



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									

## Wraiths\* Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	7	4	-	6	2	1	10	-/12	[120]
Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider Keywords: Phantasm									
Troop(10)	7	4	-	6	2	1	10	-/12	[120]
Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider Keywords: Phantasm									
Troop(10)	7	4	-	6	2	1	10	-/12	[120]
Crushing Strength (1), Fly, Lifeleech (1), Nimble, Shambling, Strider Keywords: Phantasm									

## Werewolves Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	9	3	-	5	3	3	18	15/17	[255]
Crushing Strength (1), Lifeleech (1), Nimble Keywords: Beast, Lycanthrope									
Horde(6)	9	3	-	5	3	3	18	15/17	[255]
Crushing Strength (1), Lifeleech (1), Nimble Keywords: Beast, Lycanthrope									

## Wights\* Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	3	-	5	3	3	18	-/17	[260]
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									
Horde(6)	7	3	-	5	3	3	18	-/17	[260]
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									

## Lykanis Hero (LrgInf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	3	-	5	3	1	5	13/15	[150]
Crushing Strength (2), Inspiring, Lifeleech (1), Nimble Keywords: Beast, Lycanthrope									

## Vampire Lord on Undead Dragon Hero (Ttn) Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	6	1	10	17/19	315
Blade of Slashing 5									
Crushing Strength (3), Fly, Inspiring, Lifeleech (2), Nimble Spells: Icy Breath (10) Keywords: Draconic, Vampiric									
									[320]

## 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									
Individual Spells: Surge (6) Keywords: Heretic									
									[70]

# Mhorgoth the Faceless[1]

Hero (Inf)  
Spellcaster: 3

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	5	-	5	2	0	1	14/16	[230]

Dread, Fly, Individual, Regeneration (5+), Unholy Levitation, Very Inspiring  
 Spells: Bane Chant (3), Drain Life (7), Mind Fog (3), Surge (10)  
 Keywords: Heretic, Phantasm

Total Unit Strength: 21

Total Units: 13

Total Core: 2300 (100%)



## SPECIAL RULES AND SPELLS:

<b>Bane Chant</b>	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.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase. Modifier: <i>Piercing(1)</i>
<b>Dread</b>	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
<b>Fly</b>	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.
<b>Icy Breath</b>	Spell: 10", Enemy - Roll to damage the Enemy unit as normal. If one or more points of damage are dealt, the target Enemy unit is given the <i>Frozen</i> special rule.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Inspiring Talisman</b>	The unit gains the <i>Inspiring</i> special rule.
<b>Lifeleech</b>	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.
<b>Mind Fog</b>	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. Modifiers: <i>Shattering</i>
<b>Nimble</b>	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.
<b>Regeneration</b>	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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Surge</b>	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.
<b>Unholy Levitation</b>	The unit can move At the Double and make ranged attacks as if it had Advanced that turn.
<b>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.