

MARIO PINOS QUEJIDO - 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									

Butchers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	5	3	2	9	-/15	[125]
Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare									
Regiment(3)	6	4	-	5	3	2	9	-/15	125 25 [150]
The Scrying Gem									
Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare									
Regiment(3)	6	4	-	5	3	2	9	-/15	[125]
Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare									
Regiment(3)	6	4	-	5	3	2	9	-/15	[125]
Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare									
Regiment(3)	6	4	-	5	3	2	9	-/15	[125]
Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare									

Void Lurker

Hero (Ttn)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	4	6	1	10	17/19	[270]
Crushing Strength (2), Fly, Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1) Keywords: Phantasm, Voracious									

Total Unit Strength: 13
Total Core: 1000 (100%)

Total Units: 7



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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
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.
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.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.

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).

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, 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.