahn is placed at the centre of the table next to an objective marker to represent the dead priest.

The Delgon player deploys his models as a single group at least 18" from the dead priest. The Fubarnii player then deploys his models as a single group, opposite the Delgon and at least 18" from the dead priest. The players then each place one Kaopi accompanied by 10 frenu at least 12" from any other models.

OBJECTIVES

Both players wish to recover the information the Priest was carrying. The player who can carry the information from the table wins.

Either player will flee if more than half of their elite models are killed.

SPECIAL RULES

Any non-Kedashi model that is engaging the dead priest at the start of its activation may take the information tube, which can be carried as an Object (p23 of the Chronicles of Anyaral).

If a player is forced to flee then he removes all his models. The player who has fled then becomes the Kedashi Controller for the remainder of the game. However, he no longer receives any reinforcements.

CONTROLLING THE KEDASHI SWARM

The Kedashi are treated as a separate force with their own set of 6 initiative counters. When the Kedashi counters are drawn the Kedashi Controller may choose to activate and move models using the normal rules, but may not choose to activate any Kedashi models engaged with their models. They may use the swarm manipulation ability on the Kaopi, placing any removed frenu to the side.

Initially the Kedashi Controller is the player who has the Initiative when the stone is drawn, but the role will vary through the game. During the game every time a player kills a frenu he keeps the model. If a player has more frenu than their opponent then they become the Kedashi Controller. During the End Phase each player casts one stone for each frenu they have and must deploy one of their frenu for each success they cast. The frenu must be placed within the Command range of one of the Kaopi.

If the Kedashi models are engaged with a player's models during the combat phase then the other player may choose to attack with them. They may use the model's abilities, but if they remove any frenu to gain stamina then they are immediately given to the opposing player.

If a Kaopi is killed then the player who killed it must immediately redeploy it anywhere on the table at least 12" from any Delgon or Empire models.

BUG HUNT!

Gil Masharl recently visited a local settlement and seems to have accidentally left some rather vicious (but surprisingly tasty) garkrid behind. The local Fubarnii have decided to try and clear out the infestation (and have a feast in their honour) and now everybody seems to be getting involved, with a passing Delgon priest and Devanu tribe keen to improve their supplies!

Empire:

Militia Captain with 5 Militia
Reyad with 4 Slingers

Delgon:

NuraKira with 4 KalJoran
KalMalog Veteran
2 KalDru

Devanu:

Devanu Sempa
3 Grishak

SET-UP

The encounter takes place on a small playing area. The players take turns placing garkrid near the centre of the table, but not within 3" of any other garkrid. Each player places a total of 3 garkrid.

Players then deploy by drawing Initiative counters. When a player's counter is drawn they may place one group of models anywhere on the table at least 12" from any enemy models or garkrid.

OBJECTIVES

All players are trying to capture as many garkrid as possible.

If a model kills a garkrid then remove the garkrid and replace it with a body token. Body tokens are *Objects* and can be dropped or transferred. A model may carry any number of body tokens.

A player may choose to flee during the End Phase, or will automatically flee if more than half of their elites are killed or have left the table. Roll a dice for each token currently held by a fleeing model that is still within 18" of the centre of the table or within 6" of an enemy model. It is kept on a roll of 4 or more, otherwise it is left on the table. Any models at least 18" from the centre of the table and 6" from an enemy model automatically keep their body counters. The remaining player keeps all tokens they are carrying or that are left on the table once the other players have both fled.

At the end of the game count up the number of tokens held by each player. The player with the highest total is the winner.

SPECIAL RULES

The garkrid are vicious little creatures and are activated by all players. Every time one of your initiative counters is drawn you may first select one garkrid that is not currently engaged with any models and move it up to 2". Each garkrid may move multiple times each turn.

In the combat phase players may choose to use their turn to attack with a garkrid that is engaged with an enemy model. The garkrid cast 2 combat stones, which will always be Erac. The garkrid will not support each other in combat. They have a 4+ Tough save.

MULTIPLAYER OPTIONS

This scenario can be played with any number of players by increasing the size of the playing area and the number of garkrid.