

TWILIGHT KIN

Alignment: Evil

Army Special Rules

All units have the *Vicious* special rule.

Hidden

The unit can infiltrate the battlefield before the battle, waiting in hiding until the destined victim is within striking distance.

The unit is not placed on the field during initial deployment. Instead, at any point during one of your Move phases, you can place it anywhere on the battlefield, more than 1" away from any enemy or blocking terrain. It can move no further during that phase.

Darksome Guard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	3+	-	4+	5	10/12	35
Half-Regt. (10)	6	3+	-	4+	10	11/13	65
Regiment (20)	6	3+	-	4+	10	14/16	120

Special: *Crushing Strength (1)*

Options: Banner (+15 pts); Musician (+10 pts)

Twilight Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	-	4+	10	11/13	60
Regiment (20)	6	4+	-	4+	10	14/16	110
Horde (40)	6	4+	-	4+	20	21/23	210

Special: *Phalanx*

Options: Banner (+15 pts); Musician (+10 pts)

Buccaneers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	4+	15	11/13	100
Regiment (20)	6	4+	4+	4+	15	14/16	200
Horde (40)	6	4+	4+	4+	30	21/23	380

Special: Hand crossbows (treat as thrown weapons)

Options: Banner (+15 pts); Musician (+10 pts)

Blade-Dancers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	7	3+	-	3+	10	10/12	50
Half-Regt. (10)	7	3+	-	3+	20	11/13	85
Regiment (20)	7	3+	-	3+	20	14/16	150

Special: This unit always has a Musician (cost already included). *Headstrong*

Options: Banner (+15 pts)

Twilight Crossbowmen

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	4+	10	11/13	90
Regiment (20)	6	4+	4+	4+	10	14/16	160
Horde (40)	6	4+	4+	4+	20	21/23	305

Special: Light crossbows (treat as bows)

Options: Banner (+15 pts); Musician (+10 pts)

Shadows

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	3+	10	11/13	90
Regiment (20)	6	4+	4+	3+	10	14/16	140

Special: Light crossbows (treat as bows).

Nimble & *Vanguard* (Troop only)

Options: Banner (+15 pts); Musician (+10 pts)

Gargoyles

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	-	3+	10	9/11	50
Half-Regt. (10)	10	4+	-	3+	20	10/12	90

Special: *Fly*, *Regeneration*

Heralds of Woe

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	4+	3+	5	11/13	90
Regiment (10)	10	4+	4+	3+	10	14/16	160

Special: Light crossbows (treat as bows). *Nimble*

Options: Musician (+10 pts)

Twilight Bolt Thrower

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	-	4+	4+	2	10/12	75

Special: *Blast (D3)*, *Piercing (2)*

Lower Abyssals

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	20	11/13	85
Regiment (20)	5	4+	-	4+	20	14/16	150
Horde (40)	5	4+	-	4+	40	21/23	285

Special: *Regeneration*

Options: Banner (+15 pts); Musician (+10 pts)

Dark Knights

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	3+	-	5+	10	11/13	105
Regiment (10)	9	3+	-	5+	20	14/16	190

Special: *Crushing Strength (2)*

Options: Banner (+15 pts); Musician (+10 pts)

Abyssal Riders

Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	5+	4	10/12	60
Troop (3)	7	4+	-	5+	12	12/14	140
Regiment (6)	7	4+	-	5+	24	15/17	265

Special: *Crushing Strength (1)*, *Regeneration*

Options: Banner (+15 pts); Musician (+10 pts)

Twilight Dragon Breath

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	-	-	4+	*	10/12	60

Special: *Breath Attack (20)*

Forces Lists – Twilight Kin

Dark Lord H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	5	14/16	120

Special: *Crushing Strength (1), Individual, Inspiring*

Options: Mount on a horse, increasing Speed to 9 (+20 pts), or mount on a Black Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+40 pts)

Twilight Army Standard Bearer H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	4+	1	10/12	30

Special: *Individual, Inspiring*

Options: Mount on a horse, increasing Speed to 9 (+5 pts)

High Priestess of the Abyss H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	1	11/13	110

Special: *Breath Attack (10), Individual, Zap! (5)*

Options: Mount on a horse, increasing Speed to 9 (+10 pts), or mount on a Black Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+40 pts)

Abyssal Fiend H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	5+	7	19/21	325

Special: *Crushing Strength (3), Regeneration.*

Options: Can have wings, gaining *Fly* and increasing Speed to 10, but reducing Defence to 4+ (+25 pts). Can have the *Breath Attack (10)* special rule (+25 pts). Can have the *Zap! (5)* special rule (+25 pts).

Dark Lord on Dragon H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	8	17/19	350

Special: *Breath Attack (15), Crushing Strength (3), Fly, Inspiring*

Lordling on Winged Abyssal H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	5	13/15	120

Special: *Crushing Strength (2), Fly*

Dark Avenger H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	3	11/13	60

Special: *Crushing Strength (1), Individual*

Options: Mount on a horse, increasing Speed to 9 (+10 pts), or mount on a Black Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+20 pts)

Master of Death H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	3+	3+	4+	4	11/13	60

Special: Thrown weapons. *Crushing Strength (2), Hidden, Individual, Piercing (2), Stealthy*

Death Stalker Simulacre [1] H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	6+	10	20/22	375

Special: *Crushing Strength (3), Elite*