

Undead (Evil)								
Skeleton Warriors								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40) AoD 1	5	5+	-	4+	25	-/23	150	Lifeleech (2), Shambling
- Undead Giant Rats (Lifeleech (2))							10	
- Orcsbain's Amulet of Thorns							35	
Horde(40) AoD 2	5	5+	-	4+	25	-/23	150	Lifeleech (2), Shambling
- Undead Giant Rats (Lifeleech (2))							10	
- Dragonshard Shield							20	
Ghoul								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	4+	-	3+	12	12/14	90	Lifeleech (1)
Regiment(20)	6	4+	-	3+	12	12/14	90	Lifeleech (1)
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
Zombies								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	-	3+	15	-/15	80	Lifeleech (1), Shambling
Regiment(20)	5	5+	-	3+	15	-/15	80	Lifeleech (1), Shambling
Legion(60)	5	5+	-	3+	40	-/28	190	Lifeleech (1), Shambling
- Brew of Sharpness							45	
Soul Reaver Cavalry								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	6+	20	15/17	300	Crushing Strength (1), Lifeleech (2), Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20	
Revenant King								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	4+	-	5+	5	14/16	120	Hero (Cav), Blood Boil, Crushing Strength (1), Individual, Inspiring, Lifeleech (1), Surge (6)
- Mount on an undead horse, increasing Speed to 8 and changing to Hero (Cav)							20	
- Blood Boil (L)							30	
- Blade of the Beast Slayer							20	
Undead Army Standard Bearer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	5+	-	4+	1	-/13	50	Hero (Cav), Individual, Inspiring, Lifeleech (1), Shambling
- Mount on an undead horse, increasing Speed to 8 and changing to Hero (Cav)							15	
- Lute of Insatiable Darkness							25	
Necromancer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)	AoD Necro	5	5+	-	4+	1	10/12	85	Hero (Inf), Heal (3), Individual, Lifeleech (1), Surge (8)
- Heal (3)								15	
- Shroud of the Saint								25	
(1)		8	5+	-	4+	1	10/12	85	Hero (Cav), Alchemist's Curse (10), Bane-chant (2), Individual, Lifeleech (1), Surge (8)
- Bane-chant (2)								15	
- Mount on an undead horse, increasing Speed to 8 and changing to Hero (Cav)								15	
- Alchemist's Curse (10) (L)								30	
- Myrddin's Amulet of the Fire-heart								10	

Army of Darkness [1] Formation

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	30	Formation: Army of Darkness

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Alchemist's Curse 12" Range. Instead of rolling to damage as normal, each roll under the target's Defence, including rolls of a 1, cause a point of damage. This roll cannot be re-rolled or modified in any way. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

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.

Blade of the Beast Slayer This artefact can only be used by Heroes. The Hero has Crushing Strength (2) when attacking large infantry, large cavalry, monsters or heroes who do not have the Individual special rule. If the Hero already has Crushing Strength, it is increased by 2 when attacking those same targets.

Blood Boil 12" range. When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Roll to damage with Piercing(1). When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

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.

Dragonshard Shield Once per game, when this unit carries out a Halt! or Pivot! Order, it may choose to increase its Defence by +2 to a maximum of 6+ until the start of its next turn.

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.

Formation: Army of Darkness Formation must contain:
2x Skeleton Warriors Hordes
1x Necromancer
Each unit in this formation is granted the Iron Resolve special rule. The Necromancer is granted the Inspiring special rule and increases all of its spell (n) values by 5 while targeting Friendly non-allied Skeleton Warriors, Archers and Spearmen.

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.

Lifefeech 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.

Lute of Insatiable Darkness This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.

Maccwar's Potion of the Caterpillar The unit has the Pathfinder special rule.

Myrddin's Amulet of the Fire-heart Once per game, after using a ranged attack or spell, this unit may immediately use another different ranged attack or spell it possesses, against the same or a different target.

Orcsbain's Amulet of Thorns The unit has the Phalanx special rule.

Shambling The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.

Shroud of the Saint Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).

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.

Thunderous Charge All melee hits inflicted by the 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 1 when Hindered.