

# night stalkers mo. insmouth welcoming commite

1150 / 1150 VALID

## 1st Battalion

<b>Banshee [2]</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	10	6+	-	4+	1	1	12	2	[230]
Ej Periscope									[5]
Enthral (7)									[0]
Wind Blast (7)									[0]
Wither and Perish(3)									[35]
<b>Special Rules:</b> Dread, Fearless, Fly, Individual, Mindthirst, Stealthy, Yielding, Leaper, Screaming Symphony <b>Traits:</b> Spellcaster									

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

<b>Doppelgangers</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	10	17	2	[170]
Aegis of the Elohi									[15]
<b>Special Rules:</b> Mindthirst, Stealthy, Iron Resolve, Doppelganger									

<b>Butchers</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	4+	-	5+	2	16	18	3	[195]
Blade of Slashing									[5]
<b>Special Rules:</b> Crushing Strength(2),Mindthirst, Retaliate!, Stealthy <b>Traits:</b> Nightmare									

<b>Shadowhounds</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	10	4+	-	4+	2	20	16	3	[215]
Sir Jesse's Boots of Striding									[15]
<b>Special Rules:</b> Mindthirst, Nimble, Regeneration(5+),Stealthy, Thunderous Charge(1) <b>Traits:</b> Nightmare									

<b>Phantoms</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Regiment	10	4+	-	4+	2	15	16	2	[160]
Healing Brew									[5]
<b>Special Rules:</b> Fly, Mindthirst, Stealthy									

**Total Units:** 6      **Total Unit Strength:** 11  
**Total Points:** 1150

Command Order	Target	Description
Screamshard	3	Units with the Nightmare Trait only. The unit gains Lifeleech (+n),where n is the number of successful dice rolled to issue this order.
Planeshifter	4	The unit gains the Pathfinder special rule until the start of its next Turn.

Special Rule	Description
Cloak of Death	In the Movement Phase, after this unit has completed its order, all enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Doppelganger	When this unit attacks an enemy unit in Combat, it may opt to use the enemy's profile for its Combat 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.
Dread	While within 6" of this unit, enemy units have -1 to their Nerve value, 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.

Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Individual	This rule is explained on page 42.
Iron Resolve (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
Lifefeech (n)	When this unit completes its to-hit and to-damage rolls in 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).
Mindthirst	If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring special rule and it is Wavered or 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-point while executing a Charge! order.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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.
Retaliate!	If a unit starts its Turn Engaged with two or more enemy units, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one of those enemy units. A unit with this special rule can never be ordered to Withdraw!
Screaming Symphony	The Banshee may cast either its Enthral or Windblast spell twice in each of its Turns, on two different targets within 6" of each other. Both spells do damage as normal for each hit scored, in addition to moving the target.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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.
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
<b>Enthral</b> 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.
<b>Wind Blast</b> 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.
<b>Wither and Perish</b> Range: 12" CC	Blast (D3). 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 hits are scored, the target unit has a -1 modifier when rolling to damage enemy units until the end of their next Turn (any rolls the unit makes of a natural 6 will still cause damage, however). Multiple castings of this spell, or combining it with Weakness, do not cause additional modifiers.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Aegis of the Elohi	The unit gains the Iron Resolve (+1) special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.