

ISSUE 7 FEBRUARY 2016

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
Farewell 4
Danakan's letter to Muri.
Delgon Reinforcements 5
Updated rules for Dehran and his bodyguards.
The Engu 6
New background and rules for the Engu forces, including rules for Cren Blaak, the Shipbuilder.
To the boats! 9
A new scenario where the Engu do their best to help important civilians escape the brutal bombardment of the city of Tonueil
The fall of Tonueil 10
The Delgon have unleashed an intense attack on the city of Tonueil, but the Engu are still trying to get their civilians to safety.
The Trebarnii 12
Rules for using the upcoming Trebarnii Boss and Brute as a small force or as part of your Kedashi swarm.

NEWS FROM THE FRONT

Over the last few months I've been planning, sculpting and playtesting models for the fifth Twilight culture - the Casanii. I'm launching the Casanii with a small kickstarter on the 16th March, but in the meantime I've sculpted a few beasts for them to ride and figured it would be good to make them available in resin.

Before the story moves to the South of the Empire, there's one more story I've wanted to tell in the North...

Within the Chronicles, Danakan hinted at the fate of the Engu, but I never went into any details of the Delgon invasion of their cities. I took a break from sculpting the Casanii so I could sculpt Cren Blaak the Shipbuilder, a new character for the Engu.



NEW RELEASES

Over the last few months we've released a few resin models, including a special limited release version of Cren Blaak alongside a few large beasts that wouldn't really work in metal! Don't worry though, there's a whole load of metal releases just around the corner...

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.

(Multi-piece resin model)



Cren Blaak - £10

Once a renowned shipbuilder, Cren is now a core member of the Engu resistance.

(Single-piece resin model)



WORLD OF TWILIGHT: THE CASANII OF ANYRAL

Coming 16th March 2016!

KICKSTARTER

BEASTS OF THE CASANII

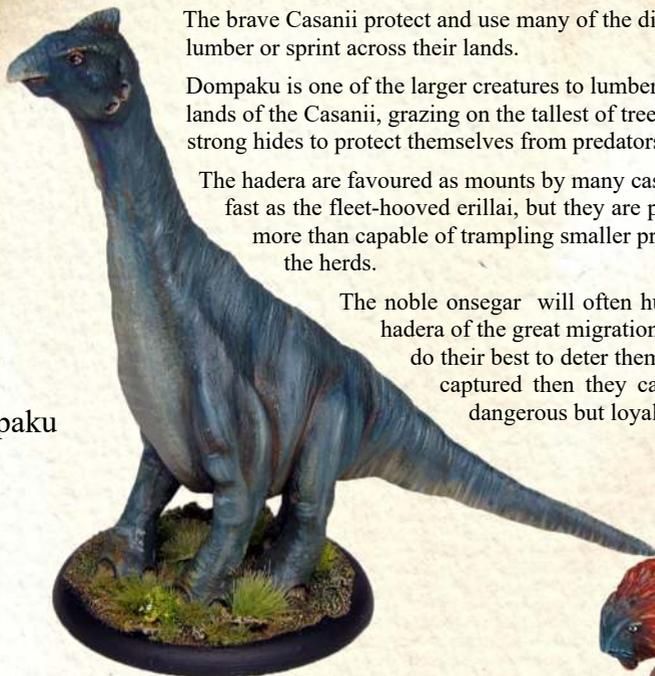
The brave Casanii protect and use many of the different beasts that lumber or sprint across their lands.

Dompaku is one of the larger creatures to lumber its way across the lands of the Casanii, grazing on the tallest of trees and relying on its strong hides to protect themselves from predators.

The hadera are favoured as mounts by many casanii. They are not as fast as the fleet-hooved erillai, but they are powerful creatures more than capable of trampling smaller predators that threaten the herds.

The noble onsegar will often hunt the erillai and hadera of the great migrations, so the casanii will do their best to deter them. If the young are captured then they can be trained as dangerous but loyal mounts.

Dompaku



Dompaku (resin model) - £18

Onsegarl (resin model) - £8

Hadera (resin model) - £8

Erillai (2 metal models) - £9



Onsegar



Hadera



Erillai

FAREWELL

My dear Muri

I am afraid I must be brief for I have little time.

Before I write another word I feel I must apologise for the speed with which your new placement sent you from the capital but I fear it is no longer safe for you here. Your distrust of Obal is well known in court and while I still have faith that he is working for the best of both our nations, I do not always agree with the Selgon methods and I fear where your disagreements may end.

I hope that the coming conflict does not reach you in Casan and that your travels may bring back memories of our times on the road together. At least you can be sure that you will not have to deal with those foul yirnak this time!

You have a long ride ahead of you and I have included a number of missives and pieces of intelligence that our allies have gathered that I believe may be of interest. I do fear for your friends in Tonueil, but I am afraid that I have been unable to find out more about them. Trust that I will let you know when I find out more.

Your Friend,
Danakan

DELGON REINFORCEMENTS



DEHRAN

120

Enarii - Unique

points

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

Command Range: 12"

Assassinate* [A]: Fight a combat against an adjacent enemy model. Neither side may benefit from support.

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: As long as they stay close to Dehran, his bodyguards can use their *Retinue* ability to gain up to one stamina each turn, which they can use to recast a stone in combat or to use their *Sprint* ability. However, they can only have a maximum of one stamina at a time.

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.



DEHRAN'S GUARD

20

Troop

points

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

Command Range: 6"

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

Retinue (Dehran)[T]: This models starts with one stamina if deployed within 3" of Dehran. While within 3" of Dehran this model gains one stamina during the End Phase.

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

Sprint (4)[A]*: Move up to 4". This ability may only be used after this model's Basic Movement.

THE ENGU



My Lord,

The Engu have always been a very proud race. They live of some of the harshest regions of the Empire, having to survive bitterly cold winters and persistent raids from the dhogu. They are renowned warriors and we employ numerous bands of mercenaries across the Empire. While they are too large to ride the enuk of the knightly orders, they are still valued as warriors in their ranks.

When the Empire was first formed, the Engu welcomed our emissaries and enthusiastically joined the fledgling empire. They had always been a remote, isolated people, but the Empire brought traders and access to a world that hadn't previously been aware of. Since that time, many Engu have joined the knightly orders, or ventured south to find jobs. Those that remained enjoyed a period of prosperity as their skills and goods were highly sought after. The fubarnii of our Empire almost universally fear the sea, but the Engu will willingly venture into the unknown and are masters when it came to creating seaworthy ships. Their shipbuilders and crews are always in great demand and their ships and boats can now be found across the empire.

The greatest of engu cities is that of Tonueil (pronounced Ton-oo-way). The city itself is small by the standards of the empire, but has great shipyards stretching along the coast. It is situated on a broad bay, with rocky outcrops that shelter it from the worst of the storms. There are numerous smaller settlements in the caves in the surrounding cliffs, but the town itself is almost entirely above the surface. The main dwellings are concentrated together, with some even extending over the water.

The shipyards are supplied with wood from the south and the engu seem to have managed to come to an unspoken agreement with the spirits of the forest to harvest the trees as long as they

do not venture too deep. During the warmer months the logging crews have had to contend with raids from the *Devanu* tribes that they refer to as 'ghost claws', but those attacks are less of a nuisance than the *Dhogu* raiders that are a constant threat across the *Enguan* territories.

The *Engu* have many small settlements scattered throughout the islands off the coast. These islands are cold and windblown, but the residents nurture the dwarf *yirnak* that they share the islands with. The islands are also protected from the *Dhogu* raiders that only rarely brave the waters.

One advantage of the cold territories has been that the *Devanu* have never been able to rule over their lands. This has not however made them soft, for they fight constant skirmishes with the *Dhogu* tribes that plague these territories. From my time spent in their lands it is clear that the *Engu* are very loyal to the Empire, in spite of the fact that it provides very few knights in their defence. There is a small garrison to the far south that watches over the borders with the *Naralon* forests where the *Devanu* 'ghostclaws' are known to hunt. While our Emperor has increased the Knights in the Northern territories to try and deter the *Delgon* from invading too close to the heart of the Empire, the distant lands of the *Engu* have been left to defend themselves. I fear that the *Engu* may not be able to repel a large scale attack from the *Delgon*, should they decide to concentrate their attacks. I recommend we divert a portion of our forces to prepare for such an attack.

Arlon



CREN BLAAK THE SHIPBUILDER

The Enguan shipbuilders are regarded with mixed feelings by those of the Empire. Their craftsmanship is viewed with awe, but it is a commonly held view that they spend too much time near the sea and must have lost their sanity long ago. But, as with the engineers of the Empire, their eccentricities are tolerated.

Cren Blaak is a renowned shipbuilder, considered by many to be one of the true masters. He lived on the coast near Tonueil, so was not present when it fell, but word reached his dwelling along with dozens of fleeing draals and jenta.

He loaded the refugees onto small boats so that they might flee to the Enguan islands before setting fire to his unfinished projects and following aboard his final ship.

Since the fall of Tonueil he has continued to work his craft, building and maintaining boats for the resistance, but he has also lead his crew in attacks against the occupying delgon, inspiring those that follow him.

CREN BLAAK

Elite - Unique

75

points

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

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.

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

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

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

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



TO THE BOATS!

The attack on Tonueil has been devastating. The belderaks are still raining death on the city, but Dehran cannot stand back any longer and watch the engu fleeing like skerrat.

Meanwhile, Cren and his Kapa are doing what they can to escort the council members to the potential safety of the waiting boats...

Engu:

Kapa with Tahela

Cren Blaak

6 Axes and 2 Harpoons

Garosa with 6 Draal

3 Councillors (Civilians)

Delgon:

Dehran with 4 bodyguards

Accompanied by either:

2 NuraKira, 8 KalJoran, 2 KalDru

Or:

2 Dhogu Captains, 4 skerrat, 6 Dhogu

SET-UP

The encounter takes place on a square playing area about 4 foot across, filled with buildings and rubble. To one edge of the table is the waterfront, with three boats equally spaced so they are docked about 12" apart.

The Engu player deploys his troops as a group at least 12" from the nearest boat.

Dehran is deployed with his bodyguards at least 12" behind the Engu models. The remaining models may be deployed in one or more groups anywhere on the table at least 9" from any Engu models.

OBJECTIVES

The Engu player is trying to escort the important civilians to the boats. He wins if at least two of the counsellors escapes in the boats. The Empire player will not flee until all the counsellors are dead or on the boats.

The Delgon player will only flee if Dehran is killed. The Delgon player wins if Dehran survives and at least two civilians are killed.

SPECIAL RULES

The boats: The boats should be about 6" long and 2.5" wide. Any Engu models may board the boats and they may be cast off as long as there are at least 3 models on board. The boat is immediately removed and set to one side. After the game has ended roll a dice for each ship, it escapes on a 3+. On a roll of 1 or 2 the boat has been sunk by the Delgon belderaks. If the boat has the Kapa, Cren or the Garosa onboard then you may choose to reroll the dice once.

Belderak bombards: At the start of each End phase both players roll one D6. If they roll a 5 or a 6 then they may place a shell anywhere on the table. The shell then scatters 2D6" in a random direction before exploding.

Models within 2" of the shell are hit with a 4 CS ranged attack and are Stunned until the start of the next End phase. Models within 4" are hit with a 2 CS ranged attack and are Stunned until the start of the next End phase. For all attacks use the position of the shell to determine if models are obstructed. Models closest to the shell are targeted first. Boats may not be targeted, but if one is hit directly by a shell then it must make a 4+ save or be destroyed, along with all models on board.

Rescuers: All Engu Troops gain the 'Rescuer' ability.

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

THE FALL OF TONUAIL

We should have been more suspicious when the dhogu ceased their raids.

After the initial, early storms of late autumn, it had turned out to be a relatively mild winter in Engu. We had managed to keep the trade routes open and had heard many tales of the war to the East. The traders told of the huge delgon armies that had laid waste to many of the cities of Gerova, with Arisel and then Ardel falling. We could not believe when we heard that the clan lords had been so weak as to bow to the invaders, something we thought we would never do.

We have always had to fend off the accursed dhogu, who creep down from the mountains to raid our villages. Life on the Enguan Coasts is hard and we are a strong race, but those thieves and murderers have always been a thorn in our side, waiting for our kopa to leave on their hunts before descending on the unprotected villages. They do tend to underestimate us draals who are left behind and they are usually driven off before they do too much damage, but they were just a dangerous nuisance.

As the snows were starting to melt we had a period of quiet, across our lands the dhogu seemed to stop their raids. Good news always travels much slower than bad, so we did not notice the widespread lack of trouble and just enjoyed the peace, mending our nets and checking our boats. There was however a great uproar across our lands when we heard that Kapa Ralena had agreed to carry a delgon priest to the south; there was a summoning of The Council to discuss the delgon and also to decide the fate of that once-respected Kapa. Many of our clan felt that his actions put money ahead of loyalty to the Emperor and deserved the most severe of punishments, but none of our laws had been broken so the Council had no option but to rule him innocent.

It was shortly after his return that we started to lose contact with the villages up the coast and several trade caravans failed to arrive when expected.

I accompanied my beloved Tenara, Kapa of our crew, when we headed out to try and find a missing caravan. We found its remains; baruk carcasses abandoned to the snow and the goods smashed or taken. That was not the worst though, for we found the naked bodies of the traders piled nearby, stripped and left to be scavenged by skerrats and other vermin.



This sort of brutality is not unknown from the dhogu, but they are usually more careful to clean up after a raid.

I was scouting ahead with my tahela when I heard the cries of battle echoing through the mountains, with mighty blasts threatening to bring the snow crashing down around us. I rushed back to try and help, but I was too late. I watched from afar as my Kapa and our crew were overwhelmed and slaughtered by a massive force of delgon and dhogu. I could do nothing as my brave Tenara was brought before one of those vile black robed priests and was forced to crouch, unarmed and restrained. I could not hear what was said but I could no longer hold my voice as the priest sunk a dagger into his throat.

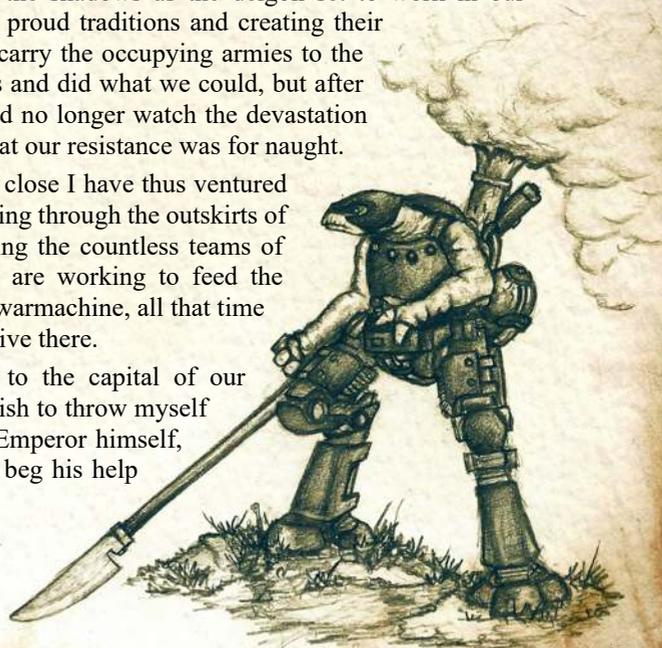
With my presence revealed I had to flee, traversing the dangerous melting snow with dhogu trappers forever on my trail. I made it back to Tonueil, but by then it had already fallen. The belderaks had laid waste to half the city before the delgon and countless dhogu had descended on the remains. I believe we fought hard, but we could not stand against them, especially with one of their monstrous false gods leading the slaughter.

Over the following months my defeated people were given the opportunity to bow to the so-called enarii. Those that refused were executed or taken away. Many chose to bide their time, but a small number embraced the invaders, betraying the clan to try and profit from the fall our homelands.

I am ashamed to say that I didn't stand and fight during those days. I fled from the fires and the enemy and struggled for survival in the harsh wilderness. Over time I found other survivors and for a while I fought within the resistance, watching from the shadows as the delgon set to work in our dockyards, consuming our proud traditions and creating their own monstrous vessels to carry the occupying armies to the south. We carried out raids and did what we could, but after the first few months I could no longer watch the devastation of our lands and realised that our resistance was for naught.

As summer is drawing to a close I have thus ventured south. I have braved travelling through the outskirts of the Naralon forests, avoiding the countless teams of delgon logging-crews that are working to feed the appetite of their insatiable warmachine, all that time haunted by the spirits that live there.

This brings my tale here to the capital of our majestic Empire where I wish to throw myself before the Council of the Emperor himself, to offer my service and to beg his help for my people.



KEDASHI REINFORCEMENTS

TREBARNII BOSS

Elite

40

points

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

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

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

Command Range: 6"

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.

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

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.

TREBARNII BRUTE

Beast, Troop

30

points

Move: 6 Tough: 3+
Combat: 4 Stamina: 0
Support: 1 Size: Medium

Command Range: 2"

Charge (2)[A]: Fight a combat against an adjacent enemy immediately after this model has moved using its Basic Movement. This model may not benefit from support but casts two additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

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

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

Savage [C]: If all successful casts are Erac then any blows landed on the enemy must be saved with a -1 modifier.

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

Note: The Trebarnii all count as Kedashi models, so may be used as part of a Kedashi swarm, or accompanied by frenu or the fearsome Kelahn.