

Undead (Evil)								
Soul Reaver Infantry								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20) - Brew of Haste	6	3+	-	5+	25	15/17	260	Crushing Strength (2), Lifeleech (2) 15
Regiment(20) - Orcish Skullpole	6	3+	-	5+	25	15/17	260	Crushing Strength (2), Lifeleech (2) 5
Zombies								Infantry
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
Revenant Cavalry								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	4+	-	5+	8	-/14	110	Lifeleech (1), Shambling, Thunderous Charge (2)
Troop(5)	8	4+	-	5+	8	-/14	110	Lifeleech (1), Shambling, Thunderous Charge (2)
Vampire Lord								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	3+	-	5+	8	14/16	220	Hero (Cav), Crushing Strength (2), Individual, Inspiring, Lifeleech (2), Surge (3)
- Mount on an undead horse, increasing Speed to 9 and changing to Hero (Cav)							15	
Lady Ilona[1]								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	6+	8	14/16	280	Hero (Inf), Crushing Strength (3), Heal (3), Individual, Inspiring, Lifeleech (2), Lightning Bolt (3), Love Eternal, Surge (3)
Mortibris the Necromancer [1]								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	15/17	210	Hero (Inf), Bane-chant (2), Chill Mist, Heal (5), Individual, Inspiring, Lifeleech (1), Lightning Bolt (4), Regeneration (5+), Stealthy, Surge (10)
Ilona's Thirstful Coven[1]								Formation
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	25	Formation: Ilona's Thirstful Coven
Ogres (Neutral)								
Shooters								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	5+	4+	18	15/17	230	Brutal, Crushing Strength (1), Heavy Crossbows (Range 36"), Piercing (2), Reload!

- 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.
- 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.
- Chill Mist** While within 6" of Mortibris, all friendly, non-allied units have the Stealthy special rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Formation:** Formation must contain:
Ilona's Thirstful Coven 2x Soul Reaver Infantry Regiments
 1x Lady Ilona [1]
 Each unit in this formation gains +1 Speed and is also Fearless.
- 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.
- 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+.
- Love Eternal** Enemy Heroes attacking Lady Ilona receive -1 to hit in melee.

- Orcish Skullpole** The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- 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.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- 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.