

Alistair vowles twilight kin masters

2345 / 2345 VALID

Twilight Kin [2345]

Voidtouched Mutants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [245]	8	3+	-	4+	3	20	14/17	2	[225]
Brew of Haste									[20]
Special Rules: Elite(Melee),Strider, Thunderous Charge(2),Wild Charge(D3) 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									

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

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: Crushing Strength(1),Fly, Stealthy, Thunderous Charge(1) Keywords: Cronebound, Nightmare									
Lrg Cav Regiment Spellcaster 0 [160]	8	3+	-	4+	2	12	13/15	4	[160]
Wind Blast (5)									[0]
Special Rules: Crushing Strength(1),Fly, Stealthy, Thunderous Charge(1) Keywords: 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									

Navigator	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [85]	6	5+	-	4+	0	1	11/13	2	[60]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
Icy Breath (5)									[0]
Special Rules: Individual, Legacy of Oskan Keywords: Corsair, Twilight Elf, Voidtouched									

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]
Weakness (4)									[35]
Celestial Restoration[1](3)									[35]
Special Rules: Individual, Inspiring, Wicked Miasma Keywords: Corsair, Twilight Elf, Voidtouched									
Hero (Hv Inf) 1 Spellcaster 3 [90]	6	5+	-	4+	0	1	11/13	2	[55]
Weakness (4)									[35]
Special Rules: Individual, Inspiring, Wicked Miasma Keywords: Corsair, 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	[265]
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:
Total Primary Core Points:

14
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+.	
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.	
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.	
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.	
Icy Breath Range: 10"	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

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.

Celestial Restoration [1]
Range: 36"
Friendly, CC

For each hit scored roll a single D3 and total the results. The unit regains this many points of damage that it has previously suffered.

Indirect

Artefact

Description

Staying Stone

The unit gains +1 to its Wavering stat value.

Brew of Haste

This unit increases its Speed stat by +1.

Lute of Insatiable
Darkness

The unit gains the Bane Chant (2) spell.