Corey Reynolds Adepticon Twilight Kin [2300]

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Special Rules: Elin(Moleo).Strider: Trundorous Charge(2).Wild Charge(2)3.Keywords: Twilight EII, Voidtouched Mead of Madness [10] Special Rules: Elin(Moleo).Strider: Trundorous Charge(2).Wild Charge(2).3.H. 1) Keywords: Twilight EII, Voidtouched [10] Bound Phantoms 1 4 3 20 14/17 2 [22] Bound Phantoms T 3+ -4+ 3 20 14/17 2 [22] Bound Phantoms T 3+ -4+ 3 20 14/17 2 [23] Special Rules: Elin(Moleo).Strider: Trundorous Charge(2).Wild Charge(D3) Keywords: Twilight EII. Voidtouched 14 12 -1/12 2 [10] Special Rules: Fly, Minbb, Sileality Keywords: Conebound, Phantsam 10 -4+ 1 12 -1/12 2 [10] Special Rules: Hy, Minbb, Sileality Keywords: Conebound, Phantsam 10 -4+ 3 18 -1/17 3 [22] [10] Special Rules: Hy, Minbb, Sileality Keywords: Conebound, Phantsam 10 -4+ 3 18 -1/17 3 [22]	Voidtouched Mutants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
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Mead of Machines Into Special Rules: Elle(Melles), Strider, Thunderous Charge(2), Wild Charge(13 + 1) Keywords: Twilight EI, Voidbuched 12 Win Regiment [225] To 3 + 4 + 3 ± 20 14/17 2 [226] Special Rules: Elle(Melles), Strider, Thunderous Charge(2), Wild Charge(13), Keywords: Twilight EI, Voidbuched 12 7/12 2 [106] Special Rules: Fly, Kinbla, Steattly, Keywords: Comebound, Phantasm 12 7/12 2 [106] Special Rules: Fly, Kinbla, Steattly, Keywords: Cronebound, Phantasm 12 7/12 2 [106] Special Rules: Fly, Kinbla, Steattly, Keywords: Cronebound, Phantasm 11 12 7/12 2 [106] Special Rules: Fly, Kinbla, Steattly, Keywords: Cronebound, Phantasm 13 17/17 12 2 [106] Special Rules: Blg Shield, Crushing Strength(1) Elle(Melles), Mild Charge(D3) Keywords: Impaler, Twilight EI, Voidtouched 10 11 12 7/12 2 [106] Special Rules: Blg Shield, Crushing Strength(1) Elle(Melles), Mild Charge(D3) Keywords: Impaler, Twilight EI, Voidtouched 10 11/13 12 12 12 10 11 11/13		Thunderous	Charge(2),	Nild Charge	(D3) Keywc	ords: Twiligh	t Elf, Voidto	uched			
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Bound Voidlurker Sp Me Ra De US Att Ne Ht Pts Bound Voidlurker Sp Me Ra De US Att Ne Ht Pts Bound Voidlurker Sp Me Ra De US Att Ne Ht Pts Bound Voidlurker Sp Me Ra De US Att Ne Ht Pts Bound Voidlurker Sp Me Ra De US Att Ne Ht Pts Bound Voidlurker Special Rules: 10 3+ - 4+ 2 10 18/20 6 [268] [15] The Pride of the Dark Fleet Special Rules: Crushing Strength(2), Fly, Nimble, Regeneration(5), Stealthy, Thunderous Charge(1), Inspiring Keywords: Cronebound, hantasm, Voracious Mattal Units: 14 Total Unit Strength: 22 2300 (100.0%) 22 Matl Primary Core Points: 2300 (100.0%) 14 Total Unit Strength: 22	Special Rules: Fly, Nimble, Stealthy Navigator For (Hv Inf) 1 [85] Lute of Insatiable Darkness Bane Chant (2) Icy Breath (5) Special Rules: Individual, Legacy of Summoner Crone For (Hv Inf) 1 Spelcaster 3 [90] Weakness (4) Special Rules: Individual, Inspiring, For (Hv Inf) 1 Spelcaster 3 [90] Weakness (4)	Sp 6 f Oskan Key Sp 6 <u>Wicked Mias</u> 6	Me 5+ words: Cors Me 5+ sma Keywo 5+	Ra - sair, Twilight Ra - r ds: Corsair -	De 4+ t Elf, Voidtou De 4+ t, Twilight El 4+	US 0 Uched US 0 f, Voidtouche 0	Att 1 Att 1 ed 1	11/13 Ne 11/13	2 Ht 2	[60] [25] [0] Pts [55] [35] [55]	
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Bound Voidlurker Sp Me Ra De US Att Ne Ht Pts ero (Titan) 1 [280] 10 3+ - 4+ 2 10 18/20 6 [268] The Pride of the Dark Fleet Special Rules: Crushing Strength(2), Fly, Nimble, Regeneration(5), Stealthy, Thunderous Charge(1), Inspiring Keywords: Cronebound, hantasm, Voracious [15] btal Units: 14 Total Unit Strength: 22 btal Primary Core Points: 2300 (100.0%) 22	Special Rules: Fly, Nimble, Stealthy Navigator ero (Hv Inf) 1 [85] Lute of Insatiable Darkness Bane Chant (2) Icy Breath (5) Special Rules: Individual, Legacy of Summoner Crone ero (Hv Inf) 1 Spellcaster 3 [90] Weakness (4) Special Rules: Individual, Inspiring, ero (Hv Inf) 1 Spellcaster 3 [90] Weakness (4) Special Rules: Individual, Inspiring, Soulbane on Nightmare	Sp 6 f Oskan Key 5p 6 Wicked Mias 6 Wicked Mias	Me 5+ words: Cors Me 5+ sma Keywo 5+ sma Keywo Me	Ra - sair, Twilight Ra - rds: Corsair - rds: Corsair	De 4+ Elf, Voidtou De 4+ , Twilight El 4+ ; Twilight El	US 0 Uched US 0 f, Voidtouche 0 f, Voidtouche	Att 1 Att 1 ed 1 ed Att	Ne 11/13 11/13 11/13 Ne	2 Ht 2 2 Ht	[60] [25] [0] Pts [55] [35] [35] [35]	
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The Pride of the Dark Fleet [15 Special Rules: Crushing Strength(2), Fly, Nimble, Regeneration(5), Stealthy, Thunderous Charge(1), Inspiring Keywords: Cronebound, hantasm, Voracious btal Units: 14 Total Unit Strength: 22 btal Primary Core Points: 2300 (100.0%)	Special Rules: Fly, Nimble, Stealthy Navigator ero (Hv Inf) 1 [85] Lute of Insatiable Darkness Bane Chant (2) Icy Breath (5) Special Rules: Individual, Legacy on Summoner Crone ero (Hv Inf) 1 Spellcaster 3 [90] Weakness (4) Special Rules: Individual, Inspiring, ero (Hv Inf) 1 Spellcaster 3 [90] Weakness (4) Special Rules: Individual, Inspiring, ero (Hv Inf) 1 Spellcaster 3 [90] Weakness (4) Special Rules: Individual, Inspiring, Soulbane on Nightmare ero (Lrg Cav) 1 [155] Special Rules: Crushing Strength(2)	Sp 6 f Oskan Key Sp 6 Wicked Mias 6 Wicked Mias 6 Wicked Mias 9 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Me 5+ words: Cors Me 5+ sma Keywor 5+ sma Keywor 3+ e(Melee),Ins	Ra - sair, Twilight Ra - rds: Corsair - rds: Corsair - rds: Nimb	De 4+ t Elf, Voidtou De 4+ ; Twilight El 4+ ; Twilight El 5+ vie Keyword	US 0 uched US 0 f, Voidtouche 0 f, Voidtouche US 1 fs: Impaler, 7	Att 1 Att 1 ad 1 ad Att 6 Fwilight Elf,	Ne 11/13 11/13 11/13 11/13 11/13 Voidtouched	2 Ht 2 2 Ht 4	[60] [25] [0] Pts [55] [35] [35] Pts [155]	
Special Rules: Crushing Strength(2), Fly, Nimble, Regeneration(5), Stealthy, Thunderous Charge(1), Inspiring Keywords: Cronebound, hantasm, Voracious btal Units: 14 Total Unit Strength: 22 btal Primary Core Points: 2300 (100.0%) 2300 (100.0%) 22	Special Rules: Fly, Nimble, Stealthy Navigator ero (Hv Inf) 1 [85] .ute of Insatiable Darkness Bane Chant (2) Icy Breath (5) Special Rules: Individual, Legacy or Summoner Crone ero (Hv Inf) 1 Spellcaster 3 [90] Weakness (4) Special Rules: Individual, Inspiring, ero (Hv Inf) 1 Spellcaster 3 [90] Weakness (4) Special Rules: Individual, Inspiring, Soulbane on Nightmare ero (Lrg Cav) 1 [155] Special Rules: Crushing Strength(2) Bound Voidlurker	Sp 6 f Oskan Key Sp 6 Wicked Mias 6 Wicked Mias 6 Wicked Mias 8),Dread, Elite	Me 5+ words: Cors Me 5+ sma Keywor 5+ sma Keywor 3+ e(Melee),Ins Me	Ra - sair, Twilight Ra - rds: Corsair - rds: Corsair - rds: Nimb	De 4+ t Elf, Voidtou De 4+ ; Twilight El 4+ ; Twilight El 5+ ole Keyword	US 0 US 0 f, Voidtouche 0 f, Voidtouche US 1 fs: Impaler, 7 US	Att 1 Att 1 ad 1 ad Att 6 Fwilight Elf,	Ne 11/13 11/13 11/13 11/13 11/13 Ne 14/16 Voidtouched Ne	2 Ht 2 2 Ht 4 Ht	[60] [25] [0] Pts [55] [35] [35] Pts [155]	
Phantasm, Voracious 14 Total Unit Strength: 22 otal Units: 14 Zalue 2300 (100.0%) 2300 (100.0%)	Special Rules: Fly, Nimble, Stealthy Navigator ero (Hv Inf) 1 [85] Lute of Insatiable Darkness Bane Chant (2) Icy Breath (5) Special Rules: Individual, Legacy or Summoner Crone ero (Hv Inf) 1 Spellcaster 3 [90] Weakness (4) Special Rules: Individual, Inspiring, ero (Hv Inf) 1 Spellcaster 3 [90] Weakness (4) Special Rules: Individual, Inspiring, Soulbane on Nightmare ero (Lrg Cav) 1 [155] Special Rules: Crushing Strength(2) Bound Voidlurker ero (Titan) 1 [280]	Sp 6 f Oskan Key Sp 6 Wicked Mias 6 Wicked Mias 6 Wicked Mias 8),Dread, Elite	Me 5+ words: Cors Me 5+ sma Keywor 5+ sma Keywor 3+ e(Melee),Ins Me	Ra - sair, Twilight Ra - rds: Corsair - rds: Corsair - rds: Nimb	De 4+ t Elf, Voidtou De 4+ ; Twilight El 4+ ; Twilight El 5+ ole Keyword	US 0 US 0 f, Voidtouche 0 f, Voidtouche US 1 fs: Impaler, 7 US	Att 1 Att 1 ad 1 ad Att 6 Fwilight Elf,	Ne 11/13 11/13 11/13 11/13 11/13 Ne 14/16 Voidtouched Ne	2 Ht 2 2 Ht 4 Ht	[60] [25] [0] Pts [55] [35] [35] Pts [155] Pts [265]	
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Legacy of Oskan Wicked Miasma Special Rule Big Shield Crushing Strength Dread Elite Fly	 Unless disordered, immediately before giving this unit a Movement order, pick one of the following apply it to this unit until the start of its following Movement Phase: • Aura (Vicious (Melee) - Twilig (Life Leech (2) - Cronebound Only) • Aura (Spellward and Stealthy - Voidtouched Only) After rolling to hit with Enthral, Hex, Weakness or Windblast, roll to damage for each hit scored w modifier. Description All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+. All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage. While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in add modifiers that may apply. A unit can only be affected by a single source of Dread – multiple source cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shatterir rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers applied against the same unit. Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1. The unit can move over anything and may pivot while above anything, as long as the flying unit's clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit d Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within of While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has trule, then the Nimble special rule is also lost while the unit is Disordered. See the Rules Chapter for Individuals If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponer Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. 	with a Piercing (1) with a
Special Rule Big Shield Crushing Strength Dread Elite	modifier. Description All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+. All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage. While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in add modifiers that may apply. A unit can only be affected by a single source of Dread – multiple source cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shatterinr rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers applied against the same unit. Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1. The unit can move over anything and may pivot while above anything, as long as the flying unit's clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit d Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within o While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has trule, then the Nimble special rule is also lost while the unit is Disordered. See the Rules Chapter for Individuals If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponer	lition to any other ces are not ng and Dread special s. Both cannot be e entire move ends oes not suffer or touching them. the Nimble special
Big Shield Crushing Strength Dread Elite	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+. All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage. While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in add modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sourc cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shatterin rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers applied against the same unit. Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1. The unit can move over anything and may pivot while above anything, as long as the flying unit's clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit d Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within o While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has t rule, then the Nimble special rule is also lost while the unit is Disordered. See the Rules Chapter for Individuals If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponer	ces are not ng and Dread special s. Both cannot be entire move ends loes not suffer or touching them. the Nimble special
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	If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponer	
Individual		
Inspiring	unit will only Inspire itself and the unit(s) specified.	
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of	unit in Melee with
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core unit unit immediately remove one point of damage previously suffered. Units can only be affected by Radiance of Life per Turn.	
Regeneration	Every time this unit receives a Movement order (including Halt),before doing anything else, roll a equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit rec damage previously suffered.	
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 Terra	ain or Obstacles.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in a Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this 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 with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, the variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn for each unit that has a variable wild charge before issuing any movement orders.	e (n) value may be a
Spell	Description	Special Rules
Bane Chant 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.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Icy Breath Range: 10" Enemy	Roll to damage the Enemy unit as normal. If one or more points of damage are dealt, the target Enemy unit is given the Frozen special rule.	Hits on a 5+ against units in Cover.
Mind Fog	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at	Shattering

Range: 36" Enemy	the end of the Ranged phase as though damage had been caused.
Weakness Range: 24" Enemy, CC	Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.

Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.