

GEORGE KIRKE CLASH OF KINGS



NIGHTSTALKERS

EVIL

Scarecrows

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	5	-	3	2	3	30	-/21	[130]
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									
Horde(40)	4	5	-	3	2	3	30	-/21	[130]
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									

Doppelgangers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	3	10	15/17	145
Brew of Sharpness									
Doppelganger, Mindthirst, Stealthy Keywords: Nightmare									
									35
									[180]

Reapers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	4	2	3	25	14/16	210
Brew of Strength									
Crushing Strength (1), Mindthirst, Stealthy Keywords: Nightmare, Reaper									
									30
									[240]

Butchers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	16/18	205
Sir Jesse's Boots of Striding									
Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									
									15
									[220]

Planar Apparition

Monster
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	3	5	1	4	13/15	[165]
Crushing Strength (1), Dread, Ensnare, Mindthirst, Nimble, Regeneration (4+), Stealthy Spells: Heal (7), Mind Fog (2) Keywords: Phantasm									

Fiends

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	4	-	4	4	2	12	13/15	130
Blade of Slashing									
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare									
									5
									[135]
Regiment(3)	8	4	-	4	4	2	12	13/15	130
Mace of Crushing									
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare									
									5
									[135]

Portal of Despair[1]										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	6	1	3	-/16	[90]	
Dread, Visions from the Void Keywords: Construct, Shrine										
Dread-fiend										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	4	4	1	5	14/16	135	
Blade of the Beast Slayer										20
Crushing Strength (2), Dread, Mindthirst, Nimble, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare										[155]
1	8	3	-	4	4	1	5	14/16	135	
Staying Stone										5
Crushing Strength (2), Dread, Mindthirst, Nimble, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare										[140]
Void Lurker										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	6	1	10	17/19	270	
Chalice of Wrath										15
Crushing Strength (2), Fly, Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1) Keywords: Phantasm, Voracious										[285]
Horror										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	3	2	0	1	11/13	65	
The Scrying Gem										25
Aura (Vicious (Melee) - Infantry only)										30
Replace Lightning Bolt (3) with Bane Chant (2)										0
Weakness (2)										15
Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only) Spells: Bane Chant (2), Weakness (2) Keywords: Horror, Nightmare										[135]
Esenyshra, the Wailing Shadow [1]										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	2	0	5	-/13	[160]	
Beguilement, Crushing Strength (3), Dread, Fly, Individual, Mighty, Mindthirst, Stealthy, Strider Spells: Enthral (7) Keywords: Phantasm										

Total Unit Strength: 24
Total Core: 2300 (100%)

Total Units: 14



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.

Beguilement	If Esenyshra's Enthral spell causes enough hits that an enemy unit would be able to move into contact with Esenyshra herself, the normal 1" stopping restriction is lifted. After contact is made, Esenyshra may immediately charge and align against the enemy facing that was moved into contact with her. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Blade of the Beast Slayer	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Doppelganger	When this unit attacks an enemy unit in melee, it may opt to use the Enemy's profile for its melee 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 granted after the decision on which stats to use).
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Enthral	Spell: 18", Enemy - For each hit scored, the target Enemy unit is pulled 1" directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward 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 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34 (page 30 in gamers edition)
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Mind Fog	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. Modifiers: Shattering
Mindthirst	If this unit is within 12" of an enemy unit with the <i>Inspiring</i> or <i>Very Inspiring</i> special rule and it is 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 while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, 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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Staying Stone	The unit gains +1 to its Wavering stat value.
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.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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 Core unit on the battlefield regardless of range or line of sight. The selected unit is granted the <i>Inspiring</i> special rule until the start of your next turn. Note: Base size cannot be increased beyond 75x75mm.
Weakness	Spell: 24", Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of a natural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

