

Twilight Kin [2300]

Bound Phantoms*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [100] <i>Special Rules: Fly, Nimble, Stealthy</i> Keywords: Cronebound, Phantasm	10	4+	-	4+	1	12	-/12	2	[100]
Hv Inf Troop [100] <i>Special Rules: Fly, Nimble, Stealthy</i> Keywords: Cronebound, Phantasm	10	4+	-	4+	1	12	-/12	2	[100]

Impalers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Regiment [135] <i>Special Rules: Big Shield, Crushing Strength(1), Elite(Melee), Wild Charge(D3)</i> Keywords: Impaler, Twilight Elf, Voidtouched	5	3+	-	4+	2	9	-/14	3	[135]
Mon Inf Regiment [135] <i>Special Rules: Big Shield, Crushing Strength(1), Elite(Melee), Wild Charge(D3)</i> Keywords: Impaler, Twilight Elf, Voidtouched	5	3+	-	4+	2	9	-/14	3	[135]
Mon Inf Regiment [135] <i>Special Rules: Big Shield, Crushing Strength(1), Elite(Melee), Wild Charge(D3)</i> Keywords: Impaler, Twilight Elf, Voidtouched	5	3+	-	4+	2	9	-/14	3	[135]
Mon Inf Horde [245] Helm of the Drunken Ram <i>Special Rules: Big Shield, Crushing Strength(1), Elite(Melee), Wild Charge(D3), Thunderous Charge(1)</i> Keywords: Impaler, Twilight Elf, Voidtouched	5	3+	-	4+	3	18	-/17	3	[225] [20]
Mon Inf Horde [265] Brew of Strength <i>Special Rules: Big Shield, Crushing Strength(2), Elite(Melee), Wild Charge(D3)</i> Keywords: Impaler, Twilight Elf, Voidtouched	5	3+	-	4+	3	18	-/17	3	[225] [40]
Mon Inf Horde [225] <i>Special Rules: Big Shield, Crushing Strength(1), Elite(Melee), Wild Charge(D3)</i> Keywords: Impaler, Twilight Elf, Voidtouched	5	3+	-	4+	3	18	-/17	3	[225]

Corsair Void-Skiffs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [165] Bloodhex Mead of Madness <i>Special Rules: Brutal, Elite(Melee), Fly, Nimble, Thunderous Charge(2), Bloodhex, Wild Charge(1)</i> Keywords: Corsair, Twilight Elf	7	4+	-	4+	2	16	14/16	3	[150] [5] [10]
Cht Regiment [175] Bloodhex Brew of Haste <i>Special Rules: Brutal, Elite(Melee), Fly, Nimble, Thunderous Charge(2), Bloodhex</i> Keywords: Corsair, Twilight Elf	8	4+	-	4+	2	16	14/16	3	[150] [5] [20]

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

Navigator	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [75] Sacred Horn Icy Breath (5) <i>Special Rules: Individual, Legacy of Oskan</i> Keywords: Corsair, Twilight Elf, Voidtouched	6	5+	-	4+	0	1	11/13	2	[60] [15] [0]

Summoner Crone	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 3 [85] Bane Chant (3) <i>Special Rules: Individual, Inspiring, Wicked Miasma</i> Keywords: Corsair, Twilight Elf, Voidtouched	6	5+	-	4+	0	1	11/13	2	[55] [30]

Soulbane on Nightmare	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [155] <i>Special Rules: Crushing Strength(2), Dread, Elite(Melee), Inspiring, Nimble</i> Keywords: Impaler, Twilight Elf, Voidtouched	8	3+	-	5+	1	6	14/16	4	[155]
Hero (Lrg Cav) 1 [155] <i>Special Rules: Crushing Strength(2), Dread, Elite(Melee), Inspiring, Nimble</i> Keywords: Impaler, Twilight Elf, Voidtouched	8	3+	-	5+	1	6	14/16	4	[155]

Total Units:

15

Total Unit Strength:

24

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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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)
Wicked Miasma	After rolling to hit with Enthral, Hex, Weakness or Windblast, roll to damage for each hit scored with a Piercing (1) modifier.
Special Rule	Description
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
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.
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. 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.
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.
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.
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.
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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
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

Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
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.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.