



NIGHTSTALKERS

EVIL

Phantoms*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10) Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm	10	4	-	4	2	1	12	-/12	[105]
Troop(10) Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm	10	4	-	4	2	1	12	-/12	[105]
Troop(10) Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm	10	4	-	4	2	1	12	-/12	[105]

Butchers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6) Healing Brew Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare	6	4	-	5	3	3	18	16/18	205 5 [210]
Horde(6) Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare	6	4	-	5	3	3	18	16/18	[205]
Horde(6) Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare	6	4	-	5	3	3	18	16/18	[205]
Horde(6) Mace of Crushing Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare	6	4	-	5	3	3	18	16/18	205 5 [210]

Mind-screech

Monster Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1 Fly, Mindthirst, Nimble, Pathfinder, Stealthy Spells: Lightning Bolt (6), Mind Fog (6), Wind Blast (6) Keywords: Insidious, Nightmare	6	4	-	4	5	1	5	13/15	[150]
1 Fly, Mindthirst, Nimble, Pathfinder, Stealthy Spells: Lightning Bolt (6), Mind Fog (6), Wind Blast (6) Keywords: Insidious, Nightmare	6	4	-	4	5	1	5	13/15	[150]

Planar Apparition

Monster Spellcaster: 0

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

Fiends

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6) Maccwar's Potion of the Caterpillar Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare	8	4	-	4	4	3	24	16/18	215 20 [235]

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	
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]	
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										
Portal of Despair[1]										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	6	1	3	-/16	[90]	
Dread, Visions from the Void										
Keywords: Construct, Shrine										

Total Unit Strength: 30
Total Core: 2600 (100%)

Total Units: 16



SPECIAL RULES AND SPELLS:

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.
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 <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.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.

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 <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.
Visions from the Void	As long as this unit is present and in play on the table, at the start of each of your Ranged Phases you may select a single Friendly Core unit on the battlefield regardless of range or line of sight. The selected unit is granted the Inspiring special rule until the start of your next turn. Note: Base size cannot be increased beyond 75x75mm.
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.