

# THE CURSED LEGION

## 700-point Undead army

### Skeleton Regiment 140 points

20 Skeletons  
Banner and Musician  
Spears  
Undead Giant Rats

### Mummies Half-Regiment 220 points

10 Mummies

### Zombie Regiment 65 points

20 Zombies

### Ghoul Troop 60 points

10 Ghouls

### Werewolf Troop 150 points

3 Werewolves

### Balefire Catapult 65 points

1 Balefire Catapult

Unit Size	Sp	Me	Ra	De	At	Ne	Notes
Skeleton Regiment	5	5+	-	4+	15	-/16	<i>Shambling, Phalanx, Undead Giant Rats</i>
Mummies Half-Reg	4	4+	-	6+	10	-/17	<i>Crushing Strength (2), Regeneration, Shambling</i>
Zombie Regiment	5	5+	-	3+	15	-/15	<i>Shambling, <u>Pipes of Terror</u></i>
Ghoul Troop	6	4+	-	3+	10	9/11	
Werewolf Troop	9	3+	-	6+	9	12/14	<i>Crushing Strength (1), Nimble</i>
Balefire Catapult	5	-	5+	4+	1	-/12	<i>Blast (2D6), Indirect Fire, Piercing (3), Shambling</i>

### Army Special Rule: Evil Dead (All Units)

Every time the unit manages to inflict one or more points of damage against an enemy in melee, it regains a single point of damage that it has previously suffered.

### Magical Artefact: Pipes of Terror (Zombie Regiment)

If this unit inflicts damage on an enemy in melee, it adds an additional +1 to the ensuing Nerve test.

## Special Rules

*Shambling:* The unit cannot be ordered 'At the Double'. In addition, it treats Wavering results as Steady instead.

*Phalanx:* The unit rolls an extra 5 Attacks in melee. These are added after multiplying the Attacks for flank / rear charges. Also, Cavalry units that charge this unit's front suffer a -1 penalty to hit. (Already included in unit profile.)

*Regeneration:* Every time this unit is given an order (including Halt!), roll 3D6. For each 4+, recover one point of damage. If the unit suffers damage from a *Breath Weapon* or *Zap!*, this rule is lost.

*Undead Giant Rats:* This modifies the Evil Dead rule – the unit recovers one point of damage per point of damage it inflicts in Melee, rather than a single one. However, at the end of each Melee in which the unit fights, roll a D6. On a 1-3 the rats have been trampled, and are lost.

*Crushing Strength (n):* All melee hits inflicted by the unit have a +n modifier when rolling to damage.

*Nimble:* The unit can make a single extra pivot of up to 90 degrees around its centre at any point during its movement, even At The Double!

*Blast (2D6):* If the unit's ranged attack hits the target, roll 2D6 and multiply the hit by the result of the dice. Once this is done, roll for damage as normal for all of the hits caused.

*Indirect Fire:* The unit never suffers to hit modifiers for range or cover (but it does still need to see its target!). On the other hand, it can never shoot targets within 12".

*Piercing (3):* All ranged hits inflicted by the unit have a +3 modifier when rolling to damage

# The Blackskulls

## 700-point Orc & Goblin allied army

<b>Ax Krudgiment</b> 20 Ax Banner and Musician	<b>125 points</b>	<b>Spitters Regiment</b> 20 Goblins Blasting Arrow	<b>110 points</b>
<b>Gore Riders Troop</b> 5 Gore Riders Brew of Haste	<b>100 points</b>	<b>Wiz</b> 1 Goblin Wiz	<b>50 points</b>
<b>Gore Chariot</b> 1 Gore Chariot	<b>55 points</b>	<b>Fleabag Riders Troop</b> 5 Fleabag Riders Banner and Musician	<b>90 points</b>
<b>Troll Troop</b> 3 Trolls	<b>120 points</b>	<b>Goblin Mincer</b> 1 Goblin Mincer	<b>50 points</b>

Unit Size	Sp	Me	Ra	De	At	Ne	Notes
Ax Krudgiment	5	4+	-	5+	10	13/15	<i>Crushing Strength (1)</i>
Gore Riders Troop	9	3+	-	5+	8	10/12	<i>Crushing Strength (2), <u>Brew of Haste</u></i>
Gore Chariot	7	3+	-	5+	3	9/11	<i>Crushing Strength (2)</i>
Troll Troop	6	4+	-	5+	9	11/13	<i>Crushing Strength (2), <u>Regeneration</u></i>
Spitters Regiment	5	5+	5+	3+	10	12/14	<i>Utterly Spineless, <u>Blasting Arrow</u></i>
Wiz	5	5+	-	4+	1	9/11	<i>Utterly Spineless, <u>Individual</u>, <u>Inspiring</u>, <u>Zap! (3)</u></i>
Fleabag Riders Troop	10	4+	-	4+	8	9/11	<i>Utterly Spineless, <u>Crushing Strength (1)</u>, <u>Nimble</u></i>
Goblin Mincer	5	4+	-	4+	X	9/11	<i><u>Big Shield</u>, <u>Crushing Strength (1)</u>, <u>3D6 Attacks</u></i>

### Magical Artefact: Brew of Haste (Gore Riders Troop)

The unit has +1 Speed (already included in unit profile.)

### Magical Artefact: Blasting Arrow (Spitters Regiment)

Every time the unit uses a ranged attack, roll one of its dice separately. This one has the Blast (D6) rule on top of any other special rule.

## Special Rules

*Crushing Strength (x):* All melee hits inflicted by the unit have a +x modifier when rolling to damage.

*Regeneration:* Every time this unit receives an order (including Halt!), before doing anything else, roll 3 dice. For each 4+ rolled, the unit recovers a point of damage. However, if the unit suffers any damage from a *Zap!*, this rule stops working for the rest of the game.

*Inspiring:* If this unit, or any friendly unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

*Utterly Spineless:* Any time the unit receives a 'Charge!' order, you must roll a die. If the die result is a 1, the unit 'misunderstands' the order and thinks it has been ordered to 'Halt!' instead.

*Nimble:* The unit can make a single extra pivot of up to 90 degrees around its centre at any point during its movement, even At The Double!

*Zap! (3):* The unit has a ranged attack. You roll 3 dice for this ranged attack rather than using the Attacks value of the unit. This attack has a range of 24", always hits on 4+ (regardless of modifiers) and is Piercing (1).

*Big Shield:* Attacks from the front count the model's Defence as 4+.