

# Nightstalkers 2023

2500 / 2500 VALID

## Nightstalkers 2023 [2500]

Blood Worms Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (60) [335]	5	3+	-	4+	5	40	25/28	2	[290]
Brew of Sharpness									[45]
<i>Special Rules: Fury, Lifeleech(2), Mindthirst, Stealthy Keywords: Beast, Nightmare</i>									

Tormentors Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [140]	7	3+	-	3+	1	12	10/12	2	[140]
<i>Special Rules: Crushing Strength(1), Fly, Mindthirst, Nimble, Stealthy, Strider, Leaper Keywords: Nightmare, Reaper</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>									

Ravagers Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [235]	6	4+	4+	4+	3	18	16/18	3	[235]
Void Cannons (12", Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(1), Mindthirst, Stealthy Keywords: Abomination, Nightmare</i>									
Horde (6) [235]	6	4+	4+	4+	3	18	16/18	3	[235]
Void Cannons (12", Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(1), Mindthirst, Stealthy Keywords: Abomination, Nightmare</i>									

Soulflayers* Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [170]	8	3+	-	4+	2	12	13/15	4	[165]
Blade of Slashing									
Wind Blast (5)									
<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]
Planar Apparition									
Heal (7)									
Mind Fog (2)									
<i>Special Rules: Fly, Mindthirst, Nimble, Stealthy, Radiance of Life Keywords: Insidious, Nightmare</i>									

Shadow-hulk Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [225]	6	3+	-	5+	1	D6+6	-/20	6	[225]
<i>Special Rules: Crushing Strength(3), Mindthirst, Slayer(Melee D3), Stealthy, Strider Keywords: Abomination, Cyclops, Giant</i>									
1 [225]	6	3+	-	5+	1	D6+6	-/20	6	[225]
<i>Special Rules: Crushing Strength(3), Mindthirst, Slayer(Melee D3), Stealthy, Strider Keywords: Abomination, Cyclops, Giant</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>									

Void Lurker Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [285]	10	3+	-	4+	1	10	17/19	6	[270]
Dwarven Ale									
<i>Special Rules: Crushing Strength(2), Fly, Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1), Headstrong Keywords: Phantasm, Voracious</i>									

Total Units: 12      Total Unit Strength: 25  
 Total Primary Core Points: 2500 (100.0%)

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.

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. 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.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Leaper	This unit treats its height as 3 (modified by terrain as normal) when drawing Line of Sight.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).

Spell	Description	Special Rules
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<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.	

---

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Dwarven Ale	The unit gains the Headstrong special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.