

Vards Zombie Nightmare

2300 / 2300 VALID

Undead [2300]

Zombies	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [115] <i>Special Rules: Lifeleech(1), Shambling</i> Keywords: Expendable, Zombie	5	5+	-	2+	3	25	-/22	2	[115]
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Inf Horde (40) [115] <i>Special Rules: Lifeleech(1), Shambling</i> Keywords: Expendable, Zombie	5	5+	-	2+	3	25	-/22	2	[115]
Inf Horde (60) [170] <i>Special Rules: Lifeleech(1), Shambling</i> Keywords: Expendable, Zombie	5	5+	-	2+	4	30	-/28	2	[170]

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

Goreblight	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [175] <i>Special Rules: Cloak of Death, Crushing Strength(2), Lifeleech(1), Shambling</i> Keywords: Zombie	6	4+	-	5+	1	D6+6	-/17	3	[175]
Mon 1 [175] <i>Special Rules: Cloak of Death, Crushing Strength(2), Lifeleech(1), Shambling</i> Keywords: Zombie	6	4+	-	5+	1	D6+6	-/17	3	[175]

Revenant King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [80] <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Lifeleech(1)</i> Keywords: Revenant, Skeleton	5	3+	-	5+	0	3	-/14	2	[80]

Necromancer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [110] Aura (Vicious (Melee) - Zombie only) Inspiring Talisman Surge (6) Bane Chant (2) <i>Special Rules: Individual, Aura(Vicious (Melee) - Zombie only), Inspiring</i> Keywords: Heretic	5	5+	-	4+	0	1	10/12	2	[50] [20] [20] [0] [20]
Hero (Inf) 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]
Hero (Inf) 1 Spellcaster 1 [85] Aura (Vicious (Melee) - Zombie only) Surge (6) Alchemist's Curse[1](0) <i>Special Rules: Individual, Aura(Vicious (Melee) - Zombie only)</i> Keywords: Heretic	5	5+	-	4+	0	1	10/12	2	[50] [20] [0] [15]

Undead Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) <i>Special Rules: Individual, Inspiring, Lifeleech(1)</i> Keywords: Skeleton	5	5+	-	4+	0	1	-/11	2	[50] [25]

Total Units:
Total Primary Core Points:

19
2300 (100.0%)

Total Unit Strength:

39

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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
Lifefeech	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. Lifefeech has a maximum total of 3.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.

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.	
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.	
Alchemist's Curse [1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6), rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover

Artefact	Description
Inspiring Talisman	The unit gains the Inspiring special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.