

<b>Night-Stalkers (Evil)</b>								
<b>Spectres</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	6+	4+	3+	8	11/14	100	Firebolts, Mindthirst, Pathfinder, Piercing (1), Stealthy
Troop(10)	6	6+	4+	3+	8	11/14	100	Firebolts, Mindthirst, Pathfinder, Piercing (1), Stealthy
<b>Blood Worms</b>								
								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	4+	30	18/21	200	Lifeleech (2), Mindthirst, Stealthy
<b>Reapers</b>								
								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	3+	-	4+	20	11/14	155	Crushing Strength (1), Mindthirst, Stealthy
Troop(10)	5	3+	-	4+	20	11/14	155	Crushing Strength (1), Mindthirst, Stealthy
Troop(10)	5	3+	-	4+	20	11/14	155	Crushing Strength (1), Mindthirst, Stealthy
Troop(10)	5	3+	-	4+	20	11/14	155	Crushing Strength (1), Mindthirst, Stealthy
<b>Scarecrows</b>								
								<b>Infantry</b>
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
<b>Needle-fangs*</b>								
								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	5	5+	-	3+	12	10/13	85	Height (0), Mindthirst, Pathfinder, Stealthy, Vanguard
Regiment(3)	5	5+	-	3+	12	10/13	85	Height (0), Mindthirst, Pathfinder, Stealthy, Vanguard
Regiment(3)	5	5+	-	3+	12	10/13	85	Height (0), Mindthirst, Pathfinder, Stealthy, Vanguard
<b>Fiends</b>								
								<b>Large Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	8	4+	-	4+	12	12/15	130	Crushing Strength (1), Mindthirst, Stealthy, Vicious
Regiment(3)	8	4+	-	4+	12	12/15	130	Crushing Strength (1), Mindthirst, Stealthy, Vicious
<b>Shade</b>								
								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	5	11/13	145	Hero (Inf), Crushing Strength (1), Fly, Individual, Mindthirst, Stealthy
- Pipes of Terror							15	
(1)	10	3+	-	5+	5	11/13	145	Hero (Inf), Crushing Strength (1), Fly, Individual, Mindthirst, Stealthy

<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Firebolts</b>	Range 18".
<b>Fly</b>	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.
<b>Individual</b>	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.
<b>Lifefeech</b>	In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
<b>Mindthirst</b>	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.
<b>Pathfinder</b>	The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
<b>Piercing</b>	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Pipes of Terror</b>	The unit has the Brutal special rule.
<b>Shambling</b>	The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
<b>Stealthy</b>	Enemies shooting against the unit suffer an additional -1 to hit modifier.
<b>Vanguard</b>	The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
<b>Vicious</b>	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.