

Nightstalkers 2300

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Nightstalkers 2023 [2300]

Scarecrows	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [125]	4	5+	-	3+	3	25	-/21	2	[125]
<i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>									
Inf Horde (40) [125]	4	5+	-	3+	3	25	-/21	2	[125]
<i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>									
Inf Horde (40) [125]	4	5+	-	3+	3	25	-/21	2	[125]
<i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>									

Reapers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [125]	6	3+	-	4+	1	15	10/12	2	[125]
<i>Special Rules: Crushing Strength(1), Mindthirst, Stealthy Keywords: Nightmare, Reaper</i>									
Inf Troop (10) [125]	6	3+	-	4+	1	15	10/12	2	[125]
<i>Special Rules: Crushing Strength(1), Mindthirst, Stealthy Keywords: Nightmare, Reaper</i>									

Butchers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment (3) [125]	6	4+	-	5+	2	9	13/15	3	[125]
<i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare</i>									
Lrg Inf Horde (6) [205]	6	4+	-	5+	3	18	16/18	3	[205]
<i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare</i>									

Shadowhounds*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop (5) [125]	10	4+	-	4+	1	10	11/13	2	[125]
<i>Special Rules: Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1), Ferocious Charge Keywords: Beast, Nightmare</i>									
Cav Troop (5) [125]	10	4+	-	4+	1	10	11/13	2	[125]
<i>Special Rules: Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1), Ferocious Charge Keywords: Beast, Nightmare</i>									

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

Esenyshra, the Wailing Shadow [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [160]	10	3+	-	5+	0	5	-/13	2	[160]
Enthral (7)									
<i>Special Rules: Crushing Strength(3), Dread, Fly, Individual, Mighty, Mindthirst, Stealthy, Strider, Beguilement Keywords: Phantasm</i>									

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]
<i>Special Rules: Crushing Strength(1), Dread, Elite(Melee), Individual, Lifeleech(2), Mighty, Mindthirst, Stealthy, Unleashed Nightmares Keywords: Nightmare, Visitation</i>									

Void Lurker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [270]	10	3+	-	4+	1	10	17/19	6	[270]
<i>Special Rules: Crushing Strength(2), Fly, Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1) Keywords: Phantasm, Voracious</i>									

Total Units:

14

Total Unit Strength:

21

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Beguilement	If Esenyshra's Enthral spell causes enough hits that an enemy unit would be able to move into contact with Esenyshra herself, the normal 1" stopping restriction is lifted. After contact is made, Esenyshra may immediately charge and align against the enemy facing that was moved into contact with her. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase.
Unleashed Nightmares	Friendly Core units that are Engaged with the same enemy unit as the Dream Hunter have Elite (Melee).
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.
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
Lifelleech	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. Lifelleech 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.
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.
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).
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
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	