

# MARTIN GARBINO - FRANTICON DOUBLES



EVIL

Shock Troops										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	6	4	-	4	2	4	30	20/22	220	
Blessing of the Gods Plague Pots  Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin									30 15 [265]	
Horde(40)	6	4	-	4	2	4	30	20/22	220	
Chant of Hate Plague Pots  Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin									30 15 [265]	
Vermintide*										Swarm
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	6	5	-	3	1	1	9	9/11	[65]	
Nimble, Vicious (Melee), Wild Charge (D3) Keywords: Beast, Expendable, Vermin										
Regiment(3)	6	5	-	3	1	1	9	9/11	[65]	
Nimble, Vicious (Melee), Wild Charge (D3) Keywords: Beast, Expendable, Vermin										
Mutant Rat-fiend										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	4	6	1	10	-/18	[220]	
Crushing Strength (2), Radiance of Life (Vermin only), Rallying (1), Regeneration (5+), Strider, Vicious (Melee) Keywords: Abomination, Ratkin, Vermin, Walking Womb										
Brood Mother										Hero (LrgInf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	5	3	1	5	12/14	[120]	
Crushing Strength (1), Eat the Weak, Inspiring, Nimble, Radiance of Life Spells: Drain Life (5) Keywords: Brood Mother, Ratkin, Tek										

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

Total Units: 6

## SPECIAL RULES AND SPELLS:

<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Chant of Hate</b>	The unit gains the <i>Vicious</i> special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is case into Melee, the target will not take a Nerve test at the end of the Ranged phase.
<b>Eat the Weak</b>	The Brood Mother's Drain Life spell can target and cause damage to Friendly Core units with the Expendable Keyword and when doing so, its Drain Life (n) value is doubled; afterward carry out the rest of the spell's damage removal component as normal. Damage caused to Friendly units in this way does not trigger a Nerve test.

<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Nimble</b>	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.
<b>Plague Pots</b>	Once per game, at the start of your Turn, you may choose to give the unit the <i>Ensnare</i> and <i>Stealthy</i> special rules until the start of your next Turn. The unit's Plague Pots are then destroyed and cannot be used again for the remainder of the game.
<b>Radiance of Life</b>	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
<b>Rallying</b>	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
<b>Regeneration</b>	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.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	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.