

Chris Cowburn

Undead (Evil)

Revenants										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	5	4	-	5	2	4	25	-/24	205	
Brew of Strength										40
Undead Giant Rats										10
Lifeleech (2), Shambling										
Keywords: Revenant, Skeleton										
Zombies										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Legion(60)	5	5	-	2	2	4	30	-/28	170	
Hammer of Measured Force										20
Lifeleech (1), Shambling										
Keywords: Expendable, Zombie										
Soul Reaver Cavalry										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	8	3	-	5	3	3	20	15/17	250	
Maccwar's Potion of the Caterpillar										20
Crushing Strength (1), Lifeleech (2), Thunderous Charge (1)										
Keywords: Vampiric										
Soul Reaver Infantry										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	6	3	-	5	2	3	25	15/17	250	
Blessing of the Gods										20
Crushing Strength (2), Lifeleech (2)										
Keywords: Vampiric										
Revenant Cavalry										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(5)	8	4	-	5	3	1	8	-/14	105	
Lifeleech (1), Shambling, Thunderous Charge (2)										
Keywords: Revenant, Skeleton										
Skeleton Archers*										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	6	5	3	2	2	10	-/15	95	
Lifeleech (1), Shambling										
Bows (24")										
Keywords: Skeleton										
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										
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										

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										20
Bane Chant (2)										20
Individual										
Spells: Surge (6), Bane Chant (2)										
Keywords: Heretic										
1	5	5	-	4	2	0	1	10/12	50	
Weakness (2)										15
Individual										
Spells: Surge (6), Weakness (2)										
Keywords: Heretic										

Cursed Pharaoh										Hero (Inf)
										Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	6	2	0	5	14/16	155	
Wings of Honeymaze										40
Crushing Strength (2), Individual, Inspiring, Lifeleech (1), Mighty, Regeneration (5+)										
Spells: Surge (5)										
Keywords: Mummy										

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	
Shroud of the Saint										30
Replace Surge (10) with Heal (6)										0
Blizzard (3) [1]										40
Fly, Individual, Inspiring, Regeneration (5+)										
Spells: Heal (6), Blizzard (3)										
Keywords: Phantasm										

Soul Reaper Infantry										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	6	3	-	5	2	3	25	15/17	250	
Chant of Hate										20
Crushing Strength (2), Lifeleech (2)										
Keywords: Vampiric										

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:

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.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Blizzard	Unique Spell: 30", Enemy - For each hit scored, roll a single D3. The combined total is the amount of attacks to roll for damage. Modifiers: <i>Indirect</i> , <i>Piercing</i> (1)
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Chant of Hate	The unit gains the <i>Vicious</i> special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
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.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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 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.
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 recuses this bonus by one when Hindered (to a minimum of zero).
Unholy Flames	Whenever the unit rolls to damage with its Balefire attack, it can re-roll D3 of the dice that failed to damage.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Weakness	Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of antural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.
Wings of Honey maze	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.