

What a massive cok up

2300 / 2300 VALID

| 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 Horde (40) [125] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i> | 4 | 5+ | - | 3+ | 3 | 25 | -/21 | 2 | [125] |

| Reapers | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Inf Regiment (20) [190] <i>Special Rules: Crushing Strength(1), Mindthirst, Stealthy Keywords: Nightmare, Reaper</i> | 6 | 3+ | - | 4+ | 3 | 20 | 14/16 | 2 | [190] |
| Inf Regiment (20) [190] <i>Special Rules: Crushing Strength(1), Mindthirst, Stealthy Keywords: Nightmare, Reaper</i> | 6 | 3+ | - | 4+ | 3 | 20 | 14/16 | 2 | [190] |

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

| 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 Keywords: Beast, Nightmare</i> | 10 | 4+ | - | 4+ | 1 | 10 | 11/13 | 2 | [125] |

| Soulflayers* | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|--------------|
| 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] |

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

| Mind-screech | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|--------------|
| Mon 1 [150] Planar Apparition Heal (7) Mind Fog (2) <i>Special Rules: Fly, Mindthirst, Nimble, Stealthy, Radiance of Life Keywords: Insidious, Nightmare</i> | 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 Keywords: Abomination, Cyclops, Giant</i> | 6 | 3+ | - | 5+ | 1 | D6+6 | -/20 | 6 | [225] |

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

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

Total Units:
Total Primary Core Points:

14
2300 (100.0%)

Total Unit Strength:

24

| Custom Rule | Description |
|-------------------|--|
| 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. |
| <hr/> | |
| Special Rule | Description |
| Crushing Strength | All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage. |
| 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 |
| 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). |
| 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. | |
| 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. | |