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# Twilight

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A unit of Eubarnii come under attack from a hungry Dezvanu Kopa and his Grishak hunting beast

The militia manage to corner the Grishak, but the Militia Captain meets an unfortunate end at the claws of the Kopa



The Trader comes out of hiding to survey the damage once he is confident that the conflict is over



Models painted by Steve Bowditch

# Twilight

## Chapter 1: From Slaves To Emperors

Version 1.1

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To find out more about the world of Twilight and to assist with its growth  
visit

[www.WorldOfTwilight.com](http://www.WorldOfTwilight.com)

All Twilight miniatures are available directly from Hasslefree Miniatures  
[www.HasslefreeMiniatures.co.uk](http://www.HasslefreeMiniatures.co.uk)

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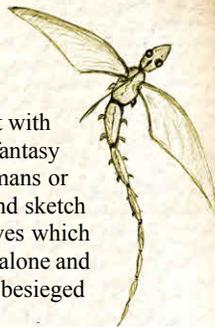


# INTRODUCTION



What you are holding is the first of what will be a series of books about the world of Twilight. Each will explain and expand the history and cultures on the planet of Bakahn, initially exploring the diverse and expansive continent of Anyaral.

Twilight started over a decade ago. I was at university and one night with friends had been chatting about how limited RPG and gaming fantasy worlds were - they seemed almost exclusively to be limited to humans or Tolkien derived creations. On the back of this, I began to doodle and sketch random creatures, including a diminutive little beast with big hooves which I called a Fubarnii. Somehow this little Fubarnii wouldn't leave me alone and slowly it multiplied and a new fantasy culture grew. Soon they were besieged by the carnivorous Devanu.



Realising that no friendly miniature company was ever going to be so kind as to randomly provide suitable miniatures for me I went about teaching myself to sculpt and cast little lead Fubarnii. They were remarkably crude, but allowed me to create and develop a unique game of my own creation.

After a few years with the heady days of university over the Fubarnii went into hibernation. I occasionally expanded on old sketches and discussed various ideas with friends, who kept the Fubarnii flame alive and helped expand the World of Twilight as it now was.

Early in 2009 I finally launched Twilight as a game, with a range of my own figures. Since then we've been gradually expanding the world, with more releases for the original Fubarnii and Devanu, as well as introducing the Delgon culture who are now a fully fledged force who will be getting their own book in the near future. This book is now going for its first reprint, so I've taken the opportunity to correct a few minor typos and add a couple more goodies!

If you're looking for a game of finely tuned and optimised forces of elves and goblins clashing it out in a no holds barred contest to beat your opponent's models into a bloody pulp, then you are probably looking in the wrong place. If, however, you are looking for something different - a carefully thought out alternate fantasy world that you can immerse into and possibly even influence its future - then welcome to the World of Twilight.

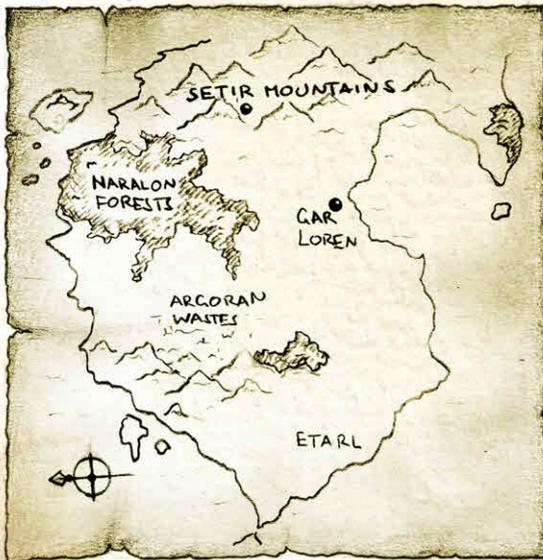
For the moment the World of Twilight is something small and intimate. It's a world I hope you can help me expand, through playtesting, painting and discussing on the Forum of Doom ([www.Forum-of-Doom.com](http://www.Forum-of-Doom.com)), to build it into something really special.

# THE FORMING OF THE EMPIRE

**T**he Fubarnii Empire was formed many generations ago. Before it the Fubarnii were dispersed throughout the continent of Anyaral in numerous family groups. All were under constant threat and attack from the then dominant species, the predatory Devanu. The Devanu hunted and enslaved the Fubarnii, forcing them to use their nimble hands to create ever more elaborate and powerful weapons and their creative brains to build ever grander towers so that they might show the other Devanu that theirs was the most powerful tribe. The Devanu considered the Fubarnii as nothing more than food and slaves. This relationship continued for generations, during which time a small number of Fubarnii began to look beyond their fear and dream of a day when they would be free from the gripping claw of their vicious masters.

A bright and resourceful engineer by the name of Gehran took matters into his own hands and used his chemical know-how and mechanical abilities to destroy his Devanu master's tower. This feat sparked the latent Fubarnii into action and the underlying dream of rebellion and freedom grew. Using Gehran as their figurehead, a group of self proclaimed freedom fighters led by a Fubarnii named Dimor roused the Fubarnii slaves to battle. The weapons once made for the Devanu were turned upon them and the newly formed armies of the Fubarnii drove the Devanu into decline, its remnants scattered to the edges of Anyaral

Within the lifetime of Dimor, almost all the lands now held by the Empire had been claimed, and the last of the towers destroyed. The Devanu were broken and scattered, fighting amongst themselves for scraps and hunted down if they approached the newly formed Fubarnii settlements too closely. All the lands from the coasts of the Gethlon Sea to the dark forests of Naralon, from the Argoran Wastes to the borders of the frozen Setir Mountains were divided up into thirty seven clans, with all the clan leaders showing loyalty to the new Emperor, Dimor.



For the generations that followed every clan has paid its dues to the Empire in the form of goods as well as young jenta who are apprenticed into the ways of governing and protecting the Empire. Those that are trained as Knights have always been stationed where they are needed to suppress the Devanu threat. Every time a Devanu family tribe has grown too strong, it has been the Empire's troops that have moved in and removed the threat, making an example to any other Devanu who might believe that the Empire's lands could once again be theirs.

# DEVANU TROUBLES

**T**he seven Fubarnii councillors of the Arodetta clan crouched around the low council table. In front of them Rahlon, representative of the local Empire Consortium of Traders, stood up, his sly face now dimly lit by the globes suspended above the table. Rahlon was pleased to see a strong turnout. It reminded him once again how important the Consortium had become in the successful administration of the recent Emperors. He smiled quietly to himself before standing and slamming his podgy hand against the table.

“Councilors, it appears there is a problem with your ability to protect our traders. It goes without saying that the Consortium will not stand for this!” he filled this opening statement with all the strength and gravitas he could muster before continuing more quietly. “In the last month I have heard reports of no less than six attacks on our traders. Many wares have been lost in these attacks and three of our traders were taken.”

Rahlon paused, looking at each of the figures around the table. “This is unacceptable.”

Brenar, Commander of the local Militia, sighed deeply. His plumed helmet rested on the table in front of him and the rough fingers of his right hand traced the deep scratches that ran across one side as he gathered his thoughts.

“We are all sorry for your losses, but what more could we do?” his rough voice comfortably carried across the room. “Many of our militia died for each of those traders you just mentioned, and your losses would have been far greater if they hadn’t. We have repeatedly petitioned the Emperor for further support, but so far the response has been minimal.”

One of the Council Leaders spoke up to aid the Militia Commander, “Without significant support from the Empire we do not have the forces available to eradicate the threat from our lands. One of the Devanu families appears to have decided to start attacking travelers again, rather than just preying on our livestock. We managed to locate their nest 10 days ago. One Sempa fell to our spears, and their eggs were broken, but it seems likely that they will just make a new nest as we do not have the resources to finish the job.”

Still standing at his full height, Rahlon puffed out his ample chest, locked his dark, moist eyes on the commander’s hardened features. “I know the cost of escorting our traders is great, but that is your responsibility. If you cannot get your problem under control then we will have no choice but to recommend that our members avoid these dangerous territories.”

The Council Leader looked shocked at this statement. “You cannot do that!”

“Of course we can,” Rahlon responded calmly, “You cannot expect the Consortium to put our traders lives at risk without some guarantee of protection. I expect some of our members



will choose to ignore our advice, for a sufficiently attractive price.”

Unable to contain his temper any longer Brenar rose unsteadily to his full height, wincing in obvious pain and grasping his bandaged thigh, but all the time fixing the pompous trader with his steely gaze. Before Brenar could speak, a sharp cough echoed around the room.

An aged Fubarnii who had been crouched in the shadows away from the table rose gently on his gnarled hooves. The gravel crunched gently under his toes as he slowly made his way around the table, bent low beneath the weight of his thick robes and the various contraptions he carried on his back. Standing between Brenar and Rahlon he gently cast his gaze from one to the other.

“Hmm. It does appear that we have a problem here.” The Engineer spoke in barely more than a whisper, but his whispers carried throughout the hall. “For generations the Empire has supported us. Ever since the first Devanu tower fell and the Devanu were driven from the lands the Emperor’s troops have had but one purpose, to make sure the Devanu do not become a threat again. To ensure that no family tribe gets powerful enough to threaten us, and to deal efficiently with any that do.”

Brenar responded “In the past I have no doubt that our first requests for help would have brought a detachment of Knights to our aid, but now it seems that the Emperor has more important things on his mind.

The Engineer sighed and looked thoughtfully at the scene in front of him. “Yes I agree. It concerns me what these more important matters might be.”



*This Fubarnii settlement is a fairly typical example of Empire Architecture. The surface buildings tend to be mirrored by extensive tunnel systems beneath the ground.*

# TWILIGHT: BASIC RULES

## INTRODUCTION

**T**wilight is a small scale skirmish game involving two or more forces battling for their own specific objectives. The rules are designed to be quick and easy, but with the ability to make tactical decisions which may affect the outcome.



## SET UP

You will need to find a suitable area to play. Ideally this will be a carefully decorated 4ft by 4ft wargaming table. Failing that any reasonably large playing surface will do.

Each game is set around a specific scenario with stated objectives, force numbers and deployment. There are a number of scenarios supplied in this book and new scenarios will be made available on the Twilight website ([www.WorldOfTwilight.com](http://www.WorldOfTwilight.com)) and in future books. Once you have a feel for the game mechanics you could even create your own scenarios and share them with other players of Twilight on the Forum of Doom ([www.Forum-of-Doom.com](http://www.Forum-of-Doom.com)).

Players need to select which culture they want to represent and then follow the instructions of the scenario chosen.

Each player also needs 12 *Combat Stones* (6 each of *Erac* and *Oran*) and a single six sided dice.

Finally the players need 14 *Phase Counters*. These counters are used to determine the order in which units activate, and when combat is resolved. There are 6 *Activation Counters* for each player (6 black and 6 white), as well as 2 orange *Combat Counters*. All 14 *Phase Counters* should be placed in a bag.

## COMBAT STONES

Twilight uses special *Combat Stones* for determining the results of combats. These stones have two sides, one marked with a symbol and the other blank.

There are two types of *Combat Stone*: *Erac* (offensive) and *Oran* (defensive).



## THE GAME

Twilight does not follow a fixed turn order, but instead uses the *Phase Counters* to determine the order in which individual models are activated. Each *Phase Counter* drawn will either allow a player to activate and move models, or to initiate and resolve combats.

After the second *Combat Counter* has been drawn and all combats resolved, the *Turn* ends. It is entirely possible that a player will not get to activate all of his force every *Turn*, so the players must choose carefully how they use each of their activations.

The game starts with one player drawing a *Phase Counter* from the bag. If the counter is an *Activation Counter* (either black or white) then the player who owns the counter gets the *Initiative*, and has an *Activation Phase*. If the counter is an orange *Combat Counter* then a *Combat Phase* commences, starting with the player who has the *Initiative*.



## INITIATIVE

The player whose Activation Counter was last drawn is considered to have the Initiative. This is important during the Combat Phase and at other times during the game. To keep track of this it is best to place the Phase Counters in order to the side of the playing area.

## ACTIVATION PHASE

The player with the initiative has the opportunity to activate one or more of his models during his Activation Phase.

He firstly selects a single model from his force that has not previously activated in that Turn. Further models may then be selected if the first selected model has any *Leadership Abilities* (see *The Chain of Command* box).

Once all models have been selected, the player activates each of those models in turn, with each model



completing its activation before the next model is activated.

## MODEL ACTIVATIONS

When a model is activated it may *Move* and carry out any *Activation Abilities* that it has available to it. Activation Abilities are detailed in each model's profile.

Once all the activated models have been moved, a further counter is drawn from the bag of Phase Counters. Each model can only be activated once per Turn.

## MOVEMENT

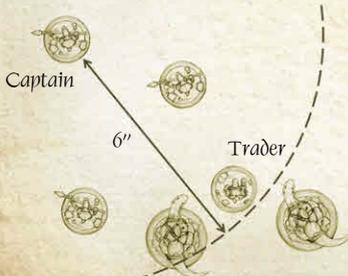
Under normal circumstances a model moves up to a maximum of its speed in inches. There are a number of situations, however, where a model is forced to *Move Cautiously* and may only move up to a maximum of half its speed in inches.

If a model wishes to move through difficult terrain, such as marshes or woods at any point during its movement, or needs to cross any small obstacles such as low walls or fences then it must *Move Cautiously*.

## THE CHAIN OF COMMAND

The chain of command is an important aspect of Twilight. Each turn a player only has a limited number of activations, and it is important that he makes the most of each of them. Some models represent leaders who can activate further models during their Activation Phase. These leaders have Leadership Abilities such as *Captain* or *Commander*. Additional models that are activated in this manner can then go on to activate further models if they have the relevant skill.

A well constructed military force can activate very efficiently without needing many Activation Phases. A poorly constructed, or weakened force will however struggle to move coherently.



Example: The Fubarnii player wishes to activate all his models. He activates the Militia Captain first. He then uses the model's *Captain* ability to activate up to eight *Troops* or *Civilians* within his *Command Range* of 6". He activates the 2 Militia that are near him, as well as the Trader. He can then activate the two Baruk using Trader's *Beast Handler* ability, even though one is outside the control area of the Captain. The player can now move all the activated models in any order.

If a model is *Engaged* at the start of its movement then it must Move Cautiously as it must firstly disengage from the enemy models.

If a model wishes to disengage and move through difficult terrain then it does not suffer any additional penalty.

During its movement, a model may move through friendly models, but not enemy models. The facing of models during and after their movement does not matter.

## RANGED ATTACKS

Some models are equipped with weapons that allow them to make ranged attacks. Details for using these weapons are given in model's specific Activation Abilities.

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.

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*.



## COMBAT PHASE

When a Combat Counter is drawn from the bag it indicates that a Combat Phase has begun.

The Combat Phase consists of a number of different combats, each involving one or more

## ADJACENT AND ENGAGED MODELS

A model is Adjacent to another model if the two models' bases are directly in contact. Some skills provide a benefit to adjacent models. If a model is adjacent to one or more enemy models then it is engaged, and can be involved in combats during the Combat Phase.

models from each player. Each model that is engaged will have the opportunity to perform one action, either initiating or supporting a combat. However, if a model is forced to defend before it has had an action then it loses its action for that Combat Phase.

## PRIMARY COMBATANTS

The player with the Initiative may now select one of his models to initiate a combat with an enemy model that it is engaged with. These two models are the *Primary Combatants*.

## SUPPORTING MODELS

Starting with the defending player, each player has the opportunity to nominate one of his models that is currently engaged with an enemy model already involved in the combat to join as a supporting model. Players take it in turns to either declare an additional model to support the combat or to pass. This continues until both players have passed. Each

## ABILITIES

Most models in the game have a number of abilities, which are shown on the model's profile and describe special actions that a model can perform. Unless specified, abilities can be used several times each turn. Some abilities require the use of *Stamina*, and these are marked in their description with an asterisk.

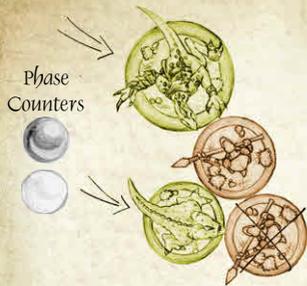
**Leadership Abilities [L]:** Allow a model to activate a certain number of other models within their Command Range in inches during its activation. A model may only use one Leadership Ability per turn.

**Activation Abilities [A]:** Used during a model's activation to allow it to carry out special actions, such as fighting a combat, shooting a weapon, or additional movement.

**Combat Abilities [C]:** Used during combats and generally allow Combat Stones to be manipulated or recast.

**Special Abilities [S]:** Used during an opposing player's Activation Phase.

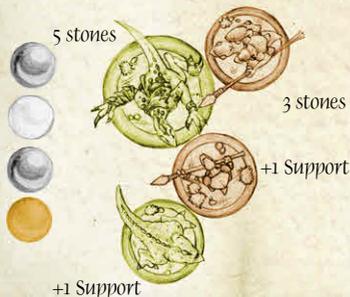
## COMBAT EXAMPLE: SELECTING COMBATANTS



So far this turn both the Fubarnii (black) and Devanu (white) players have drawn an Activation Counter. The Fubarnii player chose not to move anything, but the Devanu player used his Sempa to activate the Grishak using *Beast Handler* and they both moved into contact with the Fubarnii militia. The Grishak *Charged* in and fought a combat with a hapless member of militia, whose armour was insufficient to save him from the *Savage* attack and was therefore removed from play.

When the next black counter was drawn the Fubarnii player moved a Knight in to support the remaining overwhelmed militia.

An orange Combat Counter was then drawn leading to a Combat Phase. The Fubarnii player has the Initiative, so has the first opportunity to initiate a combat.



The Fubarnii player chooses to attack the Sempa with the Knight. The Devanu player has the opportunity to choose a model to support, but there are no models engaged with the combat at this time so he is forced to pass.

The Fubarnii player chooses to use a Militia in support. As the Grishak is now engaged with the rapidly growing combat, the Devanu player chooses to involve it in the combat to give support. The Fubarnii player will get to cast 4 Combat Stones, while the Devanu will get 6.

player may have any number of Supporting models.

## RESOLVING THE COMBAT

Having selected all the models to be involved in the combat the players now select and cast a number of Combat Stones to determine if either side lands any blows.

### CASTING THE STONES

Each player counts up the number of Combat Stones they need to cast. This is determined by using the *Combat Value* of their Primary Com-

## STAMINA

Some models (including Captains and Devanu) have a number of Stamina points. These are represented using *Stamina Stones*, which are placed next to the model on the table. These points can be spent in order to use specific abilities available to the model. Abilities that require Stamina are marked with an asterisk. One point of Stamina is recovered at the end of each Turn, but may not increase above the model's starting level.

batant, together with any additional Combat Stones equal to the *Support Value* of each of their respective supporting models.

The players secretly select the type of Combat Stones from their pool of stones, depending on their tactic for the combat. More Erac leads to a more aggressive attack while more Oran leads to a defensive approach. You can only draw from your own pool of stones, which means you can never select more than six of either Erac or Oran.

Both players then cast their Combat Stones at the same time.

### ADJUSTING THE RESULTS

Each face-up Erac is a successful blow, unless it can be countered by an opposing Oran. Each player counts up the number of successful Eracs they cast, and subtracts the number of successful Orans their opponent cast. If this number is greater than zero then it is the number of blows that they may have landed. Both players now have the opportunity to use Combat Abilities to adjust the results.

Starting with the player who initiated the combat, each player can choose to either use a Combat Ability of their Primary Combatant, or to pass. Supporting models may not use any of their abilities. The abilities may require specific Combat Stones to be recast or turned over by either player, and may cost Stamina to use. This process continues until both players choose to pass.

### ALLOCATING BLOWS

Each player now works out how many successful unopposed Eracs they have cast, which indicates how many blows have landed. These blows are then allocated by the player whose model struck the blow to any models Engaged in the combat, but the first blow must be allocated to the Primary Combatant before blows can be allocated against supporting models. Models can be hit by several blows during the same combat.

Once all blows have been allocated by both players, each model struck by a blow must make a saving roll against it. This is made using a D6, and the blow is survived if the roll

equals or exceeds the model's *Tough* value. If it fails then the model is removed from play as a casualty.

## SELECTING THE NEXT COMBATANTS

Once all saving rolls have been made and casualties removed, the combat is over. The player who just defended now has the opportunity to select a new model to initiate a combat against a model it is Engaged with, provided it has not already been involved in a combat this Combat Phase. These models become the new Primary Combatants and the combat is resolved as before.

Once the combat is resolved, the other player will have another opportunity to initiate another combat or pass. Once both players have elected to pass, the Combat Phase is over. Not all engaged models have to be involved in a combat, but it is possible that some models may have to defend more than once during a Combat Phase.

If this is the first Combat Phase of the Turn then a further Phase Counter is drawn and the Turn continues with a further Activation or Combat Phase. If this is the second Combat Phase of the Turn then play progresses to the *End Phase*.



### END PHASE

The End Phase occurs after the second Combat Phase has been resolved. All Activation and Combat Counters are returned to the bag, and any models that have not activated at this time lose their activation for the Turn.

All models with less than their full supply of Stamina now replenish one point of Stamina.

The Turn is then concluded, and a new Turn is begun with all Phase Counters replaced in the bag and then the drawing of a new counter.



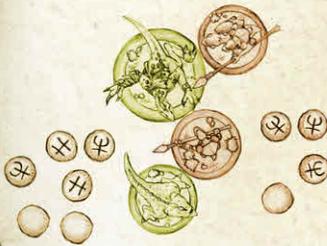
## COMBAT EXAMPLE: RESOLVING THE COMBAT



The Fubarnii player is keen to take the Devanu down, whatever the cost. He selects to take all 4 stones as Erac. The Devanu player is more cautious, selecting 4 Oran and only 2 Erac.

Both players cast their Combat Stones at the same time.

With the resultant casts, both sides would land a blow against the other, and both the Sempa and the Knight would need to make a save against their Tough value.



The Devanu player decides to use his last Stamina to *Evade*, turning over one of the Fubarnii player's Erac, and removing the only blow that was going to land.

The Fubarnii player has no options available to him, so passes. As does the Devanu player.

The Devanu player has landed two blows, and allocates one against each of the Fubarnii. Both are unfortunate enough to fail their saves, and are removed from play as casualties.

Once the two players have selected their Primary Combatants and supporting models, both sides select a mix of Erac and Oran in secret from their pool of stones.

The Fubarnii player has 4 stones, 3 from the Knight and 1 from the supporting Militia.

The Devanu player has 6 stones to choose, 5 from his Sempa, and 1 from the supporting Grishak.



The Fubarnii player gets the first opportunity to adjust the result, but is happy with his cast as he has managed to land a blow on the Sempa.

The Devanu player is less happy with the result so uses one of his two remaining Stamina to use *Combat Discipline* to recast his four failures, this time casting more successfully and avoiding any blows from landing.

The Fubarnii player responds by using his *Combat Training* to recast his two failures casting another successful Erac.



# FUBARNII OF THE EMPIRE

*The creation of the Empire has seen the rise of the Fubarnii from a race of slaves to the most powerful force on Bakahn. Though each of us is weak, the world is forever changed by our presence. Our former rulers fled before us and now live a crippled existence on the edges of our Empire. We tore down their towers and replaced them with our own mighty cities, from the coasts of Etarl to the Setir mountains, all Anyaral will benefit, and continue to grow stronger with time.*

*Spoken by Terarl, the 9<sup>th</sup> Emperor during his inauguration.*

**T**he Empire's military has always had just one task, to control the threat of the Devanu. To achieve this task the Empire trains and deploys Knights throughout its lands, maintaining large garrisons which provide support to the local Militia when needed. The Knights are made up of Fubarnii from all clans who were apprenticed into the Military at an early age. Knights may be trained and stationed in any part of the Empire, so the mix of Clan cultures within a single garrison tends to be great.

Local Militia are drawn from villages and cities within a Clan's boundaries. The Militia are usually led by professionally trained soldiers, but the majority of the troops have less formal training.

With a rumoured threat to the North diverting the Empire's attention, local calls for assistance against the Devanu have been met with

## FUBARNII

The Fubarnii are diminutive creatures, standing about 4ft tall, from their large-toed hooves to the top of their long heads. Their shiny black eyes are well suited to their mostly nocturnal habits and their strong fingers are used for foraging and farming as well as building and fighting. Those dextrous fingers and inquisitive minds helped them create the tools to grow from a race enslaved by the predatory Devanu into a mighty Empire.

decreasing numbers of Knights. Engineers have been quick to take this opportunity to offer their services and experimental weapons in their stead, although the benefit of their support to date has been questionable.



## ENUK KNIGHTS

The heavily armoured knights of the Empire ride their hardy enuk mounts across the vast plains of Anyaral, or through the cobbled streets and tunnels of the Empire's cities. These Knights are apprenticed from across the Empire to protect its inhabitants from the threat of the remnants of the Devanu civilisation. The ornate armour and fancy plumes of the Captains remind the Empire's citizens that they will be defended from any Devanu threats and that they will never be enslaved again.



### ENUK KNIGHT CAPTAIN

**100**  
points

Move: 10                      Tough: 4+  
Combat: 4                     Stamina: 2  
Support: 2                    Size: Small

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

**Command Range:** 6"

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

### ENUK KNIGHT Troop

**25**  
points

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

**Command Range:** 6"

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

#### Notes:

*Combat Trained* can only be used once for each combat, but if a model is forced to fight in several combats within the same Turn, or even the same Combat Phase then the skill can still be used in each new combat.



## FUBARNII MILITIA

Most parts of the Empire have to deal with the perpetual threat of Devanu raids on travellers and outlying villages. The Empire's Knights do their best to deter these attacks but most clans maintain a strong militia to support the defence. While not as well trained as the Knights, the members of the militia are usually quite well equipped, and are willing to put their lives at risk to provide the much needed defence against the Devanu.

### MILITIA CAPTAIN

50

*Elite*

*points*

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

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

**Command Range: 6"**

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

**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.

### MILITIA

10

*Troop*

*points*

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

**Command Range: 6"**

**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.



#### Notes:

Individually the Fubarnii Militia are very weak, but with skills like *Coordinated Strike* it is possible for a small group to take down even a Devanu Kopa.

The *Defender* ability provides little help from a *Charging* Grishak, unless his companion can survive the initial attack without his help!

## FUBARNII TRADERS

The Empire covers vast areas of the continent of Anyaral, and many Clans rely heavily on the Traders that constantly travel the vast expanses with their heavily laden pack beasts. The wealthy Traders dress in the finest of materials, and expect to receive the protection by small armies of militia to protect them on their journeys. Many different beasts are used to carry goods, but the Baruk is commonly seen across most of the Empire, its hardy demeanour and constant, plodding gait is perfectly suited to the purpose.

### TRADER

*Civilian*

*Special*

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

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

**Command Range:** 6"

### BARUK

*Beast*

*Special*

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

**Command Range:** 6"

**Herd Animal:** This model may never use more than 1 Erac in combat.



## FUBARNII ENGINEERS

The Fubarnii revere their Engineers as the creators of their current freedom. Most Engineers hide themselves away, toiling on random projects. Mixing chemicals and working materials to generate tiny fancies or great machineries. Some of the more foolhardy Engineers choose to put themselves at risk to test their inventions, and it is often the job of the local militia to escort these eccentrics back to their homes.



### ENGINEER

*Civilian (Unique)*

**30**

*points*

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

**Command Range:** 6"

**Experimental Derak[A]:** If the Engineer does not Move, and is not Engaged then it may fire its Derak during its activation. Select a target that is within Line of Sight, and is within 6". Immediately fight a combat with that model using 5 Erac. The target receives one Support if the Line of Sight was Obstructed. If there are any models Adjacent to the target model, or that Obstruct the Line of Sight then fight additional combats as above, but using only 4 Erac. The Deraker cannot be hit by any blows during these combats.

# DEVANU TRIBES

*We are the strongest and most powerful creatures on Bakahn. All should fear us. We once ruled over the weak Fubarnii. We could once roam where we wanted. Kill what we wanted. But we are now a broken race. Our noble race is forced to hide and scavenge along the cracks of the Fubarnii Empire, or we cower and scrape a life in the wastelands. The weak Fubarnii even hunt and kill us. This is not the way it should be. Those who believe this are not fit to lead us.*

*Spoken by Arak-Katain before killing his Kopa, Dak-Arlin*

**D**evanu have long been thought by the Fubarnii to be a broken race. For so long they have scavenged at the edges of the Empire.

Most Devanu tribes choose to avoid conflicts with the civilised Fubarnii, and prey on the large migratory herds.

Occasionally a powerful Devanu will seize control of his tribe and choose to break the uneasy truce and attack travellers, or besiege outlying settlements. The tribe has much to gain, feeding on the packbeasts, or the lean Fubarnii flesh, and



refreshing their ever diminishing supply of tools and weapons.

The reaction of the Empire to this sort of incursion has always been swift and effective, with great forces of Knights riding into the area with orders to put down the threat by killing the Kopa, crushing the nests and driving away the remnants of the tribe.

Recently the response has been less swift, and the Devanu have not failed to notice this. A number of tribes have risen up, growing in number and power and once again making travel across many parts of the Empire dangerous.



## DEVANU

The Devanu are terrifying, predatory creatures, standing at least 7 foot tall. Their strong claws propel them across the plains at huge speeds, with their powerful tails stretched behind them for balance. The Devanu have long been vilified by the Fubarnii as vicious, powerful hunters and pitiless killers. Legends tell that it is the Devanu who first forced the Fubarnii's ancestors to hide in the dark places, to dig tunnels and to fear the daylight. It is certainly true that the Devanu once ruled over most of Anyaral, enslaving the primitive Fubarnii.

But that was long ago, many generations have passed. Dressed in scraps of armour scavenged from dead Fubarnii, or handed down through the generations the Devanu now scrape for survival around the edges of the Fubarnii Empire, driven from one clan's territories to the next. Individually they are still powerful and very dangerous, but struggle when faced by the numerous Fubarnii.

## DEVANU KOPA

Every Devanu is a terrifying master of the art of hunting and killing, their sharp claws causing death wherever they pass. The Devanu Kopa is the leader of his tribe, the single most powerful warrior who subjugates his band of Sempa to ensure they will not rise up to take his place. It is the Kopa who selects the targets and demonstrates his prowess, leaping from combat to combat, spilling blood and rending flesh.

### DEVANU KOPA 175

*Elite (Unique)* *points*

Move: 10 Tough: 5+  
 Combat: 6 Stamina: 5  
 Support: 2 Size: Medium

**Command Range:** 12"

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

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

**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.

#### Notes:

A model may use the *Sprint* ability several times within the same activation, either before or after its normal Move, paying one Stamina for each use.

The *Sprint* Move can be subject to the normal Move Cautiously rule, but only if engaged at the start of the *Sprint*.

## DEVANU SEMPA

The Devanu Sempa are all mighty warriors, following their Kopa with absolute trust, but vying to maintain the strongest position in the tribe in case he may eventually fall. Each Sempa specialises in a range of skills, with some Sempa trained as beast handlers, and others more focused on martial techniques.

### DEVANU SEMPA 125

*Elite* *points*

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

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

**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.



## GRISHAK

25

*Beast*

points

Move: 12

Tough: 4+

Combat: 2

Stamina: 0

Support: 1

Size: Small

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

**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.

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

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

## GRISHAK

The Devanu have always trained and controlled creatures to do their will. The Grishak have been used by Devanu for many generations, since even before the rise of the Empire.

The Grishak hunting beasts are employed by many Devanu tribes. They have been bred as efficient hunting beasts who run silently besides their masters, and are trained to respond to the Devanu cries, ploughing into their targets with a terrifying screech, dragging down their victims with their powerful jaws, finding cracks in armour and tearing flesh from bones.



### Notes:

The *Pack* ability allows large groups of Grishak running in loose formation to activate using a single Chain of Command.



# SCENARIOS

**T**wilight has been designed as a scenario driven game. The following are scenarios that tell the story of a small Devanu tribe that has come into conflict with a small village of Fubarnii. The first scenario is a very small example, making use of the models from the starter set. The other two scenarios are somewhat larger and require additional models.

For all the scenarios I would suggest playing a few games and swapping sides to get the hang of the tactics. To begin with the sides can appear very imbalanced, but in all cases it is perfectly possible for either side to win!

All these scenarios have specified units, but those can be tweaked reasonably easily to give a very different challenge.

## THE WANDERING ENGINEER

*A Fubarnii Engineer is a precious commodity and a significant status symbol for their adopted settlement. This prestige however, is coupled with the burden of protection, not made easy by the common engineer's trait of wandering off to ruminate on ideas and experiment.*

*On this particular occasion a small band of Fubarnii Militia, assisted by a detachment of Knights, have managed to track down their village Engineer with his experimental Derak in tow. As they near the safety of the village, a Devanu Kopa on his way back from an unsuccessful hunt spies new prey and launches a surprise attack. The Fubarnii must protect the Engineer and make it to the safety of the village.*

### FORCES

#### **Fubarnii:**

1 Engineer

1 Militia Captain with 5 Militia

1 Knight Captain with 2 Knights

#### **Devanu:**

1 Kopa

3 Grishak

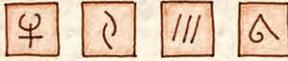
### OBJECTIVES

The Fubarnii player wins if he can escort the Engineer to the safety of his home.

The Devanu player wins if he can kill the Engineer and escape from the table. If he fails to escape from the table then the game is a draw.

### SET-UP

The encounter takes place on a small playing area, approximately 4' by 4'. The Engineer's home is placed near one edge of the playing area. The Fubarnii player then deploys all his models at least 18" from the Engineer's home. The Devanu player deploys his models at least 24" away from any of the Fubarnii models.



## THE JOURNEY HOME

*The sun rises over the horizon, its early rays catching the spears of a small band of Fubarnii. A well dressed Trader looks warily at the hills. his Baruk have been agitated for a while, and he'll be glad to get his valuable wares to the safety of the settlement.*

*As the settlement's entrance finally comes into sight, with its Knight defenders, a sharp cry reaches the trader and two Devanu launch themselves from the undergrowth closely followed by their Grishak. The sleek, powerful hunters rapidly close the distance to the weary travellers.*

*Can the trader get his wares to the settlement, or will the Devanu feed their young upon tender Baruk flesh?*

### FORCES

#### Fubarnii:

- 1 Trader with 2 Baruk
- 2 Militia Captains with 10 Militia
- 1 Knight Captain with 3 Knights

#### Devanu:

- 1 Kopa
- 1 Sempa
- 3 Grishak

### OBJECTIVES

The Fubarnii player wins if they can get either Baruk to the settlement's entrance.

The Devanu player wins if he can kill both Baruk. The Devanu will flee if either the Kopa or the Sempa is killed.

### SET-UP

The encounter takes place on a small playing area, approximately 4' by 4'. The Fubarnii player deploys his Trader and Militia in one corner. The Fubarnii player places the settlement entrance in the opposite corner, at least 30" from the nearest model. He then deploys his Knights within 3" of the tunnel entrance.

The Devanu player deploys all his models at least 24" from any of the Fubarnii models

### NOTES

This scenario provides a challenge for both players as the Devanu cannot afford to lose either the Kopa or the Sempa, but the Empire can rapidly start to struggle if the Trader is killed and the Baruk become much harder to control! The scenario can easily be expanded to include more models on both sides, but the fleeing conditions for the Devanu will need to be tweaked.





## CORNERED

*On some occasions the best form of defence is attack. Travellers through the local region have recently come under assault and harassment from a Devanu tribe nesting in the nearby forest. A plea for help to the Emperor has brought little result, so it is down to the Militia and from the small local contingent of Knights to try to put down the threat by wiping out the tribe's nest.*

*The Fubarnii have located the nest, with only a couple of Devanu defenders, including the tribe's Kopa. If they can kill the Kopa using the limited forces at their disposal then it is likely that the rest of the tribe will move on, or at least cease their attacks. Failing that, destruction of the nest may at least weaken the tribe and hopefully reduce attacks*

## FORCES

### Fubarnii:

2 Militia Captains with 10 Militia  
1 Knight Captain with 3 Knights

### Devanu:

1 Kopa  
1 Sempa  
3 Grishak

## OBJECTIVES

The player who forces their opponent to flee first is the winner.

The Fubarnii player flees if all the Captains are killed.

The Devanu player flees if both Devanu are killed.

## SET-UP

The encounter takes place on a small playing area, approximately 4' by 4'. The Devanu player deploys his models close to one edge of the table. The Fubarnii player then deploys his models at least 24" from any of the Devanu models.

## NOTES

This is a very flexible scenario and can easily be modified to use whatever models you have available. Adding an Engineer to the Fubarnii forces is a good way to try him out in a slightly different situation although the Devanu are likely to need some additional support!



# THE FUTURE



here next? A year ago, when the rules were first released I spoke of the upcoming Delgon releases. A range of models have now been released, and rules for using them are already available on the

website and will be compiled into a second book later this year.

This next year will also see some significant expansion for all three cultures, including some exciting new characters, heavy cavalry for the Empire, some new beasts for the

# NEW MODELS



There have been a range of new models released in the last year. The playtest rules for these models are available on the website and these will be detailed in full in the next book, but for the moment I thought I would treat you to rules for a couple of new models - a young Devanu Jenta and Brenar, old Empire Commander.

## DEVANU JENTA 50 *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.

## COMMANDER BRENDAR 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"

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

**Very Tough\*:** Reroll a failed Tough save.

### Notes:

Brenar may use either Commander or Captain, but not both in the same turn.

# ARUDOR

**A**t the political and social centre of the Fubarnii Empire, Gar Loren, the self proclaimed greatest city in all Anyaral, pulses with power and opulence. Thousands of Fubarnii live and work in the magnificent buildings and labyrinthine caves beneath the external splendour. Hundreds of thousands more travel from all outskirts of the Empire to make their fortune or to soak in the atmosphere and history emanating from within the city's huge fortified walls.

At its heart, on the ruins of a once great Devanu tower, stands the Emperor's palace. An outstanding architectural achievement when built by the 3<sup>rd</sup> Emperor, successive rulers have continued to build ever more elaborate towers, extensions and gardens to make their everlasting mark on its history. Only one part of the palace can never be touched. The huge and echoing Gehran Hall is the most important location in the whole of the Empire. It is here that the original clans came together and divided up their newly won kingdom. Now raised at its centre and overlooking the finely crafted map of Anyaral inlaid into the floor stands the Emperor's throne. The current incumbent, Arudor, the 12<sup>th</sup> Emperor, sits forward intently, his eyes fixed upon map of Anyaral and reflects upon his latest decision.

At the northern most reaches of the Empire lies the beginnings of the vast, frozen and foreboding Setir Mountain range. Within these virtually inhospitable surrounds lives a race of grey-skinned Fubarnii who call themselves the Delgon. These Fubarnii have never felt the hand of the Empire, nor the enslavement of the Devanu. They had never been hunted for sport, or forced to watch their kin die as they slaved to craft the fine towers for their vicious lords and masters. Instead they had lived in the safety of their icy palaces, ignored by the Devanu, whose thin skins could not resist the deathly frost, and whose claws could not stand the clinging snow.

Only when the Devanu were fleeing in terror from the might of the forming Empire did the Delgon truly come in contact with them. As the deposed and hungry race fell upon the outer territories, the Delgon were not prepared for the ensuing savagery and the resulting loss of life. It was then that the blackrobed priests came to the newly claimed lands of the Empire demanding recompense and support from the Emperor's forefathers. Bitterness and the continued struggle with the Devanu led the Emperor to send the Delgon back to their homeland without aid.



At that time the Delgon closed their borders.

Arudor would have preferred that they had stayed closed. However, at the beginning of his reign reports had started to reach Gar Loren that the blackrobed priests had once again been seen beyond the Delgon borders. They spoke of the Enarii. They spoke of the Gods walking the lands of Bakahn. They spoke of the power of those Gods and how all the Fubarnii must bow before them. Those that heard them laughed and sent them back to their cold mountains for they knew the Enarii would not come. Then the priests returned and the laughter stopped. The priests came with mighty armies and crushed those that had laughed. It is said that the Gods walked with them and that none could stand before them. The priests had now dared to come to Gar Loren and they had dared to stand before the Emperor, their black robes hiding their masked faces. They had dared to demand that he and his Empire bow to the Gods.

The priest's black robes are now hanging from the citadel gates, with the former occupants of those robes hanging beside them. Their mouths have been stitched shut to stop their preaching demands, although their whimpers can still be heard. Beneath their wretched, struggling forms it is written that all should know that the Fubarnii Empire has no need for false Gods.

Arudor, the 12th Emperor, is concerned that he may have been too hasty with his response.



*Little is known of Delgon architecture, but this outpost was observed by a brave explorer who ventured across the borders of their lands.*

All these models and more are available from [www.HasslefreeMiniatures.co.uk](http://www.HasslefreeMiniatures.co.uk)

Devanu Kopa



Devanu Sempa



Devanu Jenta



Militia Captain



Knights



Delgon Priest



Commander Brenar



Models painted by Ben Brownlie



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