

1st Battalion

Lady Ilona [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	7	3+	-	6+	2	8	16	2	[240]
Enthral (7)									[0]
Special Rules: <i>Crushing Strength(2), Duellist(D3), Individual, Inspiring, Lifeleech(2)</i>									

Crypt Gouger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	3+	-	4+	1	6	14	2	[160]
Sacred Horn									[20]
Special Rules: <i>Aura(Vicious (Combat) - Fleshfeast Trait only), Crushing Strength(1), Individual, Lifeleech(2), Wild Charge(D3)</i>									

Ghouls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	4+	-	3+	2	15	15	2	[105]
Special Rules: <i>Lifeleech(1), Wild Charge(D3) Traits: Fleshfeast</i>									
Core Inf Regiment	6	4+	-	3+	2	15	15	2	[105]
Special Rules: <i>Lifeleech(1), Wild Charge(D3) Traits: Fleshfeast</i>									
Core Inf Regiment	6	4+	-	3+	2	15	15	2	[105]
Special Rules: <i>Lifeleech(1), Wild Charge(D3) Traits: Fleshfeast</i>									
Core Inf Regiment	6	4+	-	3+	2	15	15	2	[105]
Special Rules: <i>Lifeleech(1), Wild Charge(D3) Traits: Fleshfeast</i>									

Werewolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	9	3+	-	5+	2	20	17	3	[305]
Brew of Strength									[40]
Special Rules: <i>Crushing Strength(2), Lifeleech(1), Nimble, Strider Traits: Fleshfeast</i>									

Zombie Trolls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	4+	-	5+	2	16	17	3	[180]
Special Rules: <i>Crushing Strength(2), Fearless, Lifeleech(1), Shambling Traits: Decaying Horde</i>									

Soul Reaver Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	8	3+	-	5+	2	18	17	3	[275]
Blessing of the Gods									[25]
Special Rules: <i>Crushing Strength(1), Lifeleech(2), Thunderous Charge(2), Vicious(Combat), Elite</i>									
Specialist Cav Regiment	8	3+	-	5+	2	18	17	3	[265]
Sir Jesse's Boots of Striding									[15]
Special Rules: <i>Crushing Strength(1), Lifeleech(2), Thunderous Charge(2), Vicious(Combat)</i>									

Goreblight	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	6	4+	-	5+	2	D6+6	17	3	[185]
Special Rules: <i>Cloak of Death, Crushing Strength(2), Height(3), Fearless, Lifeleech(1), Shambling, Strider Traits: Decaying Horde, Fleshfeast</i>									
Support Mon	6	4+	-	5+	2	D6+6	17	3	[185]
Special Rules: <i>Cloak of Death, Crushing Strength(2), Height(3), Fearless, Lifeleech(1), Shambling, Strider Traits: Decaying Horde, Fleshfeast</i>									

Balefire Catapult [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	6+	4+	1	2	11	2	[85]
Special Rules: <i>Fearless, Shambling</i>									

Total Units: 13 **Total Unit Strength:** 24
Total Points: 2300

Command Order	Target	Description
Raise the Dead	3	Units with the Decaying Horde Trait only. The unit gains Lifeleech (+n), where n is the number of successful dice rolled to issue this order.
Dance of Death	4	The unit loses the Shambling rule for this Turn.

Special Rule	Description
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Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6" of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6" with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit's profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can't add it again!). 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.
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
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 (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5.
Duellist (n)	When attacking an enemy Hero in Combat, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to. If the allocated target also has the Duellist special rule, no additional attacks are granted.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
Indirect	A unit or weapon with this rule cannot make Ranged attacks on targets that are within 12", but does not suffer the -1 to-hit modifier for enemy targets being in cover.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. 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 (n)	When this unit completes its to-hit and to-damage rolls in 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).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1), a roll of 4 would become a roll of 5.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat by this unit have a (+n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Hindered.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a

different order, but cannot select an alternative unit to Charge!

Spell	Description
Enthral Range: 18" Target	For each hit scored, instead of causing damage, the target enemy unit is pulled 1" directly forward if the spellcaster is in the target unit's front arc, directly sideways (on the side of the spellcaster) if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1mm away from enemy units (so it is not Engaged) or just in contact with Blocking Terrain and friendly units. This spell has no effect on units with Speed 0.
Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Sacred Horn	The range of the unit's Aura is increased to 9".
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.