

# Ophidia's Grand Day Out

1800 / 1800 VALID



## Twilight Kin [1800]

Corsair Voidwalkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [180]</b>	6	3+	-	4+	3	12	14/16	2	[120]
Snare Nets									[10]
Bloodhex									[5]
Reavers of the Middle Sea									[15]
Brew of Strength									[30]
<b>Special Rules:</b> <i>Elite(Melee), Ensnare, Bloodhex, Crushing Strength(1)</i> <b>Keywords:</b> <i>Corsair, Twilight Elf</i>									

Voidtouched Weavers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hv Inf Regiment Spellcaster 0 [170]</b>	6	5+	-	4+	2	10	13/16	2	[145]
Void Bolts									[25]
Lightning Bolt (8)									
<b>Special Rules:</b> <i>Elite(Melee)</i> <b>Keywords:</b> <i>Twilight Elf, Voidtouched</i>									
<b>Hv Inf Regiment Spellcaster 0 [170]</b>	6	5+	-	4+	2	10	13/16	2	[145]
Void Bolts									[25]
Lightning Bolt (8)									
<b>Special Rules:</b> <i>Elite(Melee)</i> <b>Keywords:</b> <i>Twilight Elf, Voidtouched</i>									
<b>Hv Inf Regiment Spellcaster 0 [170]</b>	6	5+	-	4+	2	10	13/16	2	[145]
Void Bolts									[25]
Lightning Bolt (8)									
<b>Special Rules:</b> <i>Elite(Melee)</i> <b>Keywords:</b> <i>Twilight Elf, Voidtouched</i>									

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

Bound Mind Screech	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon 1 Spellcaster 0 [150]</b>	6	4+	-	4+	1	5	13/15	4	[150]
Singing Aberration									[0]
Lightning Bolt (6)									
Mind Fog (6)									
Wind Blast (6)									
<b>Special Rules:</b> <i>Fly, Nimble, Stealthy</i> <b>Keywords:</b> <i>Cronebound, Insidious, Nightmare</i>									
<b>Mon 1 Spellcaster 0 [150]</b>	6	4+	-	4+	1	5	13/15	4	[150]
Singing Aberration									[0]
Lightning Bolt (6)									
Mind Fog (6)									
Wind Blast (6)									
<b>Special Rules:</b> <i>Fly, Nimble, Stealthy</i> <b>Keywords:</b> <i>Cronebound, Insidious, Nightmare</i>									

Summoner Crone	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>[Hammer Bloke] Hero (Hv Inf) 1</b>	6	5+	-	4+	0	1	11/13	2	[55]
Spellcaster 3 [100]									
Conjurer's Staff									[10]
Weakness (4)									[35]
<b>Special Rules:</b> <i>Individual, Inspiring, Wicked Miasma</i> <b>Keywords:</b> <i>Corsair, Twilight Elf, Voidtouched</i>									
<b>[Cup Guy] Hero (Hv Inf) 1 Spellcaster 3 [110]</b>	6	5+	-	4+	0	1	11/13	2	[55]
Zephyr Crown									[20]
Wind Blast (8)									[35]
<b>Special Rules:</b> <i>Individual, Inspiring, Wicked Miasma</i> <b>Keywords:</b> <i>Corsair, Twilight Elf, Voidtouched</i>									

La'theal Bleakheart [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>[Hooded Lady] Hero (Hv Inf) 1</b>	6	5+	-	4+	0	1	13/15	2	[150]
Spellcaster 3 [150]									
Bane Chant (3)									[0]
Enthral (7)									[0]
Wind Blast (7)									[0]
<b>Special Rules:</b> <i>Aura(Stealthy), Individual, Inspiring, The Eye of Valak, Chilling Miasma</i> <b>Keywords:</b> <i>Twilight Elf, Voidtouched</i>									

**Total Units:**  
**Total Primary Core Points:**

11  
1800 (100.0%)

**Total Unit Strength:**

17

Custom Rule	Description
Wicked Miasma	After rolling to hit with Enthral, Hex, Weakness or Windblast, roll to damage for each hit scored with a Piercing (1) modifier.
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.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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
<b>Bane Chant</b> 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.	
<b>Enthral</b> Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1 inch 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.	

<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
<b>Mind Fog</b> 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
<b>Weakness</b> 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.	
<b>Wind Blast</b> 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
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Zephyr Crown	The unit gains the Wind Blast (5) spell, or if the unit already has a Wind Blast spell, its value is increased by 3.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.