Nightstalker 2750 Point List, Chuck Williams

2750 / 2750 VALID

1st Battalion

Void Lurker	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	**11**	3+	-	4+	2	10	19	5	[270]
Brew of Haste									[20]
Special Rules: *Crushing Strength(2),Fly, Regeneration(5+),Stealthy, Thunderous Charge(1),Mindthirst*									

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*									
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*									

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: *Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1)*									
Specialist Lrg Cav Troop	8	3+	-	4+	1	12	15	4	[185]
Wind Blast (5)									[0]
Special Rules: *Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1)*									
Specialist Lrg Cav Troop	8	3+	-	4+	1	12	15	4	[185]
Wind Blast (5)									[0]
Special Rules: *Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1)*									
Specialist Lrg Cav Troop	8	3+	-	4+	1	12	15	4	[185]
Wind Blast (5)									[0]
Special Rules: *Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1)*									

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*									

2nd Battalion

Void Lurker	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	4+	2	10	19	5	[265]
Mead of Madness									[15]
Special Rules: *Crushing Strength(2),Fly, Regeneration(5+),Stealthy, Thunderous Charge(1),Mindthirst, Wild Charge(1)*									

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*									

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: *Fly, Height(1),Mindthirst, Pathfinder, Stealthy*									

Soulflayers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Cav Troop	8	3+	-	4+	1	12	15	4	[190]
Blade of Slashing									[5]
Wind Blast (5)									[0]
Special Rules: *Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1)*									
Specialist Lrg Cav Troop	8	3+	-	4+	1	12	15	4	[185]
Wind Blast (5)									[0]
Special Rules: *Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1)*									

Total Units:	17	**Total Unit Strength:**	27
Total Points:	2750		

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.
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).
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.
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.
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!

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.

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.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Brew of Haste	This unit increases its Speed stat by +1.