

Ghostbusters

Night-Stalkers (Evil)

Reapers

Infantry

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	Gruesome Twosome	5	3+	-	4+	20	11/14	155	Crushing Strength (1), Mindthirst, Stealthy

Doppelgangers

Infantry

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	Galloping Ghouls	5	5+	-	4+	10	14/17	150	Doppelganger, Mindthirst, Stealthy

Butchers

Large Infantry

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	Boogaloo Manifestati	6	4+	-	5+	18	-/18	220	Crushing Strength (2), Mindthirst, Shambling, Stealthy

Terror

Monster

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
(1)	Stay-Puft Marshmallo	6	3+	-	3+	15	-/20	255	Crushing Strength (1), Ensnare, Mindthirst, Regeneration (4+), Shambling

Screamer

Monster

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
(1)	Slimer	4	6+	-	4+	3	11/14	115	Height (2), Lightning Bolt (5), Mindthirst, Stealthy

Horror

Hero (Inf)

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
(1)	Idulnas	7	6+	-	3+	1	10/13	90	Hero (Inf), Individual, Mindthirst, Stealthy, Surge (6)
- Bane Chant (2)								15	

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- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, for the rest of the turn all of the unit's melee and ranged attacks increase their Piercing and Crushing Strength
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Doppelganger** When this unit attacks an enemy unit in melee, it may opt to use the enemy's profile for its melee attacks instead of its own. If it does so then it uses the enemy unit's Melee stat, Attacks stat and Crushing Strength value for that turn instead of its own. Any magical artefacts the enemy unit has are ignored. The Doppelgangers themselves may still use a magic artefact as normal if they have one (apply any bonuses granted after the decision on which stats to use).
- Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
- Individual** Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines). Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6 directly forward
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal.
- 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.
- Regeneration (4+)** Every time this unit receives an 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 4+, the unit recovers a point of damage.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This spell has no effect on units with a speed of 0.