

## Undead

| <b>Undead (Evil)</b>                             |    |    |    |    |    |       |                       |  |
|--|----|----|----|----|----|-------|-----------------------|--|
| <b>Skeleton Spearmen</b>                         |    |    |    |    |    |       | <b>Infantry</b>       |  |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts                   |  |
| Horde(40)<br>- Undead Giant Rats (Lifeleech (2)) | 5  | 5+ | -  | 4+ | 30 | -/23  | 175<br>10             | Lifeleech (1), Phalanx, Shambling                                      |
| <b>Ghouls</b>                                    |    |    |    |    |    |       | <b>Infantry</b>       |  |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts                   |  |
| Troop(10)  | 6  | 4+ | -  | 3+ | 10 | 8/10  | 65                    | Lifeleech (1)  |
| <b>Zombies</b>                                   |    |    |    |    |    |       | <b>Infantry</b>       |  |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts                   |  |
| Horde(40)  | 5  | 5+ | -  | 3+ | 30 | -/22  | 130                   | Lifeleech (1), Shambling   |
| <b>Werewolves</b>                                |    |    |    |    |    |       | <b>Large Infantry</b> |  |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts                   |  |
| Regiment(3)                                      | 9  | 3+ | -  | 5+ | 9  | 12/14 | 160                   | Crushing Strength (1), Lifeleech (1), Nimble                           |
| <b>Revenant Cavalry</b>                          |    |    |    |    |    |       | <b>Cavalry</b>        |  |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts                   |  |
| Regiment(10)                                     | 8  | 4+ | -  | 5+ | 16 | -/17  | 170                   | Lifeleech (1), Shambling, Thunderous Charge (2)                        |
| <b>Revenant King on Undead Wyrn</b>              |    |    |    |    |    |       | <b>Hero (Mon)</b>     |  |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts                   |  |
| (1)  | 7  | 4+ | -  | 5+ | 9  | 18/20 | 190                   | Hero (Mon), Crushing Strength (3), Inspiring, Lifeleech (1), Surge (6) |
| <b>Necromancer</b>                               |    |    |    |    |    |       | <b>Hero (Inf)</b>     |  |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts                   |  |
| (1)<br>- Bane-chant (2)                          | 5  | 5+ | -  | 4+ | 1  | 10/12 | 85<br>15              | Hero (Inf), Individual, Lifeleech (1), Surge (8)                       |
|  |    |    |    |    |    |       | <b>1000</b>           |  |

- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, for the rest of the turn all of the unit's melee and ranged attacks increase their Piercing and Crushing Strength
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Individual**  
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.  
 Move Individuals have the Nimble special rule.  
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.  
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines). Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6 directly forward
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Lifefeech** In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.
- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). 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 previously in that Shoot phase. 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 a speed of 0.
- Thunderous Charge** All melee hits inflicted by the 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 or during Hindered charges.