

Alignment: Evil

Army Special Rules

All units have the *Vicious* special rule.

Twilight Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	-	4+	10	11/13	85
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	115
Regiment (20)	6	4+	4+	4+	15	14/16	150
Horde (40)	6	4+	4+	4+	30	21/23	285

Special

Hand crossbows (treat as thrown weapons)

Options

- Banner (+15 pts)
- Musician (+10 pts)

Twilight Crossbowmen

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	4+	10	11/13	120
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)

Dark Knights

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	9	11/13	95
Regiment (10)	8	3+	-	5+	18	14/16	175

Special

Crushing Strength (2)

Options

- Banner (+15 pts)
- Musician (+10 pts)

Darksome Guard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	3+	-	4+	5	10/12	50
Half-Regt. (10)	6	3+	-	4+	10	11/13	90
Regiment (20)	6	3+	-	4+	10	14/16	120

Special

Crushing Strength (1)

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	60
Half-Regt. (10)	7	3+	-	3+	20	11/13	110
Regiment (20)	7	3+	-	3+	25	14/16	160

Special

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

Options

- Banner (+15 pts)

Shadows

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	3+	10	11/13	105
Regiment (20)	6	4+	4+	3+	10	14/16	140

Special

Light crossbows (treat as bows).
Nimble Et Vanguard (Troop only)

Options

- Banner (+15 pts)
- Musician (+10 pts)

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)

Gargoyles *

Infantry

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

Special

Fly, Regeneration

Abysal 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

Troops and regiments can have:

- 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)*

Dark Lord

Hero

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)

High Priestess of the Abyss

Hero

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)

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 Abysalls *

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	20	11/13	115
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 Lord on Dragon

Hero

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

Hero

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

Special

Crushing Strength (2), Fly

Dark Avenger

Hero

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)

Twilight Army Standard Bearer Hero

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)

Death Stalker Simulacre [1] Monster

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

Special

*Crushing Strength (3), Elite***Abyssal Fiend** Monster

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).

Assassin Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	3+	4+	4	11/13	90

Special

Thrown weapons.
*Crushing Strength (1),
 Vanguard, Individual,
 Piercing (1), Stealthy*