

2300 / 2300 VALID

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Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[100]
Tome of Darkness									
Surge (5)									
Special Rules: Individual, Fearless, Lifeleech(1),Very Inspiring, Yielding									
Cursed High Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	8	5+	-	4+	1	1	13	3	[140]
									[15]
									[30]
									[20]
Special Rules: Individual, Inspiring, Yielding Traits: Spellcaster									
Skeleton Archers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	6+	6+	3+	4	20	22	2	[165]
									[10]
Deadeye Crossbows									
Deadeye Crossbows (24", Elite(Ranged),Piercing (1))									
Special Rules: Fearless, Lifeleech(1),Shambling									
Skeleton Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	5+	-	4+	4	25	22	2	[145]
Special Rules: Fearless, Lifeleech(1),Shambling									
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[90]
Special Rules: Fearless, Lifeleech(1),Shambling									
Desert Swarm	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	9	12	1	[60]
Special Rules: Fearless, Height(1),Lifeleech(1),Scout, Shambling									
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	9	12	1	[60]
Special Rules: Fearless, Height(1),Lifeleech(1),Scout, Shambling									
Revenant Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	4+	-	5+	2	18	17	3	[180]
Special Rules: Fearless, Lifeleech(1),Shambling, Thunderous Charge(2) Traits: Household									
Mummies	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	5	4+	-	5+	2	12	18	2	[185]
Special Rules: Crushing Strength(2),Fearless, Lifeleech(1),Regeneration(5+),Shambling									
Enslaved Guardian Archers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	4+	6+	4+	2	16	17	3	[200]
Heavy Crossbows (30", Piercing (2),Reload)									
Special Rules: Crushing Strength(1),Fearless, Lifeleech(1),Shambling									
Enslaved Guardians	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[200]
Special Rules: Crushing Strength(2),Fearless, Lifeleech(1),Shambling									
Specialist Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[200]
Special Rules: Crushing Strength(2),Fearless, Lifeleech(1),Shambling									
Idol of Shobik [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	7	3+	-	6+	2	10	18	5	[270]
									[0]
Special Rules: Crushing Strength(3),Fearless, Lifeleech(1),Shambling, Strider, Very Inspiring									

Balefire Catapult	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng Balefire (48", Blast (D3+1),Indirect, Piercing (2),Reload, Vicious(Ranged)) Special Rules: <i>Fearless, Shambling</i>	5	-	6+	4+	1	2	11	2	[85]
Support War Eng Balefire (48", Blast (D3+1),Indirect, Piercing (2),Reload, Vicious(Ranged)) Special Rules: <i>Fearless, Shambling</i>	5	-	6+	4+	1	2	11	2	[85]

Soul Snare [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng Drain Life (9) Special Rules: <i>Fearless, Height(5),Stealthy, Deadly Reach</i>	5	-	-	4+	1	-	15	5	[135] [0]

Total Units:	16	Total Unit Strength:	29
Total Points:	2300		

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Casket of the Damned	4	If the unit receiving this order is subsequently targeted by a Surge spell this turn, add an additional six dice to the n value of the Surge spell. This only applies to the first Surge spell targeting this unit this Turn.
Sandstorm	4	The unit gains Icy Breath (6).

Special Rule	Description
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Deadly Reach	This unit's Drain Life spell has a range of 12". It may target friendly units within 12" instead of 6" for its damage removal component.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Indirect	A unit or weapon with this rule cannot make Ranged attacks on targets that are within 12", but does not suffer the -1 to-hit modifier for enemy targets being in cover.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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 (n)	When this unit completes its to-hit and to-damage rolls in 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).
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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.

Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn as normal.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
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 (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Drain Life Range: 6" CC	Piercing (1). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any points of damage are scored, choose either the caster or a single Friendly unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!
Weakness Range: 24" CC	If any hits are scored, instead of causing damage, the target unit is Weakened until the end of its next Turn. Weakened units have a -1 modifier when rolling to damage enemy units (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.

Artefact	Description
Tome of Darkness	The hero gains the Surge (5) spell, or if the hero already has a Surge spell, its value is increased by 3.