

 **Nightstalkers [2300]**

Blood Worms Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (60) [330] Brew of Strength	5	4+	-	4+	5	40	25/28	2	[290] [40]
<i>Special Rules: Fury, Lifeleech(2), Mindthirst, Stealthy, Crushing Strength(1) Keywords: Beast, Nightmare</i>									
Legion (60) [335] Brew of Sharpness	5	3+	-	4+	5	40	25/28	2	[290] [45]
<i>Special Rules: Fury, Lifeleech(2), Mindthirst, Stealthy Keywords: Beast, Nightmare</i>									

Phantoms* Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [105] <i>Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm</i>	10	4+	-	4+	1	12	-/12	2	[105]
Troop (10) [105] <i>Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm</i>	10	4+	-	4+	1	12	-/12	2	[105]
Troop (10) [105] <i>Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm</i>	10	4+	-	4+	1	12	-/12	2	[105]

Butchers Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [205] <i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare</i>	6	4+	-	5+	3	18	16/18	3	[205]
Horde (6) [205] <i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare</i>	6	4+	-	5+	3	18	16/18	3	[205]

Soulflayers* Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [165] Wind Blast (5) <i>Special Rules: Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1) Keywords: Nightmare</i>	8	3+	-	4+	2	12	13/15	4	[165] [0]
Regiment (3) [165] Wind Blast (5) <i>Special Rules: Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1) Keywords: Nightmare</i>	8	3+	-	4+	2	12	13/15	4	[165] [0]

Fiends Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [230] Dwarven Ale <i>Special Rules: Crushing Strength(1), Mindthirst, Stealthy, Vicious(Melee), Headstrong Keywords: Cunning, Nightmare</i>	8	4+	-	4+	3	24	16/18	4	[215] [15]

Planar Apparition Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [165] Heal (7) Mind Fog (2) <i>Special Rules: Crushing Strength(1), Dread, Ensnare, Mindthirst, Nimble, Regeneration(4+), Stealthy Keywords: Phantasm</i>	7	3+	-	3+	1	4	13/15	5	[165] [0] [0]

Portal of Despair [1] Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [90] <i>Special Rules: Dread, Visions from the Void Keywords: Construct, Shrine</i>	5	4+	-	5+	1	3	-/16	6	[90]

Horror Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [95] Aura (Vicious (Melee) - Infantry only) Bane Chant (2) <i>Special Rules: Individual, Mindthirst, Stealthy, Aura(Vicious (Melee - Infantry only)) Keywords: Horror, Nightmare</i>	6	5+	-	3+	0	1	11/13	2	[65] [30] [0]

Total Units: 13      Total Unit Strength: 28  
 Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Visions from the Void	As long as this unit is present and in play on the table, at the start of each of your Ranged Phases you may select a single Friendly Core unit on the battlefield regardless of range or line of sight. The selected unit is granted the Inspiring special rule until the start of your next turn. Note: Base size cannot be increased beyond 75x75mm.

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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 Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Individual	See the Rules Chapter for Individuals
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
Mindthirst	If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Mind Fog</b> Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
<b>Wind Blast</b> Range: 18"	For each hit the target enemy unit is pushed 1inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in	

Enemy either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.

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Artefact	Description
Dwarven Ale	The unit gains the Headstrong special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.