

Fredz Undeadz v2

2300 / 2300 VALID

Undead [2300]

Skeleton Spearmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [200]	5	5+	-	4+	4	30	-/22	2	[175]
Undead Giant Rats									[10]
Aegis of the Elohi									[15]
Special Rules: Lifeleech(2),Phalanx, Shambling, Iron Resolve Keywords: Skeleton									

Revenants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [125]	5	4+	-	5+	3	12	-/17	2	[125]
Special Rules: Lifeleech(1),Shambling Keywords: Revenant, Skeleton									

Wraiths*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [120]	7	4+	-	6+	1	10	-/12	2	[120]
Special Rules: Crushing Strength(1),Fly, Lifeleech(1),Nimble, Shambling, Strider Keywords: Phantasm									
Inf Troop (10) [120]	7	4+	-	6+	1	10	-/12	2	[120]
Special Rules: Crushing Strength(1),Fly, Lifeleech(1),Nimble, Shambling, Strider Keywords: Phantasm									

Mummies	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [115]	5	4+	-	5+	1	10	-/14	2	[115]
Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling Keywords: Mummy									
Inf Troop (10) [115]	5	4+	-	5+	1	10	-/14	2	[115]
Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling Keywords: Mummy									
Inf Regiment (20) [190]	5	4+	-	5+	3	12	-/18	2	[180]
Hann's Sanguinary Scripture									[10]
Special Rules: Crushing Strength(2),Lifeleech(2),Regeneration(5+),Shambling Keywords: Mummy									

Soul Reaver Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [155]	6	3+	-	5+	1	15	12/13	2	[150]
Staying Stone									[5]
Special Rules: Crushing Strength(2),Lifeleech(2) Keywords: Vampiric									
Inf Regiment (20) [230]	6	3+	-	5+	3	20	15/17	2	[230]
Special Rules: Crushing Strength(2),Lifeleech(2) Keywords: Vampiric									

Deathpack*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment (3) [75]	6	5+	-	2+	1	12	10/12	1	[75]
Special Rules: Lifeleech(2),Nimble, Stealthy, Vicious(Melee) Keywords: Beast									
Swm Regiment (3) [75]	6	5+	-	2+	1	12	10/12	1	[75]
Special Rules: Lifeleech(2),Nimble, Stealthy, Vicious(Melee) Keywords: Beast									

Balefire Catapult	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [95]	5	0+	5+	4+	0	2	-/11	2	[95]
Balefire (48", Blast(D3+1),Indirect, Piercing(2),Reload, Ignores Obscured)									
Special Rules: Shambling, Unholy Flames Keywords: Skeleton									

Liche King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [215]	7	5+	-	5+	0	1	-/14	2	[155]
Tome of Darkness									[20]
Surge (5)									[0]
Heal (6)									[0]
Blizzard (3)									[40]
Special Rules: Fly, Individual, Inspiring, Regeneration(5+) Keywords: Phantasm									

Necromancer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [95]	5	5+	-	4+	0	1	10/12	2	[50]
Inspiring Talisman									[20]
Knowledgable[1]									[10]
Surge (6)									[0]
Mindfog(3)									[15]
Special Rules: Individual, Inspiring Keywords: Heretic									

Lykanis	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [160]	9	3+	-	5+	1	5	13/15	3	[150]
Wingbane Cloak									[10]
Special Rules: <i>Crushing Strength(2), Inspiring, Lifeleech(1), Nimble, Ensnare(vs. units with Fly Special Rule)</i> Keywords: <i>Beast, Lycanthrope</i>									

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

Total Units: 16 **Total Unit Strength:** 22
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Unholy Flames	Whenever the unit rolls to damage with its Balefire attack, it can re-roll D3 of the dice that failed to damage.
Special Rule	Description
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Arcane Ability	Description
Knowledgeable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
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.	
Blizzard [1] Range: 30" Enemy	For each hit scored, roll a single D3. The combined total is the amount of attacks to roll for damage.	Indirect, Piercing(1)

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Wingbane Cloak	The unit gains the Ensnare special rule against units with the Fly special rule. This artefact may not be given to units with the Fly special rule.
Aegis of the Elohi	The unit gains the Iron Resolve special rule. If it already has Iron Resolve, it increases the amount of damage regained each time Iron Resolve is used to two.
Inspiring Talisman	The unit gains the Inspiring special rule.
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.