

Nick T Undead OT v5

Undead (Evil)								
Skeleton Warriors								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	-	4+	25	-/23	150	Lifeleech (1), Shambling
Horde(40)	5	5+	-	4+	25	-/23	150	Lifeleech (1), Shambling
Ghouls								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	4+	-	3+	10	8/10	65	Lifeleech (1)
Troop(10)	6	4+	-	3+	10	8/10	65	Lifeleech (1)
Troop(10)	6	4+	-	3+	10	8/10	65	Lifeleech (1)
Troop(10)	6	4+	-	3+	10	8/10	65	Lifeleech (1)
Revenants								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	5+	25	-/24	200	Lifeleech (2), Shambling
- Undead Giant Rats (Lifeleech (2))							10	
- Hammer of Measured Force							20	
Mummies								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	5+	12	-/18	170	Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling
Soul Reaper Cavalry								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	6+	20	15/17	300	Crushing Strength (1), Lifeleech (2), Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20	
Vampire on Undead Elder Dragon								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	12	18/20	350	Hero (Mon), Base Size: (75x75mm), Breath Attack (12), Crushing Strength (3), Fly, Inspiring, Lifeleech (2), Lightning Bolt (4)
- Lightning Bolt (4)							15	
- Staying Stone							5	
Necromancer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	10/12	85	Hero (Inf), Barkskin (1), Heal (3), Individual, Lifeleech (1), Surge (8)
- Heal (3)							15	
- Barkskin (1) (L)							10	
- Shroud of the Saint							25	
Army of Darkness [1]								Formation
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	30	Formation: Army of Darkness

(Kin) (Evil)**Darkscythe Chariots****Large Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	4+	4+	4+	18	16/18	210	Base Size: (50x100mm), Light crossbows, Thunderous Charge (2), Vicious

ArchFiend of the Abyss**Hero (Mon)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	9	16/18	250	Hero (Mon), Brutal, Crushing Strength (2), Fly, Fury, Inspiring, Lightning Bolt (5), Thunderous Charge (2), Vicious
- Can have wings (gaining Fly and increasing Speed to 10)							50	
- Lightning Bolt (5)							25	

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- Barkskin** 12" Range. Friendly units only, including units engaged in combat. If a hit is scored, the target unit increases its Defence by +1 to a maximum of 5+ until the start of its next turn.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- 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 +(n) modifier when rolling to damage.
- 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. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Formation: Army of Darkness** Formation must contain:
 2x Skeleton Warriors Hordes
 1x Necromancer
 Each unit in this formation is granted the Iron Resolve special rule. The Necromancer is granted the Inspiring special rule and increases all of its spell (n) values by 5 while targeting Friendly non-allied Skeleton Warriors, Archers and Spearmen.
- Fury** While wavered, this unit may declare a Counter-Charge.
- Hammer of Measured Force** This unit will always damage the enemy on a 4+ in melee, regardless of modifiers.
- Heal** Spell. 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.
- Individual** Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals 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 than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual 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. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

- Lifefeech** In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
- Light crossbows** Treat as bow. Range 24".
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- Regeneration (5+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Shroud of the Saint** Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves 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 movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
- Thunderous Charge** All melee hits inflicted by the 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 Disordered and reduces this bonus by 1 when Hindered.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.