

Target
1000
Points

JAKE SALMONSMITH - FRANTICON DOUBLES II

Target
1000
Points



TRIDENT REALM

NEUTRAL

Thuul

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	3	2	3	20	14/16	[160]
Ensnare, Stealthy Keywords: Cephalopod									
Regiment(20)	6	3	-	3	2	3	20	14/16	[160]
Ensnare, Stealthy Keywords: Cephalopod									

Tidal Swarm*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	5	5	-	2	1	1	12	-/12	70
The Scrying Gem									
Ensnare, Nimble, Scout Keywords: Beast, Crustacean									
Regiment(3)	5	5	-	2	1	1	12	-/12	[70]
Ensnare, Nimble, Scout Keywords: Beast, Crustacean									

Depth Horrors

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	3	3	3	18	-/18	185
Sir Jesse's Boots of Striding									
Crushing Strength (1), Ensnare Keywords: Deep One, Immortal									

Knucker

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	3	-	4	4	1	6	13/15	[150]
Crushing Strength (1), Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge (1) Keywords: Naga									

Eckter[1]

Hero (Hv Inf)
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	6	2	0	6	12/14	[165]
Crushing Strength (2), Ensnare, Individual, Inspiring, Krakenmaw, Mighty, Phalanx Spells: Wind Blast (8) Keywords: Placoderm									

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

Total Units: 7



SPECIAL RULES AND SPELLS:

Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Individual	See page 34.
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.
Krakenmaw	While casting Wind Blast, in addition to moving the target, roll to damage for each hit scored.

Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Wind Blast	Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrains and friends. This spell has no effect on Speed 0 units.

JAKE SALMONSMITH - FRANTICON DOUBLES I



ORCS

EVIL

Morax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	3	-	4	2	1	15	-/11	[115]
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc									
Troop(10)	5	3	-	4	2	1	15	-/11	[115]
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc									
Regiment(20)	5	3	-	4	2	3	20	-/15	175
Healing Brew									5
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc									[180]

Greatax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	3	-	4	2	4	25	21/23	250
Maccwar's Potion of the Caterpillar									20
Crushing Strength (2) Keywords: Orc									[270]

War Drum

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	4	2	1	3	-/11	[80]
Crushing Strength (1), Rally (2 - Orc only) Keywords: Orc, Shrine									

Godspeaker

Hero (Hv Inf) Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	4	2	0	1	10/12	70
Shroud of the Saint									30
Replace Fireball (7) with Bane Chant (2)									0
Heal (2)									15
Crushing Strength (1), Individual, Tribal Magic Spells: Bane Chant (2), Heal (2) Keywords: Orc									[115]

Morax Mansplitter

Hero (Hv Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	4	4	2	0	6	-/14	105
Inspiring Talisman									20
Aura (Thunderous Charge (1) - Berserker only), Crushing Strength (1), Individual, Wild Charge (D3) Throwing Ax (12", Att: 1, Piercing (1)) Keywords: Berserker, Orc									[125]

Total Unit Strength: 10
Total Core: 1000 (100%)

Total Units: 7



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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Individual	See page 34.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rally	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> .
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Tribal Magic	For each Friendly Core Heavy Infantry Regiment, Heavy Infantry Horde or Heavy Infantry Legion within 6", increase the amount of dice rolled with Bane Chant, Drain Life, Fireball, Heal and Hex by 1, to a maximum bonus of +3.
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.