

 Twilight Kin [2300]

Corsair Voidwalkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [130]	6	4+	-	4+	3	12	14/16	2	[120]
Snare Nets									[10]
Special Rules: Elite(Melee),Ensnare Keywords: Corsair, Twilight Elf									
Inf Horde [275]	6	3+	-	4+	4	25	21/23	2	[200]
Snare Nets									[20]
Bloodhex									[10]
Reavers of the Middle Sea									[25]
Helm of the Drunken Ram									[20]
Special Rules: Elite(Melee),Ensnare, Bloodhex, Thunderous Charge(1) Keywords: Corsair, Twilight Elf									

Voidtouched Weavers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop Spellcaster 0 [125]	6	5+	-	4+	1	8	9/12	2	[110]
Void Bolts									[15]
Lightning Bolt (6)									
Special Rules: Elite(Melee) Keywords: Twilight Elf, Voidtouched									

Bound Butchers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [120]	6	4+	-	5+	2	9	13/15	3	[120]
Special Rules: Crushing Strength(2),Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare									
Lrg Inf Regiment [120]	6	4+	-	5+	2	9	13/15	3	[120]
Special Rules: Crushing Strength(2),Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare									

Impalers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [240]	5	3+	-	4+	3	18	-/17	3	[225]
Sir Jesse's Boots of Striding									[15]
Special Rules: Big Shield, Crushing Strength(1),Elite(Melee),Wild Charge(D3) Keywords: Impaler, Twilight Elf, Voidtouched									
Mon Inf Horde [235]	5	3+	-	4+	3	18	-/17	3	[225]
Mead of Madness									[10]
Special Rules: Big Shield, Crushing Strength(1),Elite(Melee),Wild Charge(D3 + 1) Keywords: Impaler, Twilight Elf, Voidtouched									

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

Bound Terror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [235]	6	3+	-	4+	2	12	18/19	6	[235]
Special Rules: Crushing Strength(1),Ensnare, Rampage(8),Regeneration(4),Stealthy, Strider Keywords: Abomination, Cronebound, Nightmare									

Void Captain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [105]	6	3+	-	4+	0	4	12/14	2	[80]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
Special Rules: Crushing Strength(1),Elite(Melee),Individual, Inspiring, Mighty, Rallying(1 - Corsair Only) 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									

Bound Butcher Fleshripper	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [115]	6	3+	-	5+	1	5	13/15	3	[115]
Special Rules: Crushing Strength(2), Fury, Nimble, Stealthy Keywords: Abomination, Cronebound, Nightmare									

Total Units: 14 **Total Unit Strength:** 24
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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.
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.
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.
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 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.
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.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.	
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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), 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
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
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.
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.