

Undead (Evil)								
Skeleton Spearmen								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	-	4+	30	-/23	175	Lifeleech (1), Phalanx, Shambling
Wraiths								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	10	4+	-	6+	10	-/12	140	Crushing Strength (1), Fly, Lifeleech (1), Shambling
Mummies								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	5+	12	-/18	170	Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling
- Diadem of Dragon-kind							30	
Zombies								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	-	3+	30	-/22	130	Lifeleech (1), Shambling
- Hammer of Measured Force							20	
Werewolves								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	9	3+	-	5+	9	12/14	160	Crushing Strength (1), Lifeleech (1), Nimble
- Dwarven Ale							10	
Horde(6)	9	3+	-	5+	18	15/17	245	Crushing Strength (1), Lifeleech (1), Nimble
- Blessing of the Gods							25	
Wights								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	18	-/17	235	Brutal, Crushing Strength (3), Lifeleech (1), Shambling
- Brew of Haste							15	
Revenant on Undead Great Burrowing Wurm								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	12	-/20	220	Hero (Mon), Base Size: (75x75mm), Breath Attack (10), Brutal, Crushing Strength (3), Inspiring, Lifeleech (1), Strider, Vicious (Ranged attacks only)
- Gain Breath (10) and Vicious on ranged attacks							10	
Liche King								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	14/16	145	Hero (Inf), Heal (6), Individual, Inspiring, Lifeleech (1), Regeneration (5+), Surge (12)
- Heal (6)							20	
Necromancer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	10/12	85	Hero (Inf), Individual, Lifeleech (1),

Surge (8)

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
- Maccwar's Potion of the Caterpillar							20	
							<u>2000</u>	

- Blessing of the Gods** The unit has the Elite special rule.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Brew of Haste** The unit has +1 Speed.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Diadem of Dragon-kind** The unit has the Breath Attack (10) rule.
- Dwarven Ale** The unit has the Headstrong special rule.
- 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.
- Hammer of Measured Force** This unit will always damage the enemy on a 4+ in melee, regardless of modifiers.
- 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.
- 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.

- Lifleech** 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.
- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- 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.
- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- Regeneration (5+)** Every time this unit receives an 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 5+, the unit recovers a point of damage.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Strider** The unit never suffers the penalty for Hindered charges.
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.