Warking Temple of the Damned

2300 / 2300 VALID

1st Battalion

Vampire Lord on Undead Dragon	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	**11**	3+	-	5+	2	10	19	5	[300]
Brew of Haste									[20]
Special Rules: *Crushing Strength(3),Fly, Inspiring, Lifeleech(2)*									

Necromancer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[130]
Inspiring Talisman									[30]
Bane Chant (2)									[20]
Surge (6)									[20]
Special Rules: *Individual, Yielding, Inspiring* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[125]
Banner of Command									[20]
Surge (6)									[20]
Barkskin(5)									[25]
Special Rules: *Individual, Yielding* ***Traits:*** *Spellcaster*									

Zombies	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Legion	5	**4+**	-	2+	4	**30**	**28**	2	[185]
Legion - Requires Requires Gore Blight									[30]
Brew of Sharpness									[45]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									
Core Inf Legion	5	5+	-	2+	4	**30**	**28**	2	[140]
Legion - Requires Requires Gore Blight									[30]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									
Core Inf Legion	5	5+	-	2+	4	**30**	**28**	2	[140]
Legion - Requires Requires Gore Blight									[30]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									

Soul Reaver Infantry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	6	3+	-	5+	2	20	17	2	[235]
Blessing of the Gods									[25]
Special Rules: *Crushing Strength(1),Lifeleech(2),Vicious(Combat),Elite*									

Werewolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	9	3+	-	5+	2	20	17	3	[305]
Brew of Strength									[40]
Special Rules: *Crushing Strength(2),Lifeleech(1),Nimble, Strider* ***Traits:*** *Fleshfeast*									
Specialist Lrg Inf Regiment	9	3+	-	5+	2	20	17	3	[290]
Chant of Hate									[25]
Special Rules: *Crushing Strength(1),Lifeleech(1),Nimble, Strider, Vicious* ***Traits:*** *Fleshfeast*									

Soul Reaver Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Cav Regiment	8	3+	-	5+	2	18	17	3	[265]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Crushing Strength(1),Lifeleech(2),Thunderous Charge(2),Vicious(Combat)*									

Goreblight	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	6	4+	-	5+	2	D6+6	17	3	[185]
Special Rules: *Cloak of Death, Crushing Strength(2),Height(3),Fearless, Lifeleech(1),Shambling, Strider* ***Traits:*** *Decaying Horde, Fleshfeast*									

Total Units: 11 **Total Unit Strength:** 26
Total Points: 2300

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.

Raise the Dead	3	Units with the Decaying Horde Trait only. The unit gains Lifeleech (+n+1),where n is the number of successful dice rolled to issue this order.
Dance of Death	4	The unit loses the Shambling rule for this Turn. Infantry units also gain the Pathfinder rule this Turn.

Special Rule	Description
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 (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit’s entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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 (n)	When this unit completes its to-hit and to-damage rolls in 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).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
Strider	This unit’s Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Barkskin Range: 12" Friendly, Self, CC	Instead of hitting on 4+, this spell rolls to hit on a result equal to the target’s Defence value (e.g. when targeting a Defence 5+ unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, instead of causing damage, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules. At the start of the caster’s following Turn, all remaining Barkskin tokens on the target unit are removed from play.

Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Brew of Haste	This unit increases its Speed stat by +1.
Blessing of the Gods	The unit gains the Elite special rule.
Chant of Hate	The unit gains the Vicious special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.
Inspiring Talisman	The hero gains the Inspiring special rule.