



## NIGHTSTALKERS

EVIL

### Doppelgangers

Infantry

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

### 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									
Regiment(20)	6	3	-	4	2	3	25	14/16	210
Helm of the Drunken Ram									
Crushing Strength (1), Mindthirst, Stealthy Keywords: Nightmare, Reaper									

### Butchers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	5	3	2	9	13/15	[125]
Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									
Horde(6)	6	4	-	5	3	3	18	16/18	205
Brew of Sharpness									
Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									

### 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									

### Soulflyers\*

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
Sir Jesse's Boots of Striding									
Crushing Strength (1), Fly, Mindthirst, Stealthy, Thunderous Charge (1) Spells: Wind Blast (5) Keywords: Nightmare									
Regiment(3)	10	3	-	4	4	2	12	13/15	165
Maccwar's Potion of the Caterpillar									
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									

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
Gain Radiance of Life									35
Dread, Visions from the Void, Radiance of Life									[125]
Keywords: Construct, Shrine									
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									
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: 22

Total Units: 12

Total Core: 2300 (100%)



## SPECIAL RULES AND SPELLS:

<b>Beguilement</b>	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.
<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 Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Doppelganger</b>	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 and penalties granted by magic artefacts, spells, terrain or other sources after the decision on which stats to use.
<b>Dread</b>	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.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Enthral</b>	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.
<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>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Helm of the Drunken Ram</b>	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<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>Radiance of Life</b>	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
<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>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<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>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>Visions from the Void</b>	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 Inspiring special rule until the start of your next turn. Note: Base size cannot be increased beyond 75x75mm.
<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.