

## Steve Pearson

### Twilight Kin (Evil)

<b>Impalers</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	6	3	-	4	2	3	15	14/16	170	
Screamshard										
Crushing Strength (1), Elite (Melee)										
Keywords: Elf, Twilight										
Regiment(20)	6	3	-	4	2	3	15	14/16	170	
Crushing Strength (1), Elite (Melee)										
Keywords: Elf, Twilight										
<b>Blade Dancers</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	7	3	-	3	2	3	20	-/16	205	
Elite (Melee), Thunderous Charge (1)										
Keywords: Elf, Twilight										
<b>Cronebound Abyssal Horsemen</b>										<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	8	3	-	5	3	3	18	14/16	240	
Crushing Strength (1), Fury, Regeneration (5+), Thunderous Charge (1)										
Keywords: Cronebound, Hellequin										
<b>Cronebound Butchers*</b>										<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	4	-	5	3	3	18	-/18	200	
Crushing Strength (2), Stealthy										
Keywords: Abomination, Cronebound, Nightmare										
<b>Cronebound Gargoyles*</b>										<b>Heavy Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	10	4	-	3	2	1	10	8/10	85	
Fly, Nimble, Regeneration (4+)										
Keywords: Cronebound, Gargoyle										
Troop(10)	10	4	-	3	2	1	10	8/10	85	
Fly, Nimble, Regeneration (4+)										
Keywords: Cronebound, Gargoyle										
<b>Cronebound Shadowhounds*</b>										<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(5)	9	4	-	4	2	1	10	11/13	120	
Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1)										
Keywords: Beast, Cronebound, Nightmare										
<b>Cronebound Needle-fangs*</b>										<b>Swarm</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	7	5	-	2	1	1	12	9/11	80	
Fly, Nimble, Stealthy, Strider										
Keywords: Beast, Cronebound, Nightmare										
<b>Cronebound Mind-screech</b>										<b>Monster Spellcaster: 0</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	4	5	1	5	13/15	150	
Fly, Nimble, Pathfinder, Stealthy										
Spells: Lightning Bolt (6), Mind Fog (6), Wind Blast (6)										
Keywords: Cronebound, Insidious, Nightmare										
<b>Cronebound Archfiend</b>										<b>Hero (Ttn) Spellcaster: 0</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	9	16/18	310	
Brutal, Crushing Strength (3), Fly, Fury, Inspiring, Nimble, Vicious (Melee)										
Spells: Fireball (10)										
Keywords: Abyssal, Cronebound										
<b>Summoner Crone</b>										<b>Hero (Cav) Spellcaster: 3</b>

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	5	-	4	3	0	1	11/13	95
Mount on a Horse, increasing Speed to 9 and changing to Hero (Cav - Height: 3) Individual, Inspiring (Cronebound only), Stealthy, Wicked Miasma Spells: Drain Life (6) Keywords: Elf, Twilight									
<b>Army Standard Bearer</b>									<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	4	2	0	1	10/12	60
Elite (Melee), Individual, Inspiring Keywords: Elf, Twilight									

<b>Hero</b>	
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is case into Melee, the target will not take a Nerve test at the end of the Ranged phase.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fly</b>	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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Mind Fog</b>	Spell: 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.
<b>Nimble</b>	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.
<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
<b>Regeneration (4+)</b>	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.
<b>Regeneration (5+)</b>	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.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and resuces this bonus by one when Hindered (to a minimum of zero).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wicked Miasma</b>	This unit's Drain Life spell may target Friendly Core Cronebound units within 18" instead of 6", for its damage removal component.
<b>Wind Blast</b>	Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" 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 1" away from enemy units or just out of contact with blocking terrains and friends.  This spell has no effect on Speed 0 units.