

Temple of the Damned Good Looking

2300 / 2300 VALID



Noble Undead [2300]

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

Wraiths* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [125] Blade of Slashing <i>Special Rules: Crushing Strength(1), Fly, Lifeleech(1), Nimble, Shambling, Strider</i> Keywords: Phantasm	7	4+	-	6+	1	10	-/12	2	[120] [5]

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

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

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

Jarvis [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [140] Bane Chant (2) Heal (3) Lightning Bolt (3) Surge (8) <i>Special Rules: Individual, Very Inspiring, Ophidian Book of Secrets, The Noble Dead</i> Keywords: Heretic	5	5+	-	4+	0	1	12/14	2	[140] [0] [0] [0] [0]

Necromancer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [90] Aura (Vicious (Melee) - Zombie only) Inspiring Talisman Surge (6) <i>Special Rules: Individual, Aura (Vicious (Melee) - Zombie only), Inspiring</i> Keywords: Heretic	5	5+	-	4+	0	1	10/12	2	[50] [20] [20] [0]

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

Vampire on Undead Pegasus Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [235] Lightning Bolt (3) <i>Special Rules: Crushing Strength(2), Fly, Inspiring, Lifeleech(2), Nimble</i> Keywords: Vampiric	10	3+	-	5+	1	7	14/16	4	[215] [20]

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: 15 **Total Unit Strength:** 24
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Ophidian Book of Secrets	Jarvis adds 6" to the range of his Bane Chant, Heal, Lightning Bolt and Surge spells.
The Noble Dead	When Jarvis is included in an Undead army, the entire army's alignment changes to Good, but no other Unique Heroes may be included in the army.

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.
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.
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.
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.	

Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

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.
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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.
Inspiring Talisman	The unit gains the Inspiring special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.