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# Twilight

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# THE DELGON FORCES



NuraSel

KalGarkii led by a NuraKira



KalJoran



KalDru



KalMalog



Roban the Hunter

# Twilight

## Chapter 2 Of Gods and Demons

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I have forgotten...

To find out more about the world of Twilight visit  
**[www.WorldOfTwilight.com](http://www.WorldOfTwilight.com)**

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# INTRODUCTION

**T**wo years ago I finally introduced my vision of the World of Twilight, with a small range of Devanu and Fubarnii of the empire. Since then I've been continuing to expand on that world, with the introduction of the Delgon and plenty more units for the two original cultures.

This book is a little bit overdue, but I wanted to take the time to get it right. I always wanted this book to tell the story of the Delgon and the start of the Wars of Retribution that will rock all of

Anyaral. I think I've achieved this with this book and you now have all the options you need to field a flexible army of black clad Fubarnii. To balance with the new Delgon force I've also had the opportunity to look in more depth at the rest of the world, fleshing out both the Fubarnii of the Empire and the Devanu. Arak-Katain's crusade is only just starting and we are only just glimpsing the full might of the Empire's knights with Danomar and his Elite Knights of Relan.

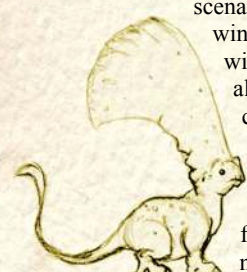
During the time since I launched Twilight I've had great support from the online community and there are plenty of parts of the world that would not exist otherwise! Earlier this year we had a couple of contests, so I've incorporated a few bits and pieces from those in this book. The

scenario 'Now where did he leave it' was the winner of a scenario contest and was written by Ogaday, otherwise known as 'TheGremlin'. The little sketches on this page are all of critters created by members of the forum for another contest (clockwise from left, Bethar's Pree Pree, Artman's Traman and Teera and Jubal's Oreg).

It's a shame that a few of the most recent releases haven't quite made it into the rules yet, but keep an eye on the forum for rules for the new models. I've already got new models in the works ranging from new Delgon inventions like the Gushrak

to new herders, an old Fubarnii and new beasts like the large Belan, which will be the first resin model for Twilight.

Thanks again for joining me in this crazy little world, and I look forward to sharing more with you over the coming years!



A handwritten signature in cursive script, likely the author's name.

# A HISTORY OF THE DELGON

**T**o the North of the Fubarnii Empire lies the vast expanse of the Setir Mountains that sweep across the continent of Anyaral. Secluded within these frozen mountains are the territories of the secretive Delgon.

While the Fubarnii of what has now become the Empire slaved under the rule of the Devanu, the Delgon were carving themselves a home within this inhospitable land. The Devanu could not survive the harsh winters, so the Delgon were left undisturbed and built many great cities to shelter from the cold.

The Delgon claim that when the first clan of Fubarnii finally rose up against their masters, it was they who had provided the tools and the guidance, but as the Empire was formed the Delgon went through a time of great tragedy. As the Devanu were driven from the warmth of their hunting grounds, packs of desperate hunters fled into the mountains. It was a warm summer, and the Delgon were ill prepared for such an attack. The Devanu tore through their towns and villages, slaughtering thousands. Most of the Devanu died when the cold winter finally arrived, but some tribes dug in and it took the Delgon years to finally clear the threat.

The leaders of the Delgon sent emissaries to the newly proclaimed Emperor to ask for support. The emissaries returned empty handed, with the Emperor declaring that he would only help if the Delgon swore fealty and joined the new Empire. The four High Lords of the Delgon dismissed this offer refusing to give up their lands to the fledgling Empire. Three of the four High Lords went in person to Gar Loren to petition the Emperor, but they never returned. It is not known what happened to them, but the Delgon have always blamed the Empire for their deaths.

At that time the Priests stepped up, decrying the leadership of the former Lords and insisting that something be done. The remaining High Lord followed their guidance and declared that the borders to the South would be closed. The priests placed two of their own as High Lords of the Delgon, and took direct control of the protection of the Delgon territories. Guard towers were built on the few passes that lead safely into Delgon from the south, and all travellers were turned back.

Many generations passed, with the priests guiding the Delgon and protecting them from all who would threaten them. During that time a number of the Emperors chose to try and encourage the Delgon to join the Empire, either through force or diplomacy, but in all cases their forces were turned back or lost.

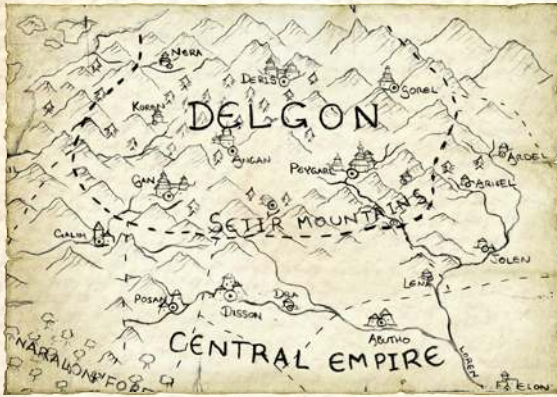
During the reign of Emperor Felian, visitors arrived within the Delgon lands from beyond the mountains. They were weak from their travels but their leader was brought to the priests, who announced that the Enarii had returned from their home on Enar and chosen the



Delgon. A select few of the priesthood were given the honour of serving to the Enarii directly and tasked with learning their language. The leader of the Enarii was revealed to be Garabon, one of the greatest Fubarii who ever lived in the ancient days and who had ascended to Enar many centuries before. In his first speech to the devout, it was Garabon who decreed that the Delgon had waited patiently for long enough, and that the Enarii had seen their devotion and chosen them as their own. All the Fubarii of Anyaral should worship their gods, and it was the duty of the Delgon to see this happen.

Priests were sent out to all corners of the Empire, proclaiming the glory of the Enarii, and letting the leaders know that a new Empire would be formed with the Enarii taking their rightful place at the head. Arudor, the Emperor, did not accept this news in the manner the Delgon had hoped, leaving the priests hanging above the gates of Gar Loren as a message to all who would threaten the Empire.

When news of this reached the Enarii they were furious that any should show such insolence.



All should bow to their gods, and if they would not bow by choice then they should be made to bow.

Two further winters passed and little was heard from the North, except for news that black clad emissaries had been seen across the Empire, delivering uncompromising messages and ultimatums. Over that time Arudor was becoming increasingly obsessed with the Delgon. He sent many spies across the mountains, but the mountains are harsh and the Delgon are watchful. Very few spies returned, and

those that did carried very little useful information. Arudor also started to pull back his knights to the central Empire, fearful that an attack was forthcoming.

As a direct result of this action, the towns around the outer Empire started to suffer increased Devanu attacks. The Emperor ignored the rumours of a growing threat around the Argoran wastes, instead obsessing over the movements of the priests and what was happening beyond the Northern borders of his Empire.

In the depths of the third Winter the Delgon finally initiated their Retribution, selecting the Gerova clan for their initial onslaught. The small town of Arisel was the first to suffer. When knights were sent to investigate, the town was found with all the buildings destroyed and the tunnels collapsed. Large funeral pyres were discovered, with signs posted listing their crimes against the Enarii.

Further attacks followed during the cold weeks of winter, with five more towns falling. All knights are bound by an oath to never shed Fubarii blood, and those knights posted in the region felt they had no choice but to stand back and watch the massacres. It was Danomar who first broke his oath, leading his knights in defence of the town of Ardel. The fight was brutal and close, but with Danomar's help the attack was repelled. For a while the Northern clans were hopeful, but Jamor came in person to lead his forces against Ardel, ensuring that the walls of the town would fall. This defeat was a crushing blow to the Gerova clan and news has now reached the Emperor that its council has elected to turn its back on the Empire and join the Delgon rather than face more Retribution attacks.

## THE GODS OF DELGON

The following letter was sent by one of the few of the Emperor's spies who was successfully working within Delgon. It was accompanied by a lengthy report covering details of the Delgon military. No news has been heard of Arlon since this letter reached the Empire.

My Lord,

There are many rumours and tales of the so-called Delgon gods, but much of it is hard to separate from myth, particularly with their claims that these 'Belog' (as our Royal Engineers refer to them) are actually the Enarii from our ancient tales.

It seems known throughout Delgon that there were seventeen who came to Delgon all those years ago. Several of these Belog are now leading the 'Retribution' attacks against our lands, while others appear to be choosing to lead a less violent life.

The Belog known as Garabon has been their leader since before their arrival. He has set up his home in the capital city of Peygarl. He spends most of his time within his palaces, but has addressed the Delgon through his attendant NuraGan Largs on a number of occasions.

I have only heard tell of four of the Enarii directly leading the military to date:

Tales of Jamor describe him as the largest of the Enarii and he has taken the role of General for the Delgon armies. Under his leadership the forces have grown to a level that we had never predicted. The only occasions that he has been reported as taking to the battlefield have been devastating, both in terms of his presence and the size of the forces that accompany him.

Delbran has been reported commanding several of Jamor's forces on the front lines and personally overseeing many of the Retribution attacks to the West of Delgon.

Roban is a mighty warrior, driven by his hatred of the Devanu and leading great hunts to eradicate the demons from all Anyaral. We have heard many reports of his hunts beyond the Delgon borders over the last years.

I gather that Malog was once a peaceful Belog who spent his time in the libraries of Peygarl, but suffered a violent attack at the hands of a pack of Devanu. He was crippled, but through the ingenuity of the Delgon engineers he now strides through the halls of his home in Gan on powerful artificial legs. He is now the patron of all Delgon engineers and at his command the Delgon armies have been augmented with many inventions, not least of which are the KalMalog.

The other Enarii seem less directly involved in the attacks against the Empire, but I am unsure if this will change.

Egolan has embraced his godhood, living a decadent life in the city of Deris, waited on by hordes of priests who ensure his every whim is met. Eldeyn has set up his home in a small city to the south of Delgon, growing ornate gardens in spite of the cold weather and long winters. Aaral the Wanderer chose a life of study, fascinated by all parts of Anyaral that he read about in books. He went against Garabon's orders and set out to explore the rest of the continent, but he ventured into the depths of the Naralon forests and has never been heard of again. Only one other Belog has been reported to have left the lands of Delgon for a prolonged period. Alaim, the Outcast, had a mighty argument with Garabon and left Delgon on his own. I have previously heard rumours of a giant who has been seen across Anyaral, most recently I heard tales of a giant that now runs amidst the Ferals who shepherd the great migrations. I can only assume that this is Alaim.

I shall seek to continue my mission, but it is proving ever more difficult to evade notice. The unwavering loyalty of the Delgon to their gods is a terrifying prospect but I trust that the Emperor has a plan and that my report shall prove useful.

Arlon

# NEW RULES

## INTRODUCTION

The following new rules expand upon those in the original rulebook, and allow you to use new ranged abilities, as well as adding a number of new types of ability.



## RANGED COMBAT

Ranged Combat abilities are used during a model's activation and replace the model's standard movement. When making a ranged combat attack you first select one or more targets that are within Line of Sight of the attacker. The ability will specify the range of the attack and how many Combat Stones are cast for the attack.

Most models have a basic ranged defence of two combat stones, plus an additional stone if they are *Obstructed*. Certain skills (such as *Agile*) may allow the target to cast more stones in defence.

The combat is fought in the same manner as normal, but the attacker may not use combat abilities (unless specifically stated for the ability), and the target cannot land any blows on the attacker. The target may, however choose to use any combat abilities it has, expending stamina if necessary.

**Line of Sight:** A model has *Line of Sight* to another model if a line can be drawn from the model's head to any part of the other model, including its base, without passing over the base of any other models.

**Obstructed:** If a model is within Line of Sight, but there are other models or scenery that obstruct visibility of any part of the model then the Line of Sight is *Obstructed*.

**Engaged:** If the target is engaged with an enemy model then it always counts as *Obstructed*. If the attacker and defender cast the same number of successful stones, then it is possible that the engaging model has been hit. Fight an additional combat against the engaging model. If there are several engaging models then randomise which model may get hit.

**Blast Attacks:** Some Ranged Combat abilities are *Blast* attacks. These use a blast template to determine what targets are attacked. Place the template so that the narrow end touches the attacker's base. All models under the template become targets. Fight the combats using the rules above. Note that the attacker chooses the order of the combats, and that no model can be the target of the same attack more than once.

If a model is touched by both long edges of the template then it is considered to be caught *Full Blast* and may suffer additional effects. The blast template is a triangular template 6" long and 2" wide at the widest point.



## NEW ABILITY TYPES

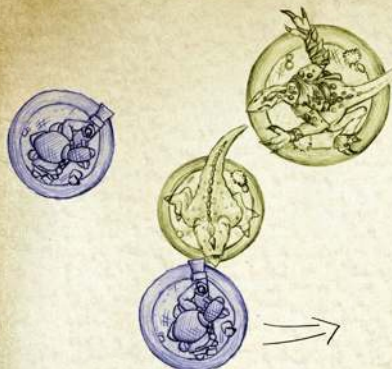
**Ranged Abilities [R]:** These abilities replace a model's standard movement and allow a model to make a ranged attack. The ability may also allow some movement, but may not be used if the model is engaged at any point during its activation, unless otherwise stated.

**Traits [T]:** These abilities describe traits of the unit and are always in effect.

**Special Abilities [S]:** These special abilities are detailed in the unit's description.



## COMBAT EXAMPLE: BLAST ATTACKS

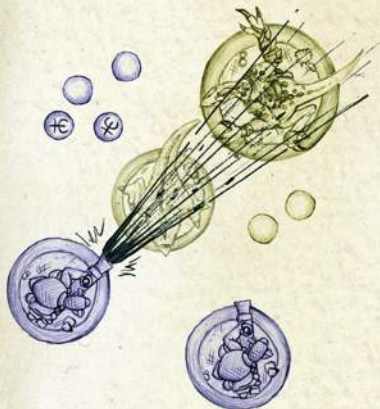


A Delgon KalDru wishes to fire his derak at a grishak and its Devanu handler. The grishak has advanced close to the KalDru, having previously charged, but failed to kill the KalDru's companion.

Both KalDru are activated by a nearby priest. The first is engaged, so cannot fire. He can however still activate and disengage, leaving a potential shot for the other KalDru.

The second KalDru moves a short distance to get a better shot. If the Grishak is killed then he will also have *Line of Sight* to the Devanu behind it.

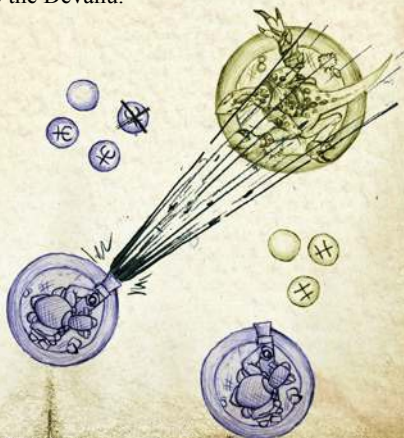
The derak would normally give a three stone attack, but the attacker casts an additional stone as the Grishak is caught *Full Blast*. The Grishak casts two stones in defence.



The Delgon player casts two successes while the Devanu is less fortunate and fails to get any successes. As neither side have any relevant abilities, the Grishak tries to make his two saves, but fails and is removed, leaving a clear *Line of Sight* to the Devanu.

The Delgon player then chooses his next target as the Devanu as it is the only other model under the template. Once again he casts four stones as the Devanu is also caught *Full Blast*.

The Devanu would normally cast two stones, but he can cast an additional stone due to *Agile*. The Delgon player is lucky and casts three successes, while the Devanu only casts two, leaving one potential blow. The Devanu then expends one stamina to deftly *Dodge* the attack.



# THE DELGON

*Even in the times when the Demons ruled the lands now controlled by the Emperor, the Chosen of the Delgon lived free in their mountainous home. While the ancestors of the Empire lived as slaves and food for their brutal masters, our ancestors forged the foundations of the Nation so that we might be ready for the coming of the Enarii. We watched as the Empire was formed, and defended our borders when the Demons fled into our lands, destroying everything in their path and killing many of our faithful.*

*But the foundations stood firm, and when at last the Enarii came from across the mountains we were ready. Now is a golden age. The faithful shall go forth and all Fubarnii shall bow to the rule of the Gods.*

*Taken from the writings of NuraGan Largos, High Priest and Personal Attendant to Garabon*



**D**elgon culture follows a strict structure, dominated by the leadership of the Enarii and the priests that serve them. All Delgon are born owing a debt to their nation and only through service can they hope to repay that debt.

Young Delgon are taken from their parents and raised in large creches. The Jenta are likely to remain within that creche family throughout their lives. Each creche family determines the role that the young jenta will fill within society, be that as a worker, a soldier or a priest.

The Delgon military is directly governed by the priesthood, and a specific branch of the priesthood, the Nura, is responsible for this.

Young Nura Acolytes serve on the front line, with more senior priests providing strategic and tactical guidance.

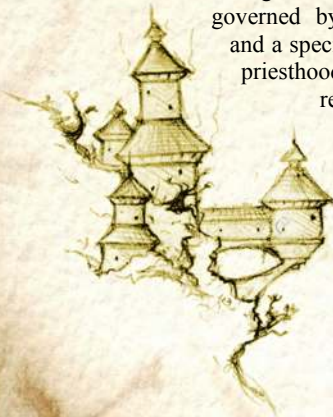
The bulk of the military is made up of soldiers who are trained from an early age to obey priests with unswerving loyalty. Those soldiers who show unusual levels of initiative are generally promoted to carry out specialist roles such as wielding the experimental deraks or serving as part of the KalJoran.

## DELGON

The Delgon are a hardy race of Fubarnii. They are generally slightly shorter than their southern cousins and have a distinctive grey skin tone.

The Delgon tend to dress in plain but warm clothing and wear very uniform armour and carry uniform equipment which is in direct contrast to the haphazard armourment of the Empire's forces.

Whereas most Fubarnii of the Empire live in extended family homes most Delgon live in much larger structures, with entire communities housed within a single set of interconnected buildings.



## THE ENARII

Each Enarii is mighty and powerful, surrounded at all times by loyal priests and bodyguards who serve their every whim. At a word great armies will move and vast temples will be built. The Enarii are only rarely seen outside their magnificent halls in the Delgon territories. Very few of the Enarii have thus far chosen to join their forces on the field of battle, but those that do are truly terrifying. They tower over even the greatest Devanu, cutting a swathe through all in their path with their thick skins deflecting all but the most powerful blows.

### ROBAN THE HUNTER

The ancient stories tell of Roban, a young Fubarnii sempa who watched her tribe massacred by Devanu. Driven by rage she fell upon her enemies, slaying them all with righteous fury. It is told that she died in flames and she was carried to Enar.

One of the Enarii named Roban now strides the northern lands, hunting Devanu with that same righteous fury. He is a powerful warrior, but his agenda is often at odds with that of Garabon and the rest of the Delgon council.

In recent months he has proved very effective in the Retribution Attacks, but on several occasions he has failed to arrive, pulling valuable resources away from the front lines to hunt Devanu.



#### ROBAN

*Enarii - Unique*

250

points

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

**Commander [L]:** This model may activate up to four friendly *Elites*.

**Command Range:** 12"

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

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

**Mighty Blow [C]:** Use before combat. Cast one less Combat Stone in combat. Any successful Eracs require 2 Oran to be blocked.

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

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

**Critical [T]:** If this model is killed then the Delgon player cannot achieve a victory.

## THE PRIESTHOOD

Delgon priests are involved in every aspect of Delgon society, from construction projects to food distribution and even the military. Those priests that are chosen to join the Nura have the honour of leading the military forces. The Nura range from young acolytes who take direct control of troops on the front ranks up to NuraGan Largos, who sits on the Delgon council and is the personal attendant to Garabon.

### PRIESTS (*NURASEN*)

The NuraSen are senior priests who act as commanders for the Delgon armies, overseeing the larger scale troop movements and attacks.

Sen Gohral is a great tactician. He has been tasked with overseeing many of the Retribution Attacks and ensuring their success.

#### NURASEN

*Elite*

**40**

*points*

Move: 6

Tough: 6+

Combat: 1

Stamina: 0

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

#### NURASEN GOHRAL

**60**

*Elite - Unique*

*points*

Move: 6

Tough: 6+

Combat: 1

Stamina: 2

Support: 1

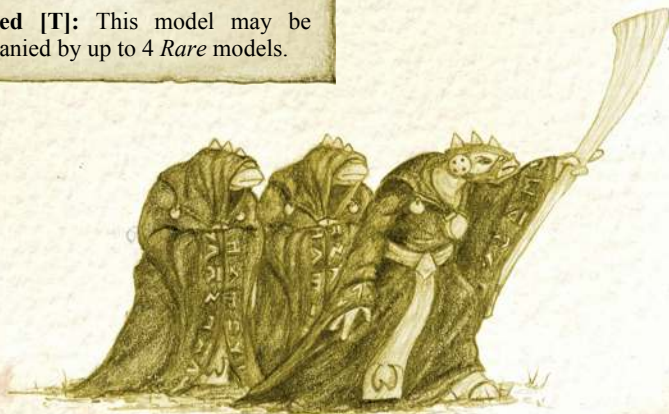
Size: Small

**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"**

**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.

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



## ACOLYTES (*NURALEHN AND NURAKIRA*)

Young Nura acolytes are known as NuraLehn and are expected to serve on the front ranks of the Delgon armies so that they might learn quickly. They play a valuable role relaying orders or leading small units. Most that survive and prove themselves rapidly seek promotion to a more protected role. Some Acolytes are however chosen to remain on the front ranks as NuraKira. These more experienced Acolytes are considered to be slightly more valuable, and are often blessed with KalDreman as bodyguards.

<b>NURALEHN</b>		<b>15</b> <i>points</i>
<i>Troop</i>		
Move: 6	Tough: 6+	
Combat: 1	Stamina: 0	
Support: 1	Size: Small	

**Lesser Authority [L]:** Activate one friendly *Troop* or *Civilian*. 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"

<b>NURAKIRA</b>		<b>15</b> <i>points</i>
<i>Elite</i>		
Move: 6	Tough: 6+	
Combat: 1	Stamina: 0	
Support: 1	Size: Small	

**Lesser Authority [L]:** Activate one friendly *Troop* or *Civilian*. 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 [T]:** This model may be accompanied by up to 1 *Rare* model.



## BODYGUARDS (*KALDREMAN*)

The Dhogu are a race of nomads that live throughout the Setir mountains. Many Dhogu are employed as bodyguards for the priesthood, serving in the ranks of the KalDreman.

<b>KALDREMAN</b>		<b>20</b> <i>points</i>
<i>Bodyguard - Troop - Rare</i>		
Move: 6	Tough: 5+	
Combat: 3	Stamina: 0	
Support: 2	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.

## SOLDIERS (*KALGARKII*)

Since the Enarii decreed that the Delgon forces should be expanded in preparation for the Retribution, a large portion of the population have been chosen to serve in the military as *KalGarkii*. While most *KalGarkii* are equipped with long-handled glaives, a small number are chosen at an early age to fill specialist roles in the Delgon armies. The *KalJoran* shocktroopers are front line troops trained to use vicious picks and heavy shields. The heavy shields protect them from projectiles, until they are close enough for their sharp picks to break through the armour commonly worn by knights and militia of the Empire. The *KalDru* are a recent creation, and have the dubious honour of carrying the newly developed *Deraks*. Accidents with these weapons have reduced since their introduction, but they are still far from safe.

### KALGARKII

Troop

10

points

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

**Command Range:** 0.5"

### KALDRU

Troop

20

points

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

**Command Range:** 0.5"

**Light Derak [R]:** Move up to 3" then make a 3CS Blast Range Attack. Cast an additional stone for any models that are caught *Full Blast*.

### KALJORAN

Troop

15

points

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

**Command Range:** 0.5"

**Defensive Line [C]:** During any combat while adjacent to another friendly model with Defensive Line, if all successful casts are Oran then each success can cancel two opposing Erac.

**Charge [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 used if the model had to Move Cautiously.

### Notes:

Within the Delgon military the *KalJoran* are often deployed in small strike forces led by a *NuraLehn* or a *NuraKira* - breaking into Empire tunnel systems in preparation for the main attacks.



## KALMALOG

*Elite*

50

points

Move: 8

Tough: 4+

Combat: 3

Stamina: 6

Support: 1

Size: Medium

**Cadre [L]:** Activate up to one friendly model with the *Cadre* ability.

**Command Range: 6"**

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

**Assassinate\* [A]:** During this model's activation, fight a combat against an Adjacent enemy model. Neither side can benefit from support.

**Fuel [T]:** This model does not recover stamina during the End Phase.

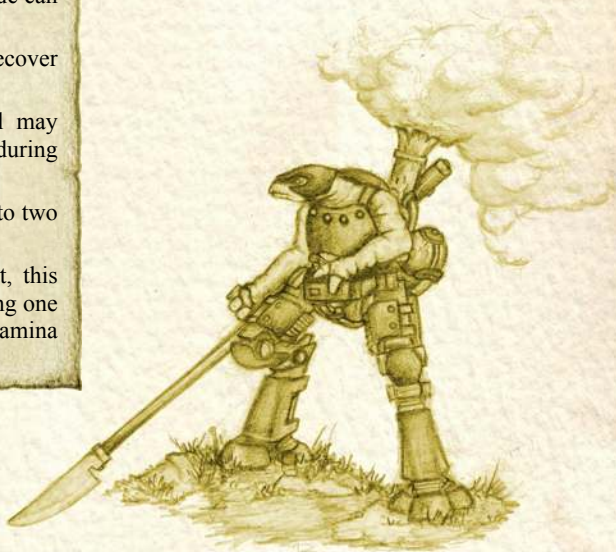
**Stamina Limit [T]:** This model may never use more than three stamina during one turn.

**Combat Trained [C]:** Recast up to two failed Combat Stones.

**Overdrive\* [C]:** Prior to combat, this model may expend stamina, gaining one extra Combat Stone for each stamina expended.

## STRIDERS (*KALMALOG*)

Kal Malog, or 'striders' as they have been dubbed by their brethren, are a marvel of Fubar-nii ingenuity and Delgon manufacturing. They were driven into existence by command of the Enarii themselves, regardless of the huge costs involved. Kal Malog tower over the other Delgon soldiers, their powerful artificial legs propelling them at great speeds towards their enemies. Once engaged they cause great casualties, trampling their enemies beneath their metal hooves as plumes of acrid smoke follow in their wake.



## THE BIRTH OF A KALMALOG

Young KalGarkii that show good potential but an unhealthy disregard for authority are sometimes selected to serve in the ranks of the KalMalog. The unfortunate Fubar-nii goes through several months of long, painful surgery as her legs are removed and the mechanical limbs are grafted in place. The success rate is low, but those that survive the initial process there follows a long rehabilitation period as they learn once again how to walk and fight.

During that period they are tutored in the language of the gods so that they may serve them directly and they also form a strong camaraderie with the other Fubar-nii within their cadre.

# EMPIRE REINFORCEMENTS

*Since the Empire was first formed we have stood proudly as guardians of these lands, hunting the Devanu that forever seek to enslave us once more. But now we face a new threat from our own kind. The cold-hooved Delgon now seek to enslave us, coming down from their mountains and slaughtering our kin. I do not care if they say the Enarii are with them. I do not care if our oath means that we should stand by and watch. I do not care if breaking that oath will carry a sentence of death. I cannot command you to follow me, but now is the time when we must ride for what we believe in.*

*Spoken by Danomar the Oathbreaker*

**D**uring the centuries since its creation, the Empire has gone through many upheavals. The Devanu have proved a continuous threat, but the unswerving loyalty of the knights have always kept that in check. Clans have risen up from within the Empire and blood has been shed. Emperors have even been killed or usurped, but none have ever truly questioned the Empire itself. The threat in the North changes everything.



All the clans of the Empire have forces of militia to protect their territories, but for the most part they are poorly trained.

Protection from the Devanu is largely provided by the brave Knights of the Emperor.

Since the Fall of Emperor Agelor, the Fubarnii serving within the Knighthood have always taken an oath at an early age that they will serve the Emperor against the Devanu threat but shall never shed Fubarnii blood upon pain of death. During the first Delgon attacks the knights stood by as the towns burned, bound by their oath. The knights saved many civilians by pulling them to safety, but would not involve themselves in the fighting even as their brothers were slaughtered.

It was not long after that Danomar chose to break his oath and led a group of his followers against the Delgon, temporarily delaying the Delgon attacks. The Emperor has kept silent on these actions and it is not yet known what the consequences will be.





## THE ORDER OF RELAN

Of all the knights that serve the Emperor, it is the Order of Relan that are held in highest regard. The knights are allowed to ride the rare and powerful Eruk Nobilis, which tradition states are all owned by the Emperor himself.

Early in his career the young knight Danomar proved himself in the South of the Empire, slaying the mighty Tar-Kisael, a Devanu Kopa that had caused terror across the lands of Larigal.

Danomar was offered a promotion in spite of his age, but requested instead that he might join the Emperor's own Heavy Cavalry. The gall of the request amused the Emperor and he chose to grant it.

Danomar proved himself time and again and was chosen by the Emperor to lead the forces deployed on the Delgon border. He could not bare to standby during the attacks and was the first to break his oath, leading a band of knights against the Delgon in the defence of the town of Ardel.

### KNIGHT OF RELAN

*Troop*

40

*points*

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

**Command Range:** 6"

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

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

**Powerful Charge [T]:** 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.

### CAPTAIN DANOMAR

150

*Elite - Unique*

*points*

Move: 8	Tough: 3+
Combat: 4	Stamina: 3
Support: 2	Size: Medium

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

**Command Range:** 6"

**Assassinate\* [A]:** Fight a combat against an Adjacent enemy model. Neither side can benefit from support.

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

*Note that charge can only be used directly after Danomar's main movement.*

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

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

**Momentum [T]:** Move up to 2" and gain one stamina if this model destroys another model.

**Powerful Charge [T]:** 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.



## COMMANDER BRENAR

Commander Brenar was a hero of the Empire, leading many successful attacks against Devanu tribes and advancing rapidly through the ranks of the Knighthood.

However, on one occasion several years ago he led an attack against what looked to be a small Devanu nest, but misjudged its strength and suffered a painful defeat. His faithful mount was killed and Brenar received a wound that almost killed him.

After a long recovery Brenar asked to retire and was deployed in a quiet part of the Central Empire where he now commands the local militia.

### MILITIA COMMANDER 100

*Elite* *points*

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

**Commander [L]:** This model may activate up to four friendly *Elites*.

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

**Command Range: 6"**

**Coordinated Strike\* [A]:** Make an attack against an Adjacent model. Do not benefit from support, but gain one additional Combat Stone for each friendly *Troop* or *Elite* directly Engaged with the target model.

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

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

### COMMANDER BRENAR 100

*Elite - Unique* *points*

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

**Commander [L]:** This model may activate up to four friendly *Elites*.

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

**Command Range: 6"**

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

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

**Inspire\* [T]:** All models directly activated by this model gain *Inspired*. A model with *Inspired* may recast one failed Combat Stone during their next combat.

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



## HERDERS

The Militia of the Empire often call upon local herders for support. The herders tend to eschew the heavy armour most of the militia wear, favouring light clothing and ranged weapons.

The stave sling is often carried by the herders as a handy tool to have out on the plains, as well as being a rather dangerous weapon.

Most herders are more than capable of riding the doughty enuk, and the light cavalry are often the first on the scene when there is trouble. They usually have the sense to keep their distance until the heavy support arrives.



### LIGHT CAVALRY

Troop

20

points

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

**Command Range:** 6"

**Spear [R]:** Move up to 10" then make a 2CS Ranged Attack against one target within 4". A spear may be thrown as long as the model is not Engaged, even if it was Engaged earlier in the turn.

### SLINGERS

Troop

15

points

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

**Command Range:** 6"

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



### ENGINEER BERU

Civilian - Unique

30

points

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

**Command Range:** 6"

**Experimental Derak [R]:** Make a 4CS Blast Ranged Attack. Cast an additional stone for any models that are caught *Full Blast*.

## ENGINEER BERU

Beru was apprenticed to the great Ondamir, but now perhaps even surpasses his master with his creations. He was the first engineer to perfect the Derak, although typically he has never appreciated its effectiveness. His attentions have recently shifted elsewhere, although he does like to test it occasionally. He is thus far unaware that his designs have fallen to the Delgon.

### Notes:

These rules for Beru update the Engineer rules from the original rulebook.

# DEVANU REINFORCEMENTS

*They have a word for us. They call us demons. I take pride in that.*

*They choose to hunt us down and kill us like beasts. This just cuts out the weakest of us. The strongest still survive.*

*These Gods are not immortal. I have seen the fear in their eyes and tasted their blood. They call us demons and they should tremble at the word.*

*Spoken by Arak-Katain*

**T**he developments to the North of the Empire have had a mixed impact on the Devanu. The Enarii have launched a crusade against all the ‘demons’ that stalk Anyaral. Great hunts have been organised, with the Devanu fleeing before the might of the Delgon armies and dying beneath the iron hooves of the KalMalog. Roban the Hunter has lead many of these attacks and has killed countless Devanu who underestimated the strength of the attackers.

To the South of the Empire the Devanu have found themselves with an unusual level of freedom to expand. Vast quantities of knights

have been redeployed to the North and to Gar Loren itself at the direct command of the Emperor. A powerful Devanu Kopa named Arak-Katain has seized this opportunity and carved himself a formidable tribe. He initially preyed on outlying herds, trade caravans and even small villages. The lack of response has allowed him to grow increasingly powerful.

In recent months he has heard tell of the crusade of the Enarii and chosen to even the score. He has lead his tribes from their hunting grounds of the Argoran Wastes into the North, leaving devastation in his wake and gathering more Devanu tribes around him as he travels.



## ARAK-KATAIN

Arak-Katain stands as a leader amongst a leaderless people. Since the rise of the Empire the Devanu have scavenged for survival in small packs. Those that have tried to redress the balance have fallen before the knights of the Empire.

Arak has emerged from the Argoran wastes at a time when the Emperor has been distracted. Arak's initial attacks were not met with the usual response and he has now gathered such a force that he can march across the Empire without fear.

Arak is a mighty warrior, towering over most of his followers. He has also shown great cunning, gathering followers through trickery and deception as well as brute force.

He now leads his forces North to the lands of the Delgon so that he might slay a God.

### MATRIARCH

125

*Sempa - Elite*

points

Move: 10                      Tough: 5+  
Combat: 5                    Stamina: 4  
Support: 2                    Size: Medium

**Matriarch [L]:** Activate up to four friendly *Devanu Jenta*.

**Command Range:** 12"

**Sprint\* [A]:** After Moving, move an additional 5".

**Assassinate\* [A]:** Fight a combat against an Adjacent enemy model. Neither side can benefit from support.

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

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

**Feint\* [C]:** Force your opponent to recast all their Combat Stones.

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

### ARAK-KATAIN

225

*Kopa - Elite - Unique*

points

Move: 10                      Tough: 4+  
Combat: 6                    Stamina: 6  
Support: 0                    Size: Medium

**Commander [L]:** This model may activate up to four friendly *Elites*.

**Command Range:** 12"

**Assassinate\* [A]:** Fight a combat against an Adjacent enemy model. Neither side can benefit from support.

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

**Momentum [C]:** Move up to 2" and gain one stamina if this model destroys another model.

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

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

## DEVANU MATRIARCH

The Sempa within a Devanu tribe fulfil many roles. Most act as individual warriors and hunters leaving the young Jenta of the tribe to look after themselves and carve their own futures, but some fight more closely with the young members of the tribe.

These Matriarchs gather groups of Jenta around them, spurring them on and rapidly training them to become efficient hunters. The Matriarch is often not directly related to the Jenta and once they grow old enough to threaten her position they are driven from the tribe and forced to fend for themselves.



## DEVANU JENTA

Young Devanu face a difficult fight for survival. Even before they leave the egg they are competing with their siblings, with only the strongest surviving past their first year. From an early age the young Jenta are expected to join the hunt.

While some Devanu are natural fighters, others look to enhance their strengths in other ways. Some turn to beasts, capturing and training them to hunt with them. The best handlers tend to avoid their siblings and prefer the company of their beasts.

Other Jenta look to the more unusual option of ranged weapons. Most full grown Devanu would not consider carrying a ranged weapon. They consider this to show weakness as prey should not be killed from afar. However, for a young Jenta survival is the highest priority, and there are those who fashion or scavenge short throwing spears so they can kill from afar. Some older Devanu will grudgingly accept their support in their hunts.

### HUNTER

50

*Jenta - Elite*

points

Move: 8

Tough: 5+

Combat: 4

Stamina: 3

Support: 1

Size: Medium

**Command Range:** 6"

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

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

**Feint\* [C]:** Force your opponent to recast all their Combat Stones.

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

**Sibling [C]:** Provides one additional Combat Stone if supporting another model with *Sibling* or *Matriarch*.

**Rapid Strike [C]:** When initiating an attack this model may elect that neither side may benefit from support.

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

### SPEAR

50

*Jenta - Elite*

points

Move: 8

Tough: 5+

Combat: 4

Stamina: 3

Support: 1

Size: Medium

**Command Range:** 6"

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

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

**Throwing Spear [R]:** Move up to 8" then make a 2CS Ranged Attack against one target within 8". A spear may be thrown as long as the model is not Engaged, even if it was Engaged earlier in the turn.

**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.

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



**HANDLER***Jenta - Elite***50***points*

Move: 8

Tough: 5+

Combat: 4

Stamina: 3

Support: 1

Size: Medium

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

**Command Range:** 6"

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

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

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

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

**KOSOK**

The predatory Kosok soar over most parts of Anyaral, from the garish Eru Kosok of the Naralon forests to the Dorah Kosok of the Argoran Wastes, named for its fearsome screech.

While it is not common for untrained Kosok to attack Fubarnii, there are many reports of Fubarnii Jenta or even older herders being dragged away. As such, Fubarnii hunters travel across Anyaral earning a living from tracking down and destroying Kosok nests.

Young Devanu of many tribes will venture to the almost inaccessible Kosok nests to steal young hatchlings. If the Devanu survive then the Kosok can make excellent hunting beasts once they are properly trained.

**KOSOK***Beast***25***points*

Move: 12

Tough: 6+

Combat: 1

Stamina: 0

Support: 1

Size: Small

**Command Range:** 6"

**Charge [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.

**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.



# FIRST BLOWS



s NuraGan Jonnar gazed over the sacred texts sprawled in front of him he contemplated his upcoming sermon - the most important in Delgon history since the coming of the Gods. The Great Retribution was to begin!

Lost in his own thoughts, Jonnar did not hear his trusted acolyte NuraKira Rousin enter the room. "Master as your most humble servant I regret the intrusion on this most important eve, however I have come to inform you that all preparations are now complete and we await the final Proclamation."

Jonnar turned to face Rousin and found him in his usual deferential pose, bowed with only his jaw visible under his thick black cloak. "Very good Rousin, is there anything else?"

Jonnar smiled wryly. He knew what question Rousin wanted to ask and it was a test of his acolyte's determination and ambition as to whether it was uttered. After a few moments pause Rousin continued. "Master, I mean not to offend or question our god's actions, but there is rumour that Roban will not be present at the Proclamation and..."

Jonnar did not want the acolyte to suffer anymore, nor gain confidence in speaking out and cut him short. It was important that a strong message was conveyed to the other priests and acolytes and through them to the troops. Roban or not, the Great Retribution was to begin.

"No, Roban will not be present at the Proclamation as he has yet to return from his current journey with the KalMalog. However, having the great Roban at the Proclamation is unnecessary." Jonnar paused and waited until Rousin raised his head and looked into his eyes - it was crucial this message was purveyed to the others in the correct manner. "Rousin, we are the mighty Delgon, chosen by our gods to purify this world. Knowing this is enough to give all Delgon the strongest and bravest hearts as we begin our task." Jonnar was satisfied that the message had been conveyed and purposefully relaxed and moved towards the window. "Now Rousin I wish to see Sen Gohral and Chief Engineer Plutom." Rousin bowed and left the room.

Jonnar viewed the scene outside his window. The snow was falling heavily and the bitter winds chased around the city. Jonnar did not know how to feel about Roban's absence. The god's will was his own but why was he not present for the culmination of his actions? And to have taken the KalMalog! These mechanicals were a huge resource yes, but their capability in battle was unsurpassable. But his role was not to question the god's actions and decisions. All had a purpose and it showed the confidence Roban had in the Delgon for not being present.

Jonnar heard the clanking metal shoes of Plutom entering the room and composing himself turned to face the Chief Engineer and beside him Gohral who would head up the attack. Gohral spoke first. "My Lord, our troops are ready for battle and I have personally inspected all sections."

"Very good Gohral. The time of the Proclamation comes soon and the Delgon will begin the Great Retribution. What news of the village of Arisel?"

"Our scouts confirm they suspect nothing. The local militia are weak and disorganised and the closest knight garrison is at low strength."

"Good, good."

Jonnar turned to Plutom. "And Chief Engineer, have the final tests on your garderaks been a success?"

"Yes Master. The town shall crumble as we rain destruction upon them from the nearby hills. None shall doubt the might of Delgon."

Jonnar smiled and rose up on his hooves. Now was the time for the Retribution to begin.



# SCENARIOS

Twilight is a scenario based game, with small games that tell short stories about the world. You can easily play points balanced games to the death, but this section presents a series of games for a range of different forces. Most of the following scenarios tell a small part of the story of the initial attacks of the Retribution. They introduce the Delgon and let you play games against either the Empire or the Devanu, but you can of course change forces around to fit the models you have in your collection.

These scenarios use a couple of standard terms for deployment:

**Playing Areas:** Playing areas are typically assumed to be about 4' square, but most scenarios can be played on a smaller or larger area.

**Groups:** Some scenarios refer to deploying models in groups. In these cases select one Elite or Troop model and place all other models in the group within its command range.



## THE HUNT

*Roban stood on the ridge, looking down on the gnarled tree in the valley below. A couple of Devanu lounged in the lower branches, while several Grishak scratched in the snow at the base. His scouts had done well and soon the snow would once again be stained with Devanu blood.*

### **Delgon:**

Roban  
5 Striders

### **Devanu:**

1 Kopa  
1 Sempa Matriarch  
2 Jenta  
3 Grishak

## SET-UP

The encounter takes place on a small playing area. Place the Devanu nest tree approximately 12" from one table edge.

The Devanu player deploys all his figures within 6" of the tree.

The Delgon player deploys all his figures in one or more groups at least 18" from any of the Devanu models.

## OBJECTIVES

The Delgon player wins if both adult Devanu are killed.

The Devanu player wins if Roban is killed.

Neither player can flee.

## TEACHING A LESSON

*The black clad priests had delivered their warnings, but those who had returned had done so unheeded. Since the spies from the great city of Gar Loren had brought reports of the Emperor committing the heinous crime of executing the emissaries, the Enarii had been planning for this moment. Garabon had decreed that a lesson must be taught so that all of Anyaral would know the might of the Enarii.*

*NuraSen Gohral has been tasked with the overseeing the first of the Retribution attacks against the town of Arisel. The main attack has gone to plan in spite of Roban's absence and Gohral himself has chosen to lead his forces into the remnants of the village to eradicate the remaining defenders.*

### **Delgon:**

NuraSen Gohral with 2 Bodyguards  
4 Soldiers  
2 Deraks  
4 Shocktroopers  
2 Striders

### **Empire:**

2 Militia Captains  
5 Militia  
4 Herder Slingers  
3 Herder Light Cavalry  
8 Villagers

## SET-UP

This small section of the larger battle takes place on a small playing area that is densely populated with damaged buildings and rough terrain. Starting with the Delgon, players take turns placing the villagers. All villagers must be deployed within 12" of the table centre, and at least 4" from any other villagers.

Draw one initiative stone to determine who deploys first. If a combat stone is drawn then draw another stone. Any stones drawn at this time are not returned to the bag until the end of the first turn. Gohral may use Tactician at this time, but is then deployed with no stamina.

The first player deploys his force as a single group at least 12" from any villagers.

The second player then deploys his force as a single group on the opposite side of the table, at least 12" from any villagers.

## OBJECTIVES

The Delgon player gains one point for each Empire model killed. The Empire player gains three points for each villager that escapes. The player with the most points at the end of the game wins.

The Delgon will flee if the priest is killed. The Empire will not flee, but individual models may escape.

## SPECIAL RULES

Empire models can escape and be removed from the table if they are at least 18" from its centre, or if the Delgon flees.

All Empire Troops gain the 'Rescuer' ability.

**Rescuer [L]:** Activate up to 2 friendly *Civilians*.

### VILLAGER

*Civilians*

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

**Command Range: 1"**

**Panicked [T]:** This model may not be activated directly and may only be activated by a friendly model with a Leadership ability.

## RESISTANCE

*Danomar has stood by watching the Delgon advance on the Empire for too long, and has now turned his back on his oath. Following on from his support of the town of Ardel, Danomar has led his loyal followers into the hills, harassing Delgon supply lines at every opportunity. Some local herders have brought word to him that a senior priest and his entourage have been spotted travelling close to his position.*

*Now is the opportunity to strike a major blow against the Delgon and for the Priest to pay for his crimes against the Empire.*

### **Empire:**

Danomar

3 Knights

2 Militia Captains

5 Militia

4 Herder Slingers

2 Herder Light Cavalry

### **Delgon:**

1 Priest with 4 Bodyguards

2 Acolytes (NuraLehn)

8 Soldiers

2 Deraks

4 Shocktroopers

2 Striders

## SET-UP

The encounter takes place on a small playing area. A 6” wide road runs centrally East to West across the table, and there should be several areas of difficult terrain on either side.

The Delgon player deploys his force first and must deploy all his models as a single group on the road, at least 24” from the West table edge.

The Empire player deploys all his models at least 12” from any of the Delgon models.

## OBJECTIVES

The Empire player wins if he can kill the Priest.

The Delgon player wins if the Priest can escape off the west edge of the board.

Neither player can flee.

## SPECIAL RULES

The Delgon are caught by surprise and may not use the first two of their Initiative counters that are drawn to activate models.



## OUT OF GAS

*NuraKira Elush was getting nervous. He had been given two of the new KalMalog for this mission, but thus far they had been a liability. They were taking far too much effort to maintain, and they weren't exactly stealthy, with their constant crashing and clunking, not to mention the stench.*

*Now the fuel wagon had failed to turn up at the appointed time, and the KalMalog were running dangerously low on fuel. The Dhogu scouts had brought news of a wrecked wagon nearby, apparently attacked by demons and it was looking likely that it was their fuel wagon. Chances are the demons would still be around, but if they can just reach that wagon the KalMalog can refuel and maybe finally prove themselves.*

### **Devanu:**

3 Jenta

3 Grishak

### **Delgon:**

1 Acolyte (NuraKira) with 1 bodyguard

1 Acolyte (NuraLehn)

6 Soldiers

2 Deraks

2 Striders

## SET-UP

The encounter takes place on a small playing area. The wreckage of the Delgon wagon is a large based model and is placed at the centre of the table. Place a few other small pieces of terrain on the table. The Delgon are deployed in a group at least 18" from the wagon. The Devanu can be deployed in one or more groups at least 24" from any of the Delgon models.

## OBJECTIVES

The Devanu player wins if he can kill both Striders, otherwise the Delgon player wins.

The Devanu player flees if all the Jenta are killed.

The Delgon player cannot flee.

## SPECIAL RULES

The Striders start with only 1 stamina each.

The wreckage cannot be moved. If a Striders starts his activation adjacent to the wreckage and is not engaged then he can sacrifice his activation to regain up to 3 stamina. A Striders may refuel more than once, but may not have more than 6 stamina at any one time.

## NOTES

This scenario provides a challenge to both players as the forces do not include the normal command structures, but it does provide the Jenta an opportunity to prove themselves on their own. The Devanu player can choose any combination of the standard Devanu Jenta options (Hunter, Spear or Handler) for his force.



## UNWELCOME TRAVELLERS

*Over the last few months black robed priests have occasionally been seen travelling lands across the Empire. Their purposes are often unknown, and rumours of catastrophes following in their wake have reached both the Devanu and the Fubarnii of the Empire.*

*A priest has been observed travelling with an unusually small retinue. The Emperor's knights have been following him for a number of nights, but it appears that the Priest has also drawn the attention of a local Devanu tribe.*

### **Empire:**

1 Knight Captain

8 Knights

### **Devanu:**

1 Sempa Matriarch

2 Jenta Hunters

3 Grishak

### **Delgon:**

1 Priest

4 Bodyguards

## SET-UP

The encounter takes place on a small playing area, with one player using the Devanu and one the Empire. The Priest is placed at the centre of the table, with his bodyguards adjacent to him. The Devanu player deploys his models as a single group at least 18" from the Priest. The Fubarnii player then deploys his models as a single group, opposite the Devanu and at least 18" from the Priest.

## OBJECTIVES

Both players wish to capture the Priest. The player who can carry the Priest from the table wins. If the Priest manages to escape, then it is a tie.

The Fubarnii player flees if his Captain is killed.

The Devanu player flees if two of his Devanu are killed.

## SPECIAL RULES

The Priest activates at the end of each turn, once all combats have been completed. If possible, the player with the initiative must move the priest so that he is not engaged by any models controlled by either player. If possible, the bodyguards must then be moved so that they are adjacent to the priest. The bodyguards will never attack in combat, but will always support if the priest is attacked and will always use their *Bodyguard* ability if any blows are landed on the Priest.

If the Priest fails his tough roll he is disabled rather than killed. Leave a marker on the table to show his position. Any model that is engaging the marker at the start of its activation may move the marker so that it remains adjacent after the model has completed its move.

If a player is forced to flee then he removes all his models. If the Priest has not yet been disabled, then the player takes full control of the Priest and his Bodyguards for the remainder of the game, activating them as normal.

## NOTE

Unwelcome Travellers is an ideal scenario to extend up to three players, one using each of the three cultures. In that case give the Delgon player a larger force closer in size to that of the Devanu and Empire players. You will need an extra set of six initiative counters, but you keep the same number of combat counters.

# NOW, WHERE DID HE LEAVE IT?

Scenario created by Ogaday Willers Moore

*Generations after a particularly eccentric engineer had died, his greatest contribution to his birth village, a Subterranean Excremental Waste Expunger and Remover (SEWER), began to develop faults. Nobody needed convincing of the necessity of fixing it after the first couple of malfunctions left several houses uninhabitable for weeks. Engineer Beru was brought in to have a look, but after several days he was still baffled; each engineer is idiosyncratic, and Beru couldn't make head nor tail of it without guidance.*

*However, there was hope. Hearsay was that the engineer had made extensive notes during his life. Unfortunately, he had lived beyond the village limits in a secluded building that had recently been overtaken by a Devanu tribe. The Council have committed their finest militia as well as conscripting herders who know the land to provide a guard for Beru in his consequential, nay, momentous search for the schematics.*

## Empire:

Engineer Beru with two Apprentices  
2 Militia Captains  
5 Militia  
4 Herder Slingers  
4 Herder Light Cavalry

## Devanu:

Kopa  
Sempa with one Kosok  
Jenta Handler with four Grishak

## SET-UP

The encounter takes place on a small playing area with the Engineer's house at the centre. The Fubarnii player deploys his models as a single group 18" from the house. The Devanu do not start on the board.

## OBJECTIVES

The Empire player wins if the Engineer or one of his apprentices get off the board with the schematics. The Devanu player wins if he can kill the Engineer. Given the importance of this mission, the Empire will only flee if the Engineer is killed.

## SPECIAL RULES

At the end of each turn the Devanu player rolls one die. On a four or five either the Sempa or the Jenta arrive with their accompanying beasts. On a six the Kopa arrives. Whichever models arrive are placed as one group at least 18" from the house and 12" from any Empire models.

Beru and his apprentices may search the house. Roll a die during the combat phase if they are unengaged. On a roll of a six they find the schematics, place a counter by the model to show who has them. The schematics can be passed to any other adjacent model.

### APPRENTICE

*Civilian*

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

**Command Range: 1"**

**Assistant [T]:** This model is allocated a *Master* at the start of the game and will always activate for free when his *Master* is activated so long he is in his command range.

# DEVANU REINFORCEMENTS



Kosok



Devanu Jenta



Arak-Katain

# EMPIRE REINFORCEMENTS



Herders



Commander  
Brenar



Captain Danomar



Young Fubarnii Jenta

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