

STEVE HILDREW - FRANTICON SINGLES



EVIL

Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	5	-	4	2	3	25	19/21	145
Plague Pots Rallying (1 - Horde only) Keywords: Expendable, Mob, Ratkin									15 [160]

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
Sir Jesse's Boots of Striding Plague Pots Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin									15 15 [250]
Horde(40)	6	4	-	4	2	4	30	20/22	220
Maccwar's Potion of the Caterpillar Plague Pots Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin									20 15 [255]

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									
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Nimble, Vicious (Melee), Wild Charge (D3) Keywords: Beast, Expendable, Vermin									

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
Boots of Levitation Crushing Strength (1), Eat the Weak, Inspiring, Nimble, Radiance of Life Spells: Drain Life (5) Keywords: Brood Mother, Ratkin, Tek									30 [150]
1	6	4	-	5	3	1	5	12/14	120
Trickster's Wand Crushing Strength (1), Eat the Weak, Inspiring, Nimble, Radiance of Life Spells: Drain Life (5) Keywords: Brood Mother, Ratkin, Tek									15 [135]

Tangle [1]

**Titan
Spellcaster: 0**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	4	3	1	9	-/14	[160]
Aura (Fury), Inspiring, Nimble, Rallying (1), Regeneration (6+), Tangle, Vicious (Melee) Spells: Bane Chant (1), Fireball (10), Mind Fog (1), Weakness (1) Keywords: Ratkin, Shrine									

Scudku-z'luk, Demonspawn of Diew [1]										Hero (Ttn) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	13	17/19	[345]	
Crushing Strength (3), Fly, Inspiring, Nimble, Rallying (2) Spells: Lightning Bolt (5) Keywords: Abomination, Abyssal										

Total Unit Strength: 18

Total Core: 1650 (100%)

Total Units: 10



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.
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	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.
Eat the Weak	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.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Inspiring	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.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mind Fog	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.
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.
Plague Pots	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.
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Radiance of Life	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.
Rallying	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> .
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Tangle	For each Friendly Core Infantry Regiment, Infantry Horde, Infantry Legion or unit with the Vermin keyword within 6", increase the amount of dice rolled with Bane Chant, Fireball, Mind Fog and Weakness by 1 to a maximum bonus of +3. Note: Base size cannot be increased beyond 75x75mm.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.

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.
