

Magic & mayhem Zomblings Copy

2290 / 2300 (10 Remaining) VALID



Undead [2290]

Zombie Trolls Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [190] <i>Special Rules: Crushing Strength(2), Lifeleech(1), Shambling</i> Keywords: Troll, Zombie	6	4+	-	5+	3	18	-/17	3	[190]
Horde (6) [190] <i>Special Rules: Crushing Strength(2), Lifeleech(1), Shambling</i> Keywords: Troll, Zombie	6	4+	-	5+	3	18	-/17	3	[190]

Revenant Cavalry Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [175] <i>Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2)</i> Keywords: Revenant, Skeleton	8	4+	-	5+	3	16	-/17	3	[175]

Soul Reaver Cavalry Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [240] <i>Special Rules: Crushing Strength(1), Lifeleech(2), Thunderous Charge(1)</i> Keywords: Vampiric	8	3+	-	5+	3	20	15/17	3	[240]

Necromancer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [90] Aura (Vicious (Melee) - Zombie only) Surge (6) Bane Chant (2) <i>Special Rules: Individual, Aura(Vicious (Melee) - Zombie only)</i> Keywords: Heretic	5	5+	-	4+	0	1	10/12	2	[50] [20] [0] [20]
1 Spellcaster 1 [95] Undead Horse Surge (6) Bane Chant (2) <i>Special Rules: Individual</i> Keywords: Heretic	8	5+	-	4+	0	1	10/12	3	[50] [25] [0] [20]

Lady Ilona [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [250] Enthral (5) Heal (3) Lightning Bolt (3) Surge (3) <i>Special Rules: Crushing Strength(3), Duelist, Individual, Inspiring, Lifeleech(2), Mighty, The Promise of Love Eternal</i> Keywords: Vampiric	7	3+	-	6+	0	8	14/16	2	[250] [0] [0] [0] [0]

Vampire on Undead Pegasus Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [215] <i>Special Rules: Crushing Strength(2), Fly, Inspiring, Lifeleech(2), Nimble</i> Keywords: Vampiric	10	3+	-	5+	1	7	14/16	4	[215]

Vampire Lord on Undead Dragon Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [305] Icy Breath (10) <i>Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(2), Nimble</i> Keywords: Draconic, Vampiric	10	3+	-	5+	1	10	17/19	6	[305] [0]

[F] Zombies (The Shambling Blight) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (60) [180] <i>Special Rules: Iron Resolve, Lifeleech(1), Phalanx, Shambling</i> Keywords: Expendable, Zombie	5	5+	-	2+	4	30	-/28	2	[180]

[F] Zombies (The Shambling Blight) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (60) [180] <i>Special Rules: Iron Resolve, Lifeleech(1), Phalanx, Shambling</i> Keywords: Expendable, Zombie	5	5+	-	2+	4	30	-/28	2	[180]

[F] Goreblight (The Shambling Blight) [1] Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [180] <i>Special Rules: Cloak of Death, Crushing Strength(2), Lifeleech(1), Rallying(1 - The Shambling Blight), Shambling</i> Keywords: Zombie	6	4+	-	5+	1	D6+6	-/17	3	[180]

Total Units:
Total Primary Core Points:

12
2290 (100.0%)

Total Unit Strength:

23

Custom Rule	Description
The Promise of Love Eternal	Enemy Heroes attacking Lady Ilona receive -1 to hit in melee.

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
Lifeleech	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. Lifeleech has a maximum total of 3.
Mighty	Individuals with the Mighty 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. 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. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	

Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1 inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward 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 Terrain and Friendly units. This spell has no effect on units with Speed 0.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Icy Breath Range: 10" Enemy	Roll to damage the Enemy unit as normal. If one or more points of damage are dealt, the target Enemy unit is given the Frozen special rule.	Hits on a 5+ against units in Cover.
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. 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 in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. 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 spell has no effect on units with Speed 0.	

Artefact	Description
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