

# KINGSTON UNDEAD



## UNDEAD (WITH JARVIS)

GOOD

### Jarvis[1]

Hero (Inf)  
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	12/14	[140]
Individual, Ophidian Book of Secrets, The Noble Dead, Very Inspiring Spells: Bane Chant (2), Heal (3), Lightning Bolt (3), Surge (8) Keywords: Heretic									

### Zombies

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	2	2	2	12	-/15	[70]
Lifeleech (1), Shambling Keywords: Expendable, Zombie									

### Wraiths\*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	7	4	-	6	2	1	10	-/12	[120]
Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider Keywords: Phantasm									

### Soul Reaver Infantry

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	5	2	3	25	15/17	250
Dwarven Ale									15
									[265]
Crushing Strength (2), Lifeleech (2) Keywords: Vampiric									

### Revenant Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(20)	8	4	-	5	3	4	32	-/24	305
Blessing of the Gods									30
									[335]
Lifeleech (1), Shambling, Thunderous Charge (2) Keywords: Revenant, Skeleton									
Horde(20)	8	4	-	5	3	4	32	-/24	[305]
Lifeleech (1), Shambling, Thunderous Charge (2) Keywords: Revenant, Skeleton									

### Wights\*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	3	-	5	3	3	18	-/17	260
Sir Jesse's Boots of Striding									15
									[275]
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									
Horde(6)	7	3	-	5	3	3	18	-/17	260
Maccwar's Potion of the Caterpillar									20
									[280]
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									

### Goreblight

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	5	3	1	D6+6	-/17	[175]
Cloak of Death, Crushing Strength (2), Lifeleech (1), Shambling Keywords: Zombie									

Revenant King										Hero (Cav) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	3	-/14	80	
Mount on an Undead Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3) Surge (5)									25	
Crushing Strength (1), Individual, Inspiring, Lifeleech (1) Spells: Surge (5) Keywords: Revenant, Skeleton									10	
									[115]	
Necromancer										Hero (Cav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	5	-	4	3	0	1	10/12	50	
Inspiring Talisman Mount on an Undead Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3) Drain Life (4)									20	
Individual Spells: Surge (6), Drain Life (4) Keywords: Heretic									25	
									20	
									[115]	
1	8	5	-	4	3	0	1	10/12	50	
Amulet of the Fireheart Mount on an Undead Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3) Drain Life (4)									10	
Individual Spells: Surge (6), Drain Life (4) Keywords: Heretic									25	
									20	
									[105]	

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

Total Units: 12



## SPECIAL RULES AND SPELLS:

<b>Amulet of the Fireheart</b>	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
<b>Bane Chant</b>	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.
<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Cloak of Death</b>	In the Movement phase, after the 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 <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	Spell: 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. Modifier: <i>Piercing(1)</i>
<b>Dwarven Ale</b>	The unit gains the <i>Headstrong</i> special rule.
<b>Fly</b>	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.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.

<b>Inspiring Talisman</b>	The unit gains the <i>Inspiring</i> special rule.
<b>Lifeleech</b>	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.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Nimble</b>	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.
<b>Ophidian Book of Secrets</b>	Jarvis adds 6" to the range of his Bane Chant, Heal, Lightning Bolt and Surge spells.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Surge</b>	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. 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 surging 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.
<b>The Noble Dead</b>	When Jarvis is included in an Undead army, the entire army's alignment changes to Good, but no other Unique Heroes may be included in the army.
<b>Thunderous Charge</b>	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).
<b>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.