Steve Evans

2000 / 2000 VALID

1st Battalion

Banshee [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	10	6+	-	4+	1	1	12	2	[190]
Enthral (7)									[0]
Wind Blast (7)									[0]
Special Rules: *Dread, Fearless, Fly, Individual, Mindthirst, Stealthy, Yielding, Screaming Symphony* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	10	6+	-	4+	1	1	12	2	[190]
Enthral (7)									[0]
Wind Blast (7)									[0]
Special Rules: *Dread, Fearless, Fly, Individual, Mindthirst, Stealthy, Yielding, Screaming Symphony* ***Traits:*** *Spellcaster*									

Doppelgangers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	**4+**	-	4+	2	10	17	2	[200]
Brew of Sharpness									[45]
Special Rules: *Mindthirst, Stealthy, Doppelganger*									
Core Inf Regiment	5	5+	-	4+	2	10	17	2	[170]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Mindthirst, Stealthy, Doppelganger*									

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*									

Tormentors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Troop	7	3+	-	3+	1	12	12	2	[140]
Special Rules: *Crushing Strength(1),Fly, Leaper, Mindthirst, Stealthy, Strider* ***Traits:*** *Nightmare*									
Specialist Inf Troop	7	3+	-	3+	1	12	12	2	[140]
Special Rules: *Crushing Strength(1),Fly, Leaper, Mindthirst, Stealthy, Strider* ***Traits:*** *Nightmare*									

Phantoms	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Regiment	10	4+	-	4+	2	15	16	2	[155]
Special Rules: *Fly, Mindthirst, Stealthy*									
Specialist Hvy Inf Regiment	10	4+	-	4+	2	15	16	2	[155]
Special Rules: *Fly, Mindthirst, Stealthy*									

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*									
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: 12 **Total Unit Strength:** 20
Total Points: 2000

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
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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
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.
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.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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**
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.
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
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.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.