

James Mitchell

Twilight Kin (Evil)

Cronebound Abyssal Horsemen

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	18	14/16	240
Maccwar's Potion of the Caterpillar Crushing Strength (1), Fury, Regeneration (5+), Thunderous Charge (1) Keywords: Cronebound, Hellequin									
Regiment(10)	8	3	-	5	3	3	18	14/16	240
Crushing Strength (1), Fury, Regeneration (5+), Thunderous Charge (1) Keywords: Cronebound, Hellequin									

Kindred Archers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	5	5	4	2	3	20	21/23	210
Elite (Ranged) Bows (Range 24") Keywords: Elf, Kindred, Twilight									

Blade Dancers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	7	3	-	3	2	3	20	-/16	205
Brew of Strength Elite (Melee), Thunderous Charge (1) Keywords: Elf, Twilight									

Impalers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	4	2	3	15	14/16	170
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									

Cronebound Archfiend

Hero (Ttn)
Spellcaster: 0

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									

Cronebound Gargoyles*

Heavy Infantry

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									

Summoner Crone

Hero (Cav)
Spellcaster: 3

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	5	-	4	3	0	1	11/13	95
Inspiring Talisman 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									

Bolt Thrower

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	-	4	4	2	0	2	10/12	90
Bolt Thrower: (48", Blast (D3), Elite (Ranged), Piercing (2), Reload) Keywords: Elf, Kindred, Twilight									
1	6	-	4	4	2	0	2	10/12	90
Bolt Thrower: (48", Blast (D3), Elite (Ranged), Piercing (2), Reload) Keywords: Elf, Kindred, Twilight									

Hero	
Bolt Thrower: (48", Blast (D3), Elite (Ranged), Piercing (2), Reload)	
Bows (Range 24")	
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Brutal	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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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. 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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See page 34.
Inspiring	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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
Regeneration (4+)	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.
Regeneration (5+)	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.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wicked Miasma	This unit's Drain Life spell may target Friendly Core Cronebound units within 18" instead of 6", for its damage removal component.