

JON CARTER- ADEPTICON



EVIL

Zombies

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	2	2	2	12	-/15	[70]
Custom name: Ronnie's Zombies Lifeleech (1), Shambling Keywords: Expendable, Zombie									

Wraiths*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	7	4	-	6	2	3	12	-/16	185
Custom name: Ferryman of the Dead Aegis of the Elohi									
									15
Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider Keywords: Phantasm									
									[200]

Werewolves

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	9	3	-	5	3	3	18	15/17	255
Custom name: Brown Brew of Sharpness									
									45
Crushing Strength (1), Lifeleech (1), Nimble Keywords: Beast, Lycanthrope									
									[300]
Horde(6)	9	3	-	5	3	3	18	15/17	255
Custom name: Black Brew of Strength									
									40
Crushing Strength (1), Lifeleech (1), Nimble Keywords: Beast, Lycanthrope									
									[295]

Wights*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	3	-	5	3	3	18	-/17	[260]
Custom name: Darkskull's Wights Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									
Horde(6)	7	3	-	5	3	3	18	-/17	[260]
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									

Revenant King

Hero (Cav)
Spellicaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	0	3	-/14	80
Talisman of Silence									
Mount on an Undead Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									
									15
Surge (5)									
									25
									10
Crushing Strength (1), Individual, Inspiring, Lifeleech (1) Spells: Surge (5) Keywords: Revenant, Skeleton									
									[130]

Necromancer										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	10/12	50	
Inspiring Talisman Aura (Vicious (Melee) - Zombie only). This upgrade cannot be taken in addition to an Undead Horse Mount. Knowledgeable [1] - Spellcaster tier +1 Library Barkskin [1](5)									20 20 10 25	
Individual, Aura (Vicious (Melee) - Zombie only) Spells: Surge (6), Barkskin [1] (5) Keywords: Heretic									[125]	
Undead Army Standard Bearer										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	5	-	4	3	0	1	-/11	50	
Lute of Insatiable Darkness Mount on an Undead Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25 25	
Individual, Inspiring, Lifeleech (1) Keywords: Skeleton									[100]	
The Shambling Blight [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Zombies (F)										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Legion(60)	5	5	-	2	2	4	30	-/28	180	
Custom name: The Walking Dead Undead Giant Rats									10	
Iron Resolve, Lifeleech (2), Phalanx, Shambling Keywords: Expendable, The Shambling Blight, Zombie									[190]	
Legion(60)	5	5	-	2	2	4	30	-/28	180	
Custom name: Swarm Undead Giant Rats									10	
Iron Resolve, Lifeleech (2), Phalanx, Shambling Keywords: Expendable, The Shambling Blight, Zombie									[190]	
Goreblight (F)										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	5	3	1	D6+6	-/17	[180]	
Cloak of Death, Crushing Strength (2), Lifeleech (1), Rallying (1 - The Shambling Blight), Shambling Keywords: The Shambling Blight, Zombie										

Total Unit Strength: 26
 Total Core: 2300 (100%)

Total Units: 12



SPECIAL RULES AND SPELLS:

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.

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.

Barkskin [1]	Unique Spell: 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.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Cloak of Death	In the Movement phase, after the 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 <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous 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. <i>Lifeleech</i> has a maximum total of 3.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve value to a maximum of +2. This is cumulative if multiple units with <i>Rallying</i> are in range.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> 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.
Talisman of Silence	The unit gains the Mindfog (2) spell.
Undead Giant Rats	The unit gains Lifeleech (+1)
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.