

STEVE EVANS- 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									
Regiment(20)	5	5	-	2	2	2	12	-/15	[70]
Lifeleech (1), Shambling Keywords: Expendable, Zombie									
Regiment(20)	5	5	-	2	2	2	12	-/15	[70]
Lifeleech (1), Shambling Keywords: Expendable, Zombie									
Legion(60)	5	5	-	2	2	4	30	-/28	170 10 [180]
Undead Giant Rats Lifeleech (2), Shambling Keywords: Expendable, Zombie									

Zombie Trolls

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	-/17	[190]
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Troll, Zombie									
Horde(6)	6	4	-	5	3	3	18	-/17	[190]
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Troll, Zombie									
Horde(6)	6	4	-	5	3	3	18	-/17	[190]
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Troll, Zombie									

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									
1	6	4	-	5	3	1	D6+6	-/17	[175]
Cloak of Death, Crushing Strength (2), Lifeleech (1), Shambling Keywords: Zombie									

Revenant King

Hero (Inf)
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	5	2	0	3	-/14	80 10 10 [100]
Gnome-Glass Shield Surge (5) Crushing Strength (1), Individual, Inspiring, Lifeleech (1) Spells: Surge (5) Keywords: Revenant, Skeleton									

Necromancer										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	10/12	50	
Inspiring Talisman Aura (Vicious (Melee) - Zombie only). This upgrade cannot be taken in addition to an Undead Horse Mount. Bane Chant (2)									20	
Individual, Aura (Vicious (Melee) - Zombie only) Spells: Surge (6), Bane Chant (2) Keywords: Heretic									20	
									[110]	
1	5	5	-	4	2	0	1	10/12	50	
Conjurer's Staff Aura (Vicious (Melee) - Zombie only). This upgrade cannot be taken in addition to an Undead Horse Mount. Bane Chant (2)									10	
Individual, Aura (Vicious (Melee) - Zombie only) Spells: Surge (6), Bane Chant (2) Keywords: Heretic									20	
									20	
									[100]	
The Shambling Blight [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Zombies (F)										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Legion(60)	5	5	-	2	2	4	30	-/28	[180]	
Iron Resolve, Lifeleech (1), Phalanx, Shambling Keywords: Expendable, The Shambling Blight, Zombie										
Legion(60)	5	5	-	2	2	4	30	-/28	[180]	
Iron Resolve, Lifeleech (1), Phalanx, Shambling Keywords: Expendable, The Shambling Blight, Zombie										
Goreblight (F)										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	5	3	1	D6+6	-/17	[180]	
Cloak of Death, Crushing Strength (2), Lifeleech (1), Rallying (1 - The Shambling Blight), Shambling Keywords: The Shambling Blight, Zombie										

Total Unit Strength: 30
 Total Core: 2300 (100%)

Total Units: 16



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.
Bane Chant	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.
Cloak of Death	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> .
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34 (page 30 in gamers edition)

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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Lifeleech	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.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Ophidian Book of Secrets	Jarvis adds 6" to the range of his Bane Chant, Heal, Lightning Bolt and Surge spells.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve value to a maximum of +2. This is cumulative if multiple units with <i>Rallying</i> are in range.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Surge	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.
The Noble Dead	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.
Undead Giant Rats	The unit gains Lifeleech (+1)
Very Inspiring	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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.