

Darkest dreams War up North 6

2500 / 2500 VALID

1st Battalion

Horror [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	3+	1	1	13	2	[145]
Crown of the Wizard King									[15]
Bane Chant (2)									[20]
Blizzard(4)									[40]
Special Rules: Individual, Mindthirst, Stealthy, Yielding Traits: Spellcaster									

The Voidtalon [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Mon)	8	3+	-	4+	2	6	14	5	[180]
Special Rules: Cloak of Death, Dread, Fly, Lifeleech(1), Mindthirst, Rallying, Stealthy, Thunderous Charge(1), Vicious(Combat)									

Scarecrows	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	5+	-	3+	2	12	14	2	[90]
Special Rules: Fearless, Mindthirst, Stealthy, Wild Charge(D3) Traits: Nightmare									
Core Inf Regiment	4	5+	-	3+	2	12	14	2	[90]
Special Rules: Fearless, Mindthirst, Stealthy, Wild Charge(D3) Traits: Nightmare									

Butchers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	4+	-	5+	2	16	18	3	[190]
Special Rules: Crushing Strength(2), Mindthirst, Retaliate!, Stealthy Traits: Nightmare									
Core Lrg Inf Regiment	6	4+	-	5+	2	16	18	3	[190]
Special Rules: Crushing Strength(2), Mindthirst, Retaliate!, Stealthy Traits: Nightmare									

Soulflayers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Troop	8	3+	-	4+	1	12	15	4	[185]
Wind Blast (5)									[0]
Special Rules: Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1)									
Support Lrg Cav Troop	8	3+	-	4+	1	12	15	4	[185]
Wind Blast (5)									[0]
Special Rules: Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1)									

2nd Battalion

Banshee [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	10	6+	-	4+	1	1	12	2	[210]
Zephyr Crown									[20]
Enthral (7)									[0]
Wind Blast (10)									[0]
Special Rules: Dread, Fearless, Fly, Individual, Mindthirst, Stealthy, Yielding, Screaming Symphony Traits: Spellcaster									

Horror [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	3+	1	1	13	2	[110]
Bane Chant (2)									[20]
Scorched Earth(2)									[20]
Special Rules: Individual, Mindthirst, Stealthy, Yielding Traits: Spellcaster									

Reapers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	3+	-	4+	2	20	16	2	[170]
Special Rules: Crushing Strength(1), Mindthirst, Stealthy Traits: Nightmare									
Core Inf Regiment	6	3+	-	4+	2	20	16	2	[170]
Special Rules: Crushing Strength(1), Mindthirst, Stealthy Traits: Nightmare									

Scarecrows	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	5+	-	3+	2	12	14	2	[90]
Special Rules: Fearless, Mindthirst, Stealthy, Wild Charge(D3) Traits: Nightmare									
Core Inf Regiment	4	5+	-	3+	2	12	14	2	[90]
Special Rules: Fearless, Mindthirst, Stealthy, Wild Charge(D3) Traits: Nightmare									

Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Blizzard Range: 30" Magical Missile	Blast (D3), Frostbite, Piercing (1).
Drain Life Range: 6" CC	Piercing (1). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any points of damage are scored, choose either the caster or a single Friendly unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.
Enthral Range: 18" Target	For each hit scored, instead of causing damage, the target enemy unit is pulled 1" directly forward if the spellcaster is in the target unit's front arc, directly sideways (on the side of 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 1mm away from enemy units (so it is not Engaged) or just in contact with Blocking Terrain and friendly units. This spell has no effect on units with Speed 0.
Lightning Bolt Range: 24" Magical Missile	Piercing (1)
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.
Wind Blast Range: 18" Target	For each hit scored, instead of causing damage, the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways (on the side opposite 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 just out of contact with enemy units (so it is not Engaged) or just in contact with Blocking Terrain and friendly units. This spell has no effect on Speed 0 units.

Artefact	Description
Crown of the Wizard King	The hero gains an additional 6" range on all of its spells that target friendly units.
Zephyr Crown	The unit gains the Wind Blast (5) spell, or if the unit already has a Wind Blast spell, its value is increased by 3.