

JACOBO RIVERA PEREZ - FRANTICON SINGLES



NIGHTSTALKERS

EVIL

Scarecrows

Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|------|-------|
| Horde(40) | 4 | 5 | - | 3 | 2 | 3 | 30 | -/21 | [130] |
| Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie | | | | | | | | | |

Phantoms*

Heavy Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|------|-------|
| Troop(10) | 10 | 4 | - | 4 | 2 | 1 | 12 | -/12 | 105 |
| Fire-Oil | | | | | | | | | |
| Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm | | | | | | | | | |
| | | | | | | | | | 5 |
| | | | | | | | | | [110] |

Butchers

Large Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|------|-------|
| Horde(6) | 6 | 4 | - | 5 | 3 | 3 | 18 | -/18 | 205 |
| Aegis of the Elohi | | | | | | | | | |
| Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare | | | | | | | | | |
| | | | | | | | | | 15 |
| | | | | | | | | | [220] |
| Horde(6) | 6 | 4 | - | 5 | 3 | 3 | 18 | -/18 | 205 |
| Hann's Sanguinary Scripture | | | | | | | | | |
| Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare | | | | | | | | | |
| | | | | | | | | | 10 |
| | | | | | | | | | [215] |

Planar Apparition

Monster Spellcaster: 0

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|--|----|----|----|----|---|----|----|-------|-------|
| 1 | 7 | 3 | - | 3 | 5 | 1 | 4 | 13/15 | [165] |
| Crushing Strength (1), Dread, Ensnare, Mindthirst, Nimble, Regeneration (4+), Stealthy Spells: Heal (7), Mind Fog (2) Keywords: Phantasm | | | | | | | | | |
| 1 | 7 | 3 | - | 3 | 5 | 1 | 4 | 13/15 | [165] |
| Crushing Strength (1), Dread, Ensnare, Mindthirst, Nimble, Regeneration (4+), Stealthy Spells: Heal (7), Mind Fog (2) Keywords: Phantasm | | | | | | | | | |

Shadow-hulk

Titan

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|------|------|-------|
| 1 | 6 | 3 | - | 5 | 6 | 1 | D6+6 | -/20 | [225] |
| Crushing Strength (3), Mindthirst, Stealthy, Strider Keywords: Abomination, Cyclops, Giant | | | | | | | | | |
| 1 | 6 | 3 | - | 5 | 6 | 1 | D6+6 | -/20 | [225] |
| Crushing Strength (3), Mindthirst, Stealthy, Strider Keywords: Abomination, Cyclops, Giant | | | | | | | | | |

The Dream Hunter[1]

Hero (Hv Inf)

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|-------|-------|
| 1 | 7 | 3 | - | 5 | 2 | 0 | 7 | 14/16 | [195] |
| Crushing Strength (1), Dread, Elite (Melee), Individual, Lifeleech (2), Mighty, Mindthirst, Stealthy, Unleashed Nightmares Keywords: Nightmare, Visitation | | | | | | | | | |



SPECIAL RULES AND SPELLS:

| | |
|------------------------------------|--|
| Aegis of the Elohi | The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two. |
| 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. |
| Elite | Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1. |
| Ensnare | Melee attacks against the target unit's front suffer an additional -1 to hit. |
| Fire-Oil | The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</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. |
| Hann's Sanguinary Scripture | The unit gains the <i>Lifefeech</i> (+1) special rule. |
| Heal | Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered. |
| Individual | See page 34. |
| Lifefeech | When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. <i>Lifefeech</i> has a maximum total of 3. |
| Mighty | Individuals with the <i>Mighty</i> special rule are no longer Yielding. |
| 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. |
| 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. |
| Strider | This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles. |
| Unleashed Nightmares | Friendly Core units that are Engaged with the same enemy unit as the Dream Hunter have Elite (Melee). |
| 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. |