

# 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 |
|---------------|----|----|----|----|-----|-------|-----|
| Troop (10)    | 6  | 4+ | 4+ | 4+ | 12  | 14/16 | 160 |
| Regiment (20) | 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+), Pathfinder

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

Notes

This unit does not have the Vicious special rule.

## 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).

