

 Nightstalkers [2345]

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

Phantoms* Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [105]	10	4+	-	4+	1	12	-/12	2	[105]
<i>Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm</i>									
Troop (10) [105]	10	4+	-	4+	1	12	-/12	2	[105]
<i>Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm</i>									

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

Soulflayers* Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [180]	8	3+	-	4+	2	12	13/15	4	[165]
Helm of the Drunken Ram									[15]
Wind Blast (5)									[0]
<i>Special Rules: Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(2) Keywords: Nightmare</i>									
Regiment (3) [180]	8	3+	-	4+	2	12	13/15	4	[165]
Sir Jesse's Boots of Striding									[15]
Wind Blast (5)									[0]
<i>Special Rules: Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1) Keywords: Nightmare</i>									

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

Portal of Despair [1] Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [90]	5	4+	-	5+	1	3	-/16	6	[90]
<i>Special Rules: Dread, Visions from the Void Keywords: Construct, Shrine</i>									

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

Esenyshra, the Wailing Shadow [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [160]	10	3+	-	5+	0	5	-/13	2	[160]
Enthral (7)									[0]
<i>Special Rules: Crushing Strength(3),Dread, Fly, Individual, Mighty, Mindthirst, Stealthy, Strider, Beguilement Keywords: Phantasm</i>									

Void Lurker Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [275]	10	3+	-	4+	1	10	18/19	6	[270]
Staying Stone									[5]
<i>Special Rules: Crushing Strength(2),Fly, Mindthirst, Nimble, Regeneration(5+),Stealthy, Thunderous Charge(1) Keywords: Phantasm, Voracious</i>									
1 [270]	10	3+	-	4+	1	10	17/19	6	[270]
<i>Special Rules: Crushing Strength(2),Fly, Mindthirst, Nimble, Regeneration(5+),Stealthy, Thunderous Charge(1) Keywords: Phantasm, Voracious</i>									

**Total Units:**  
**Total Primary Core Points:**

14  
2345 (100.0%)

**Total Unit Strength:**

22

Custom Rule	Description
Visions from the Void	As long as this unit is present and in play on the table, at the start of each of your Ranged Phases you may select a single Friendly Core unit on the battlefield regardless of range or line of sight. The selected unit is granted the Inspiring special rule until the start of your next turn. Note: Base size cannot be increased beyond 75x75mm.
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)
Beguilement	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.

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.
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
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.
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.
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).
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
Enthral	For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is	

Range: 18"  
Enemy  
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.

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

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**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

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**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.

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Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.