

Mick Mckee

Undead (Evil)

Zombies										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	5	5	-	2	2	3	25	-/22	[115]	
Lifeleech (1), Shambling Keywords: Expendable, Zombie										
Horde(40)	5	5	-	2	2	3	25	-/22	[115]	
Lifeleech (1), Shambling Keywords: Expendable, Zombie										
Wraiths										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	7	4	-	6	2	1	10	-/12	[120]	
Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider Keywords: Phantasm										
Troop(10)	7	4	-	6	2	1	10	-/12	[120]	
Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider Keywords: Phantasm										
Revenant Cavalry										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	8	4	-	5	3	3	16	-/17	165 5 [170]	
Healing Brew Lifeleech (1), Shambling, Thunderous Charge (2) Keywords: Revenant, Skeleton										
Regiment(10)	8	4	-	5	3	3	16	-/17	165 15 [180]	
Blood of the Old King Lifeleech (1), Shambling, Thunderous Charge (2) Keywords: Revenant, Skeleton										
Vampire Lord										Hero (Cav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	7	14/16	165 35 10 [210]	
Mount on an Undead Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3) Surge (4) Crushing Strength (2), Duelist, Individual, Inspiring, Lifeleech (2), Mighty Spells: Surge (4) Keywords:										
Vampire Lord on Undead Dragon										Hero (Ttn) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	10	17/19	315 15 [330]	
Surge (8) Crushing Strength (3), Fly, Inspiring, Lifeleech (2), Nimble Spells: Icy Breath (10), Surge (8) Keywords: Draconic, Vampiric										

Necromancer										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	10/12	50	
Sacred Horn Aura (Vicious (Melee) - Zombie only). This upgrade cannot be taken in addition to an Undead Horse Mount. Individual, Aura (Vicious (Melee) - Zombie only) Spells: Surge (6) Keywords: Heretic									15 20 [85]	
Undead Army Standard Bearer										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	-/11	[50]	
Individual, Inspiring, Lifeleech (1) Keywords: Skeleton										

Special Rules and Spells:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Blood of the Old King	Once per game, the unit gains <i>Elite</i> (Melee) and <i>Vicious</i> (Melee) for one Turn. This must be declared before the unit rolls any attacks. For each die re-rolled, the unit receives an immediate point of damage on itself. No Nerve test is required for this self-inflicted damage.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Icy Breath	Spell: 10", Enemy - Roll to damage the Enemy unit as normal. If one or more points of damage are dealt, the target Enemy unit is given the <i>Frozen</i> special rule.
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. <i>Lifeleech</i> has a maximum total of 3.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Sacred Horn	The unit gains as additional 3" range to all of its Auras.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. 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 in the previous Ranged phase. If, and only if, the surging unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. 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 spell has no effect on units with Speed 0.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and resumes this bonus by one when Hindered (to a minimum of zero).