

**(Kin) (Evil)****Spearmen****Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	4+	-	4+	15	14/16	140	Phalanx, Vicious

**Crossbowmen****Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	5+	4+	4+	8	10/12	115	Light crossbows, Vicious
Regiment(20)	6	5+	4+	4+	10	14/16	150	Light crossbows, Vicious

**Shadows****Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	4+	4+	3+	8	10/12	130	Bows (Range 24"), Pathfinder, Vanguard, Vicious

**Gargoyles\*****Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	10	4+	-	3+	8	9/11	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious

**Dark Knights****Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	3+	-	5+	9	11/13	135	Thunderous Charge (2), Vicious

**Twilight Bolt Thrower****War Engine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	4+	4+	2	10/12	90	Blast (D3), Piercing (2), Reload!, Vicious

**High Priestess of the Abyss****Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	5+	-	4+	1	10/12	70	Breath Attack (10), Individual, Vicious
- Bane-chant (2)							15	
- Lightning Bolt (5)							45	
- Wind Blast (5)							30	

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<b>Blast</b>	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
<b>Breath Attack</b>	The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier.
<b>Fly</b>	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule.
<b>Individual</b>	<p>Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.</p> <p>Move Individuals have the Nimble special rule.</p> <p>Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.</p> <p>Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines). Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6 directly forward</p>
<b>Light crossbows</b>	Treat as bow. Range 24".
<b>Pathfinder</b>	The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
<b>Phalanx</b>	Units that charge this unit's front cannot use the Thunderous Charge special rule.
<b>Piercing</b>	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Regeneration (3+)</b>	Every time this unit receives an 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 3+, the unit recovers a point of damage.
<b>Reload!</b>	The unit can fire only if it received a Halt order that turn.
<b>Thunderous Charge</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however the unit loses this bonus when Disordered or during Hindered charges.
<b>Vanguard</b>	The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
<b>Vicious</b>	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.