

Twilight Kin [2345]

Corsair Fleetwardens	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [270]	6	4+	-	4+	4	30	23/24	2	[245]
Bloodhex									[10]
Veterans of the Celestial War									[10]
Staying Stone									[5]
Special Rules: <i>Crushing Strength(1),Elite(Melee),Phalanx, Bloodhex</i> Keywords: <i>Corsair, Twilight Elf</i>									

Voidtouched Mutants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [240]	7	3+	-	4+	3	20	14/17	2	[225]
Chalice of Wrath									[15]
Special Rules: <i>Elite(Melee),Strider, Thunderous Charge(2),Wild Charge(D3),Fury</i> Keywords: <i>Twilight Elf, Voidtouched</i>									

Bound Phantoms*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [100]	10	4+	-	4+	1	12	-/12	2	[100]
Special Rules: <i>Fly, Nimble, Stealthy</i> Keywords: <i>Cronebound, Phantasm</i>									
Hv Inf Troop [100]	10	4+	-	4+	1	12	-/12	2	[100]
Special Rules: <i>Fly, Nimble, Stealthy</i> Keywords: <i>Cronebound, Phantasm</i>									

Impalers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [225]	5	3+	-	4+	3	18	-/17	3	[225]
Special Rules: <i>Big Shield, Crushing Strength(1),Elite(Melee),Wild Charge(D3)</i> Keywords: <i>Impaler, Twilight Elf, Voidtouched</i>									
Mon Inf Horde [225]	5	3+	-	4+	3	18	-/17	3	[225]
Special Rules: <i>Big Shield, Crushing Strength(1),Elite(Melee),Wild Charge(D3)</i> Keywords: <i>Impaler, Twilight Elf, Voidtouched</i>									

Bound Soulflayers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment Spellcaster 0 [160]	8	3+	-	4+	2	12	13/15	4	[160]
Wind Blast (5)									[0]
Special Rules: <i>Crushing Strength(1),Fly, Stealthy, Thunderous Charge(1)</i> Keywords: <i>Cronebound, Nightmare</i>									
Lrg Cav Regiment Spellcaster 0 [160]	8	3+	-	4+	2	12	13/15	4	[160]
Wind Blast (5)									[0]
Special Rules: <i>Crushing Strength(1),Fly, Stealthy, Thunderous Charge(1)</i> Keywords: <i>Cronebound, Nightmare</i>									

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: <i>Fly, Nimble, Stealthy, Radiance of Life</i> Keywords: <i>Cronebound, Insidious, Nightmare</i>									

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: <i>Crushing Strength(1),Ensnare, Rampage(8),Regeneration(4),Stealthy, Strider</i> Keywords: <i>Abomination, Cronebound, Nightmare</i>									

Navigator	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [80]	6	5+	-	4+	0	1	11/13	2	[60]
Inspiring Talisman									[20]
Icy Breath (5)									[0]
Special Rules: <i>Individual, Legacy of Oskan, Inspiring</i> Keywords: <i>Corsair, Twilight Elf, Voidtouched</i>									

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

Bound Voidlurker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [280]	10	3+	-	4+	2	10	18/20	6	[265]
The Pride of the Dark Fleet									[15]
Special Rules: <i>Crushing Strength(2),Fly, Nimble, Regeneration(5),Stealthy, Thunderous Charge(1),Inspiring</i> Keywords: <i>Cronebound, Phantasm, Voracious</i>									

Total Units:
Total Primary Core Points:

13
2345 (100.0%)

Total Unit Strength:

24

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.
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.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.
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.	
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.	
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
Staying Stone	The unit gains +1 to its Wavering stat value.
Chalice of Wrath	The unit gains the Fury special rule.
Inspiring Talisman	The unit gains the Inspiring special rule.