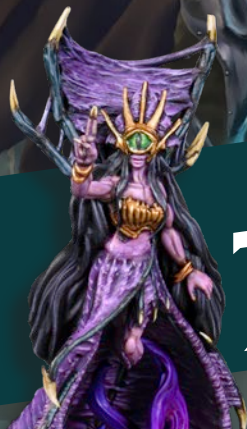


# KINGS OF WAR®



START COLLECTING  
**TWILIGHT KIN**



mantic

# WHO ARE THE TWILIGHT KIN?

While the elves are one of the most noble races of Pannithor, the Twilight Kin are anything but. Though they share a common history, the Twilight Kin have developed a culture and fighting style that has diverged drastically from other elven kindreds.

When the Fenulian Mirror was broken, the cataclysm destroyed the elven city of Ileureleith, turning it into a wasteland, and unleashing the terrifying Void upon the land. The ruins of this once great city became known as the 'Pit of Despair' and elves from across Elvenholme found themselves inexplicably drawn to this blasted, desolate place.

However, it was Leithindyr, the Daughter of Leith, that gave her despondent kin a sense of purpose. Under her leadership, the elves laid claim to the Pit of Despair as their inheritance, a legacy from their obliterated kin. Leithindyr was a practitioner of that dark and mysterious school of sorcery called thaumaturgy. Along with her fellow thaumaturges she inspired the other Twilight Kin to rebuild Ileureleith using the dark magic of her occult tomes.

Those arcane rites eventually led Leithindyr to discover the Void and an ancient beast known as the Voidspawn. The monstrous creature told Leithindyr that there was a way for them to leave Pannithor and journey into the Void – a realm existing between the boundaries of time and space.

The Void could be reckoned akin to an infinite ocean, and to sail upon those dimensional waves the Twilight Kin would need ships specially designed and constructed to survive the voyage and protect their crews. Understanding something of the realm into which they would journey, engineers drew out plans for the vessels. Far beneath the surface, in eerie shipyards built around subterranean rivers, a sinister fleet began to take shape. With exacting care and a mix of magic and craftsmanship, the voidwrights constructed the Nightships, ready to venture into the Void.

When the Nightships returned to the underworld, many times they brought back a creature of the Void. Feeding upon terror, these creatures tormented the crews and proved difficult to destroy once they entered the mortal realm. In such manner were the first Nightstalkers brought upon the Twilight Kin.

At first the elves were unable to control these hideous beasts and they would kill the Twilight Kin indiscriminately. All of that changed when an elf agent returned from the swamp-jungles of Mughhaal, carrying with her ancient tablets that were far older than the ancient temple in which they'd been found. Though it took years of study to decipher the tablets, eventually the Twilight Kin learned the awful secrets they contained. The power to harness the dwellers in the Void was now theirs to command.



An order of crone-summoners was drawn from the members of the Dark Conclave. These were specialised thaumaturges who devoted themselves exclusively to the practice of summoning and commanding Nightstalkers.

The Dark Conclave was not content with the transitory manifestations of Nightstalkers, however. The tablets also related how the very essence of the Void could be drawn off and infused into mortal flesh. By these foul practices, the thaumaturges developed the practice of 'blood-shaping'. The malignant Impalers were a product of these experiments, elven warriors locked inside baroque suits of armour.

Perhaps most monstrous of all though, the rites of the Twilight Kin have created many places where the veil between dimensions has weakened and allowed Nightstalkers to slip into the mortal plane, with or without a crone to summon them.

In battle the Twilight Kin use Nightstalkers to bolster their ranks. The hideous creatures fight alongside the Corsairs, that venture into the Void, and the towering, mutated Impalers. Meanwhile, mighty monsters like the Goredrake emerge from the Void to wreak havoc upon the enemies of the Kin.

The Twilight Kin will do whatever it takes to trigger the Great Return and restore Ileureith to its former glory... even if that comes at the expense of the other races of Pannithor. The Void will swallow all!

*If you'd like to know more about the Twilight Kin, hear the history of the Fenulian Mirror and the God-War that followed its destruction, or learn about the many other peoples and creatures that inhabit the world of Pannithor, you can read all the lore for free online! Just scan the QR code opposite, or visit the Mantic website at [www.manticgames.com](http://www.manticgames.com)*



# WHY YOU SHOULD COLLECT TWILIGHT KIN

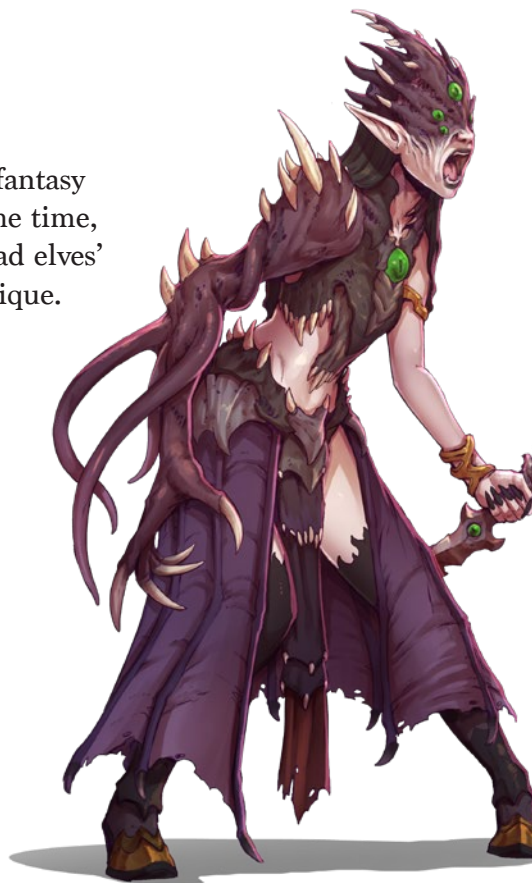
Although ‘dark elves’ have been part of fantasy lore, RPGs and even videogames for some time, the Twilight Kin takes the concept of ‘bad elves’ and turns them into something truly unique.

From the twisted, mutated armour of the elves to the terrifying horrors that fight alongside them, these aren’t your normal evil elves.

Of course, on the tabletop this helps to create a unique-looking army. If you want to go monster-heavy, you can use the awesome hard plastic Nightstalkers alongside a few Summoner Crones. Then again, if you prefer your armies to have more pointy ears, then you’ve got the magnificent new hard plastic Corsair kit, which can be used to build Voidwalkers, Fleetwardens and Wranglers. Thanks to the wide range of options, you can tailor a Twilight Kin army to your preferred playstyle.

As you might expect from an army that has lots of monsters with sharp claws and elves armed with a variety of pointy weapons, the Twilight Kin excel in close combat. This is represented by the army rule Void Charged, which allows a unit to re-roll (n) dice that failed to hit with melee. This can be crucial when you need to pull off those key combats and some of the hordes can re-roll up to four dice. Tasty!

The core of the Twilight Kin army is made up of the twisted Corsairs that regularly venture into the chilling Void and crew the Nightships. Voidwalkers are skilled with many kinds of weapon and excel at close combat. Often their objective is to subdue rather than kill an enemy, for each captive they take brings them one step closer to achieving the Great Return.



Fleetwardens are tasked with fending off the monstrous inhabitants of the Void, keeping them at bay with long spears. Finally, Corsair Wranglers are the boldest of the Twilight Kin who crew the Nightships. While the rest of their crews seek to keep the terrifying inhabitants of the Void away from their ships, the Wranglers will deliberately entice these monsters to attack. Using instruments first designed by the Wyrmbreakers to capture the creatures of the underworld, Wranglers strive to subdue the horrors they confront.

The Corsairs often ride into battle aboard ships known as Void-skiffs. This peculiar vessel employed by the Twilight Kin harnesses the

twisted emanations of the dimensional seas to propel itself over any terrain. Levitating over land as easily as water, the Void-skiffs are a little larger than a chariot in size, manned by a crew of one or two Corsairs. This brand-new unit has been captured in stunning hard plastic and will send chills through your opponent as it hovers ominously across the battlefield.

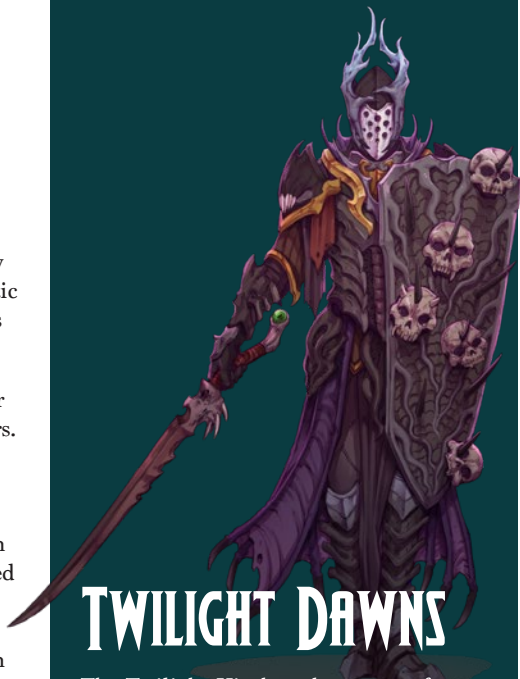
Leading the Corsairs, whether aboard ships or in battle, are the Void Captains and Navigators. Mutated by their prolonged contact with the malefic emanations of the dimensional tides, the Captains remain fearsome warriors of deadly ability, second only to the Soulbanes in rank and reputation. The Navigators, corrupted in flesh and thought by the matricidal cost of their powers, are regarded with fear by the other Twilight Kin. Their intimate connection to the Void has caused them to not merely tap into the energies they harness, but to become vessels for the cosmic powers of the beyond.

Of course, all this is before you add towering leviathans like the Goredrake to your army, or start dipping your toe into the Void with the Nightstalkers.

*Above Left: Crone Summoner.*

*Above Right: Impaler*

*Below: Voidtouched regiment.*



## TWILIGHT DAWNS

The Twilight Kin have been part of **KINGS OF WAR** since First Edition. The initial models were a mix of the existing hard plastic elves, combined with some metal upgrades, accompanied by a few metal heroes.

Despite the limited model range, there was something that captured the attention of fans and for a number of years there has been a clamour for hard plastic Twilight Kin.

However, rather than just stick to the existing lore, the creation of the new hard plastic range was an opportunity to design an entirely new look and play style for the Twilight Kin. Plus, the connection with the rich lore of the Nightstalkers, gave Mantic the opportunity to create a range of 'evil elves' that is truly like nothing else.

With some of the best hard plastics in the **KINGS OF WAR** range and unique rules, the Twilight Kin are set to become a very popular army.

# TWILIGHT KIN GALLERY



*Impalers*



*Corsair Wranglers*



*Void Skiffs*



*Void Captain*



*Corsairs*



*Summoner Crone on  
Twilight Mare*



*Voidtouched*



*Mikayel, Lord of  
Nightmares*



*Impaler Soulbane*



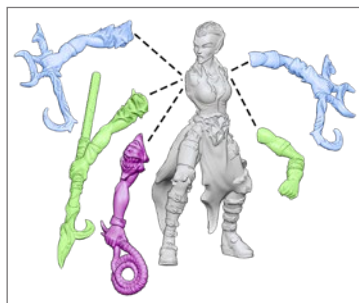
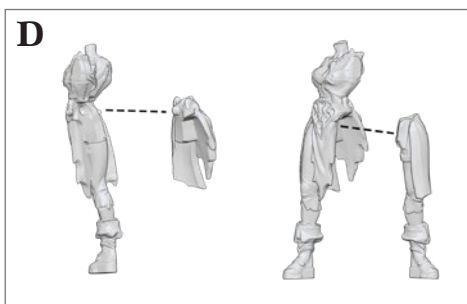
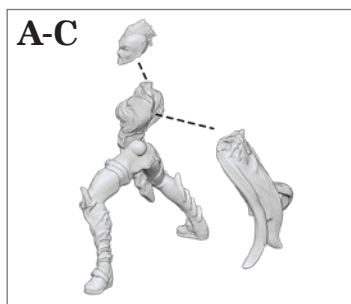
*Navigator*



*Goredrake*

# ASSEMBLING THE TWILIGHT KIN CORSAIRS

At the core of the Twilight Kin army you'll find the Corsairs. This versatile hard plastic kit can be used to build Voidwalkers, Fleetwardens and Wranglers. The Corsairs will often be found riding the majestic but deadly Void-skiffs. The guides on these pages will help you build these terrifying miniatures.



**CORSAIR VOIDWALKER**



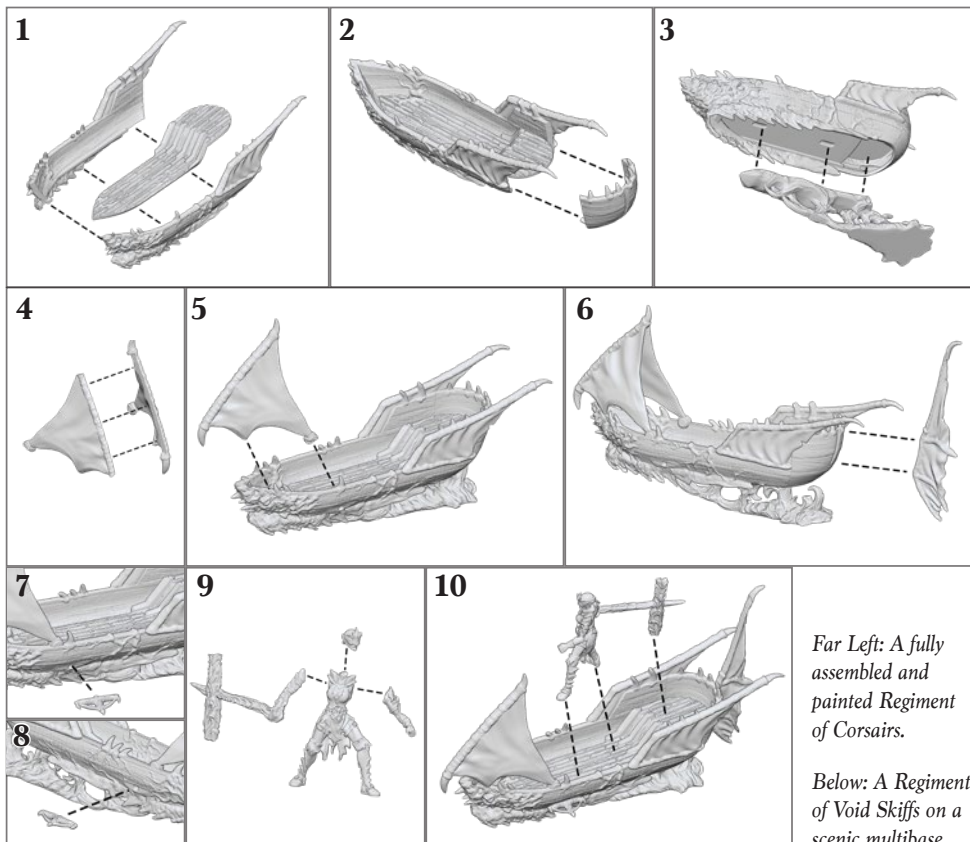
**CORSAIR FLEETWARDEN**



**CORSAIR WRANGLER**







*Far Left: A fully assembled and painted Regiment of Corsairs.*

*Below: A Regiment of Void Skiffs on a scenic multibase.*

## BASING

Since Kings of War doesn't remove individual models as casualties, it's possible to mount your units on a single large base that matches that unit's 'footprint' - a technique called Multibasing. This allows you to built your miniatures in dynamic poses that would normally prevent them from arranging into neat ranks if they were based individually. You can even turn the multibase into an eye-catching diorama!



# TWILIGHT KIN

# BATTLE TACTICS

Playing a new army can sometimes be a daunting prospect, but don't worry because we've got some tips and tricks for your first few battles with the wicked Twilight Kin.

## OTHER ARMIES (IM)PALE IN COMPARISON

When planning your army, it's good to think of what role each unit is going to play. Do you want a quick unit for an initial alpha strike? Perhaps you want something that's going to slow down the enemy and stop them getting to key objectives. Then again, you might just want to smash face!

The Impalers are definitely a highlight unit for the Twilight Kin because they can fulfil different roles within your army. Thanks to the Big Shield rule, the Impalers have 6+ defence from frontal attacks, which means they should hopefully shrug off most ranged attacks while they stomp across the battlefield. Combined with a nerve of -/14 for regiments and -/17 for hordes, they can even provide some 'thick chaff'.

Once they do get into combat, they've got the potential to do some hefty damage, thanks to 18 attacks, hitting on 3+. Oh, and don't forget folks, thanks to the army rule Void-Charged, the Impalers can re-roll two or three dice that failed to hit in melee.

As if that wasn't already exciting enough, you can boost their efficiency by using a nearby Navigator. This magic user can aid nearby units with a Vicious (Melee) aura, which will allow you to re-roll ones when wounding.

## YOU'VE GOT THE (VOID)TOUCH

If you want to hit hard and fast before your enemy has the opportunity to respond, then take a look at the Voidtouched Mutants. With a natural speed of seven, which can be increased by Wild Charge (D3), the Voidtouched Mutants are the berserkers of the Twilight Kin.

Once in combat they hit on 3+ and have Thunderous Charge (2), so you need to make sure you hit first. Plus, just like the Impalers, they have the benefit of the Void-Charged rule, which allows them to re-roll two or four dice.

Unfortunately, the Voidtouched Mutants are unlikely to withstand much damage due to a low nerve. Just make sure you deliver them into combat as quickly as possible or keep them hidden behind your frontline ready to clean up any enemies that do manage to break through your other troops.

There's also a ranged option called Voidtouched Weavers. Interestingly you can equip them with either Fireball or Lightning Bolt spells, rather than a standard ranged attack. Thanks to the fact they have magical attacks, they ignore the typical shooting penalties for moving and shooting or Stealthy.





## NOTHING TO BE SKIFFED AT

Talking of shooting, the Corsair Void-Skiffs have some of the most unique rules in all of **KINGS OF WAR**. The skiffs are the boats the Twilight Kin use to navigate the potentially deadly paths of the Void and round-up the monstrous beasts that dwell there.

The skiffs can purchase Corsair Deck Harpoons, which gives them a ranged attack with the new rule: Broadside. When using a Broadside attack, the unit uses its left and right flank arcs in place of its front arc as its leaderpoint. This means you can choose to shoot foes on either side of the skiffs or charge into combat using the front arc, as normal. Although not the strongest in combat, the optional arcs give them decent threat projection.

*Above: Corsair Void Skiffs*

*Left: A Troop of Voidtouched*

*Right: Bound Terror*

# LOOK WHO'S STALKING

You've also got the option of adding various Nightstalker units to your Twilight Kin army too. These 'bound' Nightstalkers lose their normal Mindthirst rule, but it does mean they'll be inspired by your own heroes, like the Impaler Soulbane or Summoner Crone.

A little like the Impalers, the Nightstalkers can be boosted by the Navigator. At the start of its turn the Navigator can apply the Life Leech (2) Aura, which applies to all units with the Cronebound keyword.

Using this on something like the Bound Terror (which already has Regeneration 4+) is going to give your opponent a huge headache.



# COLLECTING TWILIGHT KIN NEXT STEPS



## GOEDRAKE

Among the more monstrous components of a Twilight Kin force are the Void-dwellers that have been subjugated by their beastmasters or summoned by their spellcasters. The most feared are the Goredrakes, hideous two-headed monstrosities that have are capable of slaughtering entire villages on their own.



## TERROR

Along with the Goredrake, the Terror is a formidable Titan that can provide a perfect tar pit. Its many tentacles will tie up your foe in knots, before it potentially regenerates any wounds it has previously suffered. A frustrating unit that's great for sitting on objectives.



## NIGHTSTALKER BUTCHERS

The new Butchers hard plastic kit gives you option of building hard-hitting Butchers or Ravagers, with a nasty ranged attack – perfect for softening up the enemy before you close in with your Impalers.



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