

Reaper Black Hearts II

(Kin) (Evil)							
Crossbowmen							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	6	5+	4+	4+	10	14/16	150 Light crossbows, Vicious
Dark Knights							Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	8	3+	-	5+	18	14/16	210 Thunderous Charge (2), Vicious
- Brew of Strength							30
Heralds of Woe							Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(5)	10	5+	4+	4+	7	11/13	145 Bows (Range 24"), Nimble, Vicious
Darkscythe Chariots							Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	7	4+	4+	4+	18	16/18	210 Base Size: (50x100mm), Light crossbows, Thunderous Charge (2), Vicious
- Wine of Elvenkind							40
Dark Lord on Black Dragon							Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	10	3+	-	5+	10	17/19	310 Hero (Mon), Crushing Strength (3), Fly, Inspiring, Lightning Bolt (5), Vicious
- Brew of Haste							15
(1)	10	3+	-	5+	10	17/19	310 Hero (Mon), Crushing Strength (3), Fly, Inspiring, Lightning Bolt (5), Vicious
- Boots of Levitation							30
High Priestess of the Abyss							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	9	5+	-	4+	1	10/12	70 Hero (Cav), Fireball (10), Individual, Lightning Bolt (5), Vicious
- Lightning Bolt (5)							45
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15
- Inspiring Talisman							20
							1600

Boots of Levitation	This artefact can only be used by Heroes. The Hero can Advance and then shoot as if it had Halted that turn. It can also move At the Double and shoot as if it had Advanced that turn.
Brew of Haste	The unit has +1 Speed.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Fireball	Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Fly	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
Individual	Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
Inspiring	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Inspiring Talisman	This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
Light crossbows	Treat as bow. Range 24".
Lightning Bolt	Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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.

Thunderous Charge All melee hits inflicted by the 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 Disordered and reduces this bonus by 1 when Hindered.

Vicious Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.

Wine of Elvenkind The unit has the Nimble special rule.