

Rad Bien

Undead (Evil)

Revenants										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	5	4	-	5	2	4	25	-/24	205	
Helm of Confidence Lifeleech (1), Shambling Keywords: Revenant, Skeleton										15
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	
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Troll, Zombie										
Horde(6)	6	4	-	5	3	3	18	-/17	190	
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Troll, Zombie										
Horde(6)	6	4	-	5	3	3	18	-/17	190	
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Troll, Zombie										
Horde(6)	6	4	-	5	3	3	18	-/17	190	
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Troll, Zombie										
Goreblight										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	5	3	1	D6+6	-/17	175	
Cloak of Death, Crushing Strength (2), Lifeleech (1), Shambling Keywords: Zombie										
1	6	4	-	5	3	1	D6+6	-/17	175	
Cloak of Death, Crushing Strength (2), Lifeleech (1), Shambling Keywords: Zombie										
1	6	4	-	5	3	1	D6+6	-/17	175	
Cloak of Death, Crushing Strength (2), Lifeleech (1), Shambling Keywords: Zombie										
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										
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										
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: 1
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. Bane Chant (2) Heal (3) Individual, Aura (Vicious (Melee) - Zombie only) Spells: Surge (6), Bane Chant (2), Heal (3) Keywords: Heretic								20	
1	5	5	-	4	2	0	1	10/12	50	
	Aura (Vicious (Melee) - Zombie only). This upgrade cannot be taken in addition to an Undead Horse Mount. Heal (3) Individual, Aura (Vicious (Melee) - Zombie only) Spells: Surge (6), Heal (3) Keywords: Heretic								20	
1	5	5	-	4	2	0	1	10/12	50	
	Aura (Vicious (Melee) - Zombie only). This upgrade cannot be taken in addition to an Undead Horse Mount. Heal (3) Individual, Aura (Vicious (Melee) - Zombie only) Spells: Surge (6), Heal (3) Keywords: Heretic								20	

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	
	Tome of Darkness Individual, Inspiring, Lifeleech (1) Keywords: Skeleton								20	
1	5	5	-	4	2	0	1	-/11	50	
	Shroud of the Saint Individual, Inspiring, Lifeleech (1) Keywords: Skeleton								30	

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.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
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> .
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Helm of Confidence	The unit gains the <i>Inspiring</i> (Self) special rule.
Individual	See page 34.
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.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
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.

Tome of Darkness

The unit gains the Surge (4) spell, or if the unit already has a Surge spell, its value is increased by 4.

Unholy Flames

Whenever the unit rolls to damage with its Balefire attack, it can re-roll D3 of the dice that failed to damage.