

# Nightstalkers Gem City 2024

1995 / 1995 VALID



## Nightstalkers [1995]

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

Blood Worms	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [200]	5	4+	-	4+	4	30	19/22	2	[200]
<i>Special Rules: Fury, Lifeleech(2), Mindthirst, Stealthy Keywords: Beast, Nightmare</i>									

Phantoms*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [105]	10	4+	-	4+	1	12	-/12	2	[105]
<i>Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm</i>									
Hv Inf Regiment [160]	10	4+	-	4+	3	15	-/16	2	[160]
<i>Special Rules: Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm</i>									

Butchers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [210]	6	4+	-	5+	3	18	16/18	3	[205]
Blade of Slashing									[5]
<i>Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare</i>									

Soulflayers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [175]	8	3+	-	4+	2	12	13/15	4	[165]
Pipes of Terror									[10]
Wind Blast (5)									[0]
<i>Special Rules: Crushing Strength(1), Fly, Mindthirst, Stealthy, Thunderous Charge(1), Brutal Keywords: Nightmare</i>									

Fiends	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [130]	8	4+	-	4+	2	12	13/15	4	[130]
<i>Special Rules: Crushing Strength(1), Mindthirst, Stealthy, Vicious(Melee) Keywords: Cunning, Nightmare</i>									

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

Shadow Hulk	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225]	6	3+	-	5+	2	D6+6	-/20	6	[225]
<i>Special Rules: Crushing Strength(3), Mindthirst, Slayer(Melee D3), Stealthy, Strider Keywords: Abomination, Cyclops, Giant</i>									

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

Total Units:

12

Total Unit Strength:

27

Total Primary Core Points:

1995 (100.0%)

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.

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.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Lifefeech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifefeech has a maximum total of 3.
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.
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.
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.
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, 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>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Mind Fog</b> Range: 36" 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> 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.
Pipes of Terror	This unit gains the Brutal special rule.