

Undead for Maysaccre - Janner Holliday

2300 / 2300 VALID

Undead [2300]

Skeleton Spearmen Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [175]	5	5+	-	4+	4	30	-/22	2	[175]
<i>Special Rules: Lifeleech(1), Phalanx, Shambling</i> Keywords: Skeleton									

Revenants Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [130]	5	4+	-	5+	3	12	-/17	2	[125]
Healing Brew									[5]
<i>Special Rules: Lifeleech(1), Shambling</i> Keywords: Revenant, Skeleton									

Wraiths* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [200]	7	4+	-	6+	3	12	-/16	2	[185]
Helm of the Drunken Ram									[15]
<i>Special Rules: Crushing Strength(1), Fly, Lifeleech(1), Nimble, Shambling, Strider, Thunderous Charge(1)</i> Keywords: Phantasm									

Zombie Trolls Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [190]	6	4+	-	5+	3	18	-/17	3	[190]
<i>Special Rules: Crushing Strength(2), Lifeleech(1), Shambling</i> Keywords: Troll, Zombie									
Horde (6) [190]	6	4+	-	5+	3	18	-/17	3	[190]
<i>Special Rules: Crushing Strength(2), Lifeleech(1), Shambling</i> Keywords: Troll, Zombie									

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

Revenant Cavalry Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [115]	8	4+	-	5+	1	8	-/14	3	[115]
<i>Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2)</i> Keywords: Revenant, Skeleton									

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</i> Keywords: Zombie									

Necromancer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [70]	5	5+	-	4+	0	1	10/12	2	[50]
Inspiring Talisman									[20]
Surge (6)									[0]
<i>Special Rules: Individual, Inspiring</i> Keywords: Heretic									

Undead Army Standard Bearer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [70]	5	5+	-	4+	0	1	-/11	2	[50]
Tome of Darkness									[20]
Surge (5)									
<i>Special Rules: Individual, Inspiring, Lifeleech(1)</i> Keywords: Skeleton									

Vampire on Undead Pegasus Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [230]	10	3+	-	5+	1	7	14/16	4	[215]
Chalice of Wrath									[15]
<i>Special Rules: Crushing Strength(2), Fly, Inspiring, Lifeleech(2), Nimble, Fury</i> Keywords: Vampiric									

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

Total Units:
Total Primary Core Points:

13
2300 (100.0%)

Total Unit Strength:

26

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.
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.
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 6inches 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.
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.
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.
Thunderous Charge	All Melee hits inflicted 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 Disordered and reduces this bonus by one when Hindered (to a minimum of zero).

Spell	Description	Special Rules
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.	

Artefact	Description
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.
Chalice of Wrath	The unit gains the Fury special rule.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder

special rules when carrying out a Charge.

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.

Brew of Sharpness

The unit has a +1 to hit modifier with Melee attacks.