

Austin Lesh War King 24

2300 / 2300 VALID

Undead [2300]

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

Revenants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [210] Healing Brew <i>Special Rules:</i> Lifeleech(1),Shambling <b>Keywords:</b> Revenant, Skeleton	5	4+	-	5+	4	25	-/24	2	[205] [5]

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

Mummies	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [180] <i>Special Rules:</i> Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling <b>Keywords:</b> Mummy	5	4+	-	5+	3	12	-/18	2	[180]

Soul Reaper Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [235] Staying Stone <i>Special Rules:</i> Crushing Strength(2),Lifeleech(2) <b>Keywords:</b> Vampiric	6	3+	-	5+	3	20	16/17	2	[230] [5]

Werewolves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [250] Sir Jesse's Boots of Striding <i>Special Rules:</i> Crushing Strength(1),Lifeleech(1),Nimble <b>Keywords:</b> Beast, Lycanthrope	9	3+	-	5+	3	18	15/17	3	[235] [15]

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

Deathpack*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [75] <i>Special Rules:</i> Lifeleech(2),Nimble, Stealthy, Vicious(Melee) <b>Keywords:</b> Beast	6	5+	-	2+	1	12	10/12	1	[75]

Mhorgoth the Faceless [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [200] Bane Chant (3) Drain Life (7) Mind Fog (3) Surge (10) <i>Special Rules:</i> Command, Dread, Fly, Individual, Regeneration(5+),Very Inspiring, Unholy Levitating Arch-Liche <b>Keywords:</b> Heretic, Phantasm	7	5+	-	5+	0	1	14/16	2	[200] [0] [0] [0] [0]

Lykanis	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [150] <i>Special Rules:</i> Command, Crushing Strength(2),Inspiring, Lifeleech(1),Nimble <b>Keywords:</b> Beast, Lycanthrope	9	3+	-	5+	1	5	13/15	3	[150]

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

Total Units:13Total Unit Strength:24

Total Primary Core Points:2300 (100.0%)

Order	Cost	Phase	Description
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Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn.
Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.
Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Ranged	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn
Far Spell	3	Ranged	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee
By the Master's Will	4	Movement	This unit loses the Shambling Special Rule until the end of the Turn
Unholy Puppets	4	Ranged	This unit gains the Drain Life (5) Spell until the end of the Turn.

Custom Rule	Description
Unholy Levitating Arch-Liche	The unit can move At the Double and make ranged attacks as if it had Advanced that turn. Once per turn, after using a spell, Mhorgoth may use a different spell against the same or a different target.

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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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 Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread 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. This includes Difficult Terrain the unit started in. 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 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.

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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
<b>Bane Chant</b> 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.	
<b>Drain Life</b> Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
<b>Mind Fog</b> Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
<b>Surge</b> 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.	

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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.