

1st Battalion

The Voidtalon [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Sarah] Champion Hero (Mon)	8	3+	-	4+	2	6	14	5	[180]
Special Rules: Cloak of Death, Dread, Fly, Lifeleech(1),Rallying, Stealthy, Thunderous Charge(1),Vicious(Combat),Mindthirst									

Reapers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Brraaaack] Core Inf Regiment	6	3+	-	4+	2	20	16	2	[185]
Sir Jesse's Boots of Striding									[15]
Special Rules: Crushing Strength(1),Mindthirst, Stealthy Traits: Nightmare									
[Frxxxxacs] Core Inf Regiment	6	3+	-	4+	2	20	16	2	[175]
Fire-Oil									[5]
Special Rules: Crushing Strength(1 / +1 vs. units with Regeneration),Mindthirst, Stealthy, Piercing(+1 vs. units with Regeneration) Traits: Nightmare									
[Shaaaackmnszz] Core Inf Regiment	6	3+	-	4+	2	20	16	2	[170]
Special Rules: Crushing Strength(1),Mindthirst, Stealthy Traits: Nightmare									
[Rfrrrrrrckt] Core Inf Regiment	6	3+	-	4+	2	20	16	2	[170]
Special Rules: Crushing Strength(1),Mindthirst, Stealthy Traits: Nightmare									

Butchers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Qurwark] Core Lrg Inf Regiment	6	4+	-	5+	2	16	18	3	[195]
Blade of Slashing									[5]
Special Rules: Crushing Strength(2),Mindthirst, Retaliate!, Stealthy Traits: Nightmare									
[Sweep] Core Lrg Inf Regiment	6	4+	-	5+	2	16	18	3	[190]
Special Rules: Crushing Strength(2),Mindthirst, Retaliate!, Stealthy Traits: Nightmare									
[Fwlwalth] Core Lrg Inf Regiment	6	4+	-	5+	2	16	18	3	[190]
Special Rules: Crushing Strength(2),Mindthirst, Retaliate!, Stealthy Traits: Nightmare									
[Bluuuyrpy] Core Lrg Inf Regiment	6	4+	-	5+	2	16	18	3	[190]
Special Rules: Crushing Strength(2),Mindthirst, Retaliate!, Stealthy Traits: Nightmare									

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

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

Total Units:	14	Total Unit Strength:	26
Total Points:	2300		

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	
Cloak of Death	In the Movement Phase, after this unit has completed its order, all enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.	
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.	
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).	
Lifefeech (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.	
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.	
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1), a roll of 4 would become a roll of 5.	
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.	
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.	
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.	
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.	

Spell	Description
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.
Lightning Bolt Range: 24" Magical Missile	Piercing (1)
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
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 vs. units with Regeneration) and the Piercing special rule (+1 vs. units with Regeneration).
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.