

Temple of the Damned gem city

1995 / 1995 VALID



Undead [1995]

Zombies	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [70] <i>Special Rules: Lifeleech(1), Shambling</i> Keywords: Expendable, Zombie	5	5+	-	2+	2	12	-/15	2	[70]
Inf Horde [115] <i>Special Rules: Lifeleech(1), Shambling</i> Keywords: Expendable, Zombie	5	5+	-	2+	3	25	-/22	2	[115]

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

Goreblight	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 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]

Vampire Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [175] Blood Rage Gnome-Glass Shield <i>Special Rules: Crushing Strength(3), Duelist, Individual, Inspiring, Lifeleech(3), Mighty</i> Keywords: Vampiric	6	3+	-	4+	0	7	14/16	2	[165] [0] [10]

Liche King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [150] Heal (6) Veil of Shadows[1](3) <i>Special Rules: Individual, Inspiring</i> Keywords: Phantasm	7	5+	-	5+	0	1	-/14	2	[80] [40] [30]

Necromancer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [110] Aura (Vicious (Melee) - Zombie only) Inspiring Talisman Surge (6) Bane Chant (2) <i>Special Rules: Individual, Aura(Vicious (Melee) - Zombie only), Inspiring</i> Keywords: Heretic	5	5+	-	4+	0	1	10/12	2	[30] [20] [20] [20] [20]
Hero (Inf) 1 Spellcaster 1 [90] Aura (Vicious (Melee) - Zombie only) Surge (6) Bane Chant (2) <i>Special Rules: Individual, Aura(Vicious (Melee) - Zombie only)</i> Keywords: Heretic	5	5+	-	4+	0	1	10/12	2	[30] [20] [20] [20]

[F] Zombies (The Shambling Blight) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Legion [180] <i>Special Rules: Iron Resolve, Lifeleech(1), Phalanx, Shambling</i> Keywords: Expendable, Zombie	5	5+	-	2+	4	30	-/28	2	[180]

[F] Zombies (The Shambling Blight) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Legion [180] <i>Special Rules: Iron Resolve, Lifeleech(1), Phalanx, Shambling</i> Keywords: Expendable, Zombie	5	5+	-	2+	4	30	-/28	2	[180]

[F] Goreblight (The Shambling Blight) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 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:

13

Total Unit Strength:

24

Total Primary Core Points:

1995 (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.
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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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 (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.

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. This Movement may bring a Surged unit within 1" of enemy units. 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
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
Inspiring Talisman	The unit gains the Inspiring special rule.