

Undead (Evil)								
Revenants								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	5+	10	-/17	110	Evil Dead, Shambling
- Banner							15	
- Musician							10	
Skeletons								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	-	4+	10	-/16	70	Evil Dead, Shambling
- Banner							15	
- Musician							10	
Regiment(20)	5	5+	-	4+	10	-/16	70	Evil Dead, Shambling
- Banner							15	
- Musician							10	
- Undead Giant Rats (or are they Dogs?)							30	
- Take spears, gain Phalanx							15	
Regiment(20)	5	5+	-	4+	10	-/16	70	Evil Dead, Shambling
- Banner							15	
- Musician							10	
- Take spears, gain Phalanx							15	
Regiment(20)	5	5+	-	4+	10	-/16	70	Evil Dead, Shambling
- Banner							15	
- Musician							10	
Ghouls								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	4+	-	3+	10	12/14	80	Evil Dead
Werewolves								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(3)	9	3+	-	6+	9	12/14	150	Crushing Strength (1), Evil Dead, Nimble
Revenant Cavalry								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	4+	-	5+	16	-/17	155	Crushing Strength (2), Evil Dead, Shambling
- Banner							15	
- Musician							10	
Vampire Lord								Hero
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	3+	-	6+	8	14/16	275	Crushing Strength (2), Dark Surge (3), Evil Dead, Heal (3), Individual, Inspiring, Zap! (3)
Necromancer								Hero
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	11/13	110	Dark Surge (8), Evil Dead, Heal (3), Individual, Zap! (3)
(1)	5	5+	-	4+	1	11/13	110	Dark Surge (8), Evil Dead, Heal (3),



Individual, Zap! (3)

1480

Banner	Enemy receives -1 total Nerve penalty
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Dark Surge	The unit has a ranged attack that can only target friendly Shambling units. You roll (n) dice for this ranged attack rather than using the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. For every hit 'inflicted', the friendly unit moves straight forward a full inch (stopping 1" from friendly units). If this movement brings it into contact with an enemy unit, treat this as a successful charge. However, the charged unit will not take any Nerve tests for damage it has taken in that Shoot phase.
Evil Dead	Every time the unit manages to inflict one or more points of damage against an enemy in melee, it regains a single point of damage that it has previously suffered.
Heal	The unit has a ranged attack that can only target friendly units, including when in melee with the enemy (and not the healing unit itself). You roll (n) dice for this ranged attack rather than using the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. For every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
Individual	<p>Units with this rule are normally made of a single model representing a roughly mansized individual. These obviously behave in a very different manner from regimented units or very large creatures. The following rules represent this:</p> <p>The individual does not have any flank or rear facings. Consequently, it is able to see, and therefore shoot and charge, all around.</p> <p>The individual can make any number of pivots around its centre as it moves, including At The Double!</p> <p>Enemies never double/treble their Attacks when fighting the individual, regardless of their position. 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.</p> <p>When shooting against the individual, enemies suffer an additional -1 penalty on their rolls to hit.</p> <p>When charging the individual, move into contact with it normally, but after making contact, turn the individual to face the front of one of the units you charged it with rather than the other way around. In addition, if the individual is routed and the charger decides to advance D6" directly forward, it can make contact with another enemy unit. This is treated as a successful charge and the charger is lined up against the new enemy as normal and can immediately attack again! This rule represents the fact that an individual is often not enough to completely stop a charging unit in its tracks. Note that this rule applies to charging individuals as well.</p>
Inspiring	If this unit, or any friendly unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Musician	Add +1 total Nerve
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre at any point during its movement, even At The Double!
Shambling	The unit cannot be ordered 'At the Double'. In addition, it treats Wavering results as Steady instead.
Undead Giant Rats (or are they)	Mark a unit that has been equipped with Undead Giant Rats (or art they Dogs?) with one or more such models. This increases the effects of the Evil Dead rule - the unit recovers one point of damage it has suffered per point of damage it inflicts in melee, rather than a single one.

Dogs?) However, at the end of each melee in which the unit fights, roll a die. On a result of 1-3 the Rats (Dogs?) have been trampled in the melee - remove the Rat (Dog?) models, and the unit loses the ability.

Zap! During each of its Shoot phases, any unit that has the Zap! (n) special rule can freely choose to use any one of the different spells listed below instead. All of these spells are ranged attacks, and have the same (n) value as the Zap! (n) of the unit using them, which means they all roll the same amount of dice as (n).

Spell	Ra Hits on.. Special Rules		
Sword of the Light (n)	2"	3+	Piercing (5), once per game
Fireball (n)	6"	5+	Blast (D6)
Mind Blast (n)	12"	5+	Piercing (1), no line of sight required
Bladestorm (n)	18"	5+	Piercing (2)
Lightning Bolt (n)	24"	4+	Piercing (1)
Frostwind (n)	30"	3+	-