

# BARD'S 2000 UNDEAD



## UNDEAD

EVIL

### Revenants

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	-17	[125]
Lifeleech (1), Shambling Keywords: Revenant, Skeleton									
Regiment(20)	5	4	-	5	2	3	12	-17	[125]
Lifeleech (1), Shambling Keywords: Revenant, Skeleton									
Horde(40)	5	4	-	5	2	4	25	-24	205 20 [225]
Hammer of Measured Force  Lifeleech (1), Shambling Keywords: Revenant, Skeleton									

### 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									

### Revenant Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(20)	8	4	-	5	3	4	32	-24	[305]
Lifeleech (1), Shambling, Thunderous Charge (2) Keywords: Revenant, Skeleton									

### Wights\*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	3	-	5	3	2	9	-14	[155]
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									
Regiment(3)	7	3	-	5	3	2	9	-14	[155]
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									

### Vampire Lord

Hero (Inf)  
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	2	0	7	14/16	165 40 [205]
Wings of Honey maze  Crushing Strength (2), Duelist, Individual, Inspiring, Lifeleech (2), Mighty Keywords: Vampiric									

### Revenant King

Hero (Cav)  
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	0	3	-14	80 5 25 10 [120]
Blade of Slashing Mount on an Undead Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3) Surge (5)  Crushing Strength (1), Individual, Inspiring, Lifeleech (1) Spells: Surge (5) Keywords: Revenant, Skeleton									

Liche King										Hero (Inf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	5	-	5	2	0	1	-14	155	
Shroud of the Saint Heal (6)  Fly, Individual, Inspiring, Regeneration (5+) Spells: Surge (10), Heal (6) Keywords: Phantasm									30 40 [225]	

  

Zuinok Iceblood [1]										Hero (Hv Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	2	0	1	-13	[120]	
Aura (Elite (Melee) - Skeleton Infantry only), Individual, Inspiring, The Outsider Spells: Fireball (10), Surge (8) Keywords: Arkosaur, Heretic										

Total Unit Strength: 20  
 Total Core: 2000 (100%)

Total Units: 12



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brutal</b>	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.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Duelist</b>	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fly</b>	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.
<b>Hammer of Measured Force</b>	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Lifeleech</b>	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.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Regeneration</b>	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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Shroud of the Saint</b>	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.

<b>Surge</b>	<p>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.</p> <p>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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p>
<b>The Outsider</b>	<p>When Ziunok is included in an Undead army, no other Unique Heroes may be included in the army.</p>
<b>Thunderous Charge</b>	<p>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).</p>
<b>Wings of Honey maze</b>	<p>Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.</p>