



Doppelgangers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [145]	5	5+	-	4+	3	10	15/17	2	[145]
<i>Special Rules: Mindthirst, Stealthy, Doppelganger Keywords: Nightmare</i>									

Scarecrows	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Legion (60) [185]	4	5+	-	3+	4	30	-/27	2	[180]
Screamshard									[5]
<i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3),Screamshard Keywords: Expendable, Nightmare, Zombie</i>									

Blood Worms	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf 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>									

Butchers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf 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	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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>									

Needle-fangs*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment (3) [80]	7	5+	-	2+	1	12	9/11	1	[80]
<i>Special Rules: Fly, Mindthirst, Nimble, Stealthy, Strider Keywords: Beast, Nightmare, Warp Pixies</i>									
Swm Regiment (3) [80]	7	5+	-	2+	1	12	9/11	1	[80]
<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]
Singing Aberration									[0]
Lightning Bolt (6)									
Mind Fog (6)									
Wind Blast (6)									
<i>Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Insidious, Nightmare</i>									
Mon 1 [150]	6	4+	-	4+	1	5	13/15	4	[150]
Singing Aberration									[0]
Lightning Bolt (6)									
Mind Fog (6)									
Wind Blast (6)									
<i>Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Insidious, Nightmare</i>									

Terror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [240]	6	3+	-	4+	1	12	18/19	6	[240]
<i>Special Rules: Crushing Strength(1),Ensnare, Mindthirst, Rampage(8),Regeneration(4+),Stealthy, Strider Keywords: Abomination, Nightmare</i>									

Horror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [90]	6	5+	-	3+	0	1	11/13	2	[65]
The Boomstick									[25]
Lightning Bolt (5)									[0]
<i>Special Rules: Individual, Mindthirst, Stealthy Keywords: Horror, Nightmare</i>									
Hero (Inf) 1 Spellcaster 1 [105]	6	5+	-	3+	0	1	11/13	2	[65]
Aura (Vicious (Melee) - Infantry only)									[30]
Conjurer's Staff									[10]
Bane Chant (2)									[0]
<i>Special Rules: Individual, Mindthirst, Stealthy, Aura(Vicious (Melee) - Infantry only) Keywords: Horror, Nightmare</i>									

Void Lurker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [300]	10	3+	-	4+	1	10	17/19	6	[270]
Diadem of Dragonkind									[30]
Fireball (8)									
Special Rules: <i>Crushing Strength(2), Fly, Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1)</i> Keywords: <i>Phantasm, Voracious</i>									

Total Units: 13 **Total Unit Strength:** 24
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Doppelganger	When this unit attacks an enemy unit in melee, it may opt to use the Enemy's profile for its melee attacks instead of its own. If it does so then it uses the Enemy unit's Melee stat, Attacks stat and Crushing Strength value for that turn instead of its own. Any magical artefacts the Enemy unit has are ignored. The Doppelgangers themselves may still use a magic artefact as normal if they have one. Apply any bonuses and penalties granted by magic artefacts, spells, terrain or other sources after the decision on which stats to use.

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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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
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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the 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.
Screamshard	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the Lifelleech (+2) special rule for the remainder of the Turn. The unit's Screamshard is then destroyed and cannot be used again for the remainder of the game.
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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
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
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.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.
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.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.