

<b>Night-Stalkers (Evil)</b>								
<b>Spectres</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	6+	4+	3+	10	14/17	140	Firebolts, Mindthirst, Pathfinder, Piercing (1), Stealthy
<b>Scarecrows</b>								
								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	-	3+	30	-/21	130	Mindthirst, Shambling, Stealthy
<b>Phantoms</b>								
								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	10	4+	-	5+	15	-/16	185	Base Size: (25x25mm), Crushing Strength (1), Fly, 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
<b>Butchers</b>								
								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	4+	-	5+	9	-/15	145	Crushing Strength (2), Mindthirst, Shambling, Stealthy
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	
<b>Shadowhounds*</b>								
								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	9	4+	-	4+	20	14/17	200	Height (1), Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1)
<b>Mind-screech</b>								
								<b>Monster</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	6+	4+	4+	12	14/17	230	Firebolts, Height (2), Mindthirst, Pathfinder, Piercing (3), Stealthy
<b>Horror</b>								
								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	6+	-	3+	1	10/13	90	Hero (Inf), Drain Life (6), Individual, Mindthirst, Stealthy, Surge (8)
- Drain Life (6)							25	
- Myrddin's Amulet of the Fire-heart							10	
(1)	7	6+	-	3+	1	10/13	90	Hero (Inf), Individual, Mindthirst, Stealthy, Surge (8), Weakness (2)
- Weakness (2)							20	
<b>Banshee</b>								
								<b>Hero (Inf)</b>

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	6+	-	4+	1	-/13	135	Hero (Inf), Fly, Individual, Mindthirst, Stealthy, Wind Blast (7)
- Kaba's Holy Hand Grenades							25	
							<u>2000</u>	

<b>Blessing of the Gods</b>	The unit has the Elite special rule.
<b>Chant of Hate</b>	The unit has the Vicious special rule.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.
<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>	<p>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.</p> <p>Move Individuals have the Nimble special rule.</p> <p>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.</p> <p>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.</p>
<b>Kaba's Holy Hand Grenades</b>	The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of modifiers. The attack also has the Blast (D6) and Piercing (2) special rule.
<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>Myrddin's Amulet of the Fire-heart</b>	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.
<b>Nimble</b>	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.

- Pathfinder** 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.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to 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.
- Vanguard** 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.
- Weakness** 24" Range. May target enemy units that are engaged in combat. Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage however). This effect only applies once – multiple castings on the same target have no effect.
- Wind Blast** Spell. Range 18". Hits don't inflict damage. Instead, each hit pushes the target enemy unit 1" directly backwards if the caster is in the target unit's front arc, directly sideways and away from the caster if the caster is in either of the target unit's flank arcs, or directly forwards if the caster 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 friends. This spell has no effect on units with a speed of 0.