

Adept fishstalkers Grace

2300 / 2300 VALID

Nightstalkers [2300]

Scarecrows	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [125]	4	5+	-	3+	3	25	-/21	2	[125]
Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie									

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

Phantoms*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [105]	10	4+	-	4+	1	12	-/12	2	[105]
Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm									
Hv Inf Troop [105]	10	4+	-	4+	1	12	-/12	2	[105]
Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm									
Hv Inf Troop [105]	10	4+	-	4+	1	12	-/12	2	[105]
Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm									

Butchers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [210]	6	4+	-	5+	3	18	16/18	3	[205]
Healing Brew									[5]
Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									

Shadow Hulk	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225]	6	3+	-	5+	2	D6+6	-/20	6	[225]
Special Rules: Crushing Strength(3), Mindthirst, Slayer(Melee D3), Stealthy, Strider Keywords: Abomination, Cyclops, Giant									

Terror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [240]	6	3+	-	4+	2	12	18/19	6	[240]
Special Rules: Crushing Strength(1), Ensnare, Mindthirst, Rampage(8), Regeneration(4+), Stealthy, Strider Keywords: Abomination, Nightmare									
Titan 1 [240]	6	3+	-	4+	2	12	18/19	6	[240]
Special Rules: Crushing Strength(1), Ensnare, Mindthirst, Rampage(8), Regeneration(4+), Stealthy, Strider Keywords: Abomination, Nightmare									

Horror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [95]	6	5+	-	3+	0	1	11/13	2	[45]
Aura (Vicious (Melee) - Infantry only)									[30]
Bane Chant (2)									[20]
Special Rules: Individual, Mindthirst, Stealthy, Aura(Vicious (Melee - Infantry only)) Keywords: Horror, Nightmare									

The Dream Hunter [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [185]	7	3+	-	5+	0	7	14/16	2	[185]
Special Rules: Crushing Strength(1), Dread, Elite(Melee), Individual, Lifeleech(2), Mighty, Mindthirst, Stealthy, Unleashed Nightmares Keywords: Nightmare, Visitation									

Total Units: 12 Total Unit Strength: 25
 Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Unleashed Nightmares	Friendly Core units that are Engaged with the same enemy unit as the Dream Hunter have Elite (Melee).

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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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. This includes Difficult Terrain the unit started in. 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.
Individual	See the Rules Chapter for Individuals
Lifefeech	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. Lifefeech has a maximum total of 3.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the 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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Bane Chant 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.	
Artefact	Description	
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.	
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.	