

## Nightstalkers [3000]

Doppelgangers									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (20)[165]</b>	5	5+	-	4+	3	10	15/17	2	[145]
Blessing of the Gods									[20]
<b>Special Rules:</b> Mindthirst, Stealthy, Doppelganger, Elite									
<b>Keywords:</b> Nightmare									
Scarecrows									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Horde (40)[130]</b>	4	5+	-	3+	3	30	-/21	2	[130]
<b>Special Rules:</b> Mindthirst, Stealthy, Wild Charge(D3)									
<b>Keywords:</b> Expendable, Nightmare, Zombie									
<b>Horde (40)[130]</b>	4	5+	-	3+	3	30	-/21	2	[130]
<b>Special Rules:</b> Mindthirst, Stealthy, Wild Charge(D3)									
<b>Keywords:</b> Expendable, Nightmare, Zombie									
<b>Horde (40)[130]</b>	4	5+	-	3+	3	30	-/21	2	[130]
<b>Special Rules:</b> Mindthirst, Stealthy, Wild Charge(D3)									
<b>Keywords:</b> Expendable, Nightmare, Zombie									
Butchers									Large Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Horde (6)[250]</b>	6	3+	-	5+	3	18	16/18	3	[205]
Brew of Sharpness									[45]
<b>Special Rules:</b> Crushing Strength(2),Fury, Mindthirst, Stealthy									
<b>Keywords:</b> Abomination, Nightmare									
<b>Horde (6)[205]</b>	6	4+	-	5+	3	18	16/18	3	[205]
<b>Special Rules:</b> Crushing Strength(2),Fury, Mindthirst, Stealthy									
<b>Keywords:</b> Abomination, Nightmare									
Soulflayers*									Large Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (3)[180]</b>	10	3+	-	4+	2	12	13/15	4	[165]
Helm of the Drunken Ram									[15]
Wind Blast (5)									[0]
<b>Special Rules:</b> Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(2)									
<b>Keywords:</b> Nightmare									
<b>Regiment (3)[185]</b>	10	3+	-	4+	2	12	13/15	4	[165]
Maccwar's Potion of the Caterpillar									[20]
Wind Blast (5)									[0]
<b>Special Rules:</b> Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1),Pathfinder									
<b>Keywords:</b> Nightmare									
<b>Regiment (3)[180]</b>	10	3+	-	4+	2	12	13/15	4	[165]
Sir Jesse's Boots of Striding									[15]
Wind Blast (5)									[0]
<b>Special Rules:</b> Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1)									
<b>Keywords:</b> Nightmare									

**Planar Apparition** Monster

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1</b> [165]	7	3+	-	3+	1	4	13/15	5	[165]
Heal (7) Mind Fog (2) <b>Special Rules:</b> Crushing Strength(1),Dread, Ensnare, Mindthirst, Nimble, Regeneration(4+),Stealthy <b>Keywords:</b> Phantasm									

**Mind-screech** Monster

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1</b> [150]	6	4+	-	4+	1	5	13/15	5	[150]
Lightning Bolt (6) Mind Fog (6) Wind Blast (6) <b>Special Rules:</b> Fly, Mindthirst, Nimble, Pathfinder, Stealthy <b>Keywords:</b> Insidious, Nightmare									
<b>1</b> [150]	6	4+	-	4+	1	5	13/15	5	[150]
Lightning Bolt (6) Mind Fog (6) Wind Blast (6) <b>Special Rules:</b> Fly, Mindthirst, Nimble, Pathfinder, Stealthy <b>Keywords:</b> Insidious, Nightmare									
<b>1</b> [150]	6	4+	-	4+	1	5	13/15	5	[150]
Lightning Bolt (6) Mind Fog (6) Wind Blast (6) <b>Special Rules:</b> Fly, Mindthirst, Nimble, Pathfinder, Stealthy <b>Keywords:</b> Insidious, Nightmare									

**Horror Riftweavers** Monster

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1</b> [110]	6	3+	-	3+	1	D6+6	11/13	2	[110]
<b>Special Rules:</b> Aura(Spellward),Crushing Strength(1),Dread, Mindthirst, Nimble, Stealthy <b>Keywords:</b> Horror, Nightmare									
<b>1</b> [110]	6	3+	-	3+	1	D6+6	11/13	2	[110]
<b>Special Rules:</b> Aura(Spellward),Crushing Strength(1),Dread, Mindthirst, Nimble, Stealthy <b>Keywords:</b> Horror, Nightmare									

**Shadow-hulk** Titan

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1</b> [225]	6	3+	-	5+	1	D6+6	-/20	6	[225]
<b>Special Rules:</b> Crushing Strength(3),Mindthirst, Slayer(Melee D3),Stealthy, Strider <b>Keywords:</b> Abomination, Cyclops, Giant									
<b>1</b> [225]	6	3+	-	5+	1	D6+6	-/20	6	[225]
<b>Special Rules:</b> Crushing Strength(3),Mindthirst, Slayer(Melee D3),Stealthy, Strider <b>Keywords:</b> Abomination, Cyclops, Giant									

**Esenyshra, the Wailing Shadow [1]** Hero (Infantry)

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1</b> Spellcaster 2 [160]	10	3+	-	5+	0	5	-/13	2	[160]
Enthral (7) <b>Special Rules:</b> Crushing Strength(3),Dread, Fly, Individual, Mighty, Mindthirst, Stealthy, Strider, Beguilement <b>Keywords:</b> Phantasm									

<b>Total Units:</b>	18	<b>Total Unit Strength:</b>	32
<b>Total Primary Core Points:</b>	3000		
	(100.0%)		
<b>Artefacts Points:</b>	115		
<b>Troops &amp; Irregulars:</b>	3		
<b>Regiments:</b>	1		
<b>Infantry Hordes &amp; Legions:</b>	3		
<b>Large Infantry Hordes:</b>	2		
<b>Monsters:</b>	6		
<b>Titans:</b>	2		
<b>Heros:</b>	1		
<b>Slots:</b> Any(1),Hero Only(3),War Engine Only(3),Monster/Titan Only(3),Large+ Horde Unlocks(4),Large+ Legion Unlocks(0)			

Custom Rule	Description
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 and penalties granted by magic artefacts, spells, terrain or other sources after the decision on which stats to use.
Beguilement	If Esenyshra's Enthral 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.

Special Rule	Description
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.
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 Dread - multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.

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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See page 34 (page 30 in gamers edition)
Mighty	Individuals with the Mighty special rule are no longer Yielding.
Mindthirst	If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring 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. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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 Crushing Strength (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 Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (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.

Spell

Description

Special Rules

<b>Enthral</b> Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled linch 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.	
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
<b>Mind Fog</b> Range: 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.	Shattering
<b>Wind Blast</b> Range: 18" Enemy	For each hit the target enemy unit is pushed linch 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 linch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	

Artefact	Description
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.
Sir Jesse's Boots of Striding	Once per game, this unit gains the Strider special rule until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.
Maccwar's Potion of the Caterpillar	This unit gains the Pathfinder special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.