



NIGHTSTALKERS

EVIL

Scarecrows

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	5	-	3	2	3	30	-/21	[130]
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									

Doppelgangers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	3	10	15/17	145
Brew of Sharpness									
Doppelganger, Mindthirst, Stealthy Keywords: Nightmare									
									35
									[180]

Reapers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	4	2	3	25	14/16	210
Brew of Strength									
Crushing Strength (1), Mindthirst, Stealthy Keywords: Nightmare, Reaper									
									30
									[240]

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									
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									

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									
Regiment(3)	8	4	-	4	4	2	12	13/15	[130]
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare									
Regiment(3)	8	4	-	4	4	2	12	13/15	[130]
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare									
Regiment(3)	8	4	-	4	4	2	12	13/15	[130]
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare									

Shade

Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	2	0	5	11/13	135
Blade of the Beast Slayer									
									20
									[155]
Crushing Strength (1), Dread, Fly, Individual, Mindthirst, Stealthy Keywords: Phantasm									

Horror									Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	3	2	0	1	11/13	65
Conjurer's Staff Aura (Vicious (Melee) - Infantry only) Bane Chant (2)									10
Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only) Spells: Lightning Bolt (3), Bane Chant (2) Keywords: Horror, Nightmare									30
									20
									[125]

Total Unit Strength: 19
Total Core: 1650 (100%)

Total Units: 11



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blade of the Beast Slayer	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Doppelganger	When this unit attacks an enemy unit in melee, it may opt to use the Enemy's profile for its melee attacks instead of its own. If it does so then it uses the Enemy unit's Melee stat, Attacks stat and Crushing Strength value for that turn instead of its own. Any magical artefacts the Enemy unit has are ignored. The Doppelgangers themselves may still use a magic artefact as normal if they have one (apply any bonuses granted after the decision on which stats to use).
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
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.
Individual	See page 34.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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.