

Temple of the damned krumpus

1995 / 1995 VALID



Undead [1995]

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

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

Werewolves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [235]	9	3+	-	5+	3	18	15/17	3	[235]
Special Rules: Crushing Strength(1), Lifeleech(1), Nimble Keywords: Beast, Lycanthrope									
Lrg Inf Horde [235]	9	3+	-	5+	3	18	15/17	3	[235]
Special Rules: Crushing Strength(1), Lifeleech(1), Nimble Keywords: Beast, Lycanthrope									

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

Necromancer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [70]	5	5+	-	4+	0	1	10/12	2	[30]
Inspiring Talisman									[20]
Surge (6)									[20]
Special Rules: Individual, Inspiring Keywords: Heretic									
Hero (Inf) 1 Spellcaster 1 [90]	5	5+	-	4+	0	1	10/12	2	[30]
Sacred Horn									[15]
Heal (3)									[20]
Veil of Shadows[1](2)									[25]
Special Rules: Individual Keywords: Heretic									

Undead Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [75]	5	5+	-	5+	0	1	-/11	2	[55]
Tome of Darkness									[20]
Surge (5)									
Special Rules: Aura(Wild Charge (D3) - Skeleton Only), Individual, Lifeleech(1), Very Inspiring Keywords: Skeleton									

Mhorgoth the Faceless [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [200]	7	5+	-	5+	0	1	14/16	2	[200]
Bane Chant (3)									[0]
Drain Life (7)									[0]
Mind Fog (3)									[0]
Surge (10)									[0]
Special Rules: Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche Keywords: Heretic, Phantasm									

Total Units:

13

Total Unit Strength:

24

Total Primary Core Points:

1995 (100.0%)

Custom Rule	Description
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, after using a spell, Mhorgoth may use a different spell against the same or a different target.

Special Rule	Description
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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.
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 special 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 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.
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.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).

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.	
Drain Life 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)
Heal 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
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.

Veil of Shadows [1]
Range: 0"
Self

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

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.
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.