



Undead [2300]

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

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

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

| Wraiths* | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|-------|
| [Ghosts of Hochland] 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] |
| [Ghosts of Reikland] 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] |

| Zombie Trolls | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|-------|
| [The Gouged Eye] 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 |
|---|----|----|----|----|----|-----|------|----|-------|
| [Khagra's Ravagers] 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] |
| [Relics of the Realm] 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] |

| Deathpack* | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|------|
| [At least it's not snakes] 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 |
|--|----|----|----|----|----|------|------|----|-------|
| [Opus 6 after Skeletor] 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] |

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

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

| Vampire on Undead Pegasus | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|-------|
| [Gary Oldman] Hero (Lrg Cav) 1 | 10 | 3+ | - | 5+ | 1 | 7 | 14/16 | 4 | [215] |
| Spellcaster 1 [225] | | | | | | | | | [10] |
| Surge (4) | | | | | | | | | |
| Special Rules: Crushing Strength(2), Fly, Inspiring, Lifeleech(2), Nimble Keywords: Vampiric | | | | | | | | | |

| Revenant King on Undead Great Flying Wyrm | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|-------|
| [It's a ghost of course it can fly] Hero (Titan) 1 Spellcaster 0 [285] | 10 | 4+ | - | 5+ | 1 | 10 | -/18 | 6 | [265] |
| Blade of Slashing | | | | | | | | | [5] |
| Surge (8) | | | | | | | | | [15] |
| Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton | | | | | | | | | |

Total Units: 15 **Total Unit Strength:** 24
Total Primary Core Points: 2300 (100.0%)

| Special Rule | Description |
|-------------------|--|
| 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. |
| 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. |
| 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. |
| 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. |
| 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 ChantRange: 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.

SurgeRange: 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.

Artefact**Description**

Blade of Slashing

Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.

Inspiring Talisman

The unit gains the Inspiring special rule.

Lute of Insatiable
Darkness

The unit gains the Bane Chant (2) spell.