



TWILIGHT KIN

EVIL

Blade Dancers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	7	3	-	3	2	1	15	-/12	[125]
Custom name: Spears & Hexes Elite (Melee), Thunderous Charge (1) Keywords: Elf, Twilight									
Troop(10)	7	3	-	3	2	1	15	-/12	[125]
Custom name: Spears & Hexes Elite (Melee), Thunderous Charge (1) Keywords: Elf, Twilight									
Regiment(20)	7	3	-	3	2	3	20	-/16	190
Custom name: Spears & Hexes Hann's Sanguinary Scripture									10
									[200]
Elite (Melee), Thunderous Charge (1) Keywords: Elf, Twilight									

Twilight Gladestalkers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	4	3	2	3	12	14/16	[175]
Custom name: Sword & Bow Dreamslayer Venom, Elite, Pathfinder, Scout Bows (24") Keywords: Elf, Kindred, Tracker									
Regiment(20)	6	3	4	3	2	3	12	14/16	[175]
Custom name: Sword & Bow Dreamslayer Venom, Elite, Pathfinder, Scout Bows (24") Keywords: Elf, Kindred, Tracker									

Cronebound Gargoyles*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Custom name: Snakemen Fly, Nimble, Regeneration (4+) Keywords: Cronebound, Gargoyle									
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Custom name: Snakemen Fly, Nimble, Regeneration (4+) Keywords: Cronebound, Gargoyle									

Cronebound Butchers*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	16/18	[200]
Custom name: Gorgons Crushing Strength (2), Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare									
Horde(6)	6	4	-	5	3	3	18	16/18	[200]
Custom name: Gorgons Crushing Strength (2), Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare									

Mikayel, Lord of Nightmares [1]

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	3	-	5	3	0	6	-/16	[230]
Crushing Strength (2), Dread, Elite (Melee), Individual, Inspiring, Iron Resolve, Mighty, Stealthy, Sword of Umbra Keywords: Elf, Twilight									

La'theal Bleakheart [1]

Hero (Inf)
Spellcaster: 3

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	4	2	0	1	13/15	[165]

Aura (Stealthy), Individual, Inspiring, The Eye of Valak, Wicked Miasma
Spells: Drain Life (7), Fireball (10)
Keywords: Elf, Twilight



EMPIRE OF DUST

EVIL

Skeleton Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	-	4	2	3	25	-/22	[140]

Lifefleech (1), Shambling
Keywords: Expendable, Skeleton

Reanimated Behemoth

Monster (Cht)
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	6	5	1	9	-/16	[190]

Custom name: Burning Goddess
Crushing Strength (2), Lifefleech (1), Shambling, Slayer (Melee - D6), Strider
Keywords: Construct, Skeleton

Ahmunite Pharaoh on Royal Chariot

Hero (Cht)
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	1	7	-/16	[205]

Custom name: Blood bath
Crushing Strength (2), Inspiring, Lifefleech (1), Nimble, Regeneration (5+), Thunderous Charge (1)
Keywords: Mummy, Royal Court

Total Unit Strength: 24

Total Core: 1765 (76.7%)

Total Ally: 535 (23.3%)

Total Units: 14



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase. Modifier: <i>Piercing(1)</i>
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
Dreamslayer Venom	This unit's melee attacks always damage the enemy on a 4+ regardless of any other modifiers.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Hann's Sanguinary Scripture	The unit gains the <i>Lifefleech (+1)</i> special rule.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.

Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. <i>Lifeleech</i> has a maximum total of 3.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Sword of Umbra	While attacking enemy Heroes, Monsters or Titans in melee, this unit doubles its number of Attacks.
The Eye of Valak	At the start of each friendly Ranged phase, if La'theal is not Disordered, she may select an enemy unit within 12" regardless of Line of Sight. This unit loses Stealthy and Spellward until the end of the Turn. All spells targeting this unit may re-roll all natural unmodified to-hit rolls of a 1 until the end of the Turn.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Wicked Miasma	This unit's Drain Life spell may target Friendly Core Cronebound units within 18" instead of 6", for its damage removal component.