

# Twiglet King's Retinue

2300 / 2300 VALID

## Twilight Kin [2300]

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

Corsair Void Wranglers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [175]	7	4+	4+	4+	2	14	14/16	2	[150]
The Scrying Gem [25]									
Unleashed Tormentors (9", Piercing(1), Steady Aim, Any unit successfully damaged by this attack is Disordered until the end of its next turn.)									
<i>Special Rules: Crushing Strength(1), Elite(Melee), Stealthy Keywords: Corsair, Cronebound, Twilight Elf</i>									

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

Corsair Void-Skiffs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [170]	7	4+	-	4+	2	16	14/16	3	[160]
Corsair Deck Harpoons [10]									
Corsair Deck Harpoons (18", Att: 8, Ra: 4+, Piercing(1), Steady Aim, Broadside)									
<i>Special Rules: Brutal, Elite(Melee), Fly, Nimble, Thunderous Charge(2) Keywords: Corsair, Twilight Elf</i>									

Twilight Assassin	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [160]	10	3+	3+	3+	0	5	11/13	2	[120]
Wings of Honeymaze [40]									
Throwing Weapons (12", Piercing(1))									
<i>Special Rules: Crushing Strength(1), Dread, Duelist, Elite, Individual, Inspiring(Self), Scout, Stealthy, Fel Blades, Fly Keywords: Corsair, Twilight Elf, Voidtouched</i>									

Summoner Crone	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 3 [130]	6	5+	-	4+	0	1	11/13	2	[55]
Amulet of the Fireheart [10]									
Bloodboil (0) [20]									
Alchemist's Curse[1](4) [45]									
<i>Special Rules: Command, Individual, Inspiring, Wicked Miasma Keywords: Corsair, Twilight Elf, Voidtouched</i>									

Impaler Soulbane	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [170]	5	3+	-	4+	1	9	-/15	3	[150]
Blade of the Beast Slayer [20]									
<i>Special Rules: Command, Crushing Strength(2 / +2 vs Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans), Elite(Melee), Inspiring, Nimble, Wild Charge(D3) Keywords: Impaler, Voidtouched</i>									

Bound Voidlurker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Vinnie] Hero (Titan) 1 [285]	10	3+	-	4+	2	10	17/19	6	[265]
Hammer of Measured Force [20]									
<i>Special Rules: Command, Crushing Strength(2), Fly, Nimble, Regeneration(5), Stealthy, Thunderous Charge(1) Keywords: Cronebound, Phantasm, Voracious</i>									
[Vanya] Hero (Titan) 1 [310]	10	3+	-	4+	2	10	18/20	6	[265]
The Pride of the Dark Fleet [15]									
Brew of Strength [30]									
<i>Special Rules: Command, Crushing Strength(3), Fly, Nimble, Regeneration(5), Stealthy, Thunderous Charge(1), Inspiring Keywords: Cronebound, Phantasm, Voracious</i>									

Total Units: 11 Total Unit Strength: 21  
 Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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Fel Blades	Enemy units that suffer a point of damage from this unit in melee suffer 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 modifier cannot be combined with similar modifiers such as Weakness
Wicked Miasma	After rolling to hit with Enthral, Hex, Weakness or Windblast, roll to damage for each hit scored.
Special Rule	Description
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
Broadside	When using a ranged attack that has the broadside rule, this unit uses its left and right flank arcs in place of its front arc and treats the exact centre of the left or right edge of its base (whichever arc the target is in) as its leaderpoint.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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.
Duelist	While attacking enemy Individuals in Melee, this unit triples its number of Attacks.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fel Blades	Enemy units that suffer a point of damage from this unit in melee suffer 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 modifier cannot be combined with similar modifiers such as Weakness
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
Wicked Miasma	After rolling to hit with Enthral, Hex, Weakness or Windblast, roll to damage for each hit scored.

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>Bloodboil [1]</b> Range: 12" Enemy	When rolling to hit, roll a number of dice equal to the amount of damage on the target unit.	
<b>Alchemist's Curse [1]</b> Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6), rolling 6 dice for the spell.	
Artefact	Description	
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.	
Blade of the Beast Slayer	The unit gains the Crushing Strength (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.	
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.	
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.	
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.	
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.	