

EVIL

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Legion(60)	5	4	-	4	2	5	40	25/28	290
Brew of Strength									40
Fury, Lifeleech (2), Mindthirst, Stealthy									[330]
Keywords: Beast, Nightmare									

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	3	-	4	2	1	20	10/12	135
Staying Stone									5
Crushing Strength (1), Mindthirst, Stealthy									[140]
Keywords: Nightmare, Reaper									

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	4	2	1	12	-12	[105]
Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm									
Troop(10)	10	4	-	4	2	1	12	-12	[105]
Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm									
Troop(10)	10	4	-	4	2	1	12	-12	[105]
Fly, Mindthirst, Nimble, Stealthy Keywords: Phantasm									

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	16/18	[205]
Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									
Horde(6)	6	4	-	5	3	3	18	16/18	[205]
Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	8	4	-	4	4	3	24	16/18	215
Brew of Sharpness									45
[260]									
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee)									
Keywords: Cunning, Nightmare									

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	5	6	1	3	-/16	[90]

Dread, Visions from the Void
Keywords: Construct, Shrine

Void Lurker										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	6	1	10	17/19	270	
Blessing of the Gods									20	
Crushing Strength (2), Fly, Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1)									[290]	
Keywords: Phantasm, Voracious										
1	10	3	-	4	6	1	10	17/19	270	
Chant of Hate									20	
Crushing Strength (2), Fly, Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1)									[290]	
Keywords: Phantasm, Voracious										

Horror										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	3	2	0	1	11/13	65	
Aura (Vicious (Melee) - Infantry only)									30	
Replace Lightning Bolt (3) with Bane Chant (2)									0	
Individual, Mindthirst, Stealthy, Aura (Vicious (Melee) - Infantry only)									[95]	
Spells: Bane Chant (2)										
Keywords: Horror, Nightmare										
1	6	5	-	3	2	0	1	11/13	65	
Crown of the Wizard King									15	
Replace Lightning Bolt (3) with Bane Chant (2)									0	
Individual, Mindthirst, Stealthy									[80]	
Spells: Bane Chant (2)										
Keywords: Horror, Nightmare										

Total Unit Strength: 21
Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

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.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Chant of Hate	The unit gains the <i>Vicious</i> special rule.
Crown of the Wizard King	The unit gains an additional 6" range on all of its spells that target Friendly units.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See page 34 (page 30 in gamers edition)
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. <i>Lifeleech</i> has a maximum total of 3.

Mindthirst	If this unit is within 12" of an enemy unit with the <i>Inspiring</i> or <i>Very Inspiring</i> special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
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.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Staying Stone	The unit gains +1 to its Wavering stat value.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Visions from the Void	As long as this unit is present and in play on the table, at the start of each of your Ranged Phases you may select a single Friendly Core unit on the battlefield regardless of range or line of sight. The selected unit is granted the Inspiring special rule until the start of your next turn. Note: Base size cannot be increased beyond 75x75mm.