

Twilight Kin [2000]

Impalers									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20)[165]	6	3+	-	4+	3	15	14/16	2	[165]
Special Rules: Crushing Strength(1),Elite(Melee),Fury Keywords: Elf, Twilight									
Regiment (20)[165]	6	3+	-	4+	3	15	14/16	2	[165]
Special Rules: Crushing Strength(1),Elite(Melee),Fury Keywords: Elf, Twilight									
Twilight Gladestalkers									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20)[175]	6	3+	4+	3+	3	12	14/16	2	[175]
Bows (24") Special Rules: Elite, Pathfinder, Scout, Dreamslayer Venom Keywords: Elf, Kindred, Tracker									
Regiment (20)[195]	6	3+	4+	3+	3	12	14/16	2	[175]
Chant of Hate [20] Bows (24") Special Rules: Elite, Pathfinder, Scout, Dreamslayer Venom, Vicious Keywords: Elf, Kindred, Tracker									
Blade Dancer Neophytes									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40)[200]	6	3+	-	3+	4	25	21/23	2	[200]
Special Rules: Elite(Melee) Keywords: Elf, Neophyte									
Cronebound Gargoyles*									Heavy Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10)[85]	10	4+	-	3+	1	10	8/10	2	[85]
Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Cronebound, Gargoyle									
Troop (10)[85]	10	4+	-	3+	1	10	8/10	2	[85]
Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Cronebound, Gargoyle									
Cronebound Butchers*									Large Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3)[120]	6	4+	-	5+	2	9	13/15	3	[120]
Special Rules: Crushing Strength(2),Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare									
Regiment (3)[120]	6	4+	-	5+	2	9	13/15	3	[120]
Special Rules: Crushing Strength(2),Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare									
Cronebound Abyssal Horsemen									Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10)[255]	8	3+	-	5+	3	18	14/16	3	[240]
Sir Jesse's Boots of Striding [15] Special Rules: Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1) Keywords: Cronebound, Hellequin									

special rule to the unit with that name or keyword in addition to the unit with the Aura itself.

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. 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 page 34 (page 30 in gamers edition)
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.

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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

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.	
Drain Life Range: 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 cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains the Strider special rule until the end of the Turn.
Chant of Hate	The unit gains the Vicious special rule.