

# Undead Brendan Heath COW

1995 / 1995 VALID



## Undead [1995]

Zombies Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [115]	5	5+	-	2+	3	25	-/22	2	[115]
<i>Special Rules: Lifeleech(1), Shambling Keywords: Expendable, Zombie</i>									

Revenants Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [220]	5	4+	-	5+	4	25	-/24	2	[205]
Undead Giant Rats									[10]
Fire-Oil									[5]
<i>Special Rules: Lifeleech(2), Shambling, Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration) Keywords: Revenant, Skeleton</i>									

Ghouls Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [70]	6	4+	-	3+	1	12	9/11	2	[70]
<i>Special Rules: Lifeleech(1), Wild Charge(D3) Keywords: Cannibal</i>									
Troop (10) [70]	6	4+	-	3+	1	12	9/11	2	[70]
<i>Special Rules: Lifeleech(1), Wild Charge(D3) Keywords: Cannibal</i>									

Wraiths* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [140]	8	4+	-	6+	1	10	-/12	2	[120]
Brew of Haste									[20]
<i>Special Rules: Crushing Strength(1), Fly, Lifeleech(1), Nimble, Shambling, Strider Keywords: Phantasm</i>									

Mummies Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [180]	5	4+	-	5+	3	12	-/18	2	[180]
<i>Special Rules: Crushing Strength(2), Lifeleech(1), Regeneration(5+), Shambling Keywords: Mummy</i>									

Werewolves Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [275]	9	3+	-	5+	3	18	15/17	3	[255]
Helm of the Drunken Ram									[20]
<i>Special Rules: Crushing Strength(1), Lifeleech(1), Nimble, Thunderous Charge(1) Keywords: Beast, Lycanthrope</i>									

Zombie Trolls Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [190]	6	4+	-	5+	3	18	-/17	3	[190]
<i>Special Rules: Crushing Strength(2), Lifeleech(1), Shambling Keywords: Troll, Zombie</i>									

Balefire Catapult War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [95]	5	0+	5+	4+	0	2	-/11	2	[95]
Balefire (48", Blast(D3+1), Indirect, Piercing(2), Reload, Ignores Obscured)									
<i>Special Rules: Shambling, Unholy Flames Keywords: Skeleton</i>									
1 [95]	5	0+	5+	4+	0	2	-/11	2	[95]
Balefire (48", Blast(D3+1), Indirect, Piercing(2), Reload, Ignores Obscured)									
<i>Special Rules: Shambling, Unholy Flames Keywords: Skeleton</i>									

Goreblight Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [175]	6	4+	-	5+	1	D6+6	-/17	3	[175]
<i>Special Rules: Cloak of Death, Crushing Strength(2), Lifeleech(1), Shambling Keywords: Zombie</i>									

Necromancer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [95]	5	5+	-	4+	0	1	10/12	2	[50]
Aura (Vicious (Melee) - Zombie only)									
Conjurer's Staff									[10]
Surge (6)									[0]
Weakness (2)									[15]
<i>Special Rules: Individual, Aura(Vicious (Melee) - Zombie only) Keywords: Heretic</i>									
1 Spellcaster 1 [90]	5	5+	-	4+	0	1	10/12	2	[50]
Inspiring Talisman									[20]
Surge (6)									[0]
Bane Chant (2)									[20]
<i>Special Rules: Individual, Inspiring Keywords: Heretic</i>									

Undead Army Standard Bearer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [65] Trickster's Wand Hex (2) <i>Special Rules: Individual, Inspiring, Lifeleech(1) Keywords: Skeleton</i>	5	5+	-	4+	0	1	-/11	2	[50] [15]

Ziunok Iceblood [1] Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [120] Fireball (10) Surge (8) Veil of Shadows (3) <i>Special Rules: Individual, Inspiring, Necrofire, The Outsider, Witchfire Keywords: Arkosaur, Heretic</i>	5	4+	-	5+	0	1	-/13	2	[120] [0] [0] [0]

**Total Units:** 15      **Total Unit Strength:** 20  
**Total Primary Core Points:** 1995 (100.0%)

Custom Rule	Description
Unholy Flames	Whenever the unit rolls to damage with its Balefire attack, it can re-roll D3 of the dice that failed to damage.
Necrofire	Once per turn, for each point of damage dealt by Ziunok's Fireball spell, Ziunok may immediately remove one point of previously suffered damage on a single Friendly Core Skeleton unit without the Revenant keyword anywhere within 12" of himself regardless of Line of Sight.
The Outsider	When Ziunok is included in an Undead army, no other Unique Heroes may be included in the army.
Witchfire	Ziunok can reroll all to-hit rolls of a natural, unmodified 1 with his Fireball spell.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note 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 keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. 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.
Blast	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. Once this is done, roll damage as normal for all of this hits caused.
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	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
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. Lifeleech has a maximum total of 3.

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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, 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, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, 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.	
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Hex</b> Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
<b>Surge</b> Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly 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.	
<b>Weakness</b> Range: 24" Enemy, CC	Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.	
<b>Veil of Shadows[1]</b> Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
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.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's

Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.

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Brew of Haste                      This unit increases its Speed stat by +1.

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Inspiring Talisman                The unit gains the Inspiring special rule.