Evil Dreams Black Country

2300 / 2300 VALID

1st Battalion

Void Lurker	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	**11**	3+	-	4+	2	10	19	5	[270]
Brew of Haste									[20]
Special Rules: *Crushing Strength(2),Fly, Regeneration(5+),Stealthy, Thunderous Charge(1),Mindthirst*									

Horror [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	3+	1	1	13	2	[90]
Bane Chant (2)									[20]
Special Rules: *Individual, Mindthirst, Stealthy, Yielding* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	6	5+	-	3+	1	1	13	2	[90]
Bane Chant (2)									[20]
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),Rallying, Stealthy, Thunderous Charge(1),Vicious(Combat),Mindthirst*									

Doppelgangers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	10	17	2	[155]
Special Rules: *Mindthirst, Stealthy, Doppelganger*									
Core Inf Regiment	5	5+	-	4+	2	10	17	2	[155]
Special Rules: *Mindthirst, Stealthy, Doppelganger*									

Reapers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	3+	-	4+	2	20	16	2	[175]
Blade of Slashing									[5]
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*									

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*									

Shadowhounds	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	10	4+	-	4+	2	20	16	3	[200]
Special Rules: *Mindthirst, Nimble, Regeneration(5+),Stealthy, Thunderous Charge(1)* ***Traits:*** *Nightmare*									

Soulflayers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist 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)*									

Terror	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	6	3+	-	4+	2	12	18	5	[240]
Special Rules: *Crushing Strength(1),Ensnare, Fearless, Rampage(8),Regeneration(4+),Stealthy, Strider, Mindthirst*									

Total Units: 14 **Total Unit Strength:** 25
Total Points: 2300

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for

		an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Screamshard	3	Units without the Regeneration special rule. The unit gains Lifeleech (n+1),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.
Ensnare	In Combat, attacks against this unit’s front suffer an additional -1 to hit.
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.
Lifeleech (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.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
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!
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 (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.
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
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Brew of Haste	This unit increases its Speed stat by +1.