



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
Blessing of the Gods Screamshard									30 5
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									[165]

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									

Spectres

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	6	5	3	2	2	10	13/15	[120]
Mindthirst, Pathfinder, Stealthy Shadowbolts (18", Piercing (1)) Keywords: Phantasm									

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									
Regiment(10)	9	4	-	4	2	3	20	14/16	[190]
Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1) Keywords: Beast, Nightmare									

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									

Butchers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	5	3	2	9	-/15	[125]
Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare									
Horde(6)	6	4	-	5	3	3	18	-/18	205
Maccwar's Potion of the Caterpillar									20
									[225]
Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare									
Horde(6)	6	4	-	5	3	3	18	-/18	205
Hann's Sanguinary Scripture									10
Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare									[215]

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										
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										
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	
Sacred Horn Aura (Vicious (Melee) - Infantry only) Bane Chant (2)										15
Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only) Spells: Lightning Bolt (3), Bane Chant (2) Keywords: Horror, Nightmare										30
										20
										[130]

Total Unit Strength: 25
Total Core: 2000 (100%)

Total Units: 12



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.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
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.
Hann's Sanguinary Scripture	The unit gains the <i>Lifeleech</i> (+1) special rule.
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.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.

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.
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).
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.