

 Undead [2300]

Wraiths* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [205]	8	4+	-	6+	3	12	-/16	2	[185]
Brew of Haste									[20]
<i>Special Rules: Crushing Strength(1),Fly, Lifeleech(1),Nimble, Shambling, Strider Keywords: Phantasm</i>									

Soul Reaper Infantry Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [150]	6	3+	-	5+	1	15	11/13	2	[150]
<i>Special Rules: Crushing Strength(2),Lifeleech(2) Keywords: Vampiric</i>									
Regiment (20) [235]	6	3+	-	5+	3	20	15/17	2	[230]
Healing Brew									[5]
<i>Special Rules: Crushing Strength(2),Lifeleech(2) Keywords: Vampiric</i>									

Werewolves Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [260]	9	3+	-	5+	3	18	16/17	3	[255]
Staying Stone									[5]
<i>Special Rules: Crushing Strength(1),Lifeleech(1),Nimble Keywords: Beast, Lycanthrope</i>									

Wights* Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [270]	7	3+	-	5+	3	18	-/17	3	[260]
Mead of Madness									[10]
<i>Special Rules: Brutal, Crushing Strength(2),Fly, Lifeleech(1),Shambling, Wild Charge(1) Keywords: Phantasm</i>									

Vampire Lord Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [170]	6	3+	-	5+	0	7	14/16	2	[165]
Mace of Crushing									[5]
<i>Special Rules: Crushing Strength(2),Duelist, Individual, Inspiring, Lifeleech(2),Mighty Keywords: Vampiric</i>									

Revenant King Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [120]	8	3+	-	5+	0	3	-/14	3	[80]
Undead Horse									[25]
Blade of Slashing									[5]
Surge (5)									[10]
<i>Special Rules: Crushing Strength(1),Individual, Inspiring, Lifeleech(1) Keywords: Revenant, Skeleton</i>									

Necromancer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [95]	5	5+	-	4+	0	1	10/12	2	[50]
Inspiring Talisman									[20]
Surge (6)									[0]
Veil of Shadows[1](2)									[25]
<i>Special Rules: Individual, Inspiring Keywords: Heretic</i>									

Vampire on Undead Pegasus Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [235]	10	3+	-	5+	1	7	14/16	4	[215]
Lightning Bolt (3)									[20]
<i>Special Rules: Crushing Strength(2),Fly, Inspiring, Lifeleech(2),Nimble Keywords: Vampiric</i>									

[F] Zombies (The Shambling Blight) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (60) [190]	5	5+	-	2+	4	30	-/28	2	[180]
Undead Giant Rats									[10]
<i>Special Rules: Iron Resolve, Lifeleech(2),Phalanx, Shambling Keywords: Expendable, Zombie</i>									

[F] Zombies (The Shambling Blight) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (60) [190]	5	5+	-	2+	4	30	-/28	2	[180]
Undead Giant Rats									[10]
<i>Special Rules: Iron Resolve, Lifeleech(2),Phalanx, Shambling Keywords: Expendable, Zombie</i>									

[F] Goreblight (The Shambling Blight) [1] Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [180]	6	4+	-	5+	1	D6+6	-/17	3	[180]
<i>Special Rules: Cloak of Death, Crushing Strength(2),Lifeleech(1),Rallying(1 - The Shambling Blight),Shambling Keywords: Zombie</i>									

Total Units: 12 **Total Unit Strength:** 23
Total Primary Core Points: 2300 (100.0%)

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
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. Lifeleech has a maximum total of 3.
Mighty	Individuals with the Mighty 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

Spell	Description	Special Rules
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Surge Range: 12"	For each hit, the target friendly Shambling 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	

Friendly – Shambling Only

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.

Veil of Shadows[1]

Range: 0"

Self

If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Mace of Crushing	Whenever the unit rolls to damage in Melee, it can re-roll one of the dice that failed to damage.
Staying Stone	The unit gains +1 to its Wavering stat value.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Inspiring Talisman	The unit gains the Inspiring special rule.