

Undead

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]

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

Werewolves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [255] <i>Special Rules: Crushing Strength(1), Lifeleech(1), Nimble</i> Keywords: Beast, Lycanthrope	9	3+	-	5+	3	18	15/17	3	[255]

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]
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]

Wights*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [260] <i>Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling</i> Keywords: Phantasm	7	3+	-	5+	3	18	-/17	3	[260]

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

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

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]

Vampire Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 1 [215]	8	3+	-	5+	0	7	14/16	3	[165]
Undead Horse									[35]
Axe of the Giant Slayer									[15]
<i>Special Rules: Crushing Strength(2), Duelist, Individual, Inspiring, Lifeleech(2), Mighty, Slayer(D3)</i> Keywords: Vampiric									

Necromancer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [125]	5	5+	-	4+	0	1	10/12	2	[50]
Aura (Vicious (Melee) - Zombie only)									[20]
Sacred Horn									[15]
Knowledgable[1]									[10]
Surge (6)									[0]
Veil of Shadows[1](3)									[30]
<i>Special Rules: Individual, Aura(Vicious (Melee) - Zombie only)</i> Keywords: Heretic									
Hero (Inf) 1 Spellcaster 1 [70]	5	5+	-	4+	0	1	10/12	2	[50]
Inspiring Talisman									[20]
Surge (6)									[0]
<i>Special Rules: Individual, Inspiring</i> Keywords: Heretic									

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]
<i>Special Rules: Crushing Strength(2), Fly, Inspiring, Lifeleech(2), Nimble</i> Keywords: Vampiric									

Total Units:
Total Primary Core Points:

14
2300 (100.0%)

Total Unit Strength:

23

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.
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.
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. 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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
Surge Range: 12"	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	

Friendly – Shambling Only

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.

Veil of Shadows [1]

Range: 0"
Self

If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.

Artefact

Description

Axe of the Giant Slayer

Individuals only. The unit gains the Slayer (D3) special rule.

Sacred Horn

The unit gains as additional 3inch range to all of its Auras.

Inspiring Talisman

The unit gains the Inspiring special rule.