

# NIGHT NIGHT NIGHTSTALKERS



## 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
Crystal Pendent of Retribution									50
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									[180]
Horde(40)	4	5	-	3	2	3	30	-/21	130
Hann's Sanguinary Scripture									10
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									[140]

### Reapers

**Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	3	-	4	2	1	20	10/12	135
Blessing of the Gods									20
Crushing Strength (1), Mindthirst, Stealthy Keywords: Nightmare, Reaper									[155]

### Phantoms\*

**Heavy Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	4	2	1	12	-/12	105
Pipes of Terror									10
Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm									[115]

### Shadowhounds\*

**Cavalry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	4	-	4	2	3	20	14/16	190
Brew of Haste									20
Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1) Keywords: Beast, Nightmare									[210]
Regiment(10)	9	4	-	4	2	3	20	14/16	190
Mead of Madness									10
Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1) Keywords: Beast, Nightmare									[200]

### 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
Maccwar's Potion of the Caterpillar									20
Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									[145]
Horde(6)	6	4	-	5	3	3	18	16/18	205
Brew of Sharpness									45
Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									[250]

Horror Riftweavers										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	3	2	0	D6+6	11/13	[120]	
Crushing Strength (1), Dread, Individual, Mighty, Mindthirst, Stealthy Keywords: Horror, Nightmare										
Terror										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	3	6	1	10	-/19	[250]	
Crushing Strength (2), Ensnare, Mindthirst, Regeneration (4+), Stealthy, Strider Keywords: Abomination, Nightmare										
Horror										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	3	2	0	1	11/13	65	
Sacred Horn Aura (Vicious (Melee) - Infantry only) Replace Lightning Bolt (3) with Bane Chant (2)										15
Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only) Spells: Bane Chant (2) Keywords: Horror, Nightmare										30
										0
										[110]
Butcher Fleshripper										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	5	-/14	110	
War-Bow of Kaba										5
Crushing Strength (2), Mindthirst, Nimble, Stealthy Keywords: Abomination, Nightmare										[115]

Total Unit Strength: 21  
Total Core: 1990 (99.5%)

Total Units: 12



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Brew of Haste</b>	This unit increases its Speed stat by +1.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Crystal Pendent of Retribution</b>	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at <i>Piercing</i> (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, because they are deterred by the huge explosion.
<b>Dread</b>	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.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Fly</b>	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.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.

<b>Hann's Sanguinary Scripture</b>	The unit gains the <i>Lifeleech</i> (+1) special rule.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mead of Madness</b>	The unit gains the <i>Wild Charge</i> (+1) special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Mindthirst</b>	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.
<b>Nimble</b>	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.
<b>Pipes of Terror</b>	This unit gains the <i>Brutal</i> special rule.
<b>Regeneration</b>	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.
<b>Sacred Horn</b>	The unit gains an additional 3" range to all of its Auras.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Thunderous Charge</b>	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).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>War-Bow of Kaba</b>	The unit gains the following Ranged attack: War-Bow of Kaba: 24", Att: 1, Ra: 4+, <i>Piercing</i> (1), <i>Steady Aim</i> .
<b>Wild Charge</b>	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.