

 Undead [2300]

Revenants Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [130]	5	4+	-	5+	3	12	-/17	2	[125]
Healing Brew									[5]
<i>Special Rules: Lifeleech(1), Shambling Keywords: Revenant, Skeleton</i>									
Regiment (20) [130]	5	4+	-	5+	3	12	-/17	2	[125]
War-Bow of Kaba									[5]
War-Bow of Kaba (24", Att: 1, Ra: 4+, Piercing(1), Steady Aim)									
<i>Special Rules: Lifeleech(1), Shambling Keywords: Revenant, Skeleton</i>									

Wraiths* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [200]	7	4+	-	6+	3	12	-/16	2	[185]
Aegis of the Elohi									[15]
<i>Special Rules: Crushing Strength(1), Fly, Lifeleech(1), Nimble, Shambling, Strider, Iron Resolve Keywords: Phantasm</i>									
Regiment (20) [195]	7	4+	-	6+	3	12	-/16	2	[185]
Hann's Sanguinary Scripture									[10]
<i>Special Rules: Crushing Strength(1), Fly, Lifeleech(2), Nimble, Shambling, Strider Keywords: Phantasm</i>									

Mummies Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [180]	5	4+	-	5+	3	12	-/18	2	[180]
<i>Special Rules: Crushing Strength(2), Lifeleech(1), Regeneration(5+), Shambling Keywords: Mummy</i>									
Regiment (20) [180]	5	4+	-	5+	3	12	-/18	2	[180]
<i>Special Rules: Crushing Strength(2), Lifeleech(1), Regeneration(5+), Shambling Keywords: Mummy</i>									

Wights* Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [295]	7	3+	-	5+	3	18	-/17	3	[260]
Wine of Elvenkind									[35]
<i>Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling, Nimble Keywords: Phantasm</i>									
Horde (6) [305]	7	2+	-	5+	3	18	-/17	3	[260]
Brew of Sharpness									[45]
<i>Special Rules: Brutal, Crushing Strength(2), Fly, Lifeleech(1), Shambling Keywords: Phantasm</i>									

Revenant Cavalry Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [125]	8	4+	-	5+	1	8	-/14	3	[115]
Skirmisher's Boots									[10]
<i>Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2), Nimble Keywords: Revenant, Skeleton</i>									

Deathpack* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [75]	6	5+	-	2+	1	12	10/12	1	[75]
<i>Special Rules: Lifeleech(2), Nimble, Stealthy, Vicious(Melee) Keywords: Beast</i>									
Regiment (3) [75]	6	5+	-	2+	1	12	10/12	1	[75]
<i>Special Rules: Lifeleech(2), Nimble, Stealthy, Vicious(Melee) Keywords: Beast</i>									

Liche King Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 3 [205]	7	5+	-	5+	0	1	-/14	2	[155]
Conjurer's Staff									[10]
Surge (10)									[0]
Heal (6)									[40]
<i>Special Rules: Fly, Individual, Inspiring, Regeneration(5+) Keywords: Phantasm</i>									
1 Spellcaster 3 [205]	7	5+	-	5+	0	1	-/14	2	[155]
Amulet of the Fireheart									[10]
Surge (10)									[0]
Heal (6)									[40]
<i>Special Rules: Fly, Individual, Inspiring, Regeneration(5+) Keywords: Phantasm</i>									

Total Units:

13

Total Unit Strength:

27

Total Primary Core Points:

2300 (100.0%)

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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

Brutal and Dread special rules, the attacking player must choose which to use.

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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
Lifefeech	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. Lifefeech has a maximum total of 3.
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	

Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling 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.	
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Artefact	Description
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.
War-Bow of Kaba	The unit gains the following Ranged attack: War-Bow of Kaba: 24 inches, Att: 1, Ra: 4+, Piercing (1), Steady Aim.
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.

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.
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.
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.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Wine of Elvenkind	The unit gains the Nimble special rule.