

DREW CASERTINO - ORCTOWN



EVIL

Zombies

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	2	2	2	12	-/15	[70]
Lifeleech (1), Shambling Keywords: Expendable, Zombie									
Regiment(20)	5	5	-	2	2	2	12	-/15	[70]
Lifeleech (1), Shambling Keywords: Expendable, Zombie									
Horde(40)	5	5	-	2	2	3	25	-/22	[115]
Lifeleech (1), Shambling Keywords: Expendable, Zombie									

Wraiths*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	7	4	-	6	2	1	10	-/12	[120]
Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider Keywords: Phantasm									
Troop(10)	7	4	-	6	2	1	10	-/12	[120]
Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider Keywords: Phantasm									

Soul Reaver Infantry

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	5	2	3	25	15/17	250
Brew of Haste									20
Crushing Strength (2), Lifeleech (2)									[270]
Keywords: Vampiric									

Soul Reaver Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	20	15/17	240
Maccwar's Potion of the Caterpillar									20
Crushing Strength (1), Lifeleech (2), Thunderous Charge (1)									[260]
Keywords: Vampiric									

Werewolves

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	9	3	-	5	3	2	9	12/14	[155]
Crushing Strength (1), Lifeleech (1), Nimble Keywords: Beast, Lycanthrope									
Regiment(3)	9	3	-	5	3	2	9	12/14	[155]
Crushing Strength (1), Lifeleech (1), Nimble Keywords: Beast, Lycanthrope									

Wights*										Large Infantry	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts		
Horde(6)	7	3	-	5	3	3	18	-/17	260		
Sir Jesse's Boots of Striding										15	
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling										[275]	
Keywords: Phantasm											
Horde(6)	7	3	-	5	3	3	18	-/17	260		
Fire-Oil										5	
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling										[265]	
Keywords: Phantasm											
Horde(6)	7	3	-	5	3	3	18	-/17	260		
Brew of Sharpness										45	
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling										[305]	
Keywords: Phantasm											
Vampire on Undead Pegasus										Hero (LrgCav)	
										Spellcaster: 1	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts		
1	10	3	-	5	4	1	7	14/16	215		
Blade of Slashing										5	
Surge (4)										10	
Crushing Strength (2), Fly, Inspiring, Lifeleech (2), Nimble										[230]	
Spells: Surge (4)											
Keywords: Vampiric											
Revenant King										Hero (Inf)	
										Spellcaster: 0	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts		
1	5	3	-	5	2	0	3	-/14	80		
Conjurer's Staff										10	
Surge (5)										10	
Crushing Strength (1), Individual, Inspiring, Lifeleech (1)										[100]	
Spells: Surge (5)											
Keywords: Revenant, Skeleton											
Necromancer										Hero (Inf)	
										Spellcaster: 1	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts		
1	5	5	-	4	2	0	1	10/12	50		
Inspiring Talisman										20	
Bane Chant (2)										20	
Individual										[90]	
Spells: Surge (6), Bane Chant (2)											
Keywords: Heretic											

Total Unit Strength: 29
Total Core: 2600 (100%)

Total Units: 15



SPECIAL RULES AND SPELLS:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.

Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i>).
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee 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. <i>Lifeleech</i> has a maximum total of 3.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. 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 in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. 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 Speed 0.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).