

# Austin Lesh Undead - Gem City Massacre 2023

1995 / 1995 VALID

## Undead [1995]

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

Revenants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [230] Undead Giant Rats Two-handed Weapons Aegis of the Elohi <i>Special Rules:</i> Lifeleech(2),Shambling, Crushing Strength(1),Iron Resolve <b>Keywords:</b> Revenant, Skeleton	5	4+	-	4+	4	25	-/24	2	[205] [10] [0] [15]

Wraiths*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [120] <i>Special Rules:</i> Crushing Strength(1),Fly, Lifeleech(1),Nimble, Shambling, Strider <b>Keywords:</b> Phantasm	7	4+	-	6+	1	10	-/12	2	[120]
Inf Troop [120] <i>Special Rules:</i> Crushing Strength(1),Fly, Lifeleech(1),Nimble, Shambling, Strider <b>Keywords:</b> Phantasm	7	4+	-	6+	1	10	-/12	2	[120]

Mummies	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [180] <i>Special Rules:</i> Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling <b>Keywords:</b> Mummy	5	4+	-	5+	3	12	-/18	2	[180]

Soul Reaper Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [245] Chalice of Wrath <i>Special Rules:</i> Crushing Strength(2),Lifeleech(2),Fury <b>Keywords:</b> Vampiric	6	3+	-	5+	3	20	15/17	2	[230] [15]

Werewolves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [250] Sir Jesse's Boots of Striding <i>Special Rules:</i> Crushing Strength(1),Lifeleech(1),Nimble <b>Keywords:</b> Beast, Lycanthrope	9	3+	-	5+	3	18	15/17	3	[235] [15]

Wights*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [265] Healing Brew <i>Special Rules:</i> Brutal, Crushing Strength(2),Fly, Lifeleech(1),Shambling <b>Keywords:</b> Phantasm	7	3+	-	5+	3	18	-/17	3	[260] [5]

Necromancer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [70] Inspiring Talisman Surge (6) <i>Special Rules:</i> Individual, Inspiring <b>Keywords:</b> Heretic	5	5+	-	4+	0	1	10/12	2	[30] [20] [20]

Lykanis	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [155] Mace of Crushing <i>Special Rules:</i> Crushing Strength(2),Inspiring, Lifeleech(1),Nimble <b>Keywords:</b> Beast, Lycanthrope	9	3+	-	5+	1	5	13/15	3	[150] [5]

Vampire on Undead Pegasus	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaster 1 [220] Blade of Slashing <i>Special Rules:</i> Crushing Strength(2),Fly, Inspiring, Lifeleech(2),Nimble <b>Keywords:</b> Vampiric	10	3+	-	5+	1	7	14/16	4	[215] [5]

Total Units:12Total Unit Strength:24

Total Primary Core Points:1995 (100.0%)

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 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.
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. 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 special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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 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.
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.

Spell	Description	Special Rules
<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.	

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Aegis of the Elohi	The unit gains the Iron Resolve (+1) Special Rule.
Chalice of Wrath	The unit gains the Fury 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.