Freds Undead Clash26

2300 / 2300 VALID

1st Battalion

Vampire Lord	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	**8**	3+	-	5+	2	7	16	**3**	[240]
Horse									[25]
Surge (5)									[20]

Special Rules: *Crushing Strength(2),Dread, Duellist(D3),Individual, Inspiring, Lifeleech(2)*

Necromancer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[160]
Inspiring Talisman									[30]
Bane Chant (2)									[20]
Surge (6)									[20]
Veil of Shadows(3)									[30]

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

Lykanis [1]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	9	3+	-	5+	1	5	15	3	[190]
Blade of Slashing									[5]

Special Rules: *Crushing Strength(2),Inspiring, Lifeleech(1),Nimble, Rallying(Fleshfeast Trait only),Strider*

Skeleton Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	**15**	15	2	[105]
Spears									[15]

Special Rules: *Fearless, Lifeleech(1),Shambling, Phalanx* ***Traits:*** *Decaying Horde*

Core Inf Regiment	5	5+	-	4+	2	**15**	15	2	[105]
Spears									[15]

Special Rules: *Fearless, Lifeleech(1),Shambling, Phalanx* ***Traits:*** *Decaying Horde*

Zombies	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Inf Regiment	5	5+	-	2+	2	12	15	2	[70]

Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*

Soul Reaver Infantry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	3+	-	5+	2	20	17	2	[210]

Special Rules: *Crushing Strength(1),Lifeleech(2),Vicious(Combat)*

Core Inf Regiment	6	3+	-	5+	2	20	17	2	[210]

Special Rules: *Crushing Strength(1),Lifeleech(2),Vicious(Combat)*

Werewolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	**10**	3+	-	5+	2	20	17	3	[285]
Brew of Haste									[20]

Special Rules: *Crushing Strength(1),Lifeleech(1),Nimble, Strider* ***Traits:*** *Fleshfeast*

Zombie Trolls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	4+	-	5+	2	16	17	3	[180]

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

Specialist Lrg Inf Regiment	6	4+	-	5+	2	16	17	3	[180]

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

Specialist Lrg Inf Regiment	6	4+	-	5+	2	16	17	3	[180]

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

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*

Total Units: 13 **Total Unit Strength:** 24
Total Points: 2300

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
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.
Dread	While within 6” of this unit, enemy units have -1 to their Nerve value, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Duellist (n)	When attacking an enemy Hero in Combat, 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. If the allocated target also has the Duellist special rule, no additional attacks are granted.
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).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit’s front are Hindered.
Rallying	Friendly units within 6” of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
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.
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
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, for the rest of the Turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.
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!
Veil of Shadows Range: 0" Self	If any hits are scored, instead of causing damage, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.

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.
Brew of Haste	This unit increases its Speed stat by +1.
Inspiring Talisman	The hero gains the Inspiring special rule.