Night-Stalkers (Evil)

Phantoms   Infantry

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
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Horror   Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	6+	-	3+	1	10/13	90	Hero (Inf), Alchemist's Curse (10), Individual, Mindthirst, Stealthy, Surge (8)
- Alchemist's Curse (10) (L)							30	
- Boots of Levitation							30	

Dread-fiend   Hero (LrgCav)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	4+	5	14/17	120	Hero (LrgCav), Crushing Strength (2), Mindthirst, Nimble, Stealthy, Vicious
- Healing Brew							5	
(1)	8	3+	-	4+	5	14/17	120	Hero (LrgCav), Crushing Strength (2), Mindthirst, Nimble, Stealthy, Vicious
- Staying Stone							5	
(1)	8	3+	-	4+	5	14/17	120	Hero (LrgCav), Crushing Strength (2), Mindthirst, Nimble, Stealthy, Vicious

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Alchemist's Curse	12" Range. Instead of rolling to damage as normal, each roll under the target's Defence, including rolls of a 1, cause a point of damage. This roll cannot be re-rolled or modified in any way. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Boots of Levitation	This artefact can only be used by Heroes. The Hero can Advance and then shoot as if it had Halted that turn. It can also move At the Double and shoot as if it had Advanced that turn.
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.
Healing Brew	Once per game, when given an order, this unit may remove D2 points of damage previously suffered.
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 additionals -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.
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.
Shambling	The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
Staying Stone	The unit has +1 to its Waver/Nerve value.
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.

Vicious   Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.