

<b>Undead (Evil)</b>								
<b>Revenants</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	5+	12	-/17	120	Lifeleech (1), Shambling
- Healing Brew							5	
<b>Wraiths</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	10	4+	-	6+	10	-/12	140	Crushing Strength (1), Fly, Lifeleech (1), Shambling
Troop(10)	10	4+	-	6+	10	-/12	140	Crushing Strength (1), Fly, Lifeleech (1), Shambling
<b>Zombies</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	-	3+	30	-/22	130	Lifeleech (1), Shambling
Horde(40)	5	5+	-	3+	30	-/22	130	Lifeleech (1), Shambling
<b>Werewolves</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	9	3+	-	5+	18	15/17	245	Crushing Strength (1), Lifeleech (1), Nimble
- Brew of Haste							15	
<b>Revenant King</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	5+	5	14/16	120	Hero (Inf), Crushing Strength (1), Drain Life (6), Individual, Inspiring, Lifeleech (1), Surge (6)
- Drain Life (6)							25	
- Brew of Sharpness							45	
<b>Necromancer</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	10/12	85	Hero (Inf), Bane-chant (2), Heal (3), Individual, Lifeleech (1), Lightning Bolt (3), Surge (8)
- Bane-chant (2)							15	
- Heal (3)							15	
- Lightning Bolt (3)							20	
							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.
- Brew of Haste** The unit has +1 Speed.
- Brew of Sharpness** The unit has +1 to hit in melee.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Drain Life** 6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". 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 Shoot phase.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Healing Brew** Once per game, when given an order, this unit may remove D2 points of damage previously suffered.
- 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.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- 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.
- 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.