



EVIL

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									

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	5	2	4	25	-/24	205
Hammer of Measured Force									20
Lifeleech (1), Shambling									[225]
Keywords: Revenant, Skeleton									

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	5	2	3	25	15/17	250
Chalice of Wrath									15
Crushing Strength (2), Lifeleech (2)									[265]
Keywords: Vampiric									
Regiment(20)	6	3	-	5	2	3	25	15/17	250
Staying Stone									5
									[255]
Crushing Strength (2), Lifeleech (2)									
Keywords: Vampiric									

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	8	4	-	5	3	1	8	-14	[115]
Lifeleech (1), Shambling, Thunderous Charge (2) Keywords: Revenant, Skeleton									
Troop(5)	8	4	-	5	3	1	8	-14	[115]
Lifeleech (1), Shambling, Thunderous Charge (2) Keywords: Revenant, Skeleton									

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									

Hero (LrgCav)
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	4	1	7	14/16	[215]

Crushing Strength (2), Fly, Inspiring, Lifeleech (2), Nimble
 Keywords: Vampiric

Revenant King									Hero (Cav) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	0	3	-/14	80
Blade of Slashing									5
Mount on an Undead Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25
Surge (5)									10
									[120]
Crushing Strength (1), Individual, Inspiring, Lifeleech (1)									
Spells: Surge (5)									
Keywords: Revenant, Skeleton									
1	8	3	-	5	3	0	3	-/14	80
Mace of Crushing									5
Mount on an Undead Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25
Surge (5)									10
									[120]
Crushing Strength (1), Individual, Inspiring, Lifeleech (1)									
Spells: Surge (5)									
Keywords: Revenant, Skeleton									

Total Unit Strength: 21
Total Core: 2000 (100%)

Total Units: 11



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 no value is specified, the unit has Brutal (1). 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.
Chalice of Wrath	The unit gains the <i>Fury</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.
Individual	See page 34 (page 30 in gamers edition)
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.
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.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Surge	<p>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.</p> <p>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.</p> <p>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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p>

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 *Crushing Strength* (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).