

Leo Midwinter Team Moonrakers, Nightstalkers Clash 23

2300 / 2300 VALID

Phantoms*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop (6+) [105]	10	4+	-	4+	1	12	-/12	2	[105]
<i>Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm</i>									

Ravagers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [265]	6	4+	4+	4+	3	18	16/18	3	[235]
Blessing of the Gods [30]									
Void Cannons (12", Piercing(1),Steady Aim)									
<i>Special Rules: Crushing Strength(1),Mindthirst, Stealthy, Elite Keywords: Abomination, Nightmare</i>									
Lrg Inf Horde (6) [265]	6	4+	4+	4+	3	18	16/18	3	[235]
Chant of Hate [30]									
Void Cannons (12", Piercing(1),Steady Aim)									
<i>Special Rules: Crushing Strength(1),Mindthirst, Stealthy, Vicious Keywords: Abomination, Nightmare</i>									
Lrg Inf Horde (6) [240]	6	4+	4+	4+	3	18	16/18	3	[235]
Fire-Oil [5]									
Void Cannons (12", Piercing(1),Steady Aim)									
<i>Special Rules: Crushing Strength(1 / +1 vs. units with Regeneration),Mindthirst, Stealthy, Piercing(+1 vs. units with Regeneration) Keywords: Abomination, Nightmare</i>									
Lrg Inf 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*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (3) [165]	8	3+	-	4+	2	12	13/15	4	[165]
Wind Blast (5) [0]									
<i>Special Rules: Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1) Keywords: Nightmare</i>									
Lrg Cav Regiment (3) [165]	8	3+	-	4+	2	12	13/15	4	[165]
Wind Blast (5) [0]									
<i>Special Rules: Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1) Keywords: Nightmare</i>									

Needle-fangs*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment (3) [110]	7	5+	-	2+	1	12	9/11	1	[80]
Diadem of Dragonkind [30]									
Fireball (8)									
<i>Special Rules: Fly, Mindthirst, Nimble, Stealthy, Strider Keywords: Beast, Nightmare, Warp Pixies</i>									

Mind-screech	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [150]	6	4+	-	4+	1	5	13/15	4	[150]
Planar Apparition [0]									
Heal (7)									
Mind Fog (2)									
<i>Special Rules: Fly, Mindthirst, Nimble, Stealthy, Radiance of Life Keywords: Insidious, Nightmare</i>									
Mon 1 [150]	6	4+	-	4+	1	5	13/15	4	[150]
Planar Apparition [0]									
Heal (7)									
Mind Fog (2)									
<i>Special Rules: Fly, Mindthirst, Nimble, Stealthy, Radiance of Life Keywords: Insidious, Nightmare</i>									

Banshee	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 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 Keywords: Phantasm</i>									

Horror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [120]	6	5+	-	3+	0	1	11/13	2	[65]
Knowledgable[1]									[10]
Bane Chant (2)									[0]
Alchemist's Curse[1](2)									[25]
Host Shadowbeast(3)									[20]
Special Rules: Individual, Mindthirst, Stealthy Keywords: Horror, Nightmare									

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

Total Units: 13 **Total Unit Strength:** 20
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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.
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. 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.
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.
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.
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).

Vicious Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Arcane Ability	Description
Knowledgeable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
Bane Chant 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.	
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch 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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
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
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.	
Alchemist's Curse [1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6),rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover
Host Shadowbeast Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration) and the Piercing special rule (+1 - vs. units with Regeneration).
Blessing of the Gods	The unit gains the Elite special rule.
Chant of Hate	The unit gains the Vicious special rule.
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.