

ORCTOWN COREY



TWILIGHT KIN

EVIL

Impalers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	4	2	3	15	14/16	165
Brew of Strength									30
Crushing Strength (1), Elite (Melee), Fury									[195]
Keywords: Elf, Twilight									
Regiment(20)	6	3	-	4	2	3	15	14/16	[165]
Crushing Strength (1), Elite (Melee), Fury									
Keywords: Elf, Twilight									

Twilight Gladestalkers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	4	3	2	3	12	14/16	[175]
Dreamslayer Venom, Elite, Pathfinder, Scout Bows (24")									
Keywords: Elf, Kindred, Tracker									
Regiment(20)	6	3	4	3	2	3	12	14/16	[175]
Dreamslayer Venom, Elite, Pathfinder, Scout Bows (24")									
Keywords: Elf, Kindred, Tracker									

Blade Dancer Neophytes

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	3	-	3	2	4	25	21/23	200
Hammer of Measured Force									20
Elite (Melee)									[220]
Keywords: Elf, Neophyte									

Cronebound Gargoyles*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+)									
Keywords: Cronebound, Gargoyle									
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+)									
Keywords: Cronebound, Gargoyle									

Cronebound Shadowhounds*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	-	4	2	1	10	11/13	[120]
Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1)									
Keywords: Beast, Cronebound, Nightmare									

Cronebound Fiends*

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	4	-	4	4	2	12	13/15	[125]
Crushing Strength (1), Stealthy, Vicious (Melee)									
Keywords: Cronebound, Cunning, Nightmare									
Horde(6)	8	4	-	4	4	3	24	16/18	210
Brew of Sharpness									45
Crushing Strength (1), Stealthy, Vicious (Melee)									[255]
Keywords: Cronebound, Cunning, Nightmare									

Cronebound Mind-screech										Monster Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	4	5	1	5	13/15	[150]	
Fly, Nimble, Pathfinder, Stealthy Spells: Lightning Bolt (6), Mind Fog (6), Wind Blast (6) Keywords: Cronebound, Insidious, Nightmare										
1	6	4	-	4	5	1	5	13/15	[150]	
Fly, Nimble, Pathfinder, Stealthy Spells: Lightning Bolt (6), Mind Fog (6), Wind Blast (6) Keywords: Cronebound, Insidious, Nightmare										
Cronebound Archfiend										Hero (Ttn) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	9	17/19	[305]	
Brutal, Crushing Strength (3), Fly, Inspiring, Nimble, Stealthy, Vicious (Melee) Spells: Fireball (10) Keywords: Abyssal, Cronebound										
Soulbane on Dread-fiend										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	4	1	6	14/16	[165]	
Crushing Strength (2), Dread, Elite (Melee), Inspiring, Nimble, Stealthy Keywords: Cronebound, Elf, Twilight										
Mikayel, Lord of Nightmares [1]										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	3	-	5	3	0	6	-/16	[230]	
Crushing Strength (2), Dread, Elite (Melee), Individual, Inspiring, Iron Resolve, Mighty, Stealthy, Sword of Umbra Keywords: Elf, Twilight										

Total Unit Strength: 28
Total Core: 2600 (100%)

Total Units: 15



SPECIAL RULES AND SPELLS:

Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> 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.
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 <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
Dreamslayer Venom	This unit's melee attacks always damage the enemy on a 4+ regardless of any other modifiers.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.

Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Mind Fog	Spell: 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. Modifiers: Shattering
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
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 <i>Scout</i> 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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Sword of Umbra	While attacking enemy Heroes, Monsters or Titans in melee, this unit doubles its number of Attacks.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wind Blast	Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" 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 1" away from enemy units or just out of contact with blocking terrains and friends. This spell has no effect on Speed 0 units.