

## Windblast Horror

### Night-Stalkers (Evil)

#### Scarecrows Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	-	3+	30	-/21	130	Mindthirst, Shambling, Stealthy
Horde(40)	5	5+	-	3+	30	-/21	130	Mindthirst, Shambling, Stealthy

#### Nightmares\* Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	10	3+	-	4+	9	13/16	180	Crushing Strength (1), Fly, Mindthirst, Thunderous Charge (1), Wind Blast (5)
- Staying Stone							5	
Regiment(3)	10	3+	-	4+	9	13/16	180	Crushing Strength (1), Fly, Mindthirst, Thunderous Charge (1), Wind Blast (5)
Regiment(3)	10	3+	-	4+	9	13/16	180	Crushing Strength (1), Fly, Mindthirst, Thunderous Charge (1), Wind Blast (5)
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#### Horror Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	6+	-	3+	1	10/13	90	Hero (Inf), Bane-chant (2), Individual, Mindthirst, Stealthy, Surge (8), Weakness (2)
- Bane Chant (2)							15	
- Weakness (2)							20	

#### Banshee Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	6+	-	4+	1	-/13	135	Hero (Inf), Blizzard (2), Fly, Individual, Mindthirst, Stealthy, Wind Blast (7)
- Blizzard (2) (L)							30	

- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Blizzard** 36" Range, Blast (D6). Indirect.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Individual**  
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.  
 Move Individuals have the Nimble special rule.  
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.  
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Mindthirst** If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring special rule and is Routed, the opponent must re-roll that Nerve test. The second result stands.  
 In addition, a Night-stalker army may not take the Inspiring Talisman magic artefact.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.

**Thunderous Charge** All melee hits inflicted by the 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 1 when Hindered.

**Weakness** 24" Range. May target enemy units that are engaged in combat. Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage however). This effect only applies once – multiple castings on the same target have no effect.

**Wind Blast** Spell. Range 18". Hits don't inflict damage. Instead, each hit pushes the target enemy unit 1" directly backwards if the caster is in the target unit's front arc, directly sideways and away from the caster if the caster is in either of the target unit's flank arcs, or directly forwards if the caster 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 friends. This spell has no effect on units with a speed of 0.