

CoK Undead Brendan Heath

2300 / 2300 VALID

Undead [2300]

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

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

Ghouls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [70]	6	4+	-	3+	1	12	9/11	2	[70]
<i>Special Rules: Lifeleech(1), Wild Charge(D3) Keywords: Cannibal</i>									
Inf Troop (10) [70]	6	4+	-	3+	1	12	9/11	2	[70]
<i>Special Rules: Lifeleech(1), Wild Charge(D3) Keywords: Cannibal</i>									

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

Mummies	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [180]	5	4+	-	5+	3	12	-/18	2	[180]
<i>Special Rules: Crushing Strength(2), Lifeleech(1), Regeneration(5+), Shambling Keywords: Mummy</i>									

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

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

Revenant Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [190]	8	4+	-	5+	3	16	-/17	3	[175]
Sir Jesse's Boots of Striding									
<i>Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2) Keywords: Revenant, Skeleton</i>									

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)									
<i>Special Rules: Shambling, Unholy Flames Keywords: Skeleton</i>									
WE 1 [95]	5	0+	5+	4+	0	2	-/11	2	[95]
Balefire (48", Blast(D3+1), Indirect, Piercing(2), Reload, Ignores Obscured)									
<i>Special Rules: Shambling, Unholy Flames Keywords: Skeleton</i>									
WE 1 [95]	5	0+	5+	4+	0	2	-/11	2	[95]
Balefire (48", Blast(D3+1), Indirect, Piercing(2), Reload, Ignores Obscured)									
<i>Special Rules: Shambling, Unholy Flames Keywords: Skeleton</i>									

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

Necromancer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [100]	5	5+	-	4+	0	1	10/12	2	[50]
Aura (Vicious (Melee) - Zombie only)									
Conjurer's Staff									
Surge (6)									
Bane Chant (2)									
<i>Special Rules: Individual, Aura (Vicious (Melee) - Zombie only) Keywords: Heretic</i>									

Undead Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [65]	5	5+	-	4+	0	1	-/11	2	[50]
Trickster's Wand									[15]
Hex (2)									
Special Rules: Individual, Inspiring, Lifeleech(1) Keywords: Skeleton									

Zuinok Iceblood [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [120]	5	4+	-	5+	0	1	-/13	2	[120]
Fireball (10)									[0]
Surge (8)									[0]
Veil of Shadows (3)									[0]
Special Rules: Individual, Inspiring, Necrofire, The Outsider, Witchfire Keywords: Arkosaur, Heretic									

Lykanis	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [150]	9	3+	-	5+	1	5	13/15	3	[150]
Special Rules: Crushing Strength(2), Inspiring, Lifeleech(1), Nimble Keywords: Beast, Lycanthrope									

Total Units: 17 **Total Unit Strength:** 24
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.
Necrofire	Once per turn, for each point of damage dealt by Ziunok's Fireball spell, Ziunok may immediately remove one point of previously suffered damage on a single Friendly Core Skeleton unit without the Revenant keyword anywhere within 12" of himself regardless of Line of Sight.
The Outsider	When Ziunok is included in an Undead army, no other Unique Heroes may be included in the army.
Witchfire	Ziunok can reroll all to-hit rolls of a natural, unmodified 1 with his Fireball spell.

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.
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.
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.
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.
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.
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.
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).
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
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.	
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
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.