

CARLO CONTRINO - FRANTICON DOUBLES



NIGHTSTALKERS

EVIL

Reapers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	4	2	3	25	14/16	[210]

Crushing Strength (1), Mindthirst, Stealthy
Keywords: Nightmare, Reaper

Phantoms*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	10	4	-	4	2	3	15	-/16	[160]

Fly, Mindthirst, Nimble, Stealthy
Keywords: Phantasm

Spectres

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	6	5	3	2	2	10	13/15	[120]

Mindthirst, Pathfinder, Stealthy
Shadowbolts (18", Piercing (1))
Keywords: Phantasm

Needle-fangs*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	5	-	2	1	1	12	9/11	[80]

Fly, Mindthirst, Nimble, Stealthy, Strider
Keywords: Beast, Nightmare, Warp Pixies

Butchers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	-/18	205 10 [215]

Mead of Madness
Crushing Strength (2), Mindthirst, Stealthy
Keywords: Abomination, Nightmare

Fiends

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	8	4	-	4	4	3	24	16/18	[215]

Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee)
Keywords: Cunning, Nightmare

Total Unit Strength: 15

Total Units: 6

Total Core: 1000 (100%)



SPECIAL RULES AND SPELLS:

Crushing Strength

All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.

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.

Mead of Madness

The unit gains the *Wild Charge* (+1) special rule.

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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.