

Paul Burke

Nightstalkers (Evil)

Scarecrows									Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Legion(60)	4	5	-	3	2	4	35	-/27	190
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									
Fiends									Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	8	4	-	4	4	3	24	16/18	215
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare									
Butchers									Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	-/18	205
Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare									
Scarecrows									Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	5	-	3	2	2	15	-/14	80
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									
Regiment(20)	4	5	-	3	2	2	15	-/14	80
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									
Regiment(20)	4	5	-	3	2	2	15	-/14	80
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									
Fiends									Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	4	-	4	4	2	12	13/15	130
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare									
Reapers									Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	3	-	4	2	1	20	10/12	135
Crushing Strength (1), Mindthirst, Stealthy Keywords: Nightmare, Reaper									
Troop(10)	6	3	-	4	2	1	20	10/12	135
Crushing Strength (1), Mindthirst, Stealthy Keywords: Nightmare, Reaper									
Shadowhounds*									Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	4	-	4	2	3	20	14/16	190
Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1) Keywords: Beast, Nightmare									
Phantoms*									Heavy Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	10	4	-	4	2	3	15	-/16	160
Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm									

Terror										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	3	6	1	10	-/19	250	
Crushing Strength (2), Ensnare, Mindthirst, Regeneration (4+), Stealthy, Strider Keywords: Abomination, Nightmare										
1	7	3	-	3	6	1	10	-/19	250	
Crushing Strength (2), Ensnare, Mindthirst, Regeneration (4+), Stealthy, Strider Keywords: Abomination, Nightmare										
Mind-screech										Monster Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	4	5	1	5	13/15	150	
Fly, Mindthirst, Nimble, Pathfinder, Stealthy Spells: Lightning Bolt (6), Mind Fog (6), Wind Blast (6) Keywords: Insidious, Nightmare										

Special Rules and Spells:

Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Mind Fog	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.
Mindthirst	If this unit is within 12" of an enemy unit with the <i>Inspiring</i> or <i>Very Inspiring</i> special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Regeneration (4+)	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Regeneration (5+)	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and recuses this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.
Wind Blast	Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrains and friends. This spell has no effect on Speed 0 units.