

(Kin) (Evil)								
Gargoyles*								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	10	4+	-	3+	8	8/10	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious
Dark Knights								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	18	14/16	210	Thunderous Charge (2), Vicious
- Maccwar's Potion of the Caterpillar							20	
Darkscythe Chariots								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	4+	4+	4+	18	16/18	210	Base Size: (50x100mm), Light crossbows, Thunderous Charge (2), Vicious
- Heart-seeking Chant							30	
Horde(6)	7	4+	4+	4+	18	16/18	210	Base Size: (50x100mm), Light crossbows, Thunderous Charge (2), Vicious
Fiends*								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	8	4+	-	4+	24	15/18	200	Crushing Strength (1), Mindthirst, Stealthy, Vicious
- Orcish Skullpole							5	
Dark Lord on Black Dragon								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	10	17/19	310	Hero (Mon), Crushing Strength (3), Fly, Inspiring, Lightning Bolt (5), Vicious
- Brew of Haste							15	
Army Standard Bearer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	5+	-	4+	1	10/12	50	Hero (Cav), Individual, Inspiring, Vicious
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15	
- Lute of Insatiable Darkness							25	
Ba'su'su the Vile[1]								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	8	14/16	220	Hero (Inf), Base Size: (25x25mm), Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles only), Regeneration (5+), Vicious
							1600	

Brew of Haste	The unit has +1 Speed.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
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.
Inspiring	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Light crossbows	Treat as bow. Range 24".
Lightning Bolt	Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Lute of Insatiable Darkness	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
Maccwar's Potion of the Caterpillar	The unit has the Pathfinder 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.
Orcish	The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the

- Skullpole** 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 (3+)** 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 3+, 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.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.