

Undead [2300]

Zombies	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [70] <i>Special Rules: Lifeleech(1), Shambling</i> Keywords: Expendable, Zombie	5	5+	-	2+	2	12	-/15	2	[70]
Inf Regiment [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
Inf Horde [255] Undead Giant Rats Brew of Strength <i>Special Rules: Lifeleech(2), Shambling, Crushing Strength(1)</i> Keywords: Revenant, Skeleton	5	4+	-	5+	4	25	-/24	2	[205] [10] [40]

Wraiths*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [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 [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
Lrg Inf Horde [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 [290] Blessing of the Gods <i>Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling, Elite</i> Keywords: Phantasm	7	3+	-	5+	3	18	-/17	3	[260] [30]
Lrg Inf Horde [275] Sir Jesse's Boots of Striding <i>Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling</i> Keywords: Phantasm	7	3+	-	5+	3	18	-/17	3	[260] [15]

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

Vampire Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 1 [200] Undead Horse <i>Special Rules: Crushing Strength(2), Duelist, Individual, Inspiring, Lifeleech(2), Mighty</i> Keywords: Vampiric	8	3+	-	5+	0	7	14/16	3	[165] [35]
Hero (Cav) 1 Spellcaster 1 [200] Undead Horse <i>Special Rules: Crushing Strength(2), Duelist, Individual, Inspiring, Lifeleech(2), Mighty</i> Keywords: Vampiric	8	3+	-	5+	0	7	14/16	3	[165] [35]

Liche King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [160] Surge (10) Heal (6) <i>Special Rules: Individual, Inspiring</i> Keywords: Phantasm	7	5+	-	5+	0	1	-/14	2	[80] [40] [40]
Hero (Inf) 1 Spellcaster 3 [160] Surge (10) Heal (6) <i>Special Rules: Individual, Inspiring</i> Keywords: Phantasm	7	5+	-	5+	0	1	-/14	2	[80] [40] [40]

Total Units: 14 Total Unit Strength: 19
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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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.
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.
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. 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.
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.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.

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.	
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. This Movement may bring a Surged unit within 1" of enemy units. 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

Sir Jesse's Boots of
Striding

Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.

Blessing of the Gods

The unit gains the Elite special rule.

Brew of Strength

The unit gains the Crushing Strength (+1) special rule.