

 Twilight Kin [2300]

Blade Dancer Neophytes Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [120] <i>Special Rules: Elite(Melee) Keywords: Elf, Neophyte</i>	6	3+	-	3+	3	12	14/16	2	[120]
Regiment (20) [120] <i>Special Rules: Elite(Melee) Keywords: Elf, Neophyte</i>	6	3+	-	3+	3	12	14/16	2	[120]
Regiment (20) [120] <i>Special Rules: Elite(Melee) Keywords: Elf, Neophyte</i>	6	3+	-	3+	3	12	14/16	2	[120]
Regiment (20) [120] <i>Special Rules: Elite(Melee) Keywords: Elf, Neophyte</i>	6	3+	-	3+	3	12	14/16	2	[120]

Cronebound Shadowhounds* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [120] <i>Special Rules: Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1) Keywords: Beast, Cronebound, Nightmare</i>	10	4+	-	4+	1	10	11/13	2	[120]
Troop (5) [120] <i>Special Rules: Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1) Keywords: Beast, Cronebound, Nightmare</i>	10	4+	-	4+	1	10	11/13	2	[120]

Cronebound Fiends* Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [210] <i>Special Rules: Crushing Strength(1), Stealthy, Vicious(Melee) Keywords: Cronebound, Cunning, Nightmare</i>	8	4+	-	4+	3	24	16/18	4	[210]
Horde (6) [225] Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(1), Stealthy, Vicious(Melee) Keywords: Cronebound, Cunning, Nightmare</i>	8	4+	-	4+	3	24	16/18	4	[210] [15]

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

Cronebound Archfiend Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [305] Fireball (10) <i>Special Rules: Brutal, Crushing Strength(3), Fly, Inspiring, Nimble, Stealthy, Vicious(Melee) Keywords: Abyssal, Cronebound</i>	10	3+	-	5+	1	9	17/19	6	[305] [0]
1 Spellcaster 0 [305] Fireball (10) <i>Special Rules: Brutal, Crushing Strength(3), Fly, Inspiring, Nimble, Stealthy, Vicious(Melee) Keywords: Abyssal, Cronebound</i>	10	3+	-	5+	1	9	17/19	6	[305] [0]
1 Spellcaster 0 [305] Fireball (10) <i>Special Rules: Brutal, Crushing Strength(3), Fly, Inspiring, Nimble, Stealthy, Vicious(Melee) Keywords: Abyssal, Cronebound</i>	10	3+	-	5+	1	9	17/19	6	[305] [0]

Total Units: 12 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
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
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.
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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
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.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.