Undead

2300 / 2300 VALID

1st Battalion

Barrow Wight	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	7	3+	-	6+	2	4	16	2	[245]
The Grinning Skulls									[0]
Hann's Sanguinary Scripture									[10]
Special Rules: *Crushing Strength(3),Fearless, Fly, Individual, Inspiring, Lifeleech(2),Strider, Grave Guardian* ***Traits:*** *Spellcaster*									

Crypt Gouger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	3+	-	4+	1	6	14	2	[150]
Special Rules: *Aura(Vicious (Combat) - Fleshfeast Trait only),Crushing Strength(1),Individual, Inspiring, Lifeleech(2),Wild Charge(D3)*									

Ghouls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	4+	-	3+	2	15	15	2	[105]
Special Rules: *Lifeleech(1),Wild Charge(D3)* ***Traits:*** *Fleshfeast*									
Core Inf Regiment	6	4+	-	3+	2	15	15	2	[105]
Special Rules: *Lifeleech(1),Wild Charge(D3)* ***Traits:*** *Fleshfeast*									
Core Inf Regiment	6	4+	-	3+	2	15	15	2	[105]
Special Rules: *Lifeleech(1),Wild Charge(D3)* ***Traits:*** *Fleshfeast*									
Core Inf Regiment	6	4+	-	3+	2	15	15	2	[105]
Special Rules: *Lifeleech(1),Wild Charge(D3)* ***Traits:*** *Fleshfeast*									

Wights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	7	3+	-	5+	2	16	17	3	[240]
Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Fly, Lifeleech(1),Shambling*									
Specialist Lrg Inf Regiment	7	3+	-	5+	2	16	17	3	[240]
Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Fly, Lifeleech(1),Shambling*									

Soul Reaver Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Cav Regiment	8	3+	-	5+	2	18	17	3	[275]
Blessing of the Gods									[25]
Special Rules: *Crushing Strength(1), Lifeleech(2), Thunderous Charge(2), Vicious(Combat), Elite*									
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)*									

2nd Battalion

Vampire Lord on Undead Dragon	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	10	19	5	[285]
Blade of Slashing									[5]
Special Rules: *Crushing Strength(3),Fly, Inspiring, Lifeleech(2)*									

Skeleton Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[90]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[90]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									

Total Units: 13 **Total Unit Strength:** 25
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
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). 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 (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
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.
Grave Guardian	The Barrow Wight has the Host Shadowbeast (5) spell that it can only cast on itself. This doesn't count to the normal [U] limit for this spell in this army.
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).
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.
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.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10” away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Hann’s Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Sir Jesse’s Boots of	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.

Striding	
Blessing of the Gods	The unit gains the Elite special rule.