

1st Battalion

Esenyshra [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	10	3+	-	5+	2	5	13	2	[295]
Enthral (7)									[0]
Host Shadowbeast(8)									[30]
Special Rules: <i>Crushing Strength(3),Dread, Fearless, Fly, Individual, Mindthirst, Stealthy, Strider, Beguilement</i> Traits: Spellcaster									

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

2nd 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	[90]
Bane Chant (2)									[20]
Special Rules: <i>Individual, Mindthirst, Stealthy, Yielding</i> Traits: Spellcaster									

Scarecrows	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	5+	-	3+	2	12	14	2	[90]
Special Rules: <i>Fearless, Mindthirst, Stealthy, Wild Charge(D3)</i> Traits: Nightmare									
Core Inf Regiment	4	5+	-	3+	2	12	14	2	[90]
Special Rules: <i>Fearless, Mindthirst, Stealthy, Wild Charge(D3)</i> Traits: Nightmare									

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

Needle-fangs	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	7	5+	-	2+	1	12	11	1	[80]
Special Rules: <i>Fly, Height(1),Mindthirst, Pathfinder, Stealthy</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)</i> Traits: Nightmare									

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</i> Traits: Cronebound									

Total Units: 14
Total Points: 2285

Total Unit Strength: 24

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
Beguilement	If Esenyshra's Enthral spell causes enough hits that an enemy unit would be able to move into contact with Esenyshra, she aligns to the contacting facing, moving as close to the centre as possible. Esenyshra counts as having charged and will attack the unit in the Combat Phase. The moved unit doesn't have to take a Nerve test for any damage it might have taken in the Ranged phase.
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.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
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.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
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.
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.

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.

Host Shadowbeast

Range: 12"

CC, Self, Friendly

Hero/Inf, Hero/Cav only

This spell can be used even if the model is Engaged. For each hit scored, instead of causing damage, until the start of its following Turn, the target may make an additional attack when attacking in Combat. These attacks are rolled separately from their normal attacks and always hit on a 3+, with the Crushing Strength (3) special rule. These attacks are never doubled or trebled or affected by artefacts, spells or any other special rules (including additional Crushing Strength above 3). A spellcaster may cast Host Shadowbeast onto themselves and can do so even when Engaged with an enemy unit. Multiple castings on the same target have no additional effect.