



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									
Horde(40)	4	5	-	3	2	3	30	-/21	[130]
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									
Horde(40)	4	5	-	3	2	3	30	-/21	[130]
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									
Horde(40)	4	5	-	3	2	3	30	-/21	[130]
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									

Reapers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	3	-	4	2	1	20	10/12	135
Skirmisher's Boots									
									10
									[145]
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									

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									
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									

Horror Riftweavers

Monster

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

Soulflayers*										Large Cavalry Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	10	3	-	4	4	2	12	13/15	165	
Blade of Slashing										5
Crushing Strength (1), Fly, Mindthirst, Stealthy, Thunderous Charge (1)										[170]
Spells: Wind Blast (5)										
Keywords: Nightmare										
Regiment(3)	10	3	-	4	4	2	12	13/15	165	
Mace of Crushing										5
Crushing Strength (1), Fly, Mindthirst, Stealthy, Thunderous Charge (1)										[170]
Spells: Wind Blast (5)										
Keywords: Nightmare										
Regiment(3)	10	3	-	4	4	2	12	13/15	[165]	
Crushing Strength (1), Fly, Mindthirst, Stealthy, Thunderous Charge (1)										
Spells: Wind Blast (5)										
Keywords: Nightmare										
Dread-fiend										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	4	4	1	5	14/16	[135]	
Crushing Strength (2), Dread, Mindthirst, Nimble, Stealthy, Vicious (Melee)										
Keywords: Cunning, Nightmare										
1	8	3	-	4	4	1	5	14/16	[135]	
Crushing Strength (2), Dread, Mindthirst, Nimble, Stealthy, Vicious (Melee)										
Keywords: Cunning, Nightmare										
Butcher Fleshripper										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	5	-/14	[110]	
Crushing Strength (2), Mindthirst, Nimble, Stealthy										
Keywords: Abomination, Nightmare										
1	6	3	-	5	3	1	5	-/14	[110]	
Crushing Strength (2), Mindthirst, Nimble, Stealthy										
Keywords: Abomination, Nightmare										

Total Unit Strength: 28
Total Core: 2300 (100%)

Total Units: 17



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.
Blade of Slashing	Whenever the unit rolls to hit in Melee, 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.
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.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
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.
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.
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.
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.