

# LEO MIDWINTER COK-21



## NIGHTSTALKERS

EVIL

### Scarecrows

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	5	-	3	2	3	30	-/21	130
Crystal Pendent of Retribution									50
Mindthirst, Stealthy, Wild Charge (D3)									[180]
Keywords: Expendable, Nightmare, Zombie									

### Reapers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	4	2	3	25	14/16	210
Brew of Sharpness									35
Screamshard									5
Crushing Strength (1), Mindthirst, Stealthy									[250]
Keywords: Nightmare, Reaper									
Regiment(20)	6	3	-	4	2	3	25	14/16	210
Brew of Strength									30
Screamshard									5
Crushing Strength (1), Mindthirst, Stealthy									[245]
Keywords: Nightmare, Reaper									

### Phantoms\*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	4	2	1	12	-/12	[105]
Fly, Mindthirst, Nimble, Stealthy									
Keywords: Phantasm									
Troop(10)	10	4	-	4	2	1	12	-/12	[105]
Fly, Mindthirst, Nimble, Stealthy									
Keywords: Phantasm									

### Shadowhounds\*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	4	-	4	2	1	10	11/13	[125]
Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1)									
Keywords: Beast, Nightmare									

### Butchers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	5	3	2	9	13/15	[125]
Crushing Strength (2), Fury, Mindthirst, Stealthy									
Keywords: Abomination, Nightmare									

### Mind-screech

Monster Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	4	5	1	5	13/15	[150]
Fly, Mindthirst, Nimble, Pathfinder, Stealthy									
Spells: Lightning Bolt (6), Mind Fog (6), Wind Blast (6)									
Keywords: Insidious, Nightmare									

Planar Apparition										Monster Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	3	5	1	4	13/15	[165]	
Crushing Strength (1), Dread, Ensnare, Mindthirst, Nimble, Regeneration (4+), Stealthy Spells: Heal (7), Mind Fog (2) Keywords: Phantasm										
Fiends										Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	8	4	-	4	4	3	24	16/18	215	
Maccwar's Potion of the Caterpillar										
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare										
Shadow-hulk										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	6	1	D6+6	-/20	[225]	
Crushing Strength (3), Mindthirst, Stealthy, Strider Keywords: Abomination, Cyclops, Giant										
Horror										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	3	2	0	1	11/13	65	
Conjurer's Staff										
Aura (Vicious (Melee) - Infantry only)										
Replace Lightning Bolt (3) with Bane Chant (2)										
Weakness (2)										
Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only) Spells: Bane Chant (2), Weakness (2) Keywords: Horror, Nightmare										
1	6	5	-	3	2	0	1	11/13	65	
Aura (Vicious (Melee) - Infantry only)										
Replace Lightning Bolt (3) with Bane Chant (2)										
Weakness (2)										
Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only) Spells: Bane Chant (2), Weakness (2) Keywords: Horror, Nightmare										
Esenyshra, the Wailing Shadow [1]										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	2	0	5	-/13	[160]	
Beguilement, Crushing Strength (3), Dread, Fly, Individual, Mighty, Mindthirst, Stealthy, Strider Spells: Enthral (7) Keywords: Phantasm										

Total Unit Strength: 20  
Total Core: 2300 (100%)

Total Units: 14



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.

<b>Beguilement</b>	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.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Crystal Pendant of Retribution</b>	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at <i>Piercing</i> (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, because they are deterred by the huge explosion.
<b>Dread</b>	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 <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Enthral</b>	Spell: 18", Enemy - For each hit scored, the target Enemy unit is pulled 1" 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.
<b>Fly</b>	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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Macewar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Mind Fog</b>	Spell: 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. Modifiers: <i>Shattering</i>
<b>Mindthirst</b>	If this unit is within 12" of an enemy unit with the <i>Inspiring</i> or <i>Very Inspiring</i> special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
<b>Nimble</b>	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.
<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
<b>Regeneration</b>	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.
<b>Screamshard</b>	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the <i>Lifefeech</i> (+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.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Weakness</b>	Spell: 24", 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 a natural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.
<b>Wild Charge</b>	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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

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**Wind Blast**

Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" 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 1" away from enemy units or just out of contact with blocking terrains and friends.  
This spell has no effect on Speed 0 units.