

# HiRonnieMooseBosh - The Garden of Unearthly Frights

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)</i> <b>Keywords: Expendable, Nightmare, Zombie</b>	4	5+	-	3+	2	12	-/14	2	[75]
Inf Regiment (20) [75] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3)</i> <b>Keywords: Expendable, Nightmare, Zombie</b>	4	5+	-	3+	2	12	-/14	2	[75]
Inf Horde (40) [125] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3)</i> <b>Keywords: Expendable, Nightmare, Zombie</b>	4	5+	-	3+	3	25	-/21	2	[125]
Inf Legion (60) [230] Crystal Pendant of Retribution <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3)</i> <b>Keywords: Expendable, Nightmare, Zombie</b>	4	5+	-	3+	4	30	-/27	2	[180] [50]

Tormentors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [140] <i>Special Rules: Crushing Strength(1), Fly, Mindthirst, Nimble, Stealthy, Strider, Leaper</i> <b>Keywords: Nightmare, Reaper</b>	7	3+	-	3+	1	12	10/12	2	[140]
Inf Regiment (20) [210] <i>Special Rules: Crushing Strength(1), Fly, Mindthirst, Nimble, Stealthy, Strider, Leaper</i> <b>Keywords: Nightmare, Reaper</b>	7	3+	-	3+	3	15	14/16	2	[210]

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

Butchers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment (3) [125] <i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy</i> <b>Keywords: Abomination, Nightmare</b>	6	4+	-	5+	2	9	13/15	3	[125]
Lrg Inf Regiment (3) [125] <i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy</i> <b>Keywords: Abomination, Nightmare</b>	6	4+	-	5+	2	9	13/15	3	[125]
Lrg Inf Regiment (3) [125] <i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy</i> <b>Keywords: Abomination, Nightmare</b>	6	4+	-	5+	2	9	13/15	3	[125]

Shadowhounds*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop (5) [125] <i>Special Rules: Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1), Ferocious Charge</i> <b>Keywords: Beast, Nightmare</b>	10	4+	-	4+	1	10	11/13	2	[125]

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</i> <b>Keywords: Insidious, Nightmare</b>	6	4+	-	4+	1	5	13/15	4	[150] [0]
Mon 1 [150] Planar Apparition Heal (7) Mind Fog (2) <i>Special Rules: Fly, Mindthirst, Nimble, Stealthy, Radiance of Life</i> <b>Keywords: Insidious, Nightmare</b>	6	4+	-	4+	1	5	13/15	4	[150] [0]

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

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

Horror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 1 [75]</b>	6	5+	-	3+	0	1	11/13	2	[65]
Conjurer's Staff									[10]
Bane Chant (2)									[0]
<b>Special Rules:</b> Individual, Mindthirst, Stealthy <b>Keywords:</b> Horror, Nightmare									

Dread-fiend	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Cav) 1 [150]</b>	8	3+	-	4+	1	5	14/16	4	[135]
Chalice of Wrath									[15]
<b>Special Rules:</b> Crushing Strength(2),Dread, Mindthirst, Nimble, Stealthy, Vicious(Melee),Fury <b>Keywords:</b> Cunning, Nightmare									

**Total Units:** 17 **Total Unit Strength:** 28  
**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.
Ferocious Charge	Unless Disordered, on a turn in which this unit makes an Unhindered Charge it receives a +1 To Hit modifier in combat. This unit may not benefit from the effects of Pathfinder or Strider.
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.
Individual	See the Rules Chapter for Individuals
Leaper	This unit treats its height as 3 (modified by terrain as normal) when drawing Line of Sight.
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.
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.
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.

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

Artefact	Description
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Chalice of Wrath	The unit gains the Fury special rule.
Crystal Pendent of Retribution	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6inches for their Regroup action, because they are deterred by the huge explosion.