

1st Battalion

Void Lurker	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	4+	2	10	19	5	[250]
Special Rules: <i>Crushing Strength(2), Fly, Regeneration(5+), Stealthy, Thunderous Charge(1), Mindthirst</i>									

Horror [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	3+	1	1	13	2	[135]
Banner of Command									[20]
Bane Chant (2)									[20]
Celestial Restoration(2)									[25]
Special Rules: <i>Individual, Mindthirst, Stealthy, Yielding Traits: Spellcaster</i>									
Champion Hero (Inf)	6	5+	-	3+	1	1	13	2	[115]
Shroud of the Saint									[25]
Heal (3)									
Bane Chant (2)									[20]
Special Rules: <i>Individual, Mindthirst, Stealthy, Yielding Traits: Spellcaster</i>									

Butchers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	4+	-	5+	2	16	18	3	[200]
Hann's Sanguinary Scripture									[10]
Special Rules: <i>Crushing Strength(2), Mindthirst, Retaliate!, Stealthy, Lifeleech(1) Traits: Nightmare</i>									
Core Lrg Inf Regiment	6	4+	-	5+	2	16	18	3	[205]
Aegis of the Elohi									[15]
Special Rules: <i>Crushing Strength(2), Mindthirst, Retaliate!, Stealthy, Iron Resolve Traits: Nightmare</i>									
Core Lrg Inf Regiment	6	4+	-	5+	2	16	18	3	[190]
Special Rules: <i>Crushing Strength(2), Mindthirst, Retaliate!, Stealthy Traits: Nightmare</i>									

Shadowhounds	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Cav Troop	10	4+	-	4+	1	10	13	3	[140]
Special Rules: <i>Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1) Traits: Nightmare</i>									

Phantoms	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Troop	10	4+	-	4+	1	12	12	2	[125]
Special Rules: <i>Fly, Mindthirst, Stealthy</i>									

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: <i>Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1)</i>									
Specialist Lrg Cav Troop	8	3+	-	4+	1	12	15	4	[185]
Wind Blast (5)									[0]
Special Rules: <i>Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1)</i>									

Mind-screech	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	6	4+	-	4+	2	5	15	5	[165]
Drain Life (6)									[0]
Lightning Bolt (6)									[0]
Wind Blast (6)									[0]
Special Rules: <i>Fly, Mindthirst, Stealthy</i>									
Support Mon	6	4+	-	4+	2	5	15	5	[165]
Drain Life (6)									[0]
Lightning Bolt (6)									[0]
Wind Blast (6)									[0]
Special Rules: <i>Fly, Mindthirst, Stealthy</i>									

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

Total Units:
Total Points:

13
2300

Total Unit Strength:

20

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
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.
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.
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.
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.
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.
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.
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.
Drain Life Range: 6"	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

CC within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.

Heal For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Range: 12"
Friendly, Self, CC

Lightning Bolt Piercing (1)
Range: 24"
Magical Missile

Wind Blast 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.
Range: 18"
Target

Artefact	Description
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Aegis of the Elohi	The unit gains the Iron Resolve (+1) special rule.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.
Shroud of the Saint	The hero gains the Heal (3) spell, or if the hero already has a Heal spell, its value is increased by 2.