

Nightstalkers 2023 - 2300 pts

2300 / 2300 VALID

Nightstalkers 2023 [2300]

Scarecrows	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [75] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3)</i> Keywords: Expendable, Nightmare, Zombie	4	5+	-	3+	2	12	-/14	2	[75]
Inf Horde (40) [130] Screamshard <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3),Screamshard</i> Keywords: Expendable, Nightmare, Zombie	4	5+	-	3+	3	25	-/21	2	[125] [5]
Inf Horde (40) [130] Screamshard <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3),Screamshard</i> Keywords: Expendable, Nightmare, Zombie	4	5+	-	3+	3	25	-/21	2	[125] [5]

Blood Worms	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [200] <i>Special Rules: Fury, Lifeleech(2),Mindthirst, Stealthy</i> Keywords: Beast, Nightmare	5	4+	-	4+	4	30	19/22	2	[200]

Phantoms*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop (6+) [110] Screamshard <i>Special Rules: Fly, Mindthirst, Nimble, Stealthy, Screamshard</i> Keywords: Phantasm	10	4+	-	4+	1	12	-/12	2	[105] [5]
Hv Inf Regiment (12+) [165] Screamshard <i>Special Rules: Fly, Mindthirst, Nimble, Stealthy, Screamshard</i> Keywords: Phantasm	10	4+	-	4+	3	15	-/16	2	[160] [5]

Ravagers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [240] Staying Stone Void Cannons (12", Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(1),Mindthirst, Stealthy</i> Keywords: Abomination, Nightmare	6	4+	4+	4+	3	18	17/18	3	[235] [5]

Soulflayers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (3) [185] Blessing of the Gods Wind Blast (5) <i>Special Rules: Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1),Elite</i> Keywords: Nightmare	8	3+	-	4+	2	12	13/15	4	[165] [20] [0]

Fiends	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (3) [130] <i>Special Rules: Crushing Strength(1),Mindthirst, Stealthy, Vicious(Melee)</i> Keywords: Cunning, Nightmare	8	4+	-	4+	2	12	13/15	4	[130]

Mind-screech	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [150] Singing Aberration Lightning Bolt (6) Mind Fog (6) Wind Blast (6) <i>Special Rules: Fly, Mindthirst, Nimble, Stealthy</i> Keywords: Insidious, Nightmare	6	4+	-	4+	1	5	13/15	4	[150] [0]
Mon 1 [150] Singing Aberration Lightning Bolt (6) Mind Fog (6) Wind Blast (6) <i>Special Rules: Fly, Mindthirst, Nimble, Stealthy</i> Keywords: Insidious, Nightmare	6	4+	-	4+	1	5	13/15	4	[150] [0]

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

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

Banshee	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [170]	10	6+	-	4+	0	1	-/12	2	[145]
Resonant Chorus									[25]
Enthral (5)									[0]
Wind Blast (5)									[0]
Special Rules: <i>Dread, Fly, Individual, Mindthirst, Stealthy, Banshee's Wail</i> Keywords: <i>Phantasm</i>									

Total Units: 14 **Total Unit Strength:** 27
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Banshee's Wail	While casting Wind Blast or Enthral, in addition to moving the target, roll to damage for each hit scored.
Resonant Chorus	Once per turn, after casting its Windblast or Enthral spell, the Banshee may immediately cast the same spell again on a different target within 6" of the original target (following all the usual target selection rules)

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
Lifefleech	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. Lifefleech 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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Screamshard	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the Lifefleech (+2) special rule for the remainder of the Turn. The unit's Screamshard is then destroyed and cannot be used again for the remainder of the game.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
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
Staying Stone	The unit gains +1 to its Wavering stat value.
Blessing of the Gods	The unit gains the Elite special rule.