

GEORGE KIRKE 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
Brew of Strength									30
Crushing Strength (1), Mindthirst, Stealthy									[240]
Keywords: Nightmare, Reaper									

Phantoms*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	4	2	1	12	-/12	[105]
Fly, Mindthirst, Nimble, Stealthy									
Keywords: Phantasm									

Fiends

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	4	-	4	4	2	12	13/15	[130]
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee)									
Keywords: Cunning, Nightmare									
Regiment(3)	8	4	-	4	4	2	12	13/15	[130]
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee)									
Keywords: Cunning, Nightmare									
Regiment(3)	8	4	-	4	4	2	12	13/15	[130]
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee)									
Keywords: Cunning, Nightmare									
Regiment(3)	8	4	-	4	4	2	12	13/15	[130]
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee)									
Keywords: Cunning, Nightmare									

Shade

Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	2	0	5	11/13	[135]
Crushing Strength (1), Dread, Fly, Individual, Mindthirst, Stealthy									
Keywords: Phantasm									

Total Unit Strength: 12
Total Core: 1000 (100%)

Total Units: 7



SPECIAL RULES AND SPELLS:

Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
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 <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
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.
Individual	See page 34.
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.
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.