

1st 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>									

Doppelgangers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	10	17	2	[155]
Special Rules: <i>Mindthirst, Stealthy, Doppelganger</i>									

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 Traits: Nightmare</i>									
Core Inf Regiment	6	3+	-	4+	2	20	16	2	[170]
Special Rules: <i>Crushing Strength(1), Mindthirst, Stealthy Traits: Nightmare</i>									
Core Inf Regiment	6	3+	-	4+	2	20	16	2	[170]
Special Rules: <i>Crushing Strength(1), Mindthirst, Stealthy Traits: Nightmare</i>									
Core Inf Regiment	6	3+	-	4+	2	20	16	2	[170]
Special Rules: <i>Crushing Strength(1), Mindthirst, Stealthy Traits: Nightmare</i>									

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) Traits: Nightmare</i>									
Core Inf Regiment	4	5+	-	3+	2	12	14	2	[90]
Special Rules: <i>Fearless, Mindthirst, Stealthy, Wild Charge(D3) Traits: Nightmare</i>									

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 Traits: Nightmare</i>									
Core Lrg Inf Regiment	6	4+	-	5+	2	16	18	3	[190]
Special Rules: <i>Crushing Strength(2), Mindthirst, Retaliate!, Stealthy Traits: Nightmare</i>									

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) Traits: Nightmare</i>									

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

Total Units: 13 Total Unit Strength: 22
Total Points: 2000

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.
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.

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).
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.
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.
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!

Spell	Description
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.