## Temple of the damned adepticon Undead [2300]

2300 / 2300 VALID

Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm         Necromancer       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spelicaster 1 [90]       5       5+       4+       0       1       10/12       2         Inspiring Tailisman       Surge (6)       Heal (3)       Special Rules: Individual, Inspiring Keywords: Heretic       Here (Inf) 1 Spelicaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Sacred Horn       Special Rules: Individual Keywords: Heretic       Head (3)       Veil of Shadows[1](2)       Special Rules: Individual Keywords: Heretic         Mhorgoth the Faceless [1]       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spelicaster 3 [200]       7       5+       -       5+       0       1       14/16       2         Bane Chant (3)       Drain Life (7)       Mind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm	Pts	Ht	Ne	Att	US	De	Ra	Ме	Sp	Zombies
If Regiment [70]       5       5+       2+       2       12       -/15       2         Special Rules: Likelech(1),Shambling Keywords: Expandable, Zombie       1       2       -/15       2         If Regiment [70]       5       5+       -       2+       2       12       -/15       2         Special Rules: Likelech(1),Shambling Keywords: Expandable, Zombie       1       2       -/15       2         Special Rules: Likelech(1),Shambling Keywords: Expandable, Zombie       12       -/18       2         Special Rules: Clushing Strength(2),Likelech(1),Regeneration(5+),Shambling Keywords: Mummy       12       -/18       2         Special Rules: Clushing Strength(2),Likelech(1),Regeneration(5+),Shambling Keywords: Mummy       12       -/18       2         Verewolves       Sp       Ne       Ra       De       US       Att       Ne       Ht         Tigl If Horde [255]       9       3+       5+       3       18       15/17       3         Special Rules: Crushing Strength(1),Likeech(1),Nimble Keywords: Beast, Lycanthrope       18       17/17       3         Special Rules: Crushing Strength(2),Likeech(1),Nimble Keywords: Beast, Lycanthrope       18       17/17       3         Special Rules: Crushing Strength(2),Fy, Likelech(1),Shambling Keywords:	[70]	2	-/15	12	2	2+	-	5+	5	If Regiment [70]
If Regiment [70]       5       5+       2+       2       12       -/15       2         Special Rules: Likelech(1),Shambling Keywords: Expandable, Zombie       1       2       -/15       2         If Regiment [70]       5       5+       -       2+       2       12       -/15       2         Special Rules: Likelech(1),Shambling Keywords: Expandable, Zombie       1       2       -/15       2         Special Rules: Likelech(1),Shambling Keywords: Expandable, Zombie       12       -/18       2         Special Rules: Clushing Strength(2),Likelech(1),Regeneration(5+),Shambling Keywords: Mummy       12       -/18       2         Special Rules: Clushing Strength(2),Likelech(1),Regeneration(5+),Shambling Keywords: Mummy       12       -/18       2         Verewolves       Sp       Ne       Ra       De       US       Att       Ne       Ht         Tigl If Horde [255]       9       3+       5+       3       18       15/17       3         Special Rules: Crushing Strength(1),Likeech(1),Nimble Keywords: Beast, Lycanthrope       18       17/17       3         Special Rules: Crushing Strength(2),Likeech(1),Nimble Keywords: Beast, Lycanthrope       18       17/17       3         Special Rules: Crushing Strength(2),Fy, Likelech(1),Shambling Keywords:							ble, Zombie	s: Expendal	ng <b>Keyword</b>	Special Rules: Lifeleech(1), Shamblir
Special Rules: Lifeleech(1).Shambling Keywords: Expandable, Zombie         1         2         1         1         1         1         2         1         3         1         2         1         3         1         1         1         1	[70]	2	-/15	12	2	2+	-		5	
If Regiment [70]       5       5+       -       2+       2       12       -/15       2         Special Rules: Lifeleech(1).Shambling Keywords: Expendedble, Zomble       5       -       2+       2       12       -/15       2         Special Rules: Lifeleech(1).Shambling Keywords: Expendedble, Zomble       -       2+       2       12       -/15       2         Mummles       Special Rules: Lifeleech(1).Shambling Keywords: Expendedble, Zomble       -       5+       3       12       -/18       2         Regiment [180]       5       4+       -       5+       3       12       -/18       2         Regiment [180]       5       4+       -       5+       3       12       -/18       2         Special Rules: Cushing Strength(2).Lifeleech(1).Regeneration(5+).Shambling Keywords: Mummy       -       18       15/17       3         Special Rules: Cushing Strength(1).Lifeleech(1).Nimble Keywords: Beast, Lycanthrope       18       15/17       3         Special Rules: Cushing Strength(2).Lifeleech(1).Nimble Keywords: Beast, Lycanthrope       18       15/17       3         Special Rules: Cushing Strength(2).Lifeleech(1).Nimble Keywords: Phantasm       -       17       3         Special Rules: Indukidues: Crushing Strength(2).Fy. Lifeleech(1).S							ble, Zombie	s: Expendal	ng <b>Keyword</b>	Special Rules: Lifeleech(1), Shamblir
Special Rules: Lifeleech(1),Shambling Keywords: Expendable, Zombie         -         2+         2         12         -/15         2           If Regiment (170)         5         5+         2+         2         12         -/16         2           Special Rules: Lifeleech(1),Shambling Keywords: Expendable, Zombie         -         5         3         12         -/18         2           Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+,Shambling Keywords: Mummy         -         54         3         12         -/18         2           Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+,Shambling Keywords: Mummy         -         54         3         18         15/17         3           Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope         -         54         3         18         15/17         3           Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope         -         54         3         18         15/17         3           Special Rules: Crushing Strength(2), Fly, Lifeleech(1),Shambling Keywords: Phantasm         -         54         3         18         -//17         3           Special Rules: Induktual, Inspiring Keywords: Hereic         -         54         3         18         -//17         3	[70]	2	-/15	12	2	2+	-			
nf Regiment [70]       5       5+       2+       2       12       -/15       2         Special Rules: Liteleech(1).Shambling Keywords: Expandable, Zombia       Murmies       Special Rules: Clushing Strength(2).Liteleech(1).Regeneration(5+).Shambling Keywords: Murmy       Integriment [180]       5       4+       5+       3       12       -/18       2         Special Rules: Clushing Strength(2).Liteleech(1).Regeneration(5+).Shambling Keywords: Murmy       It       It       -/18       2         Special Rules: Clushing Strength(2).Liteleech(1).Regeneration(5+).Shambling Keywords: Murmy       It       It       12       -/18       2         Warewolves       Sp       Me       Ra       De       US       Att       Ne       Ht         Tip IM Horid [25]       9       3+       5+       3       18       15/17       3         Special Rules: Clushing Strength(1).Liteleech(1).Nimble Keywords: Beast, Lycanthrope       3       18       16/17       3         Tig IM Horid [26]       Sp       Me       Ra       De       US       Att       Ne       Ht         Tig IM Horid [26]       Tid A       5+       3       18       17/17       3       3       5/17       3       5/16       1       10/12       2       16/							ble, Zombie	<b>s:</b> Expendal	ng <b>Keyword</b>	
Special Rules: Liteleech(1), Shambling Keywords: Expandable, Zombie           Mummies         Sp         Me         Ra         De         US         Att         Ne         Ht           Inf Regiment [180]         5         4         -         5+         3         12         -/18         2           Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+,)Shambling Keywords: Murmy         1         2         -/18         2           Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+,)Shambling Keywords: Murmy         1         1         15/17         3           Werewolves         Sp         Me         Ra         De         US         Att         Ne         Ht           rg Int Horde [235]         9         3+         -         5+         3         18         5/17         3           Special Rules: Crushing Strength(2), Lifeleech(1), Nimble Keywords: Beast, Lycanthrope         1         15/17         3         3         5/17         3         18         -/17         3         Special Rules: Drutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm         1         3         -         5/17         3         18         -/17         3         Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm	[70]	2	-/15	12	2	2+	-			
Mummies         Sp         Me         Ra         De         US         Att         Ne         Ht           If Regiment [180]         5         4+         -         5+         3         12         -/18         2           Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling Keywords: Mummy         -         5+         3         12         -/18         2           Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling Keywords: Mummy         -         5+         3         18         15/17         3           Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Dest, Lycanthrope         -         5+         3         18         15/17         3           Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Dest, Lycanthrope         -         5+         3         18         15/17         3           Special Rules: Crushing Strength(2), Fy, Lifeleech(1),Shambling Keywords: Phantasm         -         5+         3         18         -/17         3           Trg Inf Horde [260]         7         3+         -         5+         3         18         -/17         3           Special Rules: Individual, Crushing Strength(2), Fy, Lifeleech(1), Shambling Keywords: Phantasm         -/17         3         5+         - <td>[, 0]</td> <td>-</td> <td>,</td> <td>•=</td> <td>_</td> <td></td> <td>ble Zombie</td> <td>÷ .</td> <td>-</td> <td></td>	[, 0]	-	,	•=	_		ble Zombie	÷ .	-	
Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling Keywords: Mummy         12         -/18         2           Werewolves         Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling Keywords: Mummy         -/18         2           Werewolves         Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling Keywords: Mummy         -/18         2           Werewolves         Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope         18         15/17         3           Ling Int Horde [235]         9         -         5+         3         18         15/17         3           Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope         18         15/17         3         3         18         15/17         3           Special Rules: Crushing Strength(2), Fly, Lifeleech(1),Shambling Keywords: Phantasm         18         -/17         3           Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1),Shambling Keywords: Phantasm         3         18         -/17         3           Special Rules: Individual, Inspiring Keywords: Heretic         -         4+         0         1         10/12         2           Special Rules: Individual Keywords: Heretic         -         4+         0         1         10/12         2								<b>CI</b> Experiada	,g noj nora	
Special Rules: Crushing Strength(2).Lifeleech(1), Regeneration(5+, Shambling Keywords: Nummy         12         -/18         2           Werewolves         Crushing Strength(2).Lifeleech(1), Regeneration(5+, Shambling Keywords: Nummy         -/18         2           Special Rules: Crushing Strength(2).Lifeleech(1), Regeneration(5+, Shambling Keywords: Mummy         -/18         2           Werewolves         Special Rules: Crushing Strength(1).Lifeleech(1), Nimble Keywords: Beast, Lycanthrope         18         15/17         3           Special Rules: Crushing Strength(1).Lifeleech(1), Nimble Keywords: Beast, Lycanthrope         18         15/17         3           Special Rules: Crushing Strength(1).Lifeleech(1), Nimble Keywords: Beast, Lycanthrope         18         15/17         3           Wights'         Special Rules: Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm         18         -/17         3           Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm         10/12         2         10/12         2           Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm         -/17         3         -/17         3           Special Rules: Individual, Inspiring Keywords: Heretic         Hero (Inf) 1 Speciaster 1 [90]         5         -         -         4+         0         1         10/12         2	D.						-		•	
Special Rules: Crushing Strength(2), Lifeleech(1), Regeneration(5+), Shambling Keywords: Murmy         Verewordves       5+       12       -/18       2         Wights: Crushing Strength(2), Lifeleech(1), Regeneration(5+), Shambling Keywords: Murmy         Werewordves       Special Rules: Crushing Strength(1), Lifeleech(1), Nimble Keywords: Beast, Lycanthrope         Special Rules: Crushing Strength(1), Lifeleech(1), Nimble Keywords: Beast, Lycanthrope         Wights:       Sp       Me       Ra       De       US       Att       Ne       Http://doi.org/10.1011/1011/1011/1011/1011/1011/1011/	Pts						Ка			
Inf Regiment [180]       5       4+       5+       3       12       -/18       2         Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling Keywords: Mummy       Werewolves       No       No       Nt	[180]	2	-/18			-	-		•	
Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling Keywords: Mummy           Werewolves         Sp         Me         Ra         De         US         Att         Ne         Ht           Ling Inf Horde [235]         9         3+         5+         3         18         15/17         3           Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Eeast, Lycanthrope         5+         3         18         15/17         3           Urg Inf Horde [260]         7         3+         5+         3         18         -//17         3           Special Rules: Brutal, Crushing Strength(2),Fly, Lifeleech(1),Shambling Keywords: Phantasm         7         3         3         -//17         3           Special Rules: Brutal, Crushing Strength(2),Fly, Lifeleech(1),Shambling Keywords: Phantasm         7         3         3         -//17         3           Special Rules: Brutal, Crushing Strength(2),Fly, Lifeleech(1),Shambling Keywords: Phantasm         1         10/12         2           Inspiring Taisman         7         3+         5+         3         18         -//17           Special Rules: Individual, Inspiring Keywords: Heretic         Hero (Inf) 1 Spelicaster 1 [90]         5         5+         4+         0         1         10/12         2							on(5+),Shan		Lifeleech(1)	
Werewolves         Display         Sp         Me         Ra         De         US         Att         Ne         Ht           Lig Int Horde [235]         9         3+         -5+         3         18         15/17         3           Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope         -5+         3         18         15/17         3           Special Rules: Crushing Strength(2),File         7         3+         -5+         3         18         15/17         3           Special Rules: Crushing Strength(2),File         7         3+         -5+         3         18         -/17         3           Special Rules: Brutal, Crushing Strength(2),File         10/12,File         5+         3         18         -/17         3           Special Rules: Brutal, Crushing Strength(2),File         10/12,File         5+         3         18         -/17         3           Special Rules: Individual, Inspiring Keywords: Phantasm         -         5+         3         18         -/17         3           Nee read Rules: Individual, Inspiring Keywords: Heretic         -         4+         0         1         10/12         2           Sacred Horn         Heal (3)         -         5+	[180]	2	-/18		•	•	-		5	
Image of the order [235]         9         3+         -         5+         3         18         15/17         3           Special Rules: Crushing Strength (1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope         3+         -         5+         3         18         15/17         3           Special Rules: Crushing Strength (1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope         18         15/17         3           Wights*         Special Rules: Crushing Strength (2),Lifeleech(1),Nimble Keywords: Panatasm         18         1/17         3           Special Rules: Brutal, Crushing Strength (2),Fly, Lifeleech(1),Shambling Keywords: Phantasm         18         -/17         3           Special Rules: Brutal, Crushing Strength (2),Fly, Lifeleech(1),Shambling Keywords: Phantasm         -         5+         3         18         -/17         3           Necromancer         Special Rules: Brutal, Crushing Strength (2),Fly, Lifeleech(1),Shambling Keywords: Phantasm         -         10/12         2           Nero (Inf 1 Spelicaster 1 [90]         5         5+         -         4+         0         1         10/12         2           Special Rules: Individual, Inspiring Keywords: Heretic         -         -         5+         0         1         10/12         2           Sacred Hom         -         5+ </td <td></td> <td></td> <td></td> <td>ny</td> <td>ords: Mumr</td> <td>nbling <b>Keyw</b></td> <td>on(5+),Shan</td> <td>,Regenerati</td> <td>Lifeleech(1)</td> <td>Special Rules: Crushing Strength(2),</td>				ny	ords: Mumr	nbling <b>Keyw</b>	on(5+),Shan	,Regenerati	Lifeleech(1)	Special Rules: Crushing Strength(2),
Unsplicit         9         3+         5+         3         18         15/17         3           Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope         3+         5+         3         18         15/17         3           Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope         18         15/17         3           Wights*         Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Deast, Lycanthrope         18         15/17         3           Wights*         Special Rules: Crushing Strength(2),Fly, Lifeleech(1),Shambling Keywords: Phantasm         18         -/17         3           Special Rules: Brutal, Crushing Strength(2),Fly, Lifeleech(1),Shambling Keywords: Phantasm         10/12         2           Necromancer         Sp         Me         Ra         De         US         Att         Ne         Ht           Heor (Inf 1) Spelicaster 1 [90]         5         5+         -         4+         0         1         10/12         2           Inspiring Taitsman         Special Rules: Individual, Inspiring Keywords: Heretic         Heor (Inf 1) Spelicaster 1 [90]         5         5+         -         4+         0         1         10/12         2           Sacreal Rules: Individual, Inspiring Keywords: Heretic										
Image of the order [235]         9         3+         -         5+         3         18         15/17         3           Special Rules: Crushing Strength (1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope         3+         -         5+         3         18         15/17         3           Special Rules: Crushing Strength (1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope         18         15/17         3           Wights*         Special Rules: Crushing Strength (2),Lifeleech(1),Nimble Keywords: Panatasm         18         1/17         3           Special Rules: Brutal, Crushing Strength (2),Fly, Lifeleech(1),Shambling Keywords: Phantasm         18         -/17         3           Special Rules: Brutal, Crushing Strength (2),Fly, Lifeleech(1),Shambling Keywords: Phantasm         -         5+         3         18         -/17         3           Necromancer         Special Rules: Brutal, Crushing Strength (2),Fly, Lifeleech(1),Shambling Keywords: Phantasm         -         10/12         2           Nero (Inf 1 Spelicaster 1 [90]         5         5+         -         4+         0         1         10/12         2           Special Rules: Individual, Inspiring Keywords: Heretic         -         -         5+         0         1         10/12         2           Sacred Hom         -         5+ </td <td>Pts</td> <td>Ht</td> <td>Ne</td> <td>Att</td> <td>US</td> <td>De</td> <td>Ra</td> <td>Ме</td> <td>Sp</td> <td>Werewolves</td>	Pts	Ht	Ne	Att	US	De	Ra	Ме	Sp	Werewolves
Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope         St         St <thst< th="">         St</thst<>	[235]					-	-			
Lrg Int Horde [235]       9       3+       -       5+       3       18       15/17       3         Wights*       Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope       Viant Mark       Ne       Ht         Special Rules: Crushing Strength(2), Fly, Lifeleech(1),Shambling Keywords: Phantasm       18       -/17       3         Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1),Shambling Keywords: Phantasm       18       -/17       3         Necomancer       Sp       Me       Ra       De       US       Att       Ne       Ht         Inspiring Tailsman       Surge (6)       Heal (3)       Special Rules: Individual, Inspiring Keywords: Heretic       Heretic         Hero (Inf) 1 Spelicaster 1 [90]       5       5+       4+       0       1       10/12       2         Special Rules: Individual, Inspiring Keywords: Heretic       Heretic       Heretic       1       10/12       2         Special Rules: Individual Keywords: Heretic       Heretic       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spelicaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Special Rules: Individual Keywords: Heretic       Hero (Inf) 1 Spel	[_00]	÷			-	•	words: Bea	÷ .	•	
Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope         Wights*       Special Rules: Crushing Strength(2),Fly, Lifeleech(1),Shambling Keywords: Phantasm         Lrg Int Horde [260]       7       3+       5+       3       18       -/17       3         Special Rules: Brutal, Crushing Strength(2),Fly, Lifeleech(1),Shambling Keywords: Phantasm       18       -/17       3         I'g Int Horde [260]       7       3+       6       9       3       18       -/17       3         Special Rules: Brutal, Crushing Strength(2),Fly, Lifeleech(1),Shambling Keywords: Phantasm       Ne       Ht       Ht         Necromancer       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spelicaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Sacred Horn       Special Rules: Individual, Inspiring Keywords: Heretic       Special Rules: Individual Keywords: Heretic       1       10/12       2         Sacred Horn       Heal (3)       Special Rules: Individual Keywords: Heretic       1       14/16       2         Bane Chant (3)       Tost Infordual Keywords: Heretic       1       14/16       2         Bane Chant (3)       Special Rules: D	[235]	3	15/17	18			-			
Wights*         Sp         Me         Ra         De         US         Att         Ne         Ht           Lig Inf Horde [260]         7         3+         5+         3         18         -/17         3           Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm         18         -/17         3           Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm         18         -/17         3           Necromancer         Sp         Me         Ra         De         US         Att         Ne         Ht           Heor (Inf) Spelicaster 1 [90]         5         5+         -         4+         0         1         10/12         2           Inspiring Tailsman         Surge (6)         Heor (Inf) Spelicaster 1 [90]         5         5+         -         4+         0         1         10/12         2           Special Rules: Individual, Inspiring Keywords: Heretic         Heor (Inf) Spelicaster 1 [90]         5         5+         -         4+         0         1         10/12         2           Special Rules: Individual Keywords: Heretic         Heor (Inf) Spelicaster 3 [200]         7         5+         -         5+         0         1         14	[200]	v		10	-		words · Rea		0	
Instruction         Product					opu		noius. Dec			
Inspectal Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Sharnbiling Keywords: Phantasm         18         -/17         3           Ing Inf Horde [260]         7         3+         -         5+         3         18         -/17         3           Ing Inf Horde [260]         7         3+         -         5+         3         18         -/17         3           Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Sharnbiling Keywords: Phantasm         18         -/17         3           Necromancer         Sp         Me         Ra         De         US         Att         Ne         Ht           Hero (Inf) 1 Spelicaster 1 [90]         5         5+         -         4+         0         1         10/12         2           Inspiring Tailsman         Surge (6)         Heai (3)         Special Rules: Individual, Inspiring Keywords: Heretic         Hero (Inf) 1 Spelicaster 1 [90]         5         5+         -         4+         0         1         10/12         2           Sacred Horn         Heai (3)         Yeal of Shadows[1](2)         Special Rules: Individual Keywords: Heretic         Herei (Inf) 1 Spelicaster 3 [200]         7         5+         0         1         14/16         2           Bane Chant (3)         Drain Life	_		-	_					_	
Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm         Irg Inf Horde [260]       7       3+       5+       3         Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm         Necromancer       Special Rules: Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm         Necromancer       Special Rules: Individual, Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm         Necromancer       Special Rules: Individual, Inspiring Keywords: Heretic         Hero (Inf) 1 Spelicaster 1 [90]       5       5+       4+       0       1       10/12       2         Special Rules: Individual, Inspiring Keywords: Heretic         Hero (Inf) 1 Spelicaster 1 [90]       5       5+       4+       0       1       10/12       2         Special Rules: Individual, Inspiring Keywords: Heretic         Me       Ra       De       US       Att       Ne       N       N       N       N <td>Pts</td> <td>Ht</td> <td></td> <td>Att</td> <td></td> <td></td> <td>Ra</td> <td>Me</td> <td>Sp</td> <td></td>	Pts	Ht		Att			Ra	Me	Sp	
Irg Inf Horde [260]       7       3+       5+       3       18       -/17       3         Special Rules: Brutal, Crushing Strength(2),Fly, Lifeleech(1),Shambling Keywords: Phantasm       18       -/17       3         Necromancer       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spelicaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Inspiring Talisman       Surge (6)       Heal (3)       Special Rules: Individual, Inspiring Keywords: Heretic       Heretic         Hero (Inf) 1 Spelicaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Sacred Hom       Heal (3)       Special Rules: Individual, Inspiring Keywords: Heretic       Heretic       Heretic       Heretic         Meore (Inf) 1 Spelicaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Sacred Hom       Heal (3)       Special Rules: Individual Keywords: Heretic       Heretic       Het       1       10/12       2         Bare Chant (3)       Special Rules: Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Licke Keywords: Heretic, Phantasn         Special Rules: Dread, Fly, Ind	[260]	3	-/17	18	3	5+	-	3+	7	Lrg Inf Horde [260]
Special Rules: Brutal, Crushing Strength(2),Fly, Lifeleech(1),Shambling Keywords: Phantasm         Necromancer       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spellcaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Inspiring Talisman       Surge (6)       Heat (3)       Special Rules: Individual, Inspiring Keywords: Heretic       -       4+       0       1       10/12       2         Sacred Hom       -       5+       -       4+       0       1       10/12       2         Sacred Hom       -       -       4+       0       1       10/12       2         Special Rules: Individual, Inspiring Keywords: Heretic       -       4+       0       1       10/12       2         Sacred Hom       -       -       4+       0       1       10/12       2         Bane Chant (3)       Special Rules: Individual Keywords: Heretic       -       5+       0       1       14/16       2         Bane Chant (3)       Drain Life (7)       Mind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn <t< td=""><td></td><td></td><td></td><td></td><td>Phantasm</td><td>Keywords:</td><td>Shambling</td><td>Lifeleech(1),</td><td>ngth(2),Fly,</td><td>Special Rules: Brutal, Crushing Stree</td></t<>					Phantasm	Keywords:	Shambling	Lifeleech(1),	ngth(2),Fly,	Special Rules: Brutal, Crushing Stree
Necromancer       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spellcaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Inspiring Tailisman       Surge (6)       Heal (3)       Special Rules: Individual, Inspiring Keywords: Heretic       -       4+       0       1       10/12       2         Special Rules: Individual, Inspiring Keywords: Heretic       -       4+       0       1       10/12       2         Sacred Hom       Heal (3)       Special Rules: Individual Keywords: Heretic       -       4+       0       1       10/12       2         Special Rules: Individual Keywords: Heretic       -       4+       0       1       10/12       2         Mhorgoth the Faceless [1]       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spellcaster 3 [200]       7       5+       -       5+       0       1       14/16       2         Bane Chant (3)       Drain Life (7)       Mind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn         Flying Wyrm       M	[260]	3	-/17	18	3	5+	-	3+	7	Lrg Inf Horde [260]
Here (Inf) 1 Spelicaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Inspiring Talisman       Surge (6)					Phantasm	Keywords:	Shambling I	Lifeleech(1),	ngth(2),Fly,	Special Rules: Brutal, Crushing Stree
Here (Inf) 1 Spelicaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Inspiring Talisman       Surge (6)										
Here (Ini) 1 Spellcaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Inspiring Talisman       Surge (6)	Pts	Li+	No	Δ++	211	Do	Pa	Mo	Sn	Neoromonoor
Inspiring Talisman         Surge (6)         Heal (3)         Special Rules: Individual, Inspiring Keywords: Heretic         Hero (Inf) 1 Spellcaster 1 [90]       5         Sacred Horn         Heal (3)         Veil of Shadows[1](2)         Special Rules: Individual Keywords: Heretic         Mhorgoth the Faceless [1]       Sp         Mero (Inf) 1 Spellcaster 3 [200]       7         5 +       0         1       14/16         Bane Chant (3)         Drain Life (7)         Mind Fog (3)         Surge (10)         Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn         Revenant King on Undead Great       Sp         Me       Ra       De       US         Att       Ne       Ht         Flying Wyrm       10       3+       -         Here of Sharpness       Special Rules: Crushing Strength(3),Fly, Inspiring, Lifeleech(1),Nimble Keywords: Draconic, Revenant, Skeleton         Total Units:       14       Total Unit Strength:       26         Total Primary Core Points:       2300 (100.0%)       26							ı\a			
Surge (6)         Heal (3)         Special Rules: Individual, Inspiring Keywords: Heretic         Hero (Inf) 1 Spellcaster 1 [90]       5         Sacred Hom         Heal (3)         Veil of Shadows[1](2)         Special Rules: Individual Keywords: Heretic         Mhorgoth the Faceless [1]       Sp         Me       Ra       De       US         Att       Ne         Hero (Inf) 1 Spellcaster 3 [200]       7       5+       -         Starded Hom       1       14/16       2         Bane Chant (3)       Drain Life (7)       Mind Fog (3)         Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Hyo (Titan 1 Spellcaster 0 [290]       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton       28         Total Units:       14       Total Unit Strength:       28         Total Primary Core Points:       2300 (100.0%)<	[30]	2	10/12	1	0	4+	-	-+C	Э	
Heal (3)         Special Rules: Individual, Inspiring Keywords: Heretic         Hero (Inf) Spelicaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Sacred Hom       Heal (3)       Veil of Shadows[1](2)       Special Rules: Individual Keywords: Heretic       Image: Special Rules: Individual Keywords: Heretic       Image: Special Rules: Individual Keywords: Heretic         Mhorgoth the Faceless [1]       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) Spelicaster 3 [200]       7       5+       -       5+       0       1       14/16       2         Bane Chant (3)       Drain Life (7)       Mind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasm         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm       1       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton       26         Total Units:       1	[20]									
Special Rules: Individual, Inspiring Keywords: Heretic         Hero (Inf) 1 Spelicaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Sacred Hom       Heal (3)       Veil of Shadows[1](2)       Special Rules: Individual Keywords: Heretic       Special Rules: Individual Keywords: Heretic         Mhorgoth the Faceless [1]       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spelicaster 3 [200]       7       5+       -       5+       0       1       14/16       2         Bane Chant (3)       Drain Life (7)       Nind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Titan) 1 Spelicaster 0 [290]       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton       28         Total Units:       14       Total Unit Strength:       28         Cotal Primary Core Points:       2300 (100.	[20]									
Hero (Inf) 1 Spellcaster 1 [90]       5       5+       -       4+       0       1       10/12       2         Sacred Hom       Heal (3)       Veil of Shadows[1](2)       Special Rules: Individual Keywords: Heretic       1       10/12       2         Mhorgoth the Faceless [1]       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spellcaster 3 [200]       7       5+       -       5+       0       1       14/16       2         Bane Chant (3)       Drain Life (7)       Nind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Hying Wyrm       Information (3), Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn       Hero (Titan) 1 Spellcaster 0 [290]       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton       28         Total Units:       14       Total Unit Strength:       28	[20]							1 (		
Sacred Hom         Heal (3)       Veil of Shadows[1](2)         Special Rules: Individual Keywords: Heretic         Mhorgoth the Faceless [1]       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spellcaster 3 [200]       7       5+       -       5+       0       1       14/16       2         Bane Chant (3)       Drain Life (7)       Mind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Tital) 1 Spellcaster 0 [290]       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton       26         Total Units: 14       Total Unit Strength: 2800 (100.0%)	10.07		40/40	4		4				
Heal (3)       Veil of Shadows[1](2)         Special Rules: Individual Keywords: Heretic         Mhorgoth the Faceless [1]       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spellcaster 3 [200]       7       5+       -       5+       0       1       14/16       2         Bane Chant (3)       Drain Life (7)       Mind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasm         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm       Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasm       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm       Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasm       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm       Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Draconic, Revenant, Skeleton       Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton       Zature Train Total Unitstrength:       Zature Train Total Unit Strength:	[30]	2	10/12	1	0	4+	-	5+	5	
Veil of Shadows[1][2)         Special Rules: Individual Keywords: Heretic         Mhorgoth the Faceless [1]       Sp       Me       Ra       De       US       Att       Ne       Htt         Hero (Inf) 1 Spellcaster 3 [200]       7       5+       0       1       14/16       2         Bane Chant (3)         Drain Life (7)         Mind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm         Hero (Titan) 1 Spellcaster 0 [290]       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3),Fly, Inspiring, Lifeleech(1),Nimble Keywords: Draconic, Revenant, Skeleton         Total Units:       14       Total Unit Strength:       28         Att       Total Unit Strength:	[15]									
Special Rules: Individual Keywords: Heretic         Mhorgoth the Faceless [1]       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spellcaster 3 [200]       7       5+       -       5+       0       1       14/16       2         Bane Chant (3)       Drain Life (7)       Mind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3),Fly, Inspiring, Lifeleech(1),Nimble Keywords: Draconic, Revenant, Skeleton       26         Total Units:       14       Total Unit Strength:       26         Total Primary Core Points:       2300 (100.0%)       26	[20]									
Mhorgoth the Faceless [1]       Sp       Me       Ra       De       US       Att       Ne       Ht         Hero (Inf) 1 Spellcaster 3 [200]       7       5+       -       5+       0       1       14/16       2         Bane Chant (3)       Drain Life (7)       Mind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasm         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3),Fly, Inspiring, Lifeleech(1),Nimble Keywords: Draconic, Revenant, Skeleton       28         Total Units:       14       Total Unit Strength:       28         Total Primary Core Points:       2300 (100.0%)       100.0%)       28	[25]									
Hero (Inf) 1 Spellcaster 3 [200]       7       5+       -       5+       0       1       14/16       2         Bane Chant (3)       Drain Life (7)       Mind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton       14       Total Units Strength:       28         Total Units:       14       Total Unit Strength:       28									: Heretic	Special Rules: Individual Keywords:
Hero (Inf) 1 Spellcaster 3 [200]       7       5+       -       5+       0       1       14/16       2         Bane Chant (3)       Drain Life (7)       Mind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton       14       Total Units Strength:       28         Total Units:       14       Total Unit Strength:       28										
Hero (Inf) 1 Spellcaster 3 [200]       7       5+       -       5+       0       1       14/16       2         Bane Chant (3)       Drain Life (7)       Mind Fog (3)       Surge (10)       Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasm         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton       14       Total Unit Strength:       28         Total Unit Strength:       2300 (100.0%)	Pts	Ht	Ne	Att	US	De	Ra	Ме	Sp	Mhorgoth the Faceless [1]
Bane Chant (3)       Drain Life (7)         Mind Fog (3)       Surge (10)         Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3),Fly, Inspiring, Lifeleech(1),Nimble Keywords: Draconic, Revenant, Skeleton       14       Total Unit Strength:       28         Total Units:       14       Total Unit Strength:       28	[200]		14/16	1	0	5+	-	5+		
Drain Life (7) Mind Fog (3) Surge (10) Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasn Revenant King on Undead Great Sp Me Ra De US Att Ne Ht Flying Wyrm Hero (Titan) 1 Spellcaster 0 [290] 10 3+ - 5+ 2 10 -/18 6 Brew of Sharpness Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton Total Units: 14 Total Unit Strength: 28 Total Primary Core Points: 2300 (100.0%)	[0]	_								
Mind Fog (3) Surge (10) Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasm Revenant King on Undead Great Sp Me Ra De US Att Ne Ht Flying Wyrm Hero (Titan) 1 Spellcaster 0 [290] 10 3+ - 5+ 2 10 -/18 6 Brew of Sharpness Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton Total Units: 14 Total Unit Strength: 28 Total Primary Core Points: 2300 (100.0%)	[0]									. ,
Surge (10)         Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasm         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Http://www.networds: Dread Great       Special Rules: Original Great       Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton         Fotal Units:       14       Total Unit Strength:       28         Total Units:       14       Total Unit Strength:       28         Total Unit Strength:       28	[0]									
Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasm         Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3),Fly, Inspiring, Lifeleech(1),Nimble Keywords: Draconic, Revenant, Skeleton       5       5       7	[0] [0]									
Revenant King on Undead Great       Sp       Me       Ra       De       US       Att       Ne       Ht         Flying Wyrm       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3),Fly, Inspiring, Lifeleech(1),Nimble Keywords: Draconic, Revenant, Skeleton       6         Total Units:       14       Total Unit Strength:       28         Total Primary Core Points:       2300 (100.0%)       2300 (100.0%)       28		Phantasm	ds. Haratic	he Keywe	tina ∆rch_l i	nholy I ovita	Inspiring II	ion(5±) Von	Regenerat	
Flying Wyrm       Image: Second Group of the second of the s	,		<b>43.</b> 1 101 0110,			Levila	maphing, U	, very	, Nogeneral	
Flying Wyrm       Image: Second Group of the second of the s				_		_	_		-	
Hero (Titan) 1 Spellcaster 0 [290]       10       3+       -       5+       2       10       -/18       6         Brew of Sharpness       Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton       6         Total Units:       14       Total Unit Strength:       28         Total Primary Core Points:       2300 (100.0%)       2300 (100.0%)       28	Pts	Ht	Ne	Att	US	De	Ra	Ме	Sp	-
Brew of Sharpness         Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton         Total Units:       14       Total Unit Strength:       28         Total Primary Core Points:       2300 (100.0%)       2300 (100.0%)       28										
Brew of Sharpness         Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton         Total Units:       14       Total Unit Strength:       28         Total Primary Core Points:       2300 (100.0%)       2300 (100.0%)       28	[255]	6	-/18	10	2	5+	-	3+	10	Hero (Titan) 1 Spellcaster 0 [290]
Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton         Total Units:       14       Total Unit Strength:       28         Total Primary Core Points:       2300 (100.0%)       28	[35]									
Fotal Units:14Total Unit Strength:28Fotal Primary Core Points:2300 (100.0%)			leton	enant, Ske	raconic, Rev	eywords: D	1),Nimble <b>K</b>	g, Lifeleech	Fly, Inspirin	
Fotal Primary Core Points:     2300 (100.0%)					, -	-			- 1	
Fotal Primary Core Points:     2300 (100.0%)										
•	3	28			ength:	tal Unit Str				
Custom Rule Description							) )	300 (100.0%	23	Total Primary Core Points:
Custom Rule Description										
Custom Rule Description										
									on	Custom Rule Description
Unholy Levitating Arch- The unit can move At the Double and make ranged attacks as if it had Advanced that turn. Once per turn	after usin	o ner turn	hat turn One	Advancod +	s as if it had		and make re-			Lipholy Levitating Arch-
Unholy Levitating Arch- Liche The unit can move At the Double and make ranged attacks as if it had Advanced that turn. Once per turn a spell, Mhorgoth may use a different spell against the same or a different target.	i, aner usin	e per tum, a	nat turn. Unc							

Special Rule	Description					
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brut (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.					
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread spe rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.					
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 specia 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 6inches of this unit, suffers a Rout result, the opponer Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring ru unit will only Inspire itself and the unit(s) specified.					
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					
Regeneration	Every time this unit receives a Movement order (including Halt),before doing anything else, roll a equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit rec damage previously suffered.					
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout m	iove.				
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affect affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects a Inspiring (Self).					
Spell	Description	Special Rules				
<b>Bane Chant</b> 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.					
<b>Drain Life</b> 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)				
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.					
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering				
<b>Surge</b> 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.

 Veil of Shadows [1]
 If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.

 Self
 Self

Artefact	Description					
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.					
Inspiring Talisman	The unit gains the Inspiring special rule.					

Brew of Sharpness

The unit has a +1 to hit modifier with Melee attacks.