

 Nightstalkers [2345]

Doppelgangers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160]	5	5+	-	4+	3	10	15/17	2	[145]
Chalice of Wrath									[15]
Special Rules: Mindthirst, Stealthy, Doppelganger, Fury Keywords: Nightmare									

Scarecrows	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [125]	4	5+	-	3+	3	25	-/21	2	[125]
Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie									

Blood Worms	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [120]	5	4+	-	4+	3	15	12/15	2	[120]
Special Rules: Fury, Lifeleech(2), Mindthirst, Stealthy Keywords: Beast, Nightmare									

Phantoms*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [160]	10	4+	-	4+	3	15	-/16	2	[160]
Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm									

Butchers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [125]	6	4+	-	5+	2	9	13/15	3	[125]
Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									
Lrg Inf Horde [205]	6	4+	-	5+	3	18	16/18	3	[205]
Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									
Lrg Inf Horde [250]	6	3+	-	5+	3	18	16/18	3	[205]
Brew of Sharpness									[45]
Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									

Shadowhounds*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [205]	10	4+	-	4+	3	20	14/16	2	[190]
Sir Jesse's Boots of Striding									[15]
Special Rules: Ferocious Charge, Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1) Keywords: Beast, Nightmare									
Cav Regiment [190]	10	4+	-	4+	3	20	14/16	2	[190]
Special Rules: Ferocious Charge, Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1) Keywords: Beast, Nightmare									

Mind-screech	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [150]	6	4+	-	4+	1	5	13/15	4	[150]
Planar Apparition									[0]
Heal (7)									
Mind Fog (2)									
Special Rules: Fly, Mindthirst, Nimble, Stealthy, Radiance of Life Keywords: Insidious, Nightmare									
Mon 1 [150]	6	4+	-	4+	1	5	13/15	4	[150]
Singing Aberration									[0]
Lightning Bolt (6)									
Mind Fog (6)									
Wind Blast (6)									
Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Insidious, Nightmare									

Terror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [240]	6	3+	-	4+	2	12	18/19	6	[240]
Special Rules: Crushing Strength(1), Ensnare, Mindthirst, Rampage(8), Regeneration(4+), Stealthy, Strider Keywords: Abomination, Nightmare									

Banshee	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [170]	10	6+	-	4+	0	1	-/12	2	[145]
Resonant Chorus									[25]
Enthral (5)									[0]
Wind Blast (5)									[0]
Special Rules: Command, Dread, Fly, Individual, Mindthirst, Stealthy, Banshee's Wail Keywords: Phantasm									

Horror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [95]	6	5+	-	3+	0	1	11/13	2	[45]
Aura (Vicious (Melee) - Infantry only)									[30]
Bane Chant (2)									[20]
Special Rules: Command, Individual, Mindthirst, Stealthy, Aura(Vicious (Melee - Infantry only)) Keywords: Horror, Nightmare									

Total Units: 14 **Total Unit Strength:** 30
Total Primary Core Points: 2345 (100.0%)

Custom Rule	Description
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 and penalties granted by magic artefacts, spells, terrain or other sources after the decision on which stats to use.
Banshee's Wail	While casting Wind Blast or Enthral, in addition to moving the target, roll to damage for each hit scored.
Resonant Chorus	Once per turn, after casting its Windblast or Enthral spell, the Banshee may immediately cast the same spell again on a different target within 6" of the original target (following all the usual target selection rules)

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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 Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Ferocious Charge	Unless Disordered, on a Turn in which this unit makes an Unhindered Charge it receives a +1 To Hit modifier in combat. This unit may not benefit from the effects of Pathfinder or Strider.
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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Lifefeech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifefeech has a maximum total of 3.
Mindthirst	If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Radiance of Life	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. Note that Radiance of Life may have a further qualifier, in which case Radiance of Life will only remove damage from units with that name or Keyword in addition to the unit with the Radiance of Life Special Rule itself.

Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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	All Melee hits inflicted 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 Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
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 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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch 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.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Mind Fog Range: 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.	Shattering
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch 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 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	

Artefact	Description
Chalice of Wrath	The unit gains the Fury special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.