

1st Battalion

Portal of Despair [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Ti Heal (5.) Special Rules: Dread, Fearless, Radiance of Life, Very Inspiring, Visions from the Void Traits: Spellcaster	5	4+	-	5+	2	3	16	5	[215] [0]

Horror [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf) Bane Chant (2) Weakness (2) Special Rules: Individual, Mindthirst, Stealthy, Yielding Traits: Spellcaster	6	5+	-	3+	1	1	13	2	[105] [20] [15]

Butcher Fleshripper [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf) Special Rules: Crushing Strength(2), Fearless, Mindthirst, Retaliate!, Stealthy	6	3+	-	5+	1	6	15	3	[165]

Reapers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment Special Rules: Crushing Strength(1), Mindthirst, Stealthy Traits: Nightmare	6	3+	-	4+	2	20	16	2	[170]

Scarecrows	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde Special Rules: Fearless, Mindthirst, Stealthy, Wild Charge(D3) Traits: Nightmare	4	5+	-	3+	4	25	21	2	[140]

Butchers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop Special Rules: Crushing Strength(2), Mindthirst, Retaliate!, Stealthy Traits: Nightmare	6	4+	-	5+	1	8	15	3	[140]
Core Lrg Inf Troop Special Rules: Crushing Strength(2), Mindthirst, Retaliate!, Stealthy Traits: Nightmare	6	4+	-	5+	1	8	15	3	[140]
Core Lrg Inf Regiment Special Rules: Crushing Strength(2), Mindthirst, Retaliate!, Stealthy Traits: Nightmare	6	4+	-	5+	2	16	18	3	[190]

Tormentors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Troop Special Rules: Crushing Strength(1), Fly, Leaper, Mindthirst, Stealthy, Strider Traits: Nightmare	7	3+	-	3+	1	12	12	2	[140]
Specialist Inf Regiment Special Rules: Crushing Strength(1), Fly, Leaper, Mindthirst, Stealthy, Strider Traits: Nightmare	7	3+	-	3+	2	15	16	2	[175]

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

Soulflayers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Troop Wind Blast (5) Special Rules: Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1)	8	3+	-	4+	1	12	15	4	[185] [0]

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

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

Total Units:
Total Points:

14
2295

Total Unit Strength:

23

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.
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.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6" of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
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.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring.
Visions from the Void	As long as this unit is present and in play on the table, at the start of each of your Ranged phases you may select a single friendly unit on the battlefield regardless of range or Line of Sight. The selected unit is granted the Inspiring special rule until the start of your next Turn.
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.
Drain Life Range: 6" CC	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 within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Lightning Bolt Range: 24" Magical Missile	Piercing (1)
Weakness Range: 24" CC	If any hits are scored, instead of causing damage, the target unit is Weakened until the end of its next Turn. Weakened units have a -1 modifier when rolling to damage enemy units (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no 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.