

1500 Pts - Undead Armies

Name	#	Type	Sp	Me	Ra	De	Att	Ne	Option Summary	Cost
Mhorgoth the Faceless [1] (1 ⚔, 270 pts)										
Mhorgoth the Faceless [1]	1	H/Inf	10	4+	-	6+	1	17/19		270
Fly; Nimble; Regeneration (5+); Very Inspiring; Bane-chant (4); Fireball (15); Heal (6); Lightning Bolt (6); Surge (12); Individual										
War Engine (1 ⚔, 100 pts)										
Balefire Catapult	1	WE	5	-	5+	4+	1	-/11		100
Blast (D6+2); Indirect Fire; Piercing (2); Reload!; Shambling; Vicious; Lifeleech (1)										
Revenants Horde (40 ⚔, 240 pts)										
Revenants Horde	40	Inf	5	4+	-	5+	25	-/24		240
Shambling; Undead Giant Rats (Dogs?); Horde (40); Lifeleech (2)										
Brew of Strength	1	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.								[30]
Ghouls Regiment (20 ⚔, 90 pts)										
Ghouls Regiment	20	Inf	6	4+	-	3+	12	12/14		90
Regiment (20); Lifeleech (1)										
Ghouls Regiment (20 ⚔, 90 pts)										
Ghouls Regiment	20	Inf	6	4+	-	3+	12	12/14		90
Regiment (20); Lifeleech (1)										
Touched Wights Horde (6 ⚔, 270 pts)										
Touched Wights Horde	6	LI	6	4+	-	5+	18	-/17		270
Brutal; Crushing Strength (3); Regeneration (5+); Shambling; Horde (6); Lifeleech (1)										
Quicksilver Rapier	1	This unit has a +1 to hit when attacking individuals in melee.								[10]
Soul Reaper Cavalry Regiment (10 ⚔, 340 pts)										
Soul Reaper Cavalry Regiment	10	Cav	8	3+	-	6+	20	15/17		340
Crushing Strength (1); Lifeleech (2); Thunderous Charge (2); Regiment (10)										
Wine of Elvenkind	1	The unit has the Nimble special rule.								[40]
Skeleton Archers Regiment (20 ⚔, 100 pts)										
Skeleton Archers Regiment	20	Inf	5	6+	5+	3+	10	-/16		100
Bow(s); Shambling; Lifeleech (1)										
Total Cost:										1500

Option Footnotes	
Magic Artefacts Rules	
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre at any point during its movement, even 'At the Double!'.
Options	
Touch of Darkness	The unit gains the Regeneration (5+) special rule.
Undead Giant Rats (Dogs?)	Unit's Lifeleech (1) increased to Lifeleech (2)
Race Rules	
Lifeleech (1)	In a melee, this unit regains one point damage it has previously suffered for every point of damage it deals, to maximum of 1.
Lifeleech (2)	In a melee, this unit regains one point damage it has previously suffered for every point of damage it deals, to maximum of 2.
Special Rules	
Blast (D6+2)	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Crushing Strength	All melee hits inflicted by the unit have a +(X) modifier when rolling to damage.
Crushing Strength (1)	
Crushing Strength (3)	
Fly	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule.
Indirect Fire	The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, it cannot shoot targets within 12" E (Note: That the firing unit does still need to see its target to fire at it.)
Individual	Line of Sight : Before being given an order, unit may pivot to face any direction for free. Units never block line of sight or offer cover against ranged attacks. Move : Units have the Nimble special rule. Shooting : Units may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against units suffer an additional -1 to hit modifier. Melee : When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather the unit aligning to the individual's facing. Enemies never double or treble their Attacks when fighting this unit (including against Individual's War Engines). Similarly, the unit does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against War Engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. This is treated as a successful charge and the charger is lined up against the new enemy as normal and can immediately attack again! If either the initial charge move or the regroup move took the charging unit over an obstacle or through difficult terrain, then it is hindered during the additional combat. Note: That if the new enemy is another individual, which is then routed, the charger can again advance D6" forward as above and so on - you can run over any number of meddling individuals in a single charge!
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre at any point during its movement, even 'At the Double!'.
Piercing (2)	All ranged hits inflicted by the unit have a +2 modifier when rolling to damage.

Regeneration (5+)	Every time this unit receives a move order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. Forever every result of 5 or higher, the unit recovers a point of damage
Reload!	The unit can fire only if it received a Halt! order that turn.
Shambling	The unit cannot be ordered 'At the Double!• E except when carrying out a Vanguard move.
Thunderous Charge (2)	All melee hits inflicted by the unit have a +2 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 Disordered or during Hindered charges.
Very Inspiring	If this unit, or any friendly unit within 9• Eof this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands. Any rule which affects <i>Inspiring</i> also affects <i>Verv Inspiring</i> .
Vicious	Whenever the unit rolls to damage, it can re-roll all dice that score a natural, unmodified '1'.
Spells Known	
Bane-chant	Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, for the rest of the turn all of the unit's melee and ranged attacks increase their Piercing and Crushing Strength value by 1 or gain Piercing (1) and Crushing Strength (1) if they don't already have these rules. Note: Multiple bane-chants hitting the same units do not have cumulative effects.
Fireball	Range 12". Roll to damage as normal.
Heal	Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
Lightning Bolt	Range 24". Roll to damage as normal. Piercing (1)
Surge	Range 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly units straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). 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 previously in that Shoot phase. 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 a speed of 0.
Spell Rules	
Piercing (1)	All ranged hits inflicted by the unit have a +1 modifier when rolling to damage.
Weapons	
Bow(s)	Range 24"

Roster Design Information

Alignment: Evil

Army Special Rule : Lifeleech (1)

Validation Report

Game Edition: 2nd Ed.; Special Rules: Hide Unreleased/Unofficial Lists; File Version: 1.15

Roster satisfies all enforced validation rules

Roster Statistics

Model Count: 118

% Heroes: 18

% Units: 75.3

% Monster: 0

% War Engines: 6.7

% Allies: 0

Group	Min	Max	Used
Heroes	-	-	1
Troop	-	-	0
Regiment	1*	-	4
Horde	1*	-	2
War Engine	-	-	1
Monster	-	-	0