



## NIGHTSTALKERS

EVIL

### Scarecrows

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	5	-	3	2	2	15	-/14	[80]
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									
Legion(60)	4	5	-	3	2	4	35	-/27	[190]
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									

### Reapers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	3	-	4	2	1	20	10/12	[135]
Crushing Strength (1), Mindthirst, Stealthy Keywords: Nightmare, Reaper									
Regiment(20)	6	3	-	4	2	3	25	14/16	[210]
Crushing Strength (1), Mindthirst, Stealthy Keywords: Nightmare, Reaper									
Regiment(20)	6	3	-	4	2	3	25	14/16	210 5 [215]
Staying Stone									
Crushing Strength (1), Mindthirst, Stealthy Keywords: Nightmare, Reaper									

### Shadowhounds\*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	-	4	2	1	10	11/13	[125]
Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1) Keywords: Beast, Nightmare									

### Needle-fangs\*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	5	-	2	1	1	12	9/11	80 20 [100]
Brew of Haste									
Fly, Mindthirst, Nimble, Stealthy, Strider Keywords: Beast, Nightmare, Warp Pixies									

### Mind-screech

Monster Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	4	5	1	5	13/15	[150]
Fly, Mindthirst, Nimble, Pathfinder, Stealthy Spells: Lightning Bolt (6), Mind Fog (6), Wind Blast (6) Keywords: Insidious, Nightmare									
1	6	4	-	4	5	1	5	13/15	[150]
Fly, Mindthirst, Nimble, Pathfinder, Stealthy Spells: Lightning Bolt (6), Mind Fog (6), Wind Blast (6) Keywords: Insidious, Nightmare									

### Soulflayers\*

Large Cavalry Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	3	-	4	4	2	12	13/15	165 40 [205]
Wine of Elvenkind									
Crushing Strength (1), Fly, Mindthirst, Stealthy, Thunderous Charge (1) Spells: Wind Blast (5) Keywords: Nightmare									

Shadow-hulk										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	6	1	D6+6	-/20	[225]	
Crushing Strength (3), Mindthirst, Slayer (Melee - D3), Stealthy, Strider										
Keywords: Abomination, Cyclops, Giant										
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	
Blade of Slashing										5
Crushing Strength (2), Fly, Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1)										[275]
Keywords: Phantasm, Voracious										
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	
Sacred Horn										15
Aura (Vicious (Melee) - Infantry only)										30
Replace Lightning Bolt (3) with Bane Chant (2)										0
Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only)										[110]
Spells: Bane Chant (2)										
Keywords: Horror, Nightmare										

Total Unit Strength: 24

Total Units: 14

Total Core: 2300 (100%)



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Bane Chant</b>	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.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brew of Haste</b>	This unit increases its Speed stat by +1.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fly</b>	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.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Mind Fog</b>	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
<b>Mindthirst</b>	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.
<b>Nimble</b>	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.
<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
<b>Regeneration</b>	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.
<b>Sacred Horn</b>	The unit gains as additional 3" range to all of its Auras.
<b>Slayer</b>	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks.
<b>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Thunderous Charge</b>	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).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

<b>Wild Charge</b>	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.
<b>Wind Blast</b>	Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from 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 1" away from enemy units or just out of contact with blocking terrains and friends. This spell has no effect on Speed 0 units.
<b>Wine of Elvenkind</b>	The unit gains the <i>Nimble</i> special rule.