

Twilight Kin birthday

1995 / 1995 VALID



Twilight Kin [1995]

Corsair Voidwalkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [245] Snare Nets Reavers of the Middle Sea Special Rules: <i>Elite(Melee),Ensnare</i> Keywords: <i>Corsair, Twilight Elf</i>	6	3+	-	4+	4	25	21/23	2	[200] [20] [25]
Inf Horde [245] Snare Nets Reavers of the Middle Sea Special Rules: <i>Elite(Melee),Ensnare</i> Keywords: <i>Corsair, Twilight Elf</i>	6	3+	-	4+	4	25	21/23	2	[200] [20] [25]

Corsair Fleetwardens	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [155] Bloodhex Veterans of the Celestial War Special Rules: <i>Crushing Strength(1),Elite(Melee),Phalanx, Bloodhex</i> Keywords: <i>Corsair, Twilight Elf</i>	6	4+	-	4+	3	15	15/17	2	[145] [5] [5]
Inf Horde [265] Bloodhex Veterans of the Celestial War Special Rules: <i>Crushing Strength(1),Elite(Melee),Phalanx, Bloodhex</i> Keywords: <i>Corsair, Twilight Elf</i>	6	4+	-	4+	4	30	22/24	2	[245] [10] [10]

Corsair Void Wranglers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [150] Unleashed Tormentors (6", Piercing(1),Steady Aim, Any unit successfully damaged by this attack is Disordered until the end of its next turn.) Special Rules: <i>Crushing Strength(1),Elite(Melee),Stealthy</i> Keywords: <i>Corsair, Cronebound, Twilight Elf</i>	7	4+	4+	4+	2	14	14/16	2	[150]

Bound Butchers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [200] Special Rules: <i>Crushing Strength(2),Fury, Stealthy</i> Keywords: <i>Abomination, Cronebound, Nightmare</i>	6	4+	-	5+	3	18	16/18	3	[200]

Bound Mind Screech	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 Spellcaster 0 [150] Planar Apparition Heal (7) Mind Fog (2) Special Rules: <i>Fly, Nimble, Stealthy, Radiance of Life</i> Keywords: <i>Cronebound, Insidious, Nightmare</i>	6	4+	-	4+	1	5	13/15	4	[150] [0]

Twilight Assassin	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [135] Scythe of the Harvester Throwing Weapons (12", Piercing(1)) Special Rules: <i>Crushing Strength(1),Dread, Duelist, Elite, Individual, Inspiring(Self),Scout, Stealthy, Fel Blades, Rampage(D3)</i> Keywords: <i>Corsair, Twilight Elf, Voidtouched</i>	7	3+	3+	4+	0	5	11/13	2	[120] [15]

Navigator	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [80] Inspiring Talisman Icy Breath (5) Special Rules: <i>Individual, Legacy of Oskan, Inspiring</i> Keywords: <i>Corsair, Twilight Elf, Voidtouched</i>	6	5+	-	4+	0	1	11/13	2	[60] [20] [0]

Void Captain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [90] Reaver of the Middle Sea Special Rules: <i>Crushing Strength(1),Elite(Melee),Individual, Inspiring, Mighty, Rallying(1 - Corsair Only)</i> Keywords: <i>Corsair, Twilight Elf, Voidtouched</i>	6	3+	-	4+	0	7	12/14	2	[80] [10]

Summoner Crone	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 3 [130]	6	5+	-	4+	0	1	11/13	2	[55]
Conjurer's Staff									[10]
Bane Chant (3)									[30]
Weakness (4)									[35]
Special Rules: Individual, Inspiring, Wicked Miasma Keywords: Corsair, Twilight Elf, Voidtouched									

La'theal Bleakheart [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 3 [150]	6	5+	-	4+	0	1	13/15	2	[150]
Bane Chant (3)									[0]
Enthral (7)									[0]
Wind Blast (7)									[0]
Special Rules: Aura(Stealthy),Individual, Inspiring, The Eye of Valak, Chilling Miasma Keywords: Twilight Elf, Voidtouched									

Total Units:	12	Total Unit Strength:	21
Total Primary Core Points:	1995 (100.0%)		

Custom Rule	Description
Legacy of Oskan	Unless disordered, immediately before giving this unit a Movement order, pick one of the following Special Rules and apply it to this unit until the start of its following Movement Phase: • Aura (Vicious (Melee) - Twilight Elf Only) • Aura (Life Leech (2) - Cronebound Only) • Aura (Spellward and Stealthy - Voidtouched Only)
Fel Blades	Enemy units that suffer a point of damage from this unit in melee suffer 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 modifier cannot be combined with similar modifiers such as Weakness.
Wicked Miasma	After rolling to hit with Enthral, Hex, Weakness or Windblast, roll to damage for each hit scored with a Piercing (1) modifier.
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.
Chilling Miasma	: After rolling to hit with Enthral or Windblast, roll to damage for each hit scored with a Piercing (1) modifier.

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Bloodhex	Once per game, after resolving a movement order, a unit carrying a Bloodhex may increase their defense by 1 until the start of the controlling player's next turn. The Bloodhex is then destroyed and cannot be used again for the remainder of the game.
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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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. This includes Difficult Terrain the unit started in. 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.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per 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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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 Scout 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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.

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.	
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	
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 Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
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.	
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's	

rear arc. The target stops 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.

Artefact	Description
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) special rule.
Inspiring Talisman	The unit gains the Inspiring special rule.