

# RICHARD LAKING - LGT



## 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									

### Revenants

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	5	2	4	25	-/24	205
Hann's Sanguinary Scripture Undead Giant Rats									10
Lifeleech (2), Shambling Keywords: Revenant, Skeleton									10
									[225]

### Ghouls

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	4	-	3	2	1	12	9/11	[70]
Lifeleech (1), Wild Charge (D3) Keywords: Cannibal									

### 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									
Troop(10)	7	4	-	6	2	1	10	-/12	[120]
Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider Keywords: Phantasm									

### Revenant Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	8	4	-	5	3	1	8	-/14	115
Healing Brew									5
Lifeleech (1), Shambling, Thunderous Charge (2) Keywords: Revenant, Skeleton									[120]

### Werewolves

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	9	3	-	5	3	3	18	15/17	255
Maccwar's Potion of the Caterpillar									20
Crushing Strength (1), Lifeleech (1), Nimble Keywords: Beast, Lycanthrope									[275]

<b>Zombie Trolls</b>										<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	4	-	5	3	3	18	-/17	190	
Brew of Sharpness									45	
Crushing Strength (2), Lifeleech (1), Shambling									[235]	
Keywords: Troll, Zombie										
<b>Wights*</b>										<b>Large Infantry</b>
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	
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling									[275]	
Keywords: Phantasm										
<b>Goreblight</b>										<b>Monster</b>
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										
<b>Ghoul Ghast</b>										<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	4	2	0	6	12/14	95	
Wings of Honeymaze									40	
Crushing Strength (1), Individual, Inspiring (Cannibal only), Lifeleech (2), Wild Charge (D3)									[135]	
Keywords: Cannibal										
<b>Vampire on Undead Pegasus</b>										<b>Hero (LrgCav)</b> <b>Spellcaster: 1</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	7	14/16	215	
Staying Stone									5	
Crushing Strength (2), Fly, Inspiring, Lifeleech (2), Nimble									[220]	
Keywords: Vampiric										
<b>Necromancer</b>										<b>Hero (Inf)</b> <b>Spellcaster: 1</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	10/12	50	
Conjurer's Staff									10	
Aura (Vicious (Melee) - Zombie only). This upgrade cannot be taken in addition to an Undead Horse Mount.									20	
Bane Chant (2)									20	
Heal (3)									20	
Individual, Aura (Vicious (Melee) - Zombie only)									[120]	
Spells: Surge (6), Bane Chant (2), Heal (3)										
Keywords: Heretic										

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

Total Units: 14



## SPECIAL RULES AND SPELLS:

### Aura

(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note 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 keyword in addition to the unit with the Aura itself.

<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>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<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>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<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>Hann's Sanguinary Scripture</b>	The unit gains the <i>Lifefeech</i> (+1) special rule.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Healing Brew</b>	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.
<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>Lifefeech</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>Lifefeech</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>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<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 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.
<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>Undead Giant Rats</b>	The unit gains Lifefeech (+1)
<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.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

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<b>Wild Charge</b>	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.
<b>Wings of Honeymaze</b>	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.

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