

# TEMPLE OF THE DAMNED



## UNDEAD

EVIL

### Zombies

Infantry

| Unit Size  | Sp | Me | Ra | De | H | US | At | Ne  | Pts  |
|--|----|----|----|----|---|----|----|-----|------|
| Regiment(20)   | 5  | 5  | -  | 2  | 2 | 2  | 12 | -15 | [70] |
| Lifeleech (1), Shambling<br>Keywords: Expendable, Zombie |    |    |    |    |   |    |    |     |      |
| Regiment(20)   | 5  | 5  | -  | 2  | 2 | 2  | 12 | -15 | [70] |
| Lifeleech (1), Shambling<br>Keywords: Expendable, Zombie |    |    |    |    |   |    |    |     |      |
| Regiment(20)   | 5  | 5  | -  | 2  | 2 | 2  | 12 | -15 | [70] |
| Lifeleech (1), Shambling<br>Keywords: Expendable, Zombie |    |    |    |    |   |    |    |     |      |

### Wraiths\*

Infantry

| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne  | Pts   |
|---|----|----|----|----|---|----|----|-----|-------|
| Troop(10)   | 7  | 4  | -  | 6  | 2 | 1  | 10 | -12 | [120] |
| Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider<br>Keywords: Phantasm |    |    |    |    |   |    |    |     |       |
| Troop(10)   | 7  | 4  | -  | 6  | 2 | 1  | 10 | -12 | [120] |
| Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider<br>Keywords: Phantasm |    |    |    |    |   |    |    |     |       |

### Revenant Cavalry

Cavalry

| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne  | Pts   |
|---|----|----|----|----|---|----|----|-----|-------|
| Regiment(10)  | 8  | 4  | -  | 5  | 3 | 3  | 16 | -17 | [180] |
| Lifeleech (1), Shambling, Thunderous Charge (2)<br>Keywords: Revenant, Skeleton |    |    |    |    |   |    |    |     |       |
| Regiment(10)  | 8  | 4  | -  | 5  | 3 | 3  | 16 | -17 | [180] |
| Lifeleech (1), Shambling, Thunderous Charge (2)<br>Keywords: Revenant, Skeleton |    |    |    |    |   |    |    |     |       |
| Regiment(10)  | 8  | 4  | -  | 5  | 3 | 3  | 16 | -17 | [180] |
| Lifeleech (1), Shambling, Thunderous Charge (2)<br>Keywords: Revenant, Skeleton |    |    |    |    |   |    |    |     |       |

### Wights\*

Large Infantry

| Unit Size  | Sp | Me | Ra | De | H | US | At | Ne  | Pts   |
|--|----|----|----|----|---|----|----|-----|-------|
| Horde(6)   | 7  | 3  | -  | 5  | 3 | 3  | 18 | -17 | [260] |
| Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling<br>Keywords: Phantasm |    |    |    |    |   |    |    |     |       |
| Horde(6)   | 7  | 3  | -  | 5  | 3 | 3  | 18 | -17 | [260] |
| Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling<br>Keywords: Phantasm |    |    |    |    |   |    |    |     |       |

### Balefire Catapult

War Engine

| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne  | Pts  |
|---|----|----|----|----|---|----|----|-----|------|
| 1   | 5  | -  | 5  | 4  | 2 | 0  | 2  | -11 | [95] |
| Shambling, Unholy Flames<br>Balefire (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (2), Reload)<br>Keywords: Skeleton |    |    |    |    |   |    |    |     |      |
| 1   | 5  | -  | 5  | 4  | 2 | 0  | 2  | -11 | [95] |
| Shambling, Unholy Flames<br>Balefire (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (2), Reload)<br>Keywords: Skeleton |    |    |    |    |   |    |    |     |      |

| Vampire on Undead Pegasus   |    |    |    |    |   |    |    |       |                  | Hero (LrgCav)<br>Spellcaster: 1 |
|---|----|----|----|----|---|----|----|-------|------------------|---------------------------------|
| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne    | Pts              |                                 |
| 1   | 10 | 3  | -  | 5  | 4 | 1  | 7  | 14/16 | 215              |                                 |
| Blade of Slashing<br>Surge (4)  |    |    |    |    |   |    |    |       | 5<br>10<br>[230] |                                 |
| Crushing Strength (2), Fly, Inspiring, Lifeleech (2), Nimble<br>Spells: Surge (4)<br>Keywords: Vampiric |    |    |    |    |   |    |    |       |                  |                                 |
| 1   | 10 | 3  | -  | 5  | 4 | 1  | 7  | 14/16 | 215              |                                 |
| Surge (4)   |    |    |    |    |   |    |    |       | 10<br>[225]      |                                 |
| Crushing Strength (2), Fly, Inspiring, Lifeleech (2), Nimble<br>Spells: Surge (4)<br>Keywords: Vampiric |    |    |    |    |   |    |    |       |                  |                                 |
| Necromancer   |    |    |    |    |   |    |    |       |                  | Hero (Inf)<br>Spellcaster: 1    |
| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne    | Pts              |                                 |
| 1   | 5  | 5  | -  | 4  | 2 | 0  | 1  | 10/12 | 50               |                                 |
| Inspiring Talisman  |    |    |    |    |   |    |    |       | 20<br>[70]       |                                 |
| Individual<br>Spells: Surge (6)<br>Keywords: Heretic  |    |    |    |    |   |    |    |       |                  |                                 |
| Undead Army Standard Bearer   |    |    |    |    |   |    |    |       |                  | Hero (Inf)                      |
| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne    | Pts              |                                 |
| 1   | 5  | 5  | -  | 4  | 2 | 0  | 1  | -/11  | 50               |                                 |
| Lute of Insatiable Darkness   |    |    |    |    |   |    |    |       | 25<br>[75]       |                                 |
| Individual, Inspiring, Lifeleech (1)<br>Keywords: Skeleton  |    |    |    |    |   |    |    |       |                  |                                 |

Total Unit Strength: 25  
 Total Core: 2300 (100%)

Total Units: 16



## SPECIAL RULES AND SPELLS:

|                           |   |
|---------------------------|---|
| <b>Blade of Slashing</b>  | Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.   |
| <b>Blast</b>              | 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.  |
| <b>Brutal</b>             | 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.  |
| <b>Crushing Strength</b>  | All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.  |
| <b>Fly</b>                | 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. |
| <b>Ignore Cover</b>       | The firing unit only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit still needs to have Line of Sight to the target to fire at it.  |
| <b>Indirect</b>           | The unit cannot make Ranged attacks on targets that are within 12"  |
| <b>Individual</b>         | See page 34 (page 30 in gamers edition)   |
| <b>Inspiring</b>          | 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.  |
| <b>Inspiring Talisman</b> | The unit gains the <i>Inspiring</i> special rule.   |
| <b>Lifeleech</b>          | 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.  |

|                                    |  |
|------------------------------------|--|
| <b>Lute of Insatiable Darkness</b> | The unit gains the Bane Chant (2) spell.   |
| <b>Nimble</b>                      | 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.   |
| <b>Piercing</b>                    | All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.   |
| <b>Reload</b>                      | The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.  |
| <b>Shambling</b>                   | The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.  |
| <b>Strider</b>                     | This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.  |
| <b>Surge</b>                       | <p>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.</p> <p>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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p> |
| <b>Thunderous Charge</b>           | All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).   |
| <b>Unholy Flames</b>               | Whenever the unit rolls to damage with its Balefire attack, it can re-roll D3 of the dice that failed to damage.   |