

NICK WILLIAMS - FRANTICON SINGLES



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										
Horde(40)	4	5	-	3	2	3	30	-/21	130 50 [180]	
Crystal Pendent of Retribution										
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	[130]	
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	[130]	
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	[130]	
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	[130]	
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	[130]	
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	[130]	
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	[130]	
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Horde(40)	4	5	-	3	2	3	30	-/21	[130]	
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie										
Portal of Despair[1]										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	6	1	3	-/16	[90]	
Dread, Visions from the Void Keywords: Construct, Shrine										

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	
Aura (Vicious (Melee) - Infantry only) Bane Chant (2) Weakness (2)									30	
									20	
									15	
									[130]	
Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only) Spells: Lightning Bolt (3), Bane Chant (2), Weakness (2) Keywords: Horror, Nightmare										
1	6	5	-	3	2	0	1	11/13	65	
Aura (Vicious (Melee) - Infantry only) Bane Chant (2) Weakness (2)									30	
									20	
									15	
									[130]	
Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only) Spells: Lightning Bolt (3), Bane Chant (2), Weakness (2) Keywords: Horror, Nightmare										

Total Unit Strength: 30
Total Core: 1650 (100%)

Total Units: 13



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 Retribution	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 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.
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.
Individual	See page 34.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
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.
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.
Visions from the Void	As long as this unit is present and in play on the table, at the start of each Ranged Phase you may select a single Friendly Core unit on the battlefield regardless of range or line of sight. The selected unit is granted the <i>Inspiring</i> special rule until the start of your next turn. Note: Base size cannot be increased beyond 75x75mm.
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.