

# CARLOS DE LA FLOR - FRANTICON SINGLES



## 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									
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
Orcish Skullpole									5
									[180]
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc									

### Greatax Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	4	2	3	12	14/16	150
Orcish Skullpole									5
									[155]
Crushing Strength (2) Keywords: Orc									

### Gore Riders Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	13/15	[190]
Crushing Strength (1), Thunderous Charge (1) Keywords: Orc									

### 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									

### Krudger Hero (Hv Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	5	2	0	5	12/14	95
Gakamak's Bloody Banner [1] - Aura (Wild Charge (+1) - Heavy Infantry only). This upgrade cannot be taken in addition to a Gore Mount.									10
									[105]
Crushing Strength (2), Individual, Inspiring, Mighty, Aura (Wild Charge (+1) - Heavy Infantry only) Keywords: Orc									

### 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]
Aura (Thunderous Charge (1) - Berserker only), Crushing Strength (1), Individual, Wild Charge (D3) Throwing Ax (12", Att: 1, Piercing (1)) Keywords: Berserker, Orc									



# NIGHTSTALKERS

EVIL

## Butchers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3) Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare	6	4	-	5	3	2	9	-15	[125]
Regiment(3) Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare	6	4	-	5	3	2	9	-15	[125]
Regiment(3) Crushing Strength (2), Mindthirst, Stealthy Keywords: Abomination, Nightmare	6	4	-	5	3	2	9	-15	[125]

Total Unit Strength: 20

Total Core: 1275 (77.3%)

Total Ally: 375 (22.7%)

Total Units: 13



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Crushing Strength Individual</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage. See page 34.
<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>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Mindthirst</b>	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.
<b>Orcish Skullpole</b>	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the <i>Brutal</i> special rule for the remainder of the Turn. The unit's Orcish Skullpole is then destroyed and cannot be used again for the remainder of the game.
<b>Orcish Skullpole</b>	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the <i>Brutal</i> special rule for the remainder of the Turn. The unit's Orcish Skullpole is then destroyed and cannot be used again for the remainder of the game.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Rally</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>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Thunderous Charge</b>	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).
<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.