

JN adepticon night 2

2300 / 2300 VALID

Nightstalkers [2300]

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

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

Shadowhounds*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [205] Helm of the Drunken Ram <i>Special Rules:</i> Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(2), Ferocious Charge <i>Keywords:</i> Beast, Nightmare	10	4+	-	4+	3	20	14/16	2	[190] [15]
Cav Regiment [190] <i>Special Rules:</i> Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1), Ferocious Charge <i>Keywords:</i> Beast, Nightmare	10	4+	-	4+	3	20	14/16	2	[190]

Soulflayers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [165] Wind Blast (5) <i>Special Rules:</i> Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1) <i>Keywords:</i> Nightmare	8	3+	-	4+	2	12	13/15	4	[165] [0]
Lrg Cav Regiment [185] Brew of Haste Wind Blast (5) <i>Special Rules:</i> Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1) <i>Keywords:</i> Nightmare	9	3+	-	4+	2	12	13/15	4	[165] [20] [0]
Lrg Cav Regiment [180] Sir Jesse's Boots of Striding Wind Blast (5) <i>Special Rules:</i> Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1) <i>Keywords:</i> Nightmare	8	3+	-	4+	2	12	13/15	4	[165] [15] [0]

Mind-screech	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [150] Planar Apparition Heal (7) Mind Fog (2) <i>Special Rules:</i> Fly, Mindthirst, Nimble, Stealthy, Radiance of Life <i>Keywords:</i> Insidious, Nightmare	6	4+	-	4+	1	5	13/15	4	[150] [0]

Portal of Despair [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [90] <i>Special Rules:</i> Dread, Visions from the Void <i>Keywords:</i> Construct, Shrine	5	4+	-	5+	2	3	-/16	6	[90]

Total Units: 14 Total Unit Strength: 30
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.
Ferocious Charge	Unless Disordered, on a turn in which this unit makes an Unhindered Charge it receives a +1 To Hit modifier in combat. This unit may not benefit from the effects of Pathfinder or Strider.

Special Rule	Description
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.
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.
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.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per 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).

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Mind Fog 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
Wind Blast Range: 18" Enemy	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 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.	

Artefact	Description
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Haste	This unit increases its Speed stat by +1.