

Tournament undead

2000 / 2000 VALID

Undead [2000]

Zombies Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [160]	5	4+	-	2+	3	25	-/22	2	[115]
Brew of Sharpness									[45]
<i>Special Rules: Lifeleech(1), Shambling Keywords: Expendable, Zombie</i>									

Skeleton Spearmen Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [105]	5	5+	-	4+	3	15	-/15	2	[105]
<i>Special Rules: Lifeleech(1), Phalanx, Shambling Keywords: Skeleton</i>									
Regiment (20) [105]	5	5+	-	4+	3	15	-/15	2	[105]
<i>Special Rules: Lifeleech(1), Phalanx, Shambling Keywords: Skeleton</i>									

Ghouls Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [75]	6	4+	-	3+	1	12	10/11	2	[70]
Staying Stone									[5]
<i>Special Rules: Lifeleech(1), Wild Charge(D3) Keywords: Cannibal</i>									
Troop (10) [70]	6	4+	-	3+	1	12	9/11	2	[70]
<i>Special Rules: Lifeleech(1), Wild Charge(D3) Keywords: Cannibal</i>									

Soul Reaper Infantry Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [165]	6	3+	-	5+	1	15	11/13	2	[150]
Aegis of the Elohi									[15]
<i>Special Rules: Crushing Strength(2), Lifeleech(2), Iron Resolve Keywords: Vampiric</i>									

Skeleton Archers* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [165]	5	6+	5+	3+	3	20	-/22	2	[165]
Bows (24")									
<i>Special Rules: Lifeleech(1), Shambling Keywords: Skeleton</i>									

Soul Reaper Cavalry Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [260]	8	3+	-	5+	3	20	15/17	3	[240]
Chant of Hate									[20]
<i>Special Rules: Crushing Strength(1), Lifeleech(2), Thunderous Charge(1), Vicious Keywords: Vampiric</i>									

Balefire Catapult War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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 Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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>									

Ghoul Ghast Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [130]	6	3+	-	4+	0	6	12/14	2	[95]
Aura (Thunderous Charge (1) - Cannibal only)									
Mournful Blade									
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Lifeleech(2), Wild Charge(D3), Aura(Thunderous Charge (1) - Cannibal only), Duelist</i>									
<i>Keywords: Cannibal</i>									

Necromancer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [85]	5	5+	-	4+	0	1	10/12	2	[50]
Knowledgable[1]									
Surge (6)									
Barkskin[1](5)									
<i>Special Rules: Individual Keywords: Heretic</i>									

Lykanis Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [170]	9	3+	-	5+	1	5	13/15	3	[150]
Blessing of the Gods									
<i>Special Rules: Crushing Strength(2), Inspiring, Lifeleech(1), Nimble, Elite</i> Keywords: Beast, Lycanthrope									

Vampire on Undead Pegasus Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [240]	10	3+	-	5+	1	7	14/16	4	[215]
Blade of Slashing									
Drain Life (4)									
<i>Special Rules: Crushing Strength(2), Fly, Inspiring, Lifeleech(2), Nimble</i> Keywords: Vampiric									

Total Units: 14 **Total Unit Strength:** 21
Total Primary Core Points: 2000 (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
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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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. 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.
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.
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.
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, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

Spell	Description	Special Rules
Drain Life 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)
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.	
Barkskin[1] Range: 12" Friendly, Self, CC	Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.	

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.
Staying Stone	The unit gains +1 to its Wavering stat value.
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.
Mournful Blade	Individuals only. The unit gains the Duelist special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Chant of Hate	The unit gains the Vicious special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.