


Nightstalkers [2500]

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

Shadowhounds*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [205] Helm of the Drunken Ram <i>Special Rules:</i> Mindthirst, Nimble, Regeneration(5+),Stealthy, Thunderous Charge(2),Ferocious Charge <i>Keywords:</i> Beast, Nightmare	10	4+	-	4+	3	20	14/16	2	[190] [15]
Cav Regiment [200] Pipes of Terror <i>Special Rules:</i> Mindthirst, Nimble, Regeneration(5+),Stealthy, Thunderous Charge(1),Ferocious Charge, Brutal <i>Keywords:</i> Beast, Nightmare	10	4+	-	4+	3	20	14/16	2	[190] [10]

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

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

Horror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [70] Conjurer's Staff Weakness (2) <i>Special Rules:</i> Individual, Mindthirst, Stealthy <i>Keywords:</i> Horror, Nightmare	6	5+	-	3+	0	1	11/13	2	[45] [10] [15]

Dread-fiend	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Chocolate] Hero (Lrg Cav) 1 [140] Blade of Slashing <i>Special Rules:</i> Crushing Strength(2),Dread, Mindthirst, Nimble, Stealthy, Vicious(Melee) <i>Keywords:</i> Cunning, Nightmare	8	3+	-	4+	1	5	14/16	4	[135] [5]
[Cherry] Hero (Lrg Cav) 1 [135] <i>Special Rules:</i> Crushing Strength(2),Dread, Mindthirst, Nimble, Stealthy, Vicious(Melee) <i>Keywords:</i> Cunning, Nightmare	8	3+	-	4+	1	5	14/16	4	[135]

Total Units: 13 Total Unit Strength: 28
Total Primary Core Points: 2500 (100.0%)

Custom Rule	Description
Ferocious Charge	Unless Disordered, on a turn in which this unit makes an Unhindered Charge it receives a +1 To Hit modifier in combat. This unit may not benefit from the effects of Pathfinder or Strider.
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.
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.

Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
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.
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.

Spell	Description	Special Rules
Weakness Range: 24" Enemy, CC	Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.	

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.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Pipes of Terror	This unit gains the Brutal special rule.
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.