

 Twilight Kin [2500]

Corsair Voidwalkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [225]	6	4+	-	4+	4	25	21/23	2	[200]
Snare Nets									[20]
Healing Brew									[5]
Special Rules: Elite(Melee),Ensnare Keywords: Corsair, Twilight Elf									

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

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: Fly, Nimble, Stealthy Keywords: Cronebound, Phantasm									
Hv Inf Troop [100]	10	4+	-	4+	1	12	-/12	2	[100]
Special Rules: Fly, Nimble, Stealthy Keywords: Cronebound, Phantasm									

Bound Ravagers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [230]	6	4+	4+	4+	3	18	16/18	3	[230]
Void Cannons (12", Piercing(1),Steady Aim)									
Special Rules: Crushing Strength(1),Stealthy Keywords: Abomination, Cronebound, Nightmare									
Lrg Inf Horde [230]	6	4+	4+	4+	3	18	16/18	3	[230]
Void Cannons (12", Piercing(1),Steady Aim)									
Special Rules: Crushing Strength(1),Stealthy Keywords: Abomination, Cronebound, Nightmare									
Lrg Inf Horde [230]	6	4+	4+	4+	3	18	16/18	3	[230]
Void Cannons (12", Piercing(1),Steady Aim)									
Special Rules: Crushing Strength(1),Stealthy Keywords: Abomination, Cronebound, Nightmare									

Corsair Void-Skiffs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [160]	7	4+	-	4+	2	16	14/16	3	[150]
Corsair Deck Harpoons									[10]
Corsair Deck Harpoons (18", Att: 8, Ra: 4+, Piercing(1),Steady Aim, Broadside)									
Special Rules: Brutal, Elite(Melee),Fly, Nimble, Thunderous Charge(2) Keywords: Corsair, Twilight Elf									
Cht Regiment [160]	7	4+	-	4+	2	16	14/16	3	[150]
Corsair Deck Harpoons									[10]
Corsair Deck Harpoons (18", Att: 8, Ra: 4+, Piercing(1),Steady Aim, Broadside)									
Special Rules: Brutal, Elite(Melee),Fly, Nimble, Thunderous Charge(2) Keywords: Corsair, Twilight Elf									

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: Fly, Nimble, Stealthy, Radiance of Life Keywords: Cronebound, Insidious, Nightmare									

Summoner Crone	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 3 [125]	6	5+	-	4+	0	1	11/13	2	[55]
Conjurer's Staff									[10]
Enthral (5)									[35]
Barkskin[1](5)									[25]
Special Rules: Individual, Inspiring, Wicked Miasma Keywords: Corsair, Twilight Elf, Voidtouched									
Hero (Cav) 1 Spellcaster 3 [115]	9	5+	-	4+	0	1	11/13	3	[55]
Twilight Mare									[25]
Enthral (5)									[35]
Special Rules: Individual, Inspiring, Wicked Miasma Keywords: Corsair, Twilight Elf, Voidtouched									

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

Bound Voidlurker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [285]	10	3+	-	4+	2	10	19/20	6	[285]
The Pride of the Dark Fleet									[15]
Staying Stone									[5]
Special Rules: Crushing Strength(2), Fly, Nimble, Regeneration(5), Stealthy, Thunderous Charge(1), Inspiring Keywords: Cronebound, Phantasm, Voracious									

Total Units: 14 **Total Unit Strength:** 25
Total Primary Core Points: 2500 (100.0%)

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.
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.
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.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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.
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.
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.
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).
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.	
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch 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.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
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
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.	
Barkskin [1] Range: 12" Friendly, Self, CC	Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.	

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Staying Stone	The unit gains +1 to its Wavering stat value.
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.
Dwarven Ale	The unit gains the Headstrong special rule.