

Undead (Evil)								
Skeleton Warriors								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	-	4+	12	-/16	90	Lifeleech (1), Shambling
Ghouls								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	-	3+	25	19/21	150	Lifeleech (1)
Wraiths								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	10	4+	-	6+	12	-/16	200	Crushing Strength (1), Fly, Lifeleech (1), Shambling
Regiment(20)	10	4+	-	6+	12	-/16	200	Crushing Strength (1), Fly, Lifeleech (1), Shambling
Zombie Trolls								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	18	-/18	175	Crushing Strength (2), Lifeleech (2), Shambling
Horde(6)	6	4+	-	4+	18	-/18	175	Crushing Strength (2), Lifeleech (2), Shambling
Revenant Cavalry								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	4+	-	5+	16	-/17	170	Lifeleech (1), Shambling, Thunderous Charge (2)
Revenant King on Undead Wyrn								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	9	18/20	190	Hero (Mon), Crushing Strength (3), Inspiring, Lifeleech (1), Surge (6)
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)
- Inspiring Talisman							20	
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)
Barrow Wights[1]								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	4+	-	5+	18	-/17	265	Brutal, Crushing Strength (3), Fly, Lifeleech (1), Shambling
							2000	

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.
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.
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.
Inspiring Talisman	This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
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.
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.
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.

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.