



UNDEAD

EVIL

Zombies

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									
Regiment(20)	5	5	-	2	2	2	12	-/15	[70]
Lifeleech (1), Shambling Keywords: Expendable, Zombie									
Regiment(20)	5	5	-	2	2	2	12	-/15	[70]
Lifeleech (1), Shambling Keywords: Expendable, Zombie									

Wraiths*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	7	4	-	6	2	3	12	-/16	185
Blessing of the Gods									
Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider Keywords: Phantasm									
									20
									[205]

Soul Reaver Infantry

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	5	2	3	25	15/17	250
Brew of Sharpness									
Crushing Strength (2), Lifeleech (2) Keywords: Vampiric									
									35
									[285]

Zombie Trolls

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	-/17	190
Maccwar's Potion of the Caterpillar									
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Troll, Zombie									
									20
									[210]

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									

Necromancer

Hero (Inf)
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	10/12	50
Inspiring Talisman									
Aura (Vicious (Melee) - Zombie only). This upgrade cannot be taken in addition to an Undead Horse Mount.									
Knowledgeable [1] - Spellcaster tier +1									
Library Barkskin [1](5)									
									20
									20
									10
									25
									[125]
Individual, Aura (Vicious (Melee) - Zombie only) Spells: Surge (6), Barkskin [1] (5) Keywords: Heretic									

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 Aura (Vicious (Melee) - Zombie only). This upgrade cannot be taken in addition to an Undead Horse Mount. Heal (3)										10 20 20
Individual, Aura (Vicious (Melee) - Zombie only) Spells: Surge (6), Heal (3) Keywords: Heretic										[100]
Cursed Pharaoh										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	6	2	0	5	14/16	[155]	
Crushing Strength (2), Individual, Inspiring, Lifeleech (1), Mighty, Regeneration (5+) Spells: Surge (5) Keywords: Mummy										
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										
The Shambling Blight [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Zombies (F)										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Legion(60)	5	5	-	2	2	4	30	-/28	180	
Undead Giant Rats										10
Iron Resolve, Lifeleech (2), Phalanx, Shambling Keywords: Expendable, The Shambling Blight, Zombie										[190]
Legion(60)	5	5	-	2	2	4	30	-/28	180	
Undead Giant Rats										10
Iron Resolve, Lifeleech (2), Phalanx, Shambling Keywords: Expendable, The Shambling Blight, Zombie										[190]
Goreblight (F)										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	5	3	1	D6+6	-/17	[180]	
Cloak of Death, Crushing Strength (2), Lifeleech (1), Rallying (1 - The Shambling Blight), Shambling Keywords: The Shambling Blight, Zombie										

Total Unit Strength: 24
 Total Core: 1995 (100%)

Total Units: 14



SPECIAL RULES AND SPELLS:

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.
Barkskin [1]	Unique Spell: Range 12", Friendly, Self, CC - Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.
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.

Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Cloak of Death	In the Movement phase, after the 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 <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
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 <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.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Ignore Cover	The firing unit only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit still needs to have Line of Sight to the target to fire at it.
Indirect	The unit cannot make Ranged attacks on targets that are within 12"
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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous 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. <i>Lifeleech</i> has a maximum total of 3.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mighty	Individuals with the <i>Mighty</i> 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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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 <i>Rallying</i> are in range.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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 <i>Scout</i> move.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
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 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.
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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.