Erictest Nightstalkers [2300]

Scarecrows	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
nf Horde [125]	4	5+	-	3+	3	25	-/21	2	[125]
Special Rules: Mindthin	rst, Stealthy, Wild Charge	e(D3) Keywo	rds: Expen	dable, Night	mare, Zomb	pie			
Blood Worms	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
nf Legion [335]	5	3+	-	4+	5	40	25/28	2	[290]
Brew of Sharpness									[45]
	feleech(2),Mindthirst, Ste		o rds: Beast,		-	40	05/00		[000]
If Legion [330] Brew of Strength	5	4+	-	4+	5	40	25/28	2	[290]
0	feleech(2),Mindthirst, Ste	althy Crushi	ina Stronath		de Baast N	liahtmare			[40]
opecial Rales. Fary, Er		anny, Orasin			us. Deusi, 1	lightmarc			
Phantoms*	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
v Inf Troop [105]	10	4+	-	4+	1	12	-/12	2	[105]
	ndthirst, Nimble, Stealthy	Keywords:	Phantasm						
v Inf Troop [105]	10	4+	-	4+	1	12	-/12	2	[105]
	ndthirst, Nimble, Stealthy	Keywords:	Phantasm						
v Inf Troop [105]	10	4+	-	4+	1	12	-/12	2	[105]
	ndthirst, Nimble, Stealthy		Phantasm						
v Inf Troop [105]	10	4+	-	4+	1	12	-/12	2	[105]
Special Rules: Fly, Min	dthirst, Nimble, Stealthy	Keywords:	Phantasm						
	C m	Ма	De	De		A.4	Ne	114	Dta
Butchers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
rg Inf Horde [215]	6	4+	-	5+	3	18	16/18	3	[205]
Hann's Sanguinary Scriptu	ig Strength(2),Fury, Minc	lthirst Stoolth	w Lifolooch		de: Abomin	ation Nightr	aro		[10]
Special Rules. Ordshill	g Strength(z),r ury, wind	umsi, Sieani	iy, Liieleeci		us. Abomin	allon, Nighlin	lait		
Shadow-hulk	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
tan 1 [225]	6	3+	-	5+	1	D6+6	-/20	6	[225]
	g Strength(3),Mindthirst,	4	e D3) Stealt	•	•			-	[220]
itan 1 [225]	<u>g et en ga (e), inn aa met,</u> 6	3+	-	5+	1	D6+6	-/20	6	[225]
Special Rules: Crushin	a Strenath(3) Mindthirst	01 /11					0 1 0		
	g ou ongun(o),iviin iau in ou,	Slayer(Melee	e D3),Steali	tny, Strider r	(eywords: /	Abomination,	Cyclops, Gi	ant	
	g ea engan(e), wiinda in ea,	Slayer(Melee	e D3),Stealt	tny, Strider r	(eywords: /	Abomination,	Cyclops, Gi	ant	
Portal of Despair [1]		Slayer(Melee	e D3),Steali Ra	tny, Strider r De	US	Abomination, Att	Ne	ant Ht	Pts
·	Sp 5			-					Pts [90]
	Sp	Ме		De	US	Att	Ne	Ht	
itan 1 [125] Gain Radiance of Life	Sp	Me 4+	Ra -	De 5+	US 1	Att	Ne	Ht	[90]
itan 1 [125] Gain Radiance of Life	Sp 5 Visions from the Void, R	Me 4+ adiance of Lif	Ra e Keyword	De 5+ Is: Construct	US 1 t, Shrine	Att 3	Ne -/16	Ht 6	[90] [35]
itan 1 [125] Gain Radiance of Life <i>Special Rules: Dread</i> , Horror	Sp 5 Visions from the Void, Ra Sp	Me 4+ adiance of Lif	Ra -	De 5+ Is: Construct	US 1 t, Shrine US	Att	Ne -/16	Ht 6 Ht	[90] [35] Pts
itan 1 [125] Gain Radiance of Life <i>Special Rules: Dread</i> , Horror ero (Inf) 1 Spellcaster 1 [Sp 5 Visions from the Void, Rational Sp 105]	Me 4+ adiance of Lif	Ra e Keyword	De 5+ Is: Construct	US 1 t, Shrine	Att 3	Ne -/16	Ht 6	[90] [35] Pts [65]
itan 1 [125] Gain Radiance of Life <i>Special Rules: Dread</i> , Horror lero (Inf) 1 Spellcaster 1 [Aura (Vicious (Melee) -	Sp 5 Visions from the Void, Rational Sp 105]	Me 4+ adiance of Lif	Ra e Keyword	De 5+ Is: Construct	US 1 t, Shrine US	Att 3 Att	Ne -/16	Ht 6 Ht	[90] [35] Pts [65] [30]
itan 1 [125] Gain Radiance of Life <i>Special Rules: Dread,</i> Horror ero (Inf) 1 Spellcaster 1 [Aura (Vicious (Melee) - Conjurer's Staff	Sp 5 Visions from the Void, Rational Sp 105]	Me 4+ adiance of Lif	Ra e Keyword	De 5+ Is: Construct	US 1 t, Shrine US	Att 3 Att	Ne -/16	Ht 6 Ht	[90] [35] Pts [65] [30] [10]
itan 1 [125] Gain Radiance of Life <i>Special Rules:</i> Dread, Horror ero (Inf) 1 Spellcaster 1 [Aura (Vicious (Melee) - Conjurer's Staff Bane Chant (2)	Sp 5 Visions from the Void, Rational Sp [105] 6 Infantry only)	Me 4+ adiance of Lif Me 5+	Ra - - Ra -	De 5+ Is: Construct De 3+	US 1 <i>t, Shrine</i> US 0	Att 3 Att 1	Ne -/16 Ne 11/13	Ht 6 Ht	[90] [35] Pts [65] [30]
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itan 1 [125] Gain Radiance of Life <i>Special Rules: Dread</i> , Horror ero (Inf) 1 Spellcaster 1 [Aura (Vicious (Melee) - Conjurer's Staff Bane Chant (2) <i>Special Rules: Individu</i>	Sp 5 Visions from the Void, Ra Nisions from the Void, Ra Sp 105] 6 Infantry only)	Me 4+ adiance of Lif Me 5+	Ra - Ra - (Melee - Infa	De 5+ Is: Construct De 3+	US 1 t, Shrine US 0 Keywords:	Att 3 Att 1 Horror, Night	Ne -/16 Ne 11/13 tmare	Ht 6 Ht 2	[90] [35] Pts [65] [30] [10] [0]
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Special Rules: Dread, Horror lero (Inf) 1 Spellcaster 1 [Aura (Vicious (Melee) - Conjurer's Staff Bane Chant (2) Special Rules: Individu The Dream Hunter [1] lero (Hv Inf) 1 [195] Special Rules: Crushin lightmare, Visitation otal Units: otal Primary Core Points Custom Rule	Sp 5 Visions from the Void, Ra Sp 105] 6 Infantry only) Hal, Mindthirst, Stealthy, A Sp 7 Inf Strength(1),Dread, Elit Construction	Me 4+ adiance of Lift Me 5+ Aura(Vicious (Me 3+ e(Melee),India 13 2300 (100.0%)	Ra Fe Keyword Ra (Melee - Infa (Melee - Infa ividual, Life (b)	De 5+ Is: Construct De 3+ antry only)) I De 5+ leech(2),Mig	US 1 t, Shrine US 0 Keywords: US 0 hty, Mindthi rength:	Att 3 Att 1 Horror, Night Att 7 rst, Stealthy,	Ne -/16 Ne 11/13 tmare Ne 14/16 Unleashed I	Ht 6 Ht 2 Nightmares	[90] [35] Pts [65] [30] [10] [0] Pts [195] Keywords
itan 1 [125] Gain Radiance of Life Special Rules: Dread, Horror lero (Inf) 1 Spellcaster 1 [Aura (Vicious (Melee) - Conjurer's Staff Bane Chant (2) Special Rules: Individu The Dream Hunter [1] lero (Hv Inf) 1 [195] Special Rules: Crushin lightmare, Visitation	Sp 5 Visions from the Void, Ra Sp 105] 6 Infantry only) Hal, Mindthirst, Stealthy, A Sg g Strength(1),Dread, Elit Construction As long as this unit is	Me 4+ adiance of Lif Me 5+ Aura(Vicious (Me 3+ e(Melee),Ind 13 2300 (100.0%	Ra Fe Keyword Ra (Melee - Infa (Melee - Infa (Melee - Infa (Melee - Infa) (Melee - Infa (Melee - Infa) (Melee - Infa (Melee - Infa)	De 5+ Is: Construct De 3+ iantry only)) I De 5+ leech(2),Mig	US 1 t, Shrine US 0 Keywords: US 0 hty, Mindthi rength:	Att 3 Att 1 Horror, Night Att 7 rst, Stealthy,	Ne -/16 Ne 11/13 tmare Ne 14/16 Unleashed I	Ht 6 Ht 2 Nightmares 23 Sees you ma	[90] [35] Pts [65] [30] [10] [0] Pts [195] s Keywords
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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 Aura 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, Elit 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.			
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			
Lifeleech	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. Lifeleech 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.			
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.			
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 un 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 variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D 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			
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.			
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.			

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.