

Julo 62 - Big Bourgogne Cup

2300 / 2300 VALID



Undead [2300]

Zombies	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [70] <i>Special Rules:</i> Lifeleech(1), Shambling <i>Keywords:</i> Expendable, Zombie	5	5+	-	2+	2	12	-/15	2	[70]
Inf Regiment [70] <i>Special Rules:</i> Lifeleech(1), Shambling <i>Keywords:</i> Expendable, Zombie	5	5+	-	2+	2	12	-/15	2	[70]

Wraiths*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [120] <i>Special Rules:</i> Crushing Strength(1), Fly, Lifeleech(1), Nimble, Shambling, Strider <i>Keywords:</i> Phantasm	7	4+	-	6+	1	10	-/12	2	[120]
Inf Troop [120] <i>Special Rules:</i> Crushing Strength(1), Fly, Lifeleech(1), Nimble, Shambling, Strider <i>Keywords:</i> Phantasm	7	4+	-	6+	1	10	-/12	2	[120]

Wights*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [275] Sir Jesse's Boots of Striding <i>Special Rules:</i> Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling <i>Keywords:</i> Phantasm	7	3+	-	5+	3	18	-/17	3	[260] [15]
Lrg Inf Horde [285] Blood of the Old King <i>Special Rules:</i> Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling <i>Keywords:</i> Phantasm	7	3+	-	5+	3	18	-/17	3	[260] [25]
Lrg Inf Horde [280] Helm of the Drunken Ram <i>Special Rules:</i> Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling, Thunderous Charge(1) <i>Keywords:</i> Phantasm	7	3+	-	5+	3	18	-/17	3	[260] [20]

Revenant Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [115] <i>Special Rules:</i> Lifeleech(1), Shambling, Thunderous Charge(2) <i>Keywords:</i> Revenant, Skeleton	8	4+	-	5+	1	8	-/14	3	[115]
Cav Troop [115] <i>Special Rules:</i> Lifeleech(1), Shambling, Thunderous Charge(2) <i>Keywords:</i> Revenant, Skeleton	8	4+	-	5+	1	8	-/14	3	[115]
Cav Horde [345] Brew of Sharpness <i>Special Rules:</i> Lifeleech(1), Shambling, Thunderous Charge(2) <i>Keywords:</i> Revenant, Skeleton	8	3+	-	5+	4	32	-/24	3	[300] [45]

Vampire Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 1 [205] Undead Horse Mace of Crushing <i>Special Rules:</i> Command, Crushing Strength(2), Duelist, Individual, Inspiring, Lifeleech(2), Mighty <i>Keywords:</i> Vampiric	8	3+	-	5+	0	7	14/16	3	[165] [35] [5]

Undead Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [100] Undead Horse Tome of Darkness Surge (5) <i>Special Rules:</i> Aura(Wild Charge (2) - Skeleton Only), Command, Individual, Lifeleech(1), Very Inspiring <i>Keywords:</i> Skeleton	8	5+	-	5+	0	1	-/11	3	[55] [25] [20]

Mhorgoth the Faceless [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [200] Bane Chant (3) Drain Life (7) Mind Fog (3) Surge (10) <i>Special Rules:</i> Command, Dread, Fly, Individual, Regeneration(5+), Very Inspiring, Unholy Levitating Arch-Liche <i>Keywords:</i> Heretic, Phantasm	7	5+	-	5+	0	1	14/16	2	[200] [0] [0] [0] [0]

Total Units:

13

Total Unit Strength:

21

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Unholy Levitating Arch-Liche	The unit can move At the Double and make ranged attacks as if it had Advanced that turn. Once per turn, after using a spell, Mhorgoth may use a different spell against the same or a different target.

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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Duelist	While attacking enemy Individuals in Melee, this unit triples its number of Attacks.
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. This includes Difficult Terrain the unit started in. 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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
Lifefeech	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. Lifefeech has a maximum total of 3.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
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.
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).
Unholy Levitating Arch-Liche	The unit can move At the Double and make ranged attacks as if it had Advanced that turn. Once per turn, after using a spell, Mhorgoth may use a different spell against the same or a different target.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Bane Chant 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.	
Drain Life Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
Surge 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. This Movement may bring a Surged unit within 1" of enemy units. 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.	

Artefact	Description
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Blood of the Old King	Once per game, the unit gains Elite (Melee) and Vicious (Melee) for one Turn. This must be declared before the unit rolls any attacks.
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.