

## Ben Wright Undead (Evil)

<b>Zombies</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Legion(60)	5	5	-	2	2	4	30	-/28	170	
Lifeleech (1), Shambling Keywords: Expendable, Zombie										
Legion(60)	5	5	-	2	2	4	30	-/28	170	
Lifeleech (1), Shambling Keywords: Expendable, Zombie										
<b>Mummies</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	4	-	5	2	3	12	-/18	180	
Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling Keywords: Mummy										
Regiment(20)	5	4	-	5	2	3	12	-/18	180	
Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling Keywords: Mummy										
<b>Wraiths</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	7	4	-	6	2	3	12	-/16	185	
Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider Keywords: Phantasm										
<b>Werewolves</b>										<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	9	3	-	5	3	2	9	12/14	155	
Crushing Strength (1), Lifeleech (1), Nimble Keywords: Beast, Lycanthrope										
<b>Skeleton Warriors</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	5	5	-	4	2	1	10	-/11	55	
Lifeleech (1), Shambling Keywords: Expendable, Skeleton										
<b>Wights*</b>										<b>Large Infantry</b>
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										
<b>Vampire on Undead Pegasus</b>										<b>Hero (LrgCav) Spellcaster: 1</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	7	14/16	215	
Zephyr Crown Crushing Strength (2), Fly, Inspiring, Lifeleech (2), Nimble Keywords: Vampiric										

<b>Balefire Catapult</b>										<b>War Engine</b>
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										
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										
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										
<b>Mhorgoth the Faceless[1]</b>										<b>Hero (Inf) Spellcaster: 3</b>
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										
<b>Necromancer</b>										<b>Hero (Inf) Spellcaster: 1</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	10/12	50	
Bane Chant (2) Individual Spells: Surge (6), Bane Chant (2) Keywords: Heretic										
1	5	5	-	4	2	0	1	10/12	50	
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										

#### Special Rules and Spells:

<b>Aura</b>	(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.
<b>Bane Chant</b>	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.
<b>Brutal</b>	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.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	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.
<b>Dread</b>	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.
<b>Fly</b>	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.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	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.
<b>Lifeleech</b>	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>Lifefeech</i> has a maximum total of 3.
<b>Mind Fog</b>	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.
<b>Nimble</b>	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.
<b>Regeneration (5+)</b>	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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Surge</b>	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 surged 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.
<b>Unholy Flames</b>	Whenever the unit rolls to damage with its Balefire attack, it can re-roll D3 of the dice that failed to damage.
<b>Unholy Levitation</b>	The unit can move At the Double and make ranged attacks as if it had Advanced that turn.
<b>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.
<b>Zephyr Crown</b>	The unit gains the Wind Blast (5) spell.