

 Twilight Kin [2300]

Impalers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [165]	6	3+	-	4+	3	15	14/16	2	[165]
<i>Special Rules: Crushing Strength(1), Elite(Melee), Fury Keywords: Elf, Twilight</i>									

Cronebound Gargoyles* Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [85]	10	4+	-	3+	1	10	8/10	2	[85]
<i>Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Cronebound, Gargoyle</i>									
Troop (10) [85]	10	4+	-	3+	1	10	8/10	2	[85]
<i>Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Cronebound, Gargoyle</i>									

Cronebound Butchers* Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [120]	6	4+	-	5+	2	9	13/15	3	[120]
<i>Special Rules: Crushing Strength(2), Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare</i>									
Regiment (3) [120]	6	4+	-	5+	2	9	13/15	3	[120]
<i>Special Rules: Crushing Strength(2), Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare</i>									
Regiment (3) [120]	6	4+	-	5+	2	9	13/15	3	[120]
<i>Special Rules: Crushing Strength(2), Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare</i>									

Cronebound Abyssal Horsemen Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [255]	8	3+	-	5+	3	18	14/16	3	[240]
Sir Jesse's Boots of Striding [15]									
<i>Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1) Keywords: Cronebound, Hellequin</i>									
Regiment (10) [240]	8	3+	-	5+	3	18	14/16	3	[240]
<i>Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1) Keywords: Cronebound, Hellequin</i>									

Army Standard Bearer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [85]	6	4+	-	4+	0	1	10/12	2	[60]
Lute of Insatiable Darkness [25]									
Bane Chant (2)									
<i>Special Rules: Elite(Melee), Individual, Inspiring Keywords: Elf, Twilight</i>									

Mikayel, Lord of Nightmares [1] Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [230]	9	3+	-	5+	0	6	-/16	3	[230]
<i>Special Rules: Crushing Strength(2), Dread, Elite(Melee), Individual, Inspiring, Iron Resolve, Mighty, Stealthy, Sword of Umbra Keywords: Elf, Twilight</i>									

Soulbane on Dread-fiend Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [170]	8	3+	-	5+	1	6	14/16	4	[165]
Screamshard [5]									
<i>Special Rules: Crushing Strength(2), Dread, Elite(Melee), Inspiring, Nimble, Stealthy, Screamshard Keywords: Cronebound, Elf, Twilight</i>									

[F] The Soulless Shards (The Crew of the Black Hydra) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [210]	7	3+	-	3+	3	20	-/16	2	[195]
Helm of the Drunken Ram [15]									
<i>Special Rules: Elite(Melee), Thunderous Charge(2), Wild Charge(1) Keywords: Elf, Twilight, The Soulless Shards</i>									

[F] The Soulless Shards (The Crew of the Black Hydra) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [130]	7	3+	-	3+	1	15	-/12	2	[130]
<i>Special Rules: Elite(Melee), Thunderous Charge(1), Wild Charge(1) Keywords: Elf, Twilight, The Soulless Shards</i>									

[F] The Soulless Shards (The Crew of the Black Hydra) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [130] <i>Special Rules: Elite(Melee),Thunderous Charge(1),Wild Charge(1) Keywords: Elf, Twilight,The Soulless Shards</i>	7	3+	-	3+	1	15	-/12	2	[130]

[F] Leiz the Soulless (The Crew of the Black Hydra) [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [155] Blade of the Beast Slayer <i>Special Rules: Crushing Strength(1 / +2 vs Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans),Dread, Elite(Melee),Individual, Inspiring, Mighty, Rallying(1 - The Soulless Shards),Stealthy, Wild Charge(1),Enraged Keywords: Elf, Twilight, The Soulless Shards</i>	7	3+	-	4+	0	7	13/15	2	[135] [20]

**Total Units:** 15      **Total Unit Strength:** 23  
**Total Primary Core Points:** 2300 (100.0%)

Custom Rule	Description
Sword of Umbra	While attacking enemy Heroes, Monsters or Titans in melee, this unit doubles its number of Attacks.

Special Rule	Description
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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 Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Enraged	In addition to their basic attacks, each unit in this Formation gains a number of additional attacks equal to their current points of Damage.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 Inspiring 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 previously suffered.
Mighty	Individuals with the Mighty 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1),its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.
Screamshard	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the Lifeleech (+2) special rule for the remainder of the turn. The unit's Screamshard is then destroyed and cannot be used again for the remainder of the game.

Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	

Artefact	Description
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Blade of the Beast Slayer	The unit gains the Crushing Strength (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.