

Undead (Evil)							
Soul Reaver Infantry							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(10) - Brew of Courage	6	3+	-	5+	20	11/13	180 15
Crushing Strength (2), Lifeleech (2)							
Revenants							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(40) - Exchange shields for two-handed weapons (lower Defence to 4+, gain Crushing Strength (1)) - Banner of the Griffin	5	4+	-	4+	25	-/24	200 0 25
Crushing Strength (1), Lifeleech (1), Shambling							
Werewolves							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(3) - Staying Stone	9	3+	-	5+	9	12/14	160 5
Crushing Strength (1), Lifeleech (1), Nimble							
Horde(6) - Hann's Sanguinary Scripture	9	3+	-	5+	18	15/17	245 15
Crushing Strength (1), Lifeleech (1), Nimble							
Revenant King							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1) - Weakness (2)	5	4+	-	5+	5	14/16	120 20
Hero (Inf), Crushing Strength (1), Individual, Inspiring, Lifeleech (1), Surge (6), Weakness (2)							
Necromancer							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1) - Bane-chant (2) - Weakness (2)	5	5+	-	4+	1	10/12	85 15 20
Hero (Inf), Bane-chant (2), Individual, Lifeleech (1), Surge (8), Weakness (2)							
Lykanis							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	9	3+	-	5+	5	13/15	145
Hero (LrgInf), Crushing Strength (2), Inspiring (Werewolves only), Lifeleech (1), Nimble							
							1250

- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Brew of Courage** When testing Nerve against this unit, the enemies suffer an additional -1 to their total.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Hann's Sanguinary Scripture** The unit gains the Lifeleech (1) special rule, or if the unit already has Lifeleech, it is increased by 1 up to a maximum of (2).
- Individual**
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
 Move Individuals have the Nimble special rule.
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Lifeleech** In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a

full inch (stopping just out of contact from friendly units and blocking terrain). 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 previously in that Shoot phase. 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 movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.

Weakness 24" Range. May target enemy units that are engaged in combat. 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.