

Kyle Martin Undead Hoosier Storm 2023

2300 / 2300 VALID

Undead [2300]

Skeleton Warriors Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [55]	5	5+	-	4+	1	10	-/11	2	[55]
<i>Special Rules: Lifeleech(1), Shambling Keywords: Expendable, Skeleton</i>									

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

Skeleton Spearmen Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [105]	5	5+	-	4+	3	15	-/15	2	[105]
<i>Special Rules: Lifeleech(1), Phalanx, Shambling Keywords: Skeleton</i>									

Wights* Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [265]	7	3+	-	5+	3	18	-/17	3	[260]
Blade of Slashing									[5]
<i>Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm</i>									
Horde (6) [265]	7	3+	-	5+	3	18	-/17	3	[260]
Mace of Crushing									[5]
<i>Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm</i>									

[Gray] Goreblight Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [175]	6	4+	-	5+	1	D6+6	-/17	3	[175]
<i>Special Rules: Cloak of Death, Crushing Strength(2), Lifeleech(1), Shambling Keywords: Zombie</i>									

Revenant King Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [140]	8	3+	-	5+	0	3	-/14	3	[80]
Undead Horse									[25]
Shroud of the Saint									[25]
Heal (3)									
Surge (5)									[10]
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Lifeleech(1) Keywords: Revenant, Skeleton</i>									

Necromancer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [125]	5	5+	-	4+	0	1	10/12	2	[50]
Aura (Vicious (Melee) - Zombie only)									[20]
Inspiring Talisman									[20]
Knowledgable[1]									[10]
Surge (6)									[0]
Barkskin[1](5)									[25]
<i>Special Rules: Individual, Aura(Vicious (Melee) - Zombie only), Inspiring Keywords: Heretic</i>									
1 Spellcaster 1 [100]	5	5+	-	4+	0	1	10/12	2	[50]
Aura (Vicious (Melee) - Zombie only)									[20]
Conjurer's Staff									[10]
Surge (6)									[0]
Bane Chant (2)									[20]
<i>Special Rules: Individual, Aura(Vicious (Melee) - Zombie only) Keywords: Heretic</i>									

Undead Army Standard Bearer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [75]	5	5+	-	4+	0	1	-/11	2	[50]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
<i>Special Rules: Individual, Inspiring, Lifeleech(1) Keywords: Skeleton</i>									

Revenant on Undead Great Burrowing Wyrms (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [235] Brew of Sharpness <i>Special Rules: Brutal, Crushing Strength(3), Lifeleech(1), Strider</i> Keywords: Revenant, Skeleton	7	3+	-	5+	1	12	-/18	6	[200] [35]

[F] Zombies (The Shambling Blight) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (60) [230] Undead Giant Rats Brew of Strength <i>Special Rules: Iron Resolve, Lifeleech(2), Phalanx, Shambling, Crushing Strength(1)</i> Keywords: Expendable, Zombie	5	5+	-	2+	4	30	-/28	2	[180] [10] [40]

[F] Zombies (The Shambling Blight) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (60) [210] Undead Giant Rats Hammer of Measured Force <i>Special Rules: Iron Resolve, Lifeleech(2), Phalanx, Shambling</i> Keywords: Expendable, Zombie	5	5+	-	2+	4	30	-/28	2	[180] [10] [20]

[Green] [F] Goreblight (The Shambling Blight) [1] Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [180] <i>Special Rules: Cloak of Death, Crushing Strength(2), Lifeleech(1), Rallying(1 - The Shambling Blight), Shambling</i> Keywords: Zombie	6	4+	-	5+	1	D6+6	-/17	3	[180]

Total Units: 15 **Total Unit Strength:** 25
Total Primary Core Points: 2300 (100.0%)

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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.

Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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
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.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
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.	
Barkskin[1] Range: 12" Friendly, Self, CC	Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.	

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.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Inspiring Talisman	The unit gains the Inspiring special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.