

THE HORDE



NIGHTSTALKERS

EVIL

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										
Horde(40)	4	5	-	3	2	3	30	-/21	130 5 [135]	
Screamshard										
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	130 5 [135]	
Screamshard										
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	130 5 [135]	
Screamshard										
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	130 5 [135]	
Screamshard										
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	130 5 [135]	
Screamshard										
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	130 5 [135]	
Screamshard										
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	130 5 [135]	
Screamshard										
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	130 5 [130]	
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	130 5 [130]	
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	130 50 [180]	
Crystal Pendent of Retribution										
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										

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										
Portal of Despair[1]										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	6	1	3	-/16	[90]	
Dread, Visions from the Void Keywords: Construct, Shrine										
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	
Aura (Vicious (Melee) - Infantry only) Replace Lightning Bolt (3) with Bane Chant (2)										30
Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only) Spells: Bane Chant (2) Keywords: Horror, Nightmare										0
										[95]
1	6	5	-	3	2	0	1	11/13	65	
Sacred Horn Aura (Vicious (Melee) - Infantry only) Replace Lightning Bolt (3) with Bane Chant (2)										15
Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only) Spells: Bane Chant (2) Keywords: Horror, Nightmare										30
										0
										[110]
Esenyshra, the Wailing Shadow [1]										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	2	0	5	-/13	[160]	
Beguilement, Crushing Strength (3), Dread, Fly, Individual, Mighty, Mindthirst, Stealthy, Strider Spells: Entral (7) Keywords: Phantasm										

Total Unit Strength: 37
Total Core: 2300 (100%)

Total Units: 18



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.
Beguilement	If Esenyshra's Entral spell causes enough hits that an enemy unit would be able to move into contact with Esenyshra herself, the normal 1" stopping restriction is lifted. After contact is made, Esenyshra may immediately charge and align against the enemy facing that was moved into contact with her. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Crystal Pendent of Retribution	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at <i>Piercing</i> (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, because they are deterred by the huge explosion.

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.
Enthral	Spell: 18", Enemy - For each hit scored, the target Enemy unit is pulled 1" directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward 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 Terrain and Friendly units. This spell has no effect on units with Speed 0.
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 (page 30 in gamers edition)
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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. Modifiers: <i>Shattering</i>
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.
Sacred Horn	The unit gains an additional 3" range to all of its Auras.
Screamshard	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the Lifeleech (+2) special rule for the remainder of the turn. The unit's Screamshard is then destroyed and cannot be used again for the remainder of the game.
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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Visions from the Void	As long as this unit is present and in play on the table, at the start of each of your Ranged Phases you may select a single Friendly Core unit on the battlefield regardless of range or line of sight. The selected unit is granted the <i>Inspiring</i> special rule until the start of your next turn. Note: Base size cannot be increased beyond 75x75mm.
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.