

Pumpkin Slice

Nightstalkers [1000]

1000 / 1000 VALID

Blood Worms	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Legion [290]	5	4+	-	4+	5	40	25/28	2	[290]
Special Rules: Fury, Lifeleech(2),Mindthirst, Stealthy Keywords: Beast, Nightmare									

Reapers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [190]	6	3+	-	4+	3	20	14/16	2	[190]
Special Rules: Crushing Strength(1),Mindthirst, Stealthy Keywords: Nightmare, Reaper									

Terror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [240]	6	3+	-	4+	2	12	18/19	6	[240]
Special Rules: Crushing Strength(1),Ensnare, Mindthirst, Rampage(8),Regeneration(4+),Stealthy, Strider Keywords: Abomination, Nightmare									

Shade	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [135]	10	3+	-	5+	0	5	11/13	2	[135]
Special Rules: Command, Crushing Strength(1),Dread, Fly, Individual, Mindthirst, Stealthy Keywords: Phantasm									

Banshee	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [145]	10	6+	-	4+	0	1	-/12	2	[145]
Enthral (5)									[0]
Wind Blast (5)									[0]
Special Rules: Command, Dread, Fly, Individual, Mindthirst, Stealthy, Banshee's Wail Keywords: Phantasm									

Total Units:5Total Unit Strength:10

Total Primary Core Points:1000 (100.0%)

Custom Rule	Description
Banshee's Wail	While casting Wind Blast or Enthral, in addition to moving the target, roll to damage for each hit scored.
Resonant Chorus	Once per turn, after casting its Windblast or Enthral spell, the Banshee may immediately cast the same spell again on a different target within 6" of the original target (following all the usual target selection rules)

Special Rule	Description
Banshee's Wail	While casting Wind Blast or Enthral, in addition to moving the target, roll to damage for each hit scored.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, 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	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
Lifeleech	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. Lifeleech 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.
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.
Resonant Chorus	Once per turn, after casting its Windblast or Enthral spell, the Banshee may immediately cast the same spell again on a different target within 6” of the original target (following all the usual target selection rules)
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.

Spell	Description	Special Rules
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward 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 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	
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.	