

Clash of Kings 2019 ANDY MEECHAN (MAN-002-3576)

Undead (Evil)							
<b>Skeleton Spearmen</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(40)	5	5+	-	4+	30	-/23	175
- Undead Giant Rats (Lifeleech (2))							10
<b>Wraiths</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(10)	10	4+	-	6+	10	-/12	140
- Whip of Celerity							10
<b>Zombies</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	5+	-	3+	15	-/15	80
Horde(40)	5	5+	-	3+	30	-/22	130
- Undead Giant Rats (Lifeleech (2))							10
<b>Werewolves</b>							<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	9	3+	-	5+	18	15/17	245
- Blessing of the Gods							25
<b>Wights</b>							<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	4+	-	5+	18	-/17	235
- Brew of Sharpness							45
<b>Revenant Cavalry</b>							<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	8	4+	-	5+	16	-/17	170
- Maccwar's Potion of the Caterpillar							20
<b>Revenant King on Undead Great Flying Wurm</b>							<b>Hero (Mon)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	10	4+	-	5+	12	-/20	270
- Aegis of the Elohi							20
<b>Cursed Pharaoh</b>							<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	3+	-	5+	5	15/17	145
- Mournful Blade							20
(1)	5	3+	-	5+	5	15/17	145

Hero (Mon), Base Size: (75x75mm), Brutal, Crushing Strength (3), Fly, Inspiring, Lifeleech (1), Surge (8)

Hero (Inf), Crushing Strength (2), Individual, Inspiring, Lifeleech (1), Regeneration (5+), Surge (6)

Hero (Inf), Crushing Strength (2), Individual, Inspiring, Lifeleech (1),

Regeneration (5+), Surge (6)

**Necromancer**

**Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	10/12	85	Hero (Inf), Individual, Lifeleech (1), Surge (8)
- Inspiring Talisman							20	
							<u>2000</u>	

- Aegis of the Elohi** The unit gains the Iron Resolve special rule, or if it already has Iron Resolve, it increases the amount of damage it heals each time Iron Resolve is triggered to a total of 2.
- Blessing of the Gods** The unit has the Elite special rule.
- Brew of Sharpness** The unit has +1 to hit in melee.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Individual**  
 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.  
 Move Individuals have the Nimble special rule.  
 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.  
 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.
- 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.
- Inspiring Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
- Lifefeech** 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.
- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- Mournful Blade** This artefact can only be used by a Hero with the Individual rule. While attacking Individuals in melee, this unit doubles its number of attacks.

- 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.
- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- Regeneration (5+)** Every time this unit receives an 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 5+, the unit recovers a point of damage.
- 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.
- Thunderous Charge** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered.
- Whip of Celerity** While declaring and measuring a charge, the unit has an additional 1" added onto their maximum charge distance. For example, a unit with Speed 5 has a maximum charge distance of 11".