



NIGHTSTALKERS

EVIL

Scarecrows

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	5	-	3	2	2	15	-/14	[80]
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									

Butchers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	5	3	2	9	13/15	[125]
Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									
Regiment(3)	6	4	-	5	3	2	9	13/15	[125]
Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									

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									

Fiends

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	8	4	-	4	4	3	24	16/18	215
Helm of the Drunken Ram 20 [235]									
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare									
Horde(6)	8	4	-	4	4	3	24	16/18	215
Sir Jesse's Boots of Striding 15 [230]									
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare									

Soulflyers*

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]
Crushing Strength (1), Fly, Mindthirst, Stealthy, Thunderous Charge (1) 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									
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									
1	6	3	-	5	3	1	5	-/14	[110]
Crushing Strength (2), Mindthirst, Nimble, Stealthy Keywords: Abomination, Nightmare									

Total Unit Strength: 32
Total Core: 2600 (100%)

Total Units: 18



SPECIAL RULES AND SPELLS:

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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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 <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.