AOFS - SHADOW STALKERS V2.50

About OPR

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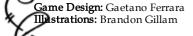
Thank you for playing!

Background Story

Shadow Stalkers are elusive and nightmarish horrors that warp into being seemingly out of nowhere and haunt small villages all across of Tyria. Nothing is known about them except that they usually strike at night, and that their armies are lead by mighty pumpkin-head kings.

The backbone of their army is made up of living scarecrows armed with serrated sickles, as well as screeching phantoms that trap their victims spirits beneath their dark cloaks.

Then there are countless monstrous beasts that follow them into battle, from packs of twin-headed hounds to massive beasts with multiple arms known as butchers. To top it all off they sometimes appear with terrifying floating brains known as mind-screeches, as well as gigantic squid like terrors that devour anything in their path.

The Shadow Stalkers literally appear within the blink of an eye, and they are the stuff of nightmares for peasants everywhere.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Scare Champion [1]	5+	5+	Hand Weapon (A3, AP(1))	Hero, Stealth, Tough(3), Undead	A, B	30pts
Shadow Horror [1]	4+	6+	Claws (A3, Rending)	Ethereal, Flying, Hero, Tough(3), Undead	B	60pts
Phantom [1]	4+	6+	Claws (A1, Rending)	Ethereal, Flying, Undead	-	20pts
Spectre [1]	5+	6+	Shadowbolt (18", A1, AP(1)), Claws (A1)	Ethereal, Undead	-	20pts
Reaper [1]	3+	4+	Blade Limb (A2, AP(1))	Ensnare, Stealth, Undead	-	25pts
Shadowhound [1]	4+	6+	Claws (A2)	Ensnare, Ethereal, Fast, Undead	C	25pts
Scarecrows [3]	5+	5+	Hand Weapons (A1)	Stealth, Undead	D	30pts
Fang Swarm [1]	6+	6+	Swarm Attack (A3, Rending)	Ethereal, Tough(3), Undead	E	40pts
Butcher [1]	4+	3+	Hand Weapon (A3, AP(1))	Stealth, Tough(3), Undead	F	50pts
Scorpion Fiend [1]	4+	4+	Stinger (A3, Poison)	Ambush, Stealth, Tough(3), Undead	-	55pts
Soul Flayer [1]	3+	6+	Great Weapon (A3, AP(2))	Ethereal, Fast, Impact(3), Tough(3)	-	90pts

A | *Replace Hand Weapon:*

Halberd (A3, AP(1), Rending)	+5pts
Spear (A3, AP(1), Phalanx)	+5pts
Great Weapon (A3, AP(3))	+5pts
Dual Hand Weapons (A6, AP(1))	+10pts

B | *Upgrade with one:*

Shade (Sense Magic)	+10pts
Shadow King (Pumpkin Master)	+20pts
Banshee (Wizard(1))	+25pts
Horror (Vicious Aura)	+35pts

C | *Upgrade with:*

Hungry Beasts (Scout)	+5pts
Vicious Maws (Poison in melee)	+5pts

D | *Replace all Hand Weapons:*

Halberds (A1, Rending)	+5pts
Spears (A1, Phalanx)	+10pts

E | *Upgrade with:*

Black Tide (Ambush)	+5pts
Vicious Maws (Poison in melee)	+5pts

F | *Replace Hand Weapon:*

Great Weapons (A3, AP(3))	+10pts
Dual Hand Weapons (A6, AP(1))	+15pts

Special Rules

Ensnare: Enemies get -1 to hit in melee when they attack units where all models have this rule.

Ethereal: Counts as having Stealth, Strider, as well as Regeneration against non-spell attacks (this stacks with Regeneration).

Pumpkin Master: This model and all friendly units within 12" get +1 to hit rolls in melee.

Sense Magic: This model may block spells as if it had the Wizard(2) special rule.

Undead: Whenever this unit takes a morale test, it is passed automatically. Then, roll as many dice as remaining models/tough in the unit, and for each result of 1-2 the unit takes one wound, which can't be regenerated.

Vicious Aura: This model and all friendly units within 12" get the Poison rule in melee.

Wizard Spells

Haunted (4+): Target 2 enemy units within 12" get -2 to their next morale test.

Spectral Light (4+): Target enemy unit within 12" takes 3 hits with AP(1).

Chill of Death (5+): Target enemy model within 12" takes 2 hits with AP(4).

Cobweb (5+): Target 2 friendly units within 12" get +1 to defense next time they take hits.

Possessed (6+): Target 2 enemy units within 6" get -3" next time they Advance, or -6" next time they Charge/Rush.

Thorn Vines (6+): Target 2 enemy units within 6" take 6 hits with AP(1) each.