

# NS northern kings

2300 / 2300 VALID

## Nightstalkers [2300]

Scarecrows Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [125] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	3	25	-/21	2	[125]
Horde (40) [125] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	3	25	-/21	2	[125]
Legion (60) [180] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	4	30	-/27	2	[180]

Blood Worms Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [120] <i>Special Rules: Fury, Lifeleech(2), Mindthirst, Stealthy Keywords: Beast, Nightmare</i>	5	4+	-	4+	3	15	12/15	2	[120]

Reapers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [210] Blessing of the Gods <i>Special Rules: Crushing Strength(1), Mindthirst, Stealthy, Elite Keywords: Nightmare, Reaper</i>	6	3+	-	4+	3	20	14/16	2	[190] [20]

Butchers Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [205] <i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare</i>	6	4+	-	5+	3	18	16/18	3	[205]
Horde (6) [205] <i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare</i>	6	4+	-	5+	3	18	16/18	3	[205]
Horde (6) [205] <i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare</i>	6	4+	-	5+	3	18	16/18	3	[205]

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

Horror Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [95] Aura (Vicious (Melee) - Infantry only) Bane Chant (2) <i>Special Rules: Individual, Mindthirst, Stealthy, Aura(Vicious (Melee - Infantry only)) Keywords: Horror, Nightmare</i>	6	5+	-	3+	0	1	11/13	2	[65] [30] [0]

Butcher Fleshripper Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [110] <i>Special Rules: Crushing Strength(2), Mindthirst, Nimble, Stealthy Keywords: Abomination, Nightmare</i>	6	3+	-	5+	1	5	-/14	3	[110]

Void Lurker Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [270] <i>Special Rules: Crushing Strength(2), Fly, Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1) Keywords: Phantasm, Voracious</i>	10	3+	-	4+	1	10	17/19	6	[270]

Total Units:

14

Total Unit Strength:

30

Total Primary Core Points:

2300 (100.0%)

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.
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. 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
Lifelleech	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. Lifelleech 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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, 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.

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>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
<b>Mind Fog</b> 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
<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.	

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Artefact	Description
Blessing of the Gods	The unit gains the Elite special rule.

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