

Night-Stalkers (Evil)								
Spectres								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	6+	4+	3+	10	14/17	140	Firebolts, Mindthirst, Pathfinder, Piercing (1), Stealthy
Regiment(20)	6	6+	4+	3+	10	14/17	140	Firebolts, Mindthirst, Pathfinder, Piercing (1), Stealthy
Blood Worms								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Legion(60) - Blessing of the Gods	5	4+	-	4+	40	24/27	290	Lifefeech (2), Mindthirst, Stealthy 25
Legion(60) - Chant of Hate	5	4+	-	4+	40	24/27	290	Lifefeech (2), Mindthirst, Stealthy 25
Legion(60)	5	4+	-	4+	40	24/27	290	Lifefeech (2), Mindthirst, Stealthy
Legion(60)	5	4+	-	4+	40	24/27	290	Lifefeech (2), Mindthirst, Stealthy
Mind-screech								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	6+	4+	4+	12	14/17	230	Firebolts, Height (2), Mindthirst, Pathfinder, Piercing (3), Stealthy
(1)	5	6+	4+	4+	12	14/17	230	Firebolts, Height (2), Mindthirst, Pathfinder, Piercing (3), Stealthy
Shadow-Hulk								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	4+	9	-/20	170	Base Size: (75x75mm), Crushing Strength (3), Mindthirst, Strider
Screamer								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	6+	-	4+	3	11/14	115	Height (2), Lightning Bolt (5), Mindthirst, Stealthy
(1)	4	6+	-	4+	3	11/14	115	Height (2), Lightning Bolt (5), Mindthirst, Stealthy
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- Blessing of the Gods** The unit has the Elite special rule.
- Chant of Hate** The unit has the Vicious special rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Firebolts** Range 18".
- Lifefeech** In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Mindthirst** If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring special rule and is Routed, the opponent must re-roll that Nerve test. The second result stands.
In addition, a Night-stalker army may not take the Inspiring Talisman magic artefact.
- Pathfinder** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Strider** The unit never suffers the penalty for Hindered charges.