Undead Legion of the Dan - Battle Masters '26

2500 / 2500 VALID

1st Battalion

Crypt Gouger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[W/bag of skulls] Champion Hero (Inf)	6	3+	-	4+	1	6	14	2	[150]
Special Rules: *Aura(Vicious (Combat) - Fleshfeast Trait only),Crushing Strength(1),Individual, Inspiring, Lifeleech(2),Wild Charge(D3)*									
[W/backpack] Champion Hero (Inf)	6	3+	-	4+	1	6	14	2	[150]
Special Rules: *Aura(Vicious (Combat) - Fleshfeast Trait only),Crushing Strength(1),Individual, Inspiring, Lifeleech(2),Wild Charge(D3)*									

Necromancer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[w/ Snake staff] Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[150]
Inspiring Talisman									[30]
Surge (6)									[20]
Blizzard(4)									[40]
Special Rules: *Individual, Yielding, Inspiring* ***Traits:*** *Spellcaster*									
[W/Clawstaff] Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[170]
Amulet of the Fireheart									[15]
Surge (6)									[20]
Alchemist's Curse(4)									[45]
Bloodboil(0)									[30]
Special Rules: *Individual, Yielding* ***Traits:*** *Spellcaster*									

Zombies	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	5+	-	2+	4	25	22	2	[110]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									
Core Inf Horde	5	5+	-	2+	4	25	22	2	[110]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									
Core Inf Horde	5	5+	-	2+	4	25	22	2	[110]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									
Core Inf Horde	5	5+	-	2+	4	25	22	2	[110]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									

Wraiths	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Flail leader] Specialist Inf Troop	7	4+	-	6+	1	10	12	2	[145]
Mace of Crushing									[5]
Special Rules: *Crushing Strength(1),Fearless, Fly, Lifeleech(1),Shambling, Strider*									
Specialist Inf Troop	7	4+	-	6+	1	10	12	2	[145]
Blade of Slashing									[5]
Special Rules: *Crushing Strength(1),Fearless, Fly, Lifeleech(1),Shambling, Strider*									

Werewolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	9	3+	-	5+	2	20	17	3	[305]
Brew of Strength									[40]
Special Rules: *Crushing Strength(2),Lifeleech(1),Nimble, Strider* ***Traits:*** *Fleshfeast*									
Specialist Lrg Inf Regiment	9	3+	-	5+	2	20	17	3	[290]
Blessing of the Gods									[25]
Special Rules: *Crushing Strength(1),Lifeleech(1),Nimble, Strider, Elite* ***Traits:*** *Fleshfeast*									

Goreblight	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	6	4+	-	5+	2	D6+6	17	3	[185]
Special Rules: *Cloak of Death, Crushing Strength(2),Height(3),Fearless, Lifeleech(1),Shambling, Strider* ***Traits:*** *Decaying Horde, Fleshfeast*									
Support Mon	6	4+	-	5+	2	D6+6	17	3	[185]
Special Rules: *Cloak of Death, Crushing Strength(2),Height(3),Fearless, Lifeleech(1),Shambling, Strider* ***Traits:*** *Decaying Horde, Fleshfeast*									
Support Mon	6	4+	-	5+	2	D6+6	17	3	[185]
Special Rules: *Cloak of Death, Crushing Strength(2),Height(3),Fearless, Lifeleech(1),Shambling, Strider* ***Traits:*** *Decaying Horde, Fleshfeast*									

Total Units: 15 **Total Unit Strength:** 32
Total Points: 2500

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.
Raise the Dead	3	Units with the Decaying Horde Trait only. The unit gains Lifeleech (+n+1),where n is the number of successful dice rolled to issue this order.
Dance of Death	4	The unit loses the Shambling rule for this Turn. Infantry units also gain the Pathfinder rule this Turn.

Special Rule	Description
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6" of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6" with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit's profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can't add it again!). Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Cloak of Death	In the Movement Phase, after this 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 Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
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).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
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
Alchemist's Curse Range: 12" Magical Missile	Add the target's Defence value to the (n) value of this spell (e.g. Casting Alchemist's Curse (2) against a Defence 4+ unit, will result in Alchemist's Curse (6),rolling 6 dice for the spell). Piercing (4). Roll to damage as normal.
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Bloodboil Range: 12" Magical Missile	When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Then roll to damage as normal. Piercing (1).
Surge Range: 12" Friendly, Shambling only	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 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
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Mace of Crushing	Whenever the unit rolls to damage in Combat, it can reroll one of the dice that failed to damage.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Amulet of the Fireheart	Once per game, immediately after casting a spell, the hero may cast a second, different, spell. The hero cannot use this artefact to cast more than two spells in a single Turn.
Inspiring Talisman	The hero gains the Inspiring special rule.