

## Nightstalkers 2023

2300 / 2300 VALID

## 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]
<b>Special Rules:</b> Mindthirst, Stealthy, Wild Charge(D3) <b>Keywords:</b> Expendable, Nightmare, Zombie									

Reapers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [125]	6	3+	-	4+	1	15	10/12	2	[125]
<b>Special Rules:</b> Crushing Strength(1), Mindthirst, Stealthy <b>Keywords:</b> Nightmare, Reaper									
Inf Troop (10) [125]	6	3+	-	4+	1	15	10/12	2	[125]
<b>Special Rules:</b> Crushing Strength(1), Mindthirst, Stealthy <b>Keywords:</b> Nightmare, Reaper									
Inf Regiment (20) [205]	6	3+	-	4+	3	20	14/16	2	[190]
Helm of the Drunken Ram [15]									
<b>Special Rules:</b> Crushing Strength(1), Mindthirst, Stealthy, Thunderous Charge(1) <b>Keywords:</b> Nightmare, Reaper									
Inf Regiment (20) [220]	6	3+	-	4+	3	20	14/16	2	[190]
Brew of Strength [30]									
<b>Special Rules:</b> Crushing Strength(2), Mindthirst, Stealthy <b>Keywords:</b> Nightmare, Reaper									

Phantoms*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop (6+) [105]	10	4+	-	4+	1	12	-/12	2	[105]
<b>Special Rules:</b> Fly, Mindthirst, Nimble, Stealthy <b>Keywords:</b> Phantasm									
Hv Inf Troop (6+) [105]	10	4+	-	4+	1	12	-/12	2	[105]
<b>Special Rules:</b> Fly, Mindthirst, Nimble, Stealthy <b>Keywords:</b> Phantasm									

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

Shadowhounds*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [210]	11	4+	-	4+	3	20	14/16	2	[190]
Brew of Haste [20]									
<b>Special Rules:</b> Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1), Ferocious Charge <b>Keywords:</b> Beast, Nightmare									
Cav Regiment (10) [200]	10	4+	-	4+	3	20	14/16	2	[190]
Mead of Madness [10]									
<b>Special Rules:</b> Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1), Ferocious Charge, Wild Charge(1) <b>Keywords:</b> Beast, Nightmare									

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

Horror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [110]	6	5+	-	3+	0	1	11/13	2	[65]
Aura (Vicious (Melee) - Infantry only) [30]									
Sacred Horn [15]									
Bane Chant (2) [0]									
<b>Special Rules:</b> Individual, Mindthirst, Stealthy, Aura(Vicious (Melee) - Infantry only) <b>Keywords:</b> Horror, Nightmare									
Hero (Inf) 1 Spellcaster 1 [65]	6	5+	-	3+	0	1	11/13	2	[65]
Bane Chant (2) [0]									
<b>Special Rules:</b> Individual, Mindthirst, Stealthy <b>Keywords:</b> Horror, Nightmare									

Total Units:

16

Total Unit Strength:

29

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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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.
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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.
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
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).
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
<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>Wind Blast</b> 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
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
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.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.