

Nightstalkers 2023

2300 / 2300 VALID

Nightstalkers 2023 [2300]

Scarecrows	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [75] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]
Inf Regiment (20) [75] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]
Inf Horde (40) [125] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	3	25	-/21	2	[125]
Inf Horde (40) [125] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	3	25	-/21	2	[125]

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

Ravagers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [265] Blessing of the Gods Void Cannons (12", Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(1),Mindthirst, Stealthy, Elite Keywords: Abomination, Nightmare</i>	6	4+	4+	4+	3	18	16/18	3	[235] [30]
Lrg Inf Horde (6) [280] Brew of Sharpness Void Cannons (12", Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(1),Mindthirst, Stealthy Keywords: Abomination, Nightmare</i>	6	3+	4+	4+	3	18	16/18	3	[235] [45]

Soulflayers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (3) [170] Staying Stone Wind Blast (5) <i>Special Rules: Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1) Keywords: Nightmare</i>	8	3+	-	4+	2	12	14/15	4	[165] [5] [0]
Lrg Cav Regiment (3) [165] Wind Blast (5) <i>Special Rules: Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1) Keywords: Nightmare</i>	8	3+	-	4+	2	12	13/15	4	[165] [0]
Lrg Cav Regiment (3) [165] Wind Blast (5) <i>Special Rules: Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1) Keywords: Nightmare</i>	8	3+	-	4+	2	12	13/15	4	[165] [0]

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

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

Horror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 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]

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

Total Units:

16

Total Unit Strength:

27

Total Primary Core Points:

2300 (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.
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
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.
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.
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).
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.