



NIGHTSTALKERS

EVIL

Reapers

Infantry

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

Needle-fangs*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	5	-	2	1	1	12	9/11	[80]
Fly, Mindthirst, Nimble, Stealthy, Strider Keywords: Beast, Nightmare, Warp Pixies									

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									
Horde(6)	8	4	-	4	4	3	24	16/18	[215]
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare									

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									

Void Lurker

Hero (Ttn)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	4	6	1	10	17/19	[270]
Crushing Strength (2), Fly, Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1) Keywords: Phantasm, Voracious									
1	10	3	-	4	6	1	10	17/19	[270]
Crushing Strength (2), Fly, Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1) Keywords: Phantasm, Voracious									

Reaper Souldrinker

Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	4	2	0	5	10/12	65
Wings of Honeymaze 40									
Aura (Life Leech (+1) - Reaper only), Crushing Strength (1), Duelist, Individual, Mindthirst, Stealthy Keywords: Nightmare, Reaper									
									[105]



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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
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.
Individual	See page 34.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. <i>Lifeleech</i> has a maximum total of 3.
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.
Regeneration	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 reduces 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.
Wings of Honeymaze	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.