Chris Smith WotR '26

2000 / 2000 VALID

1st Battalion

Ahmunite Pharaoh	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	6+	2	5	16	2	[240]
Pipes of Terror									[15]
Surge (5)									[20]

Special Rules: *Crushing Strength(2),Fearless, Individual, Inspiring, Lifeleech(1),Regeneration(5+),Brutal(1)*

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[100]
Tome of Darkness									[20]
Surge (5)									

Special Rules: *Individual, Fearless, Lifeleech(1),Very Inspiring, Yielding*

Cursed High Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	13	2	[140]
Surge (8)									[30]
Celestial Restoration(3)									[35]

Special Rules: *Individual, Inspiring, Yielding* ***Traits:*** *Spellcaster*

Revenants	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	4+	4	25	25	2	[200]

Special Rules: *Crushing Strength(1),Fearless, Lifeleech(1),Shambling* ***Traits:*** *Household*

Revenant Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	4+	-	5+	2	18	17	3	[180]

Special Rules: *Fearless, Lifeleech(1),Shambling, Thunderous Charge(2)* ***Traits:*** *Household*

Mummies	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	5+	2	12	18	2	[185]

Special Rules: *Crushing Strength(2),Fearless, Lifeleech(1),Regeneration(5+),Shambling*

Core Inf Regiment	5	4+	-	5+	2	12	18	2	[185]

Special Rules: *Crushing Strength(2),Fearless, Lifeleech(1),Regeneration(5+),Shambling*

Enslaved Guardians	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[200]

Special Rules: *Crushing Strength(2),Fearless, Lifeleech(1),Shambling*

Specialist Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[200]

Special Rules: *Crushing Strength(2),Fearless, Lifeleech(1),Shambling*

Bone Giant [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	4+	-	5+	2	D6+8	19	6	[235]
Giant Cleaver									[0]

Special Rules: *Brutal(1),Crushing Strength(4),Fearless, Height(6),Lifeleech(1),Shambling, Strider, Slayer(D6 - Combat)*

Soul Snare [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	-	4+	1	-	15	5	[135]
Drain Life (9)									[0]

Special Rules: *Fearless, Height(5),Stealthy, Deadly Reach*

Total Units: 11 **Total Unit Strength:** 21
Total Points: 2000

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.
Casket of the Damned	4	If the unit receiving this order is subsequently targeted by a Surge spell this turn, add an additional six

		dice to the n value of the Surge spell. This only applies to the first Surge spell targeting this unit this Turn.
Sandstorm	4	The unit gains Icy Breath (6).

Special Rule	Description
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.
Deadly Reach	This unit's Drain Life spell has a range of 12". It may target friendly units within 12" instead of 6" for its damage removal component.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
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).
Regeneration (n)	Once per Turn, immediately before resolving the unit’s Movement order, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9”. Any rule that affects Inspiring also affects Very Inspiring.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.
Drain Life Range: 6" CC	Piercing (1). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any points of damage are scored, choose either the caster or a single Friendly unit within 6” of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.
Surge Range: 12"	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this

Friendly, Shambling only	movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Pipes of Terror	This unit gains the Brutal (+1) special rule.
Tome of Darkness	The hero gains the Surge (5) spell, or if the hero already has a Surge spell, its value is increased by 3.