

Undead (Evil)								
Skeleton Warriors								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	-	4+	25	-/23	150	Lifeleech (1), Shambling
Horde(40)	5	5+	-	4+	25	-/23	150	Lifeleech (1), Shambling
Skeleton Archers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	6+	5+	3+	20	-/23	165	Bows (Range 24"), Lifeleech (1), Shambling
- Heart-seeking Chant							30	
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
Werewolves								Large Infantry
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 Strength							30	
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)
- Chalice of Wrath							15	
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)
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	
- Diadem of Dragon-kind							30	
Necromancer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	10/12	85	Hero (Inf), Bane-chant (2), Critter's Call (8), Heal (3), Individual, Lifeleech (1), Surge (8)
- Bane-chant (2)							15	
- Heal (3)							15	
- Critter's Call (8) (L)							20	
- Myrddin's Amulet of the Fire-heart							10	
Army of Darkness [1]								Formation
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

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30 Formation: Army of Darkness

Apaphys, Champion of Death[1]

Hero (Mon)

Unit Size Sp Me Ra De At Ne Pts

(1)

10 4+ - 5+ 12 -/21

265 Hero (Mon), Base Size:
(75x75mm), Crushing Strength (3),
Drain Life (6), Dread, Elite, Fly,
Lifeleech (1), Surge (8), Very
Inspiring

- Mount on a Winged Wurm, gaining Fly and
increasing to Speed 10

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- 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 Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Chalice of Wrath** The unit gains the Fury Special Rule.
- Critter's Call** 24" Range. Roll to damage as normal. If one or more points of damage are scored, the target unit is Disordered. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
- 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.
- 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.
- Dread** While within 6" of this unit, enemy units have -1 to their Waver and Rout Nerve values in addition to any other modifiers that may apply. This effect is non-cumulative.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- 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.
- Heart-** The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has

seeking Chant Piercing, it is increased by 1.

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.

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.

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.

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.

Very Inspiring This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.