

 Undead [2300]

Zombies	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [70] <i>Special Rules: Lifeleech(1), Shambling</i> <b>Keywords: Expendable, Zombie</b>	5	5+	-	2+	2	12	-/15	2	[70]
Inf Regiment (20) [70] <i>Special Rules: Lifeleech(1), Shambling</i> <b>Keywords: Expendable, Zombie</b>	5	5+	-	2+	2	12	-/15	2	[70]
Inf Regiment (20) [70] <i>Special Rules: Lifeleech(1), Shambling</i> <b>Keywords: Expendable, Zombie</b>	5	5+	-	2+	2	12	-/15	2	[70]
Inf Regiment (20) [70] <i>Special Rules: Lifeleech(1), Shambling</i> <b>Keywords: Expendable, Zombie</b>	5	5+	-	2+	2	12	-/15	2	[70]

Revenants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [215] Undead Giant Rats <i>Special Rules: Lifeleech(2), Shambling</i> <b>Keywords: Revenant, Skeleton</b>	5	4+	-	5+	4	25	-/24	2	[205] [10]
Inf Horde (40) [215] Undead Giant Rats <i>Special Rules: Lifeleech(2), Shambling</i> <b>Keywords: Revenant, Skeleton</b>	5	4+	-	5+	4	25	-/24	2	[205] [10]

Soul Reaver Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [230] <i>Special Rules: Crushing Strength(2), Lifeleech(2)</i> <b>Keywords: Vampiric</b>	6	3+	-	5+	3	20	15/17	2	[230]
Inf Regiment (20) [230] <i>Special Rules: Crushing Strength(2), Lifeleech(2)</i> <b>Keywords: Vampiric</b>	6	3+	-	5+	3	20	15/17	2	[230]

Wights*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [280] Brew of Haste <i>Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling</i> <b>Keywords: Phantasm</b>	8	3+	-	5+	3	18	-/17	3	[260] [20]

Vampire Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 1 [215] Undead Horse Host Shadowbeast(2) <i>Special Rules: Crushing Strength(2), Duelist, Individual, Inspiring, Lifeleech(2), Mighty</i> <b>Keywords: Vampiric</b>	8	3+	-	5+	0	7	14/16	3	[165] [35] [15]

Revenant King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [115] Lute of Insatiable Darkness Bane Chant (2) Surge (5) <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Lifeleech(1)</i> <b>Keywords: Revenant, Skeleton</b>	5	3+	-	5+	0	3	-/14	2	[80] [25] [10]

Necromancer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [90] Inspiring Talisman Surge (6) Drain Life (4) <i>Special Rules: Individual, Inspiring</i> <b>Keywords: Heretic</b>	5	5+	-	4+	0	1	10/12	2	[50] [20] [0] [20]

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

Total Units:

14

Total Unit Strength:

27

Total Primary Core Points:

2300 (100.0%)

Special Rule	Description
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Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
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. This includes Difficult Terrain the unit started in. 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.
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.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.

Spell	Description	Special Rules
<b>Bane Chant</b> 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.	
<b>Drain Life</b> Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
<b>Surge</b> 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.	
<b>Host Shadowbeast</b> Range: 12" Friendly Individuals or Self (individuals only), CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3) Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

Artefact	Description
Brew of Haste	This unit increases its Speed stat by +1.
Inspiring Talisman	The unit gains the Inspiring special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.