

Jon Gunns TK NKings Final

2300 / 2300 VALID

Twilight Kin [2300]

Corsair Fleetwardens	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [280]	6	4+	-	4+	4	30	22/24	2	[245]
Bloodhex									[10]
Veterans of the Celestial War									[10]
Sir Jesse's Boots of Striding									[15]
Special Rules: <i>Crushing Strength(1),Elite(Melee),Phalanx, Bloodhex</i> Keywords: <i>Corsair, Twilight Elf</i>									

Voidtouched Mutants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [240]	7	3+	-	4+	3	20	14/17	2	[225]
Chalice of Wrath									[15]
Special Rules: <i>Elite(Melee),Strider, Thunderous Charge(2),Wild Charge(D3),Fury</i> Keywords: <i>Twilight Elf, Voidtouched</i>									
Hv Inf Regiment [240]	7	3+	-	4+	3	20	14/17	2	[225]
Dwarven Ale									[15]
Special Rules: <i>Elite(Melee),Strider, Thunderous Charge(2),Wild Charge(D3),Headstrong</i> Keywords: <i>Twilight Elf, Voidtouched</i>									
Hv Inf Regiment [230]	7	3+	-	4+	3	20	15/17	2	[225]
Staying Stone									[5]
Special Rules: <i>Elite(Melee),Strider, Thunderous Charge(2),Wild Charge(D3)</i> Keywords: <i>Twilight Elf, Voidtouched</i>									

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

Impalers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Regiment [135]	5	3+	-	4+	2	9	-/14	3	[135]
Special Rules: <i>Big Shield, Crushing Strength(1),Elite(Melee),Wild Charge(D3)</i> Keywords: <i>Impaler, Twilight Elf, Voidtouched</i>									
Mon Inf Regiment [145]	5	3+	-	4+	2	9	-/14	3	[135]
Banner of Eternal Darkness									[10]
Special Rules: <i>Big Shield, Crushing Strength(1),Elite(Melee),Wild Charge(D3),Mindthirst</i> Keywords: <i>Impaler, Twilight Elf, Voidtouched</i>									
Mon Inf Horde [265]	5	3+	-	4+	3	18	-/17	3	[225]
Brew of Strength									[40]
Special Rules: <i>Big Shield, Crushing Strength(2),Elite(Melee),Wild Charge(D3)</i> Keywords: <i>Impaler, Twilight Elf, Voidtouched</i>									

Navigator	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [75]	6	5+	-	4+	0	1	11/13	2	[60]
Sacred Horn									[15]
Icy Breath (5)									[0]
Special Rules: <i>Individual, Legacy of Oskan</i> Keywords: <i>Corsair, Twilight Elf, Voidtouched</i>									

Summoner Crone	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 3 [105]	6	5+	-	4+	0	1	11/13	2	[55]
Bane Chant (3)									[30]
Hex (3)									[20]
Special Rules: <i>Individual, Inspiring, Wicked Miasma</i> Keywords: <i>Corsair, Twilight Elf, Voidtouched</i>									

Mikayel, Lord of Nightmares [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [235]	8	3+	-	5+	1	9	-/17	4	[235]
Special Rules: <i>Crushing Strength(2),Dread, Elite, Iron Resolve, Nimble, Stealthy, Very Inspiring, The Sword of Umbra</i> Keywords: <i>Corsair, Cronebound, Twilight Elf, Voidtouched</i>									

Impaler Soulbane	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [150]	5	3+	-	4+	1	9	-/15	3	[150]
Special Rules: <i>Crushing Strength(2),Elite(Melee),Inspiring, Nimble, Wild Charge(D3)</i> Keywords: <i>Impaler, Twilight Elf, Voidtouched</i>									

Total Units: 13 Total Unit Strength: 24
 Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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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.
The Sword of Umbra	While attacking enemy Heroes, Monsters or Titans in melee, this unit gains the Slayer (3) Special Rule.

Special Rule	Description
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.
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.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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 6inches 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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
Mindthirst	If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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.	
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Icy Breath Range: 10" Enemy	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 Cover.

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Banner of Eternal Darkness	The unit gains the Mindthirst special rule.
Chalice of Wrath	The unit gains the Fury special rule.
Dwarven Ale	The unit gains the Headstrong special rule.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.