

Dan King Undead (Evil)

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										
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										
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										
Wights*										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	7	3	-	5	3	3	18	-/17	260	
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm										
Horde(6)	7	3	-	5	3	3	18	-/17	260	
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm										
Deathpack*										Swarm
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	6	5	-	2	1	1	12	10/12	75	
Lifeleech (2), Nimble, Stealthy, Vicious (Melee) Keywords: Beast										
Regiment(3)	6	5	-	2	1	1	12	10/12	75	
Lifeleech (2), Nimble, Stealthy, Vicious (Melee) Keywords: Beast										
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	
Blood of the Old King Crushing Strength (3), Fly, Inspiring, Lifeleech (2), Nimble Spells: Icy Breath (10) Keywords: Draconic, Vampiric										

Mhorgoth the Faceless[1]										Hero (Inf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	-	5	2	0	1	14/16	230	
Dread, Fly, Individual, Regeneration (5+), Unholy Levitation, Very Inspiring Spells: Bane Chant (3), Drain Life (9), Mind Fog (3), Surge (10) Keywords: Heretic, Phantasm										
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 Individual Spells: Surge (6) Keywords: Heretic										
1	5	5	-	4	2	0	1	10/12	50	
Conjurer's Staff Individual Spells: Surge (6) Keywords: Heretic										

Special Rules and Spells:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is case into Melee, the target will not take a Nerve test at the end of the Ranged phase.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
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.
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.
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.
Mind Fog	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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 *Fly* 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.

Unholy Levitation

The unit can move At the Double and make ranged attacks as if it had Advanced that turn.

Very Inspiring

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

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 *Inspiring* rule. In this case, the unit will only Inspire itself and the unit(s) specified.

Vicious

Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.