Undead

Evil

Skeleton Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	12	-/15	85
Undead Giant Rats									10
									[95]
Lifeleech (2), Shambling									
Keywords: Expendable, Skeleton									
Regiment(20)	5	5	-	4	2	2	12	-/15	85
Undead Giant Rats									10
									[95]
Lifeleech (2), Shambling									
Keywords: Expendable, Skeleton									
Regiment(20)	5	5	-	4	2	2	12	-/15	85
Undead Giant Rats									10
									[95]
Lifeleech (2), Shambling									
Keywords: Expendable, Skeleton									
Horde(40)	5	5	-	4	2	3	25	-/22	140
Undead Giant Rats									10
									[150]
Lifeleech (2), Shambling									
Keywords: Expendable, Skeleton									

Skeleton Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	-	4	2	4	30	-/22	175
Aegis of the Elohi									15
Undead Giant Rats									10
									[200]
Lifeleech (2), Phalanx, Shambling									
Keywords: Skeleton									

Revenants

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	-/17	125
Healing Brew									5
Undead Giant Rats									10
									[140]
Lifeleech (2), Shambling									
Keywords: Revenant, Skeleton									

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
Hann's Sanguinary Scripture									10
									[200]
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									

Revenant King on Undead Great Flying Wyrm

Hero (Ttn)
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	4	4	5	6	1	10	-/19	250
Gain the ranged attack - Plagued Breath: 12", Ra: 4+, Steady Aim									15
									[265]

Crushing Strength (3), Fly, Inspiring, Lifeleech (1), Nimble
Plagued Breath (12", Ra: 4+, Steady Aim)
Keywords: Draconic, Revenant, 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									20
Heal (3)									20
									[90]

Individual
Spells: Surge (6), Heal (3)
Keywords: Heretic

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	10/12	50
Heal (3)									20
									[70]

Individual
Spells: Surge (6), Heal (3)
Keywords: Heretic

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
Lute of Insatiable Darkness									25
									[75]

Individual, Inspiring, Lifeleech (1)
Keywords: Skeleton

Total Unit Strength: 21
Total Core: 1650 (100%)

Total Units: 12

Special Rules and Spells:

Aegis of the Elohi	The unit gains the *Iron Resolve* special rule. If it already has *Iron Resolve*, it increases the amount of damage regained each time *Iron Resolve* is used to two.
Cloak of Death	In the Movement phase, after the unit has comlpeted 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.
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.
Hann's Sanguinary Scripture	The unit gains the *Lifeleech* (+1) special rule.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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.
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 scond 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.
Inspiring Talisman	The unit gains the *Inspiring* 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. *Lifeleech* has a maximum total of 3.

Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
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 *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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a *Scout* move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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 *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.
Undead Giant Rats	The unit gains Lifeleech (+1)
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