



## Nightstalkers [1995]

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

| Phantoms*   | Sp | Me | Ra | De | US | Att | Ne   | Ht | Pts   |
|---|----|----|----|----|----|-----|------|----|-------|
| Hv Inf Troop [110]  | 10 | 4+ | -  | 4+ | 1  | 12  | -/12 | 2  | [105] |
| Liliana's Tear [5]  |    |    |    |    |    |     |      |    |       |
| <b>Special Rules:</b> Fly, Mindthirst, Nimble, Stealthy <b>Keywords:</b> Phantasm |    |    |    |    |    |     |      |    |       |

| Ravagers   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|--|----|----|----|----|----|-----|-------|----|-------|
| Lrg Inf Horde [265]  | 6  | 4+ | 4+ | 4+ | 3  | 18  | 16/18 | 3  | [235] |
| Blessing of the Gods [30]  |    |    |    |    |    |     |       |    |       |
| Void Cannons (12", Piercing(1),Steady Aim)   |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Crushing Strength(1),Mindthirst, Stealthy, Elite <b>Keywords:</b> Abomination, Nightmare |    |    |    |    |    |     |       |    |       |

| Soulflayers*  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|---|----|----|----|----|----|-----|-------|----|-------|
| Lrg Cav Regiment [165]  | 8  | 3+ | -  | 4+ | 2  | 12  | 13/15 | 4  | [165] |
| Wind Blast (5) [0]  |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1) <b>Keywords:</b> Nightmare |    |    |    |    |    |     |       |    |       |
| Lrg Cav Regiment [180]  | 8  | 3+ | -  | 4+ | 2  | 12  | 13/15 | 4  | [165] |
| Sir Jesse's Boots of Striding [15]  |    |    |    |    |    |     |       |    |       |
| Wind Blast (5) [0]  |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Crushing Strength(1),Fly, Mindthirst, Stealthy, Thunderous Charge(1) <b>Keywords:</b> Nightmare |    |    |    |    |    |     |       |    |       |

| Mind-screech  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|---|----|----|----|----|----|-----|-------|----|-------|
| Mon 1 [150]   | 6  | 4+ | -  | 4+ | 1  | 5   | 13/15 | 4  | [150] |
| Singing Aberration [0]  |    |    |    |    |    |     |       |    |       |
| Lightning Bolt (6)  |    |    |    |    |    |     |       |    |       |
| Mind Fog (6)  |    |    |    |    |    |     |       |    |       |
| Wind Blast (6)  |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Fly, Mindthirst, Nimble, Stealthy <b>Keywords:</b> Insidious, Nightmare                   |    |    |    |    |    |     |       |    |       |
| Mon 1 [150]   | 6  | 4+ | -  | 4+ | 1  | 5   | 13/15 | 4  | [150] |
| Planar Apparition [0]   |    |    |    |    |    |     |       |    |       |
| Heal (7)  |    |    |    |    |    |     |       |    |       |
| Mind Fog (2)  |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Fly, Mindthirst, Nimble, Stealthy, Radiance of Life <b>Keywords:</b> Insidious, Nightmare |    |    |    |    |    |     |       |    |       |

| Terror  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|---|----|----|----|----|----|-----|-------|----|-------|
| Titan 1 [240]   | 6  | 3+ | -  | 4+ | 2  | 12  | 18/19 | 6  | [240] |
| <b>Special Rules:</b> Crushing Strength(1),Ensnare, Mindthirst, Rampage(8),Regeneration(4+),Stealthy, Strider <b>Keywords:</b> Abomination, Nightmare |    |    |    |    |    |     |       |    |       |
| Titan 1 [240]   | 6  | 3+ | -  | 4+ | 2  | 12  | 18/19 | 6  | [240] |
| <b>Special Rules:</b> Crushing Strength(1),Ensnare, Mindthirst, Rampage(8),Regeneration(4+),Stealthy, Strider <b>Keywords:</b> Abomination, Nightmare |    |    |    |    |    |     |       |    |       |

| Horror  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts  |
|---|----|----|----|----|----|-----|-------|----|------|
| Hero (Inf) 1 Spellcaster 1 [85]   | 6  | 5+ | -  | 3+ | 0  | 1   | 11/13 | 2  | [45] |
| Lightning Bolt (3) [20]   |    |    |    |    |    |     |       |    |      |
| Bane Chant (2) [20]   |    |    |    |    |    |     |       |    |      |
| <b>Special Rules:</b> Individual, Mindthirst, Stealthy <b>Keywords:</b> Horror, Nightmare |    |    |    |    |    |     |       |    |      |

| Esenyshra, the Wailing Shadow [1]   | Sp | Me | Ra | De | US | Att | Ne   | Ht | Pts   |
|---|----|----|----|----|----|-----|------|----|-------|
| Hero (Inf) 1 Spellcaster 2 [160]  | 10 | 3+ | -  | 5+ | 0  | 5   | -/13 | 2  | [160] |
| Enthral (7) [0]   |    |    |    |    |    |     |      |    |       |
| <b>Special Rules:</b> Crushing Strength(3),Dread, Fly, Individual, Mighty, Mindthirst, Stealthy, Strider, Beguilement <b>Keywords:</b> Phantasm |    |    |    |    |    |     |      |    |       |

Total Units:

12

Total Unit Strength:

20

Total Primary Core Points:

1995 (100.0%)

| Custom Rule | Description   |
|-------------|---|
| Beguilement | If Esenyshra's Enthral spell causes enough hits that an enemy unit would be able to move into contact with Esenyshra herself, the normal 1" stopping restriction is lifted. After contact is made, Esenyshra may immediately charge and align against the enemy facing that was moved into contact with her. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. |

  

| 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.   |
| 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. This includes Difficult Terrain the unit started in. 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. |
| Individual        | See the Rules Chapter for Individuals  |
| Mighty            | Individuals with the Mighty special rule are no longer Yielding.   |
| 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.  |
| Piercing          | All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.   |
| Radiance of Life  | In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.   |
| Rampage           | When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.   |
| 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.  |
| Steady Aim        | The unit does not suffer from the -1 Moving modifier when making Ranged attacks.   |
| 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).  |
| 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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.   |

  

| Spell   | Description   | Special Rules |
|---|---|---------------|
| <b>Bane Chant</b><br>Range: 12"<br>Friendly, CC | If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.         |               |
| <b>Enthral</b><br>Range: 18"                    | For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in |               |

|   |  |   |
|---|--|---|
| Enemy   | either of the target unit's flank arcs, or directly backward 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 Terrain and Friendly units. This spell has no effect on units with Speed 0.   |   |
| <b>Heal</b><br>Range: 12"<br>Friendly, Self, CC | For each hit, the target unit regains a point of damage that it has previously suffered.   |   |
| <b>Lightning Bolt</b><br>Range: 24"<br>Enemy    | Roll to damage the enemy as normal.  | Piercing(1), Hits on a 5+ against units in Cover. |
| <b>Mind Fog</b><br>Range: 36"<br>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.   | Shattering  |
| <b>Wind Blast</b><br>Range: 18"<br>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   |
|-------------------------------|---|
| Liliana's Tear                | The unit is not affected by the Dread, Shattering or Brutal special rules on enemy units.             |
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn. |
| Blessing of the Gods          | The unit gains the Elite special rule.  |