

Temple of the damned

2300 / 2300 VALID

Undead [2300]

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

Wraiths* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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]
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]

Wights* Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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]
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]
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]

Revenant Cavalry Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [210] Brew of Sharpness <i>Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2)</i> Keywords: Revenant, Skeleton	8	3+	-	5+	3	16	-/17	3	[175] [35]
Regiment (10) [190] Sir Jesse's Boots of Striding <i>Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2)</i> Keywords: Revenant, Skeleton	8	4+	-	5+	3	16	-/17	3	[175] [15]

Goreblight Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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]

Revenant King Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [90] Surge (5) <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Lifeleech(1)</i> Keywords: Revenant, Skeleton	5	3+	-	5+	0	3	-/14	2	[80] [10]

Necromancer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [110] Aura (Vicious (Melee) - Zombie only) Inspiring Talisman Surge (6) Bane Chant (2) <i>Special Rules: Individual, Aura (Vicious (Melee) - Zombie only), Inspiring</i> Keywords: Heretic	5	5+	-	4+	0	1	10/12	2	[50] [20] [20] [0] [20]

Undead Army Standard Bearer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [70] Tome of Darkness Surge (5) <i>Special Rules: Individual, Inspiring, Lifeleech(1)</i> Keywords: Skeleton	5	5+	-	4+	0	1	-/11	2	[50] [20]

Vampire on Undead Pegasus Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [225] Pipes of Terror <i>Special Rules: Crushing Strength(2), Fly, Inspiring, Lifeleech(2), Nimble, Brutal</i> Keywords: Vampiric	10	3+	-	5+	1	7	14/16	4	[215] [10]

Total Units:
Total Primary Core Points:

15
2300 (100.0%)

Total Unit Strength:

25

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

Spell	Description	Special Rules
Bane Chant Range: 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.	
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.	

Artefact	Description
Pipes of Terror	This unit gains the Brutal special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Inspiring Talisman	The unit gains the Inspiring special rule.
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.