

Zombies										Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Regiment (20)	5	5+	-	2+	2	12	-/15	2	[70]	
★ Special Rules: Lifeleech(1), Shambling Keywords: Expendable, Zombie										
Regiment (20)	5	5+	-	2+	2	12	-/15	2	[70]	
★ Special Rules: Lifeleech(1), Shambling Keywords: Expendable, Zombie										
Regiment (20)	5	5+	-	2+	2	12	-/15	2	[70]	
★ Special Rules: Lifeleech(1), Shambling Keywords: Expendable, Zombie										
Ghouls										Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Regiment (20)	6	4+	-	3+	3	15	13/15	2	[110]	
★ Special Rules: Lifeleech(1), Wild Charge(D3) Keywords: Cannibal										
Regiment (20)	6	4+	-	3+	3	15	13/15	2	[110]	
★ Special Rules: Lifeleech(1), Wild Charge(D3) Keywords: Cannibal										
Wraiths*										Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Troop (10)	7	4+	-	6+	1	10	-/12	2	[120]	
★ Special Rules: Crushing Strength(1), Fly, Lifeleech(1), Nimble, Shambling, Strider Keywords: Phantasm										
Soul Reaver Infantry										Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Regiment (20)	6	3+	-	5+	3	20	15/17	2	[230]	
★ Special Rules: Crushing Strength(2), Lifeleech(2) Keywords: Vampiric										
Werewolves										Large Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Horde (6)	9	3+	-	5+	3	18	15/17	3	[255]	
★ Special Rules: Crushing Strength(1), Lifeleech(1), Nimble Keywords: Beast, Lycanthrope										
Revenant Cavalry										Cavalry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Troop (5)	8	4+	-	5+	1	8	-/14	3	[115]	
★ Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2) Keywords: Revenant, Skeleton										
Troop (5)	8	4+	-	5+	1	8	-/14	3	[115]	
★ Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2) Keywords: Revenant, Skeleton										
Balefire Catapult										War Engine
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Single	5	0+	5+	4+	0	2	-/11	2	[95]	
☉ Balefire (48", Blast(D3+1), Indirect, Piercing(2), Reload, Ignores Obscured)										
★ Special Rules: Shambling, Unholy Flames Keywords: Skeleton										
Single	5	0+	5+	4+	0	2	-/11	2	[95]	
☉ Balefire (48", Blast(D3+1), Indirect, Piercing(2), Reload, Ignores Obscured)										
★ Special Rules: Shambling, Unholy Flames Keywords: Skeleton										
Single	5	0+	5+	4+	0	2	-/11	2	[95]	
☉ Balefire (48", Blast(D3+1), Indirect, Piercing(2), Reload, Ignores Obscured)										
★ Special Rules: Shambling, Unholy Flames Keywords: Skeleton										

Ghoul Ghast									Hero (Infantry)
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Single	6	3+	-	4+	0	6	12/14	2	[115]
Aura (Thunderous Charge (1) - Cannibal only)									20
★ Special Rules: Crushing Strength(1), Individual, Inspiring, Lifeleech(2), Wild Charge(D3), Aura(Thunderous Charge (1) - Cannibal only) Keywords: Cannibal									

Revenant King									Hero (Infantry)
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Spellcaster 0	5	3+	-	5+	0	3	-/14	2	[90]
⚡ Surge (5)									10
★ Special Rules: Crushing Strength(1), Individual, Inspiring, Lifeleech(1) Keywords: Revenant, Skeleton									

Lady Ilona [1]									Hero (Infantry)
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Spellcaster 1	7	3+	-	6+	0	8	14/16	2	[250]
⚡ Enthral (5)									0
⚡ Heal (3)									0
⚡ Lightning Bolt (3)									0
⚡ Surge (3)									0
★ Special Rules: Crushing Strength(3), Duelist, Individual, Inspiring, Lifeleech(2), Mighty, The Promise of Love Eternal									
Keywords: Vampiric									

Revenant King on Undead Great Flying Wyrm									Hero (Titan)
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Spellcaster 0	10	4+	-	5+	1	10	-/18	6	[265]
★ Special Rules: Crushing Strength(3), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Revenant, Skeleton									

Total Units:	17	Total Unit Strength:	22
Total Primary Core Points:	[2270] (100.0%)		
Artefacts Points:	[0]	Inspiring Units:	4
Troops & Irregulars:	3		
Regiments:	6		
Large Infantry Hordes:	1		
War Engines:	3		
Heros:	4		
Slots: Any(6), Hero Only(0), War Engine Only(0), Monster/Titan Only(0), Large+ Horde Unlocks(2), Large+ Legion Unlocks(0)			
Average Defense:	4.1	Ranged Shots	6

Special & Custom Rules

Rule	Description
Aura	(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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if

	they are within the Aura at the beginning of their movement.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
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.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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.
The Promise of Love Eternal	Enemy Heroes attacking Lady Ilona receive -1 to hit in melee.
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).
Unholy Flames	Whenever the unit rolls to damage with its Balefire attack, it can re-roll D3 of the dice that failed to damage.
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.

Spells

Spell	Range	Targets	Description	★ Special Rules
Enthral	18"	Enemy	For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	
Heal	12"	Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	

Lightning Bolt	24"	Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Surge	12"	Friendly – Shambling Only	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 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.	