



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 |
| Aegis of the Elohi Screamshard | | | | | | | | | 15 |
| Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie | | | | | | | | | 5 |
| | | | | | | | | | [150] |
| Horde(40) | 4 | 5 | - | 3 | 2 | 3 | 30 | -/21 | 130 |
| Hann's Sanguinary Scripture Screamshard | | | | | | | | | 10 |
| Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie | | | | | | | | | 5 |
| | | | | | | | | | [145] |

Reapers

Infantry

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

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 |
|---|----|----|----|----|---|----|----|-------|-------|
| Horde(6) | 6 | 4 | - | 5 | 3 | 3 | 18 | 16/18 | 205 |
| Blessing of the Gods | | | | | | | | | 30 |
| Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare | | | | | | | | | [235] |
| 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] |

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 | |
| Helm of Confidence 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] | |
| 1 | 6 | 5 | - | 3 | 2 | 0 | 1 | 11/13 | 65 | |
| Inspiring Talisman Aura (Vicious (Melee) - Infantry only) Replace Lightning Bolt (3) with Bane Chant (2) | | | | | | | | | 20 | |
| Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only) Spells: Bane Chant (2) Keywords: Horror, Nightmare | | | | | | | | | 30 | |
| | | | | | | | | | 0 | |
| | | | | | | | | | [115] | |
| 1 | 6 | 5 | - | 3 | 2 | 0 | 1 | 11/13 | [65] | |
| Individual, Mindthirst, Stealthy Spells: Lightning Bolt (3) Keywords: Horror, Nightmare | | | | | | | | | | |

Total Unit Strength: 21
 Total Core: 2000 (100%)

Total Units: 12



SPECIAL RULES AND SPELLS:

| | |
|------------------------------------|---|
| Aegis of the Elohi | The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two. |
| 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. |
| Bane Chant | 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. |
| Blessing of the Gods | The unit gains the <i>Elite</i> special rule. |
| Brew of Haste | This unit increases its Speed stat by +1. |
| Brew of Sharpness | The unit has a +1 to hit modifier with Melee attacks. |
| Crushing Strength | All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage. |
| Ensnare | Melee attacks against the target unit's front suffer an additional -1 to hit. |
| Fury | While <i>Wavering</i> , this unit may still declare a Counter Charge. |
| Hann's Sanguinary Scripture | The unit gains the <i>Lifefeech</i> (+1) special rule. |
| Helm of Confidence | The unit gains the <i>Inspiring</i> (Self) special rule. |
| Individual | See page 34 (page 30 in gamers edition) |
| Inspiring Talisman | The unit gains the <i>Inspiring</i> special rule. |
| Lightning Bolt | Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover. |
| Mead of Madness | The unit gains the <i>Wild Charge</i> (+1) special rule. |
| 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. |
| 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. |
| Screamshard | Once per game, before the unit rolls to damage in melee, you may choose to give the unit the <i>Lifefeech</i> (+2) special rule for the remainder of the turn. The unit's Screamshard is then destroyed and cannot be used again for the remainder of the game. |
| Stealthy | Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier. |
| Strider | This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles. |

| | |
|--------------------------|---|
| 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. |
