

J Gurney AB VII

Undead (Evil)								
Ghouls								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	4+	-	3+	12	12/14	90	Lifeleech (1)
Zombies								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	-	3+	15	-/15	80	Lifeleech (1), Shambling
Regiment(20)	5	5+	-	3+	15	-/15	80	Lifeleech (1), Shambling
Legion(60)	5	5+	-	3+	40	-/28	190	Lifeleech (2), Shambling
- Undead Giant Rats (Lifeleech (2))							10	
Werewolves								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	9	3+	-	5+	18	15/17	245	Crushing Strength (1), Lifeleech (1), Nimble
- Brew of Strength							30	
Horde(6)	9	3+	-	5+	18	15/17	245	Crushing Strength (1), Lifeleech (1), Nimble
- Chant of Hate							25	
Vampire Lord								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	3+	-	5+	8	14/16	220	Hero (Cav), Crushing Strength (2), Individual, Inspiring, Lifeleech (2), Surge (3)
- Mount on an undead horse, increasing Speed to 9 and changing to Hero (Cav)							15	
- Blade of the Beast Slayer							20	
							1250	

Blade of the Beast Slayer	This artefact can only be used by Heroes. The Hero has Crushing Strength (2) when attacking large infantry, large cavalry, monsters or heroes who do not have the Individual special rule. If the Hero already has Crushing Strength, it is increased by 2 when attacking those same targets.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
Chant of Hate	The unit has the Vicious special rule.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Individual	<p>Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.</p> <p>Move Individuals have the Nimble special rule.</p> <p>Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.</p> <p>Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.</p>
Inspiring	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Lifeleech	In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. When Disordered by a unit in melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following turn.
Shambling	The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
Surge	Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.