

JON GUNNS TK - MEAN SQUEAKS



TWILIGHT KIN

EVIL

Twilight Gladestalkers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	4	3	2	3	12	14/16	[175]
Dreamslayer Venom, Elite, Pathfinder, Scout Bows (24") Keywords: Elf, Kindred, Tracker									
Regiment(20)	6	3	4	3	2	3	12	14/16	[175]
Dreamslayer Venom, Elite, Pathfinder, Scout Bows (24") Keywords: Elf, Kindred, Tracker									

Blade Dancer Neophytes

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	3	-	3	2	4	25	21/23	200
Brew of Strength									
Elite (Melee) Keywords: Elf, Neophyte									
									40
									[240]

Cronebound Gargoyles*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+) Keywords: Cronebound, Gargoyle									

Cronebound Butchers*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	5	3	2	9	13/15	[120]
Crushing Strength (2), Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare									
Horde(6)	6	4	-	5	3	3	18	16/18	200
Maccwar's Potion of the Caterpillar									
									20
									[220]
Crushing Strength (2), Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare									

Cronebound Abyssal Horsemen

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	18	14/16	240
Brew of Sharpness									
									35
									[275]
Crushing Strength (1), Fury, Regeneration (5+), Thunderous Charge (1) Keywords: Cronebound, Hellequin									

Soulbane

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	3	-	5	3	0	5	13/15	120
Axe of the Giant Slayer									
Screamshard									
Mount on a Horse, increasing Speed to 9 and changing to Hero (Cav - Height: 3)									
									35
									[175]
Crushing Strength (1), Dread, Elite (Melee), Individual, Inspiring, Mighty, Stealthy Keywords: Elf, Twilight									

Summoner Crone										Hero (Cav) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	5	-	4	3	0	1	11/13	95	
Conjurer's Staff Bane Chant (2) Mount on a Horse, increasing Speed to 9 and changing to Hero (Cav - Height: 3) Hex (3) Upgrade to Scepter of Shadows [1] - This unit's Wicked Miasma special rule also affects friendly core Elf units -										10 20 25 15 10
Individual, Inspiring, Stealthy, Wicked Miasma Spells: Drain Life (6), Bane Chant (2), Hex (3) Keywords: Elf, Twilight										[175]

Soulbane on Dread-fiend										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	4	1	6	14/16	165	
Blade of the Beast Slayer Screamshard										20 5
Crushing Strength (2), Dread, Elite (Melee), Inspiring, Nimble, Stealthy Keywords: Cronebound, Elf, Twilight										[190]

La'theal Bleakheart [1]										Hero (Inf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	13/15	[165]	
Aura (Stealthy), Individual, Inspiring, The Eye of Valak, Wicked Miasma Spells: Drain Life (7), Fireball (10) Keywords: Elf, Twilight										

Total Unit Strength: 20
Total Core: 1995 (100%)

Total Units: 11



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Axe of the Giant Slayer	Individuals only. The unit gains the Slayer (D3) special rule.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blade of the Beast Slayer	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase. Modifier: <i>Piercing(1)</i>
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
Dreamslayer Venom	This unit's melee attacks always damage the enemy on a 4+ regardless of any other modifiers.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .

Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While <i>Wavering</i> , this unit may still declare a Counter Charge.
Hex	Spell: 30", Enemy - Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Screamshard	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the Lifeleech (+2) special rule for the remainder of the turn. The unit's Screamshard is then destroyed and cannot be used again for the remainder of the game.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
The Eye of Valak	At the start of each friendly Ranged phase, if La'theal is not Disordered, she may select an enemy unit within 12" regardless of Line of Sight. This unit loses Stealthy and Spellward until the end of the Turn. All spells targeting this unit may re-roll all natural unmodified to-hit rolls of a 1 until the end of the Turn.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Wicked Miasma	This unit's Drain Life spell may target Friendly Core Cronebound units within 18" instead of 6", for its damage removal component.