

Twilight Kin [1995]

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 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]
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]
[Green Gate] Mon Inf Horde [235] Mead of Madness <i>Special Rules: Big Shield, Crushing Strength(1), Elite(Melee), Wild Charge(D3 + 1)</i> Keywords: Impaler, Twilight Elf, Voidtouched	5	3+	-	4+	3	18	-/17	3	[225] [10]
[Spirit Dragon] Mon Inf Horde [240] Sir Jesse's Boots of Striding <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] [15]

Corsair Void-Skiffs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [165] Bloodhex Corsair Deck Harpoons Corsair Deck Harpoons (18", Att: 8, Ra: 4+, Piercing(1), Steady Aim, Broadside) <i>Special Rules: Brutal, Elite(Melee), Fly, Nimble, Thunderous Charge(2), Bloodhex</i> Keywords: Corsair, Twilight Elf	7	4+	-	4+	2	16	14/16	3	[150] [5] [10]
Cht Regiment [165] Bloodhex Corsair Deck Harpoons Corsair Deck Harpoons (18", Att: 8, Ra: 4+, Piercing(1), Steady Aim, Broadside) <i>Special Rules: Brutal, Elite(Melee), Fly, Nimble, Thunderous Charge(2), Bloodhex</i> Keywords: Corsair, Twilight Elf	7	4+	-	4+	2	16	14/16	3	[150] [5] [10]

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
[Arms Flamenco] Hero (Hv Inf) 1 [85] Lute of Insatiable Darkness Bane Chant (2) 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] [25] [0]
[Spirit Fingers] Hero (Hv Inf) 1 [80] Inspiring Talisman Icy Breath (5) <i>Special Rules: Individual, Legacy of Oskan, Inspiring</i> Keywords: Corsair, Twilight Elf, Voidtouched	6	5+	-	4+	0	1	11/13	2	[60] [20] [0]

Void Captain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Lord Tutunga!] Hero (Hv Inf) 1 [105] Reaver of the Middle Sea Scythe of the Harvester <i>Special Rules: Crushing Strength(1), Elite(Melee), Individual, Inspiring, Mighty, Rallying(1 - Corsair Only), Rampage(D3)</i> Keywords: Corsair, Twilight Elf, Voidtouched	6	3+	-	4+	0	7	12/14	2	[80] [10] [15]

Summoner Crone	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 3 [120] Bane Chant (3) Weakness (4) <i>Special Rules: Individual, Inspiring, Wicked Miasma</i> Keywords: Corsair, Twilight Elf, Voidtouched	6	5+	-	4+	0	1	11/13	2	[55] [30] [35]

Total Units:
Total Primary Core Points:

13
1995 (100.0%)

Total Unit Strength:

19

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)
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.
Broadside	When using a ranged attack that has the broadside rule, this unit uses its left and right flank arcs in place of its front arc and treats the exact centre of the left or right edge of its base (whichever arc the target is in) as its leaderpoint.
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.
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.
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.
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.
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.
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
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.
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) 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.
Inspiring Talisman	The unit gains the Inspiring special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.