

 Nightstalkers [2300]

Scarecrows Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [125]	4	5+	-	3+	3	25	-/21	2	[125]
<i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>									
Horde (40) [125]	4	5+	-	3+	3	25	-/21	2	[125]
<i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>									
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<i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>									

Reapers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [125]	6	3+	-	4+	1	15	10/12	2	[125]
<i>Special Rules: Crushing Strength(1), Mindthirst, Stealthy Keywords: Nightmare, Reaper</i>									

Soulflayers* Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [180]	8	3+	-	4+	2	12	13/15	4	[165]
Sir Jesse's Boots of Striding									
Wind Blast (5)									
<i>Special Rules: Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1) Keywords: Nightmare</i>									
Regiment (3) [185]	8	3+	-	4+	2	12	13/15	4	[165]
Blessing of the Gods									
Wind Blast (5)									
<i>Special Rules: Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1), Elite Keywords: Nightmare</i>									
Regiment (3) [180]	8	3+	-	4+	2	12	13/15	4	[165]
Helm of the Drunken Ram									
Wind Blast (5)									
<i>Special Rules: Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(2) Keywords: Nightmare</i>									

Mind-screech Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [150]	6	4+	-	4+	1	5	13/15	4	[150]
Lightning Bolt (6)									
Mind Fog (6)									
Wind Blast (6)									
<i>Special Rules: Fly, Mindthirst, Nimble, Pathfinder, Stealthy Keywords: Insidious, Nightmare</i>									
1 [150]	6	4+	-	4+	1	5	13/15	4	[150]
Lightning Bolt (6)									
Mind Fog (6)									
Wind Blast (6)									
<i>Special Rules: Fly, Mindthirst, Nimble, Pathfinder, Stealthy Keywords: Insidious, Nightmare</i>									

Horror Riftweavers Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [110]	6	3+	-	3+	1	D6+6	11/13	2	[110]
<i>Special Rules: Crushing Strength(1), Dread, Mindthirst, Nimble, Spellward, Stealthy Keywords: Horror, Nightmare</i>									

Shadow-hulk Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [225]	6	3+	-	5+	1	D6+6	-/20	6	[225]
<i>Special Rules: Crushing Strength(3), Mindthirst, Slayer(Melee D3), Stealthy, Strider Keywords: Abomination, Cyclops, Giant</i>									

Butcher Fleshripper Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [120]	6	3+	-	5+	1	5	-/14	3	[110]
Torc of Dissonance									
<i>Special Rules: Crushing Strength(2), Mindthirst, Nimble, Stealthy Keywords: Abomination, Nightmare</i>									
1 [115]	6	3+	-	5+	1	5	-/14	3	[110]
Blade of Slashing									
<i>Special Rules: Crushing Strength(2), Mindthirst, Nimble, Stealthy Keywords: Abomination, Nightmare</i>									
1 [110]	6	3+	-	5+	1	5	-/14	3	[110]
<i>Special Rules: Crushing Strength(2), Mindthirst, Nimble, Stealthy Keywords: Abomination, Nightmare</i>									

Dread-fiend Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [150]	8	3+	-	4+	1	5	14/16	4	[135]
Trickster's Wand									
Hex (2)									
<i>Special Rules: Crushing Strength(2),Dread, Mindthirst, Nimble, Stealthy, Vicious(Melee) Keywords: Cunning, Nightmare</i>									

Total Units: 16 **Total Unit Strength:** 27
Total Primary Core Points: 2300 (100.0%)

Special Rule	Description
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 Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Mindthirst	If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
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 Crushing Strength (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 Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (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.

Spell	Description	Special Rules
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Mind Fog Range: 36"	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.	Shattering

Enemy

Wind Blast

Range: 18"

Enemy

For each hit the target enemy unit is pushed 1inch 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 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Torc of Dissonance	Once per game, at the start of your Ranged phase, choose an enemy unit with a spellcaster tier within 12". Choose one of the spells known to that unit. During the enemy player's following Turn, the unit may not use the chosen spell.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
Blessing of the Gods	The unit gains the Elite special rule.