

TWILIGHT KIN

Twilight Kin Army Special Rules

Alignment: Evil

Bitter and Twisted

All units in this list have Vicious, unless specified otherwise.

DISCLAIMER: This list is a temporary one to allow existing TK players to field their armies in KoW v2. It is in-line with the core armies for points values and rules so tournament organisers and opponents should feel safe allowing and playing against armies from this list. Please be aware though that the TK army and all the background are both due for a major overhaul so do not assume anything in this list is either an indication of what is to come or will survive to the new list when it is made available. Like the TK themselves, treat with caution!

Spearmen Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	-	4+	10	10/12	100
Regiment (20)	6	4+	-	4+	15	14/16	140
Horde (40)	6	4+	-	4+	30	21/23	230

Special

Phalanx

Crossbowmen Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	5+	4+	4+	8	10/12	115
Regiment (20)	6	5+	4+	4+	10	14/16	150
Horde (40)	6	5+	4+	4+	20	21/23	250

Special

Light Crossbows (count as bows)

Buccaneers Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	6	4+	4+	4+	12	14/16	160
Horde (40)	6	4+	4+	4+	25	21/23	265

Special

Throwing Weapons

Shadows Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	4+	3+	8	10/12	130
Regiment (20)	6	4+	4+	3+	10	14/16	175

Special

Bows, Pathfinder, Vanguard

Reaper Guard Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	3+	-	4+	10	11/13	105
Regiment (20)	6	3+	-	4+	12	15/17	150

Special

Crushing Strength (1)

Blade Dancers Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	7	3+	-	3+	20	11/13	140
Regiment (20)	7	3+	-	3+	25	15/17	200

Special

Brutal, Headstrong

Gargoyles Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	10	4+	-	3+	8	9/11	80

Special

Fly, Regeneration (3+)

Notes

25 x 25mm base.

Lower Abyssals* Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	85
Regiment (20)	5	4+	-	4+	12	14/16	120
Horde (40)	5	4+	-	4+	25	21/23	200

Special

Fury, Regeneration (5+)

Options

• Exchange shields for two-handed weapons for free (lower Defence to 3+, gain Crushing Strength (1))

Notes

This unit does not have the Vicious special rule.

Dark Knights Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	5+	9	11/13	135
Regiment (10)	8	3+	-	5+	18	14/16	210

Special

Thunderous Charge (2)

Heralds of Woe Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	10	5+	4+	4+	7	11/13	145

Special

Bows, Nimble

Abyssal Riders Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	7	4+	-	5+	12	12/14	170
Horde (6)	7	4+	-	5+	24	15/17	260

Special

Crushing Strength (1), Regeneration (5+), Thunderous Charge (1)

Darkscythe Chariots Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	7	4+	4+	4+	9	12/14	135
Horde (6)	7	4+	4+	4+	18	15/17	210

Special

Light Crossbows (count as bows), Thunderous Charge (2)

Notes

50 x 100mm base.

Twilight Bolt Thrower War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	-	4+	4+	2	10/12	90

Special

Blast (D3), Piercing (2), Reload!

Twilight Dragon Breath War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	-	4+	4+	15	10/12	90

Special

Breath Attack (Att)

Hydra Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	5+	5*	15/17	140

Special

Crushing Strength (2), Regeneration (5+).

*Multiple heads - in addition to the basic 5, the Hydra has a number of additional attacks equal to its current points of Damage.

Dark Lord Hero(Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	5+	5	13/15	120

Special

Crushing Strength (1), Individual, Inspiring.

Options

• Mount on a Horse, increasing Speed to 9 and changing type to Hero(Cav) (+20 pts)

Dark Avenger Hero(Inf)

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

Special

Crushing Strength (1), Individual

Options

- Mount on a Horse, increasing Speed to 9 and changing type to Hero(Cav) (+15 pts)
- Mount on a Pegasus, increasing Speed to 10 and gaining Fly, but losing the Individual special rule and changing to Hero (Large Cav) (+40 pts)

High Priestess of the Abyss Hero(Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	5+	-	4+	1	10/12	70

Special

Fireball (10), Individual

Options

- Mount on a Horse, increasing Speed to 9 and changing type to Hero(Cav) (+15 pts)
- Lightning Bolt (5) (+45 pts)
- Wind Blast (5) (+30 pts)
- Bane-Chant (2) (+15 pts)

Army Standard Bearer Hero(Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	5+	-	4+	1	10/12	50

Special

Individual, Inspiring

Options

- Mount on a Horse, increasing Speed to 9 and changing type to Hero(Cav) (+15 pts)

Twilight Assassin Hero(Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	3+	3+	4+	4	11/13	110

Special

Crushing Strength (1), Individual, Piercing (1), Stealthy, Throwing Weapons, Vanguard

Dark Lord on Black Pegasus Hero(Lrg Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	5	13/15	160

Special

Crushing Strength (1), Fly, Inspiring, Thunderous Charge (1)

Dark Avenger on Abyssal Mount Hero(Lrg Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	3+	-	5+	5	11/13	95

Special

Crushing Strength (2), Regeneration (5+)

Dark Lord on Black Dragon Hero(Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	10	17/19	310

Special

Crushing Strength (3), Fly, Inspiring, Lightning Bolt (5)

Archfiend of the Abyss Hero(Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	3+	-	5+	9	16/18	250

Special

Brutal, Crushing Strength (2), Fury, Inspiring, Thunderous Charge (2)

Options

- Can have wings, gaining Fly and increasing Speed to 10 (+50 pts)
- Lightning Bolt (5) (+25 pts)

Ba'su'su the Vile [1] Hero(Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	8	15/17	220

Special

Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles Only), Regeneration (5+)

Notes

25 x 25mm base.

Vile Spawn

If your army includes Ba'su'su, for +20 pts you may upgrade a single unit of Gargoyles to represent his flock of elder Gargoyles. This unit has Defence 4+ and Crushing Strength (1).

