

NICK WILLIAMS - FRANTICON DOUBLES



NIGHTSTALKERS

EVIL

Scarecrows										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	5	-	3	2	2	15	-/14	[80]	
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
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Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	130	
Crystal Pendent of Retribution										
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	130	
Screamshard										
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	130	
Screamshard										
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
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Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horror										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	3	2	0	1	11/13	65	
Inspiring Talisman										
Aura (Vicious (Melee) - Infantry only)										
Replace Lightning Bolt (3) with Bane Chant (2)										
Weakness (2)										
Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only) Spells: Bane Chant (2), Weakness (2) Keywords: Horror, Nightmare										

Total Unit Strength: 19
Total Core: 1000 (100%)

Total Units: 8



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Crystal Pendent of	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at <i>Piercing</i> (3). These hits are resolved

Retribution	by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, because they are deterred by the huge explosion.
Individual	See page 34.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Mindthirst	If this unit is within 12" of an enemy unit with the <i>Inspiring</i> or <i>Very Inspiring</i> special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
Screamshard	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the Lifeleech (+2) special rule for the remainder of the turn. The unit's Screamshard is then destroyed and cannot be used again for the remainder of the game.
Screamshard	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the Lifeleech (+2) special rule for the remainder of the turn. The unit's Screamshard is then destroyed and cannot be used again for the remainder of the game.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Weakness	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 a natural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.
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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.