

Night-Stalkers (Evil)								
Scarecrows								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	-	3+	15	-/14	80	Mindthirst, Shambling, Stealthy
Regiment(20)	5	5+	-	3+	15	-/14	80	Mindthirst, Shambling, Stealthy
Phantoms								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	10	4+	-	5+	12	-/12	130	Base Size: (25x25mm), Crushing Strength (1), Fly, Mindthirst, Shambling, Stealthy
Troop(10)	10	4+	-	5+	12	-/12	130	Base Size: (25x25mm), Crushing Strength (1), Fly, Mindthirst, Shambling, Stealthy
- Orcish Skullpole							5	
Butchers								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	18	-/18	220	Crushing Strength (2), Mindthirst, Shambling, Stealthy
- Blessing of the Gods							25	
Horde(6)	6	4+	-	5+	18	-/18	220	Crushing Strength (2), Mindthirst, Shambling, Stealthy
- Chant of Hate							25	
Terror								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	3+	15	-/20	255	Base Size: (75x75mm), Crushing Strength (1), Ensnare, Mindthirst, Regeneration (4+), Shambling, Stealthy
Horror								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	6+	-	3+	1	10/13	90	Hero (Inf), Bane-chant (2), Individual, Mindthirst, Stealthy, Surge (8)
- Bane Chant (2)							15	
- Myrddin's Amulet of the Fire-heart							10	
Void Lurker								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	4+	10	17/19	260	Hero (Mon), Crushing Strength (2), Fly, Mindthirst, Regeneration (5+), Thunderous Charge (1)
- Whip of Celerity							10	
(1)	10	3+	-	4+	10	17/19	260	Hero (Mon), Crushing Strength (2), Fly, Mindthirst, Regeneration (5+), Thunderous Charge (1)
- Brew of Haste							15	
Butcher Fleshripper								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	5+	4	-/14	110	Hero (LrgInf), Blizzard (2),

- Blizzard (2) (L)
- Heart-seeking Chant



Crushing Strength (2), Mindthirst,
Nimble, Stealthy, Surge (3)

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- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Blessing of the Gods** The unit has the Elite special rule.
- Blizzard** 36" Range, Blast (D6). Indirect.
- Brew of Haste** The unit has +1 Speed.
- Chant of Hate** The unit has the Vicious special rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Heart-seeking Chant** The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.
- Individual**
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
 Move Individuals have the Nimble special rule.
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Mindthirst** If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring special rule and is Routed, the opponent must re-roll that Nerve test. The second result stands. In addition, a Night-stalker army may not take the Inspiring Talisman magic artefact.
- Myrddin's Amulet of** Once per game, after using a ranged attack or spell, this unit may immediately use another different ranged attack or spell it possesses, against the same or a different target.

the Fire-heart

- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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.
- Orcish Skullpole** The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
- Regeneration (4+)** Every time this unit receives an 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 4+, the unit recovers a point of damage.
- Regeneration (5+)** Every time this unit receives an 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 5+, the unit recovers a point of damage.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
- Thunderous Charge** All melee hits inflicted by the 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 1 when Hindered.
- Whip of Celerity** While declaring and measuring a charge, the unit has an additional 1" added onto their maximum charge distance. For example, a unit with Speed 5 has a maximum charge distance of 11".