



UNDEAD

EVIL

Skeleton Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	12	-/15	[85]
Lifeleech (1), Shambling Keywords: Expendable, Skeleton									
Regiment(20)	5	5	-	4	2	2	12	-/15	[85]
Lifeleech (1), Shambling Keywords: Expendable, Skeleton									
Horde(40)	5	5	-	4	2	3	25	-/22	[140]
Lifeleech (1), Shambling Keywords: Expendable, Skeleton									

Revenants

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	-/17	125
Undead Giant Rats									
									10
Lifeleech (2), Shambling Keywords: Revenant, Skeleton									
Regiment(20)	5	4	-	5	2	3	12	-/17	[125]
Lifeleech (1), Shambling Keywords: Revenant, Skeleton									

Revenant Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	4	-	5	3	3	16	-/17	165
Sir Jesse's Boots of Striding									
									15
Lifeleech (1), Shambling, Thunderous Charge (2) Keywords: Revenant, Skeleton									
									[180]

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
Helm of Confidence									
									15
Crushing Strength (1), Lifeleech (2), Thunderous Charge (1) Keywords: Vampiric									
									[265]

Zombie Trolls

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	5	3	2	9	-/14	[115]
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Troll, Zombie									

Wights*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	3	-	5	3	2	9	-/14	155
Blade of Slashing									
									5
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									
									[160]

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										
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										
Revenant King on Undead Great Flying Wyrm										Hero (Ttn) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	4	-	5	6	1	10	-/19	250	
Surge (8)										
Crushing Strength (3), Fly, Inspiring, Lifeleech (1), Nimble Spells: Surge (8) Keywords: Draconic, Revenant, 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	
Conjurer's Staff										
Individual Spells: Surge (6) Keywords: Heretic										
1	5	5	-	4	2	0	1	10/12	50	
Inspiring Talisman										
Individual Spells: Surge (6) Keywords: Heretic										
Undead Army Standard Bearer										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	5	-	4	3	0	1	-/11	50	
Mount on an Undead Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)										
Individual, Inspiring, Lifeleech (1) Keywords: Skeleton										
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										

Total Unit Strength: 24
Total Core: 2000 (100%)

Total Units: 16



SPECIAL RULES AND SPELLS:

Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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.
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 *Fly* special rule. In addition, if a unit with *Fly* also has the *Nimble* special rule, then the *Nimble* special rule is also lost while the unit is Disordered.

Helm of Confidence	The unit gains the <i>Inspiring</i> (Self) 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.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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 reduces this bonus by one when Hindered (to a minimum of zero).
Undead Giant Rats	The unit gains Lifeleech (+1)
Unholy Flames	Whenever the unit rolls to damage with its Balefire attack, it can re-roll D3 of the dice that failed to damage.