

Daniel Graves

Undead (Evil)

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|--|----|----|----|----|---|----|----|-------|------------------------|--------------------------------------|
| Skeleton Warriors | | | | | | | | | | Infantry |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| Horde(40) | 5 | 5 | - | 4 | 2 | 3 | 25 | -/22 | 140 | |
| Hann's Sanguinary Scripture Undead Giant Rats Lifeleech (2), Shambling Keywords: Expendable, Skeleton | | | | | | | | | 10 10 [160] | |
| Zombies | | | | | | | | | | Infantry |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| Regiment(20) | 5 | 5 | - | 2 | 2 | 2 | 12 | -/15 | [70] | |
| Lifeleech (1), Shambling Keywords: Expendable, Zombie | | | | | | | | | | |
| Regiment(20) | 5 | 5 | - | 2 | 2 | 2 | 12 | -/15 | [70] | |
| Lifeleech (1), Shambling Keywords: Expendable, Zombie | | | | | | | | | | |
| Werewolves | | | | | | | | | | Large Infantry |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| Horde(6) | 9 | 3 | - | 5 | 3 | 3 | 18 | 15/17 | [255] | |
| Crushing Strength (1), Lifeleech (1), Nimble Keywords: Beast, Lycanthrope | | | | | | | | | | |
| Horde(6) | 9 | 3 | - | 5 | 3 | 3 | 18 | 15/17 | [255] | |
| Crushing Strength (1), Lifeleech (1), Nimble Keywords: Beast, Lycanthrope | | | | | | | | | | |
| Balefire Catapult | | | | | | | | | | War Engine |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 5 | - | 5 | 4 | 2 | 0 | 2 | -/11 | [95] | |
| Shambling, Unholy Flames Balefire (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (2), Reload) Keywords: Skeleton | | | | | | | | | | |
| Liche King | | | | | | | | | | Hero (Inf) Spellcaster: 3 |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 7 | 5 | - | 5 | 2 | 0 | 1 | -/14 | 155 | |
| The Boomstick Replace Surge (10) with Heal (6) Lightning Bolt (5) Fly, Individual, Inspiring, Regeneration (5+) Spells: Heal (6), Lightning Bolt (5) Keywords: Phantasm | | | | | | | | | 30 0 35 [220] | |
| 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 | |
| Inspiring Talisman Heal (3) Individual Spells: Surge (6), Heal (3) Keywords: Heretic | | | | | | | | | 20 20 [90] | |

| Lady Ilona[1] | | | | | | | | | | Hero (Inf) Spellcaster: 1 |
|---|----|----|----|----|---|----|----|-------|-------|--------------------------------------|
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 7 | 3 | - | 6 | 2 | 0 | 8 | 14/16 | [280] | |
| Crushing Strength (3), Duelist, Individual, Inspiring, Lifeleech (2), Mighty, The Promise of Love Eternal Spells: Enthral (5), Heal (3), Lightning Bolt (3), Surge (3) Keywords: Vampiric | | | | | | | | | | |

Special Rules and Spells:

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| 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. |
| Enthral | Spell: 18", Enemy - For each hit scored, the target Enemy unit is pulled 1" directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. A unit can only be targeted by Enthral once per Turn. This spell has no effect on units with Speed 0. |
| 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. |
| Hann's Sanguinary Scripture | The unit gains the <i>Lifeleech</i> (+1) special rule. |
| Heal | Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered. |
| 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. |
| Inspiring Talisman | The unit gains the <i>Inspiring</i> special rule. |
| 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. |
| Lightning Bolt | Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover. |
| 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. |
| Regeneration (5+) | Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered. |
| Shambling | The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move. |
| 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. |
| The Boomstick | The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 3. |
| The Promise of Love Eternal | Enemy Heroes attacking Lady Ilona receive -1 to hit in melee. |
| Unholy Flames | Whenever the unit rolls to damage with its Balefire attack, it can re-roll D3 of the dice that failed to damage. |