


Nightstalkers [1995]

Doppelgangers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [145] <i>Special Rules: Mindthirst, Stealthy, Doppelganger</i> Keywords: Nightmare	5	5+	-	4+	3	10	15/17	2	[145]
Inf Regiment [145] <i>Special Rules: Mindthirst, Stealthy, Doppelganger</i> Keywords: Nightmare	5	5+	-	4+	3	10	15/17	2	[145]
Inf Regiment [145] <i>Special Rules: Mindthirst, Stealthy, Doppelganger</i> Keywords: Nightmare	5	5+	-	4+	3	10	15/17	2	[145]

Reapers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [125] <i>Special Rules: Crushing Strength(1), Mindthirst, Stealthy</i> Keywords: Nightmare, Reaper	6	3+	-	4+	1	15	10/12	2	[125]

Butchers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [125] <i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy</i> Keywords: Abomination, Nightmare	6	4+	-	5+	2	9	13/15	3	[125]
Lrg Inf Regiment [125] <i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy</i> Keywords: Abomination, Nightmare	6	4+	-	5+	2	9	13/15	3	[125]

Shadowhounds*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [125] <i>Special Rules: Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1), Ferocious Charge</i> Keywords: Beast, Nightmare	10	4+	-	4+	1	10	11/13	2	[125]
Cav Troop [125] <i>Special Rules: Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1), Ferocious Charge</i> Keywords: Beast, Nightmare	10	4+	-	4+	1	10	11/13	2	[125]
Cav Troop [125] <i>Special Rules: Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1), Ferocious Charge</i> Keywords: Beast, Nightmare	10	4+	-	4+	1	10	11/13	2	[125]

Soulflayers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [165] Wind Blast (5) <i>Special Rules: Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1)</i> Keywords: Nightmare	8	3+	-	4+	2	12	13/15	4	[165] [0]
Lrg Cav Regiment [165] Wind Blast (5) <i>Special Rules: Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1)</i> Keywords: Nightmare	8	3+	-	4+	2	12	13/15	4	[165] [0]

Fiends	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [130] <i>Special Rules: Crushing Strength(1), Mindthirst, Stealthy, Vicious(Melee)</i> Keywords: Cunning, Nightmare	8	4+	-	4+	2	12	13/15	4	[130]

Mind-screech	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [150] Planar Apparition Heal (7) Mind Fog (2) <i>Special Rules: Fly, Mindthirst, Nimble, Stealthy, Radiance of Life</i> Keywords: Insidious, Nightmare	6	4+	-	4+	1	5	13/15	4	[150] [0]

Reaper Souldrinker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [80] <i>Special Rules: Aura(Life Leech (+1 - Reaper only)), Crushing Strength(1), Duelist, Individual, Mindthirst, Stealthy</i> Keywords: Nightmare, Reaper	6	3+	-	4+	0	5	10/12	2	[80]

Butcher Fleshripper	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [120] <i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Nimble, Stealthy</i> Keywords: Abomination, Nightmare	6	3+	-	5+	1	5	13/15	3	[120]

Total Units:

15

Total Unit Strength:

25

Total Primary Core Points:

1995 (100.0%)

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.

Ferocious Charge	Unless Disordered, on a turn in which this unit makes an Unhindered Charge it receives a +1 To Hit modifier in combat. This unit may not benefit from the effects of Pathfinder or Strider.
------------------	---

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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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. This includes Difficult Terrain the unit started in. 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 the Rules Chapter for Individuals
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
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.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Mind Fog 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
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch 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 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	