



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]
Lifeleech (1), Shambling Keywords: Expendable, Skeleton									
Regiment(20)	5	5	-	4	2	2	12	-/15	[85]
Lifeleech (1), Shambling Keywords: Expendable, Skeleton									

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									

Soul Reaver Infantry

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	5	2	3	25	15/17	250
Hann's Sanguinary Scripture									10
Crushing Strength (2), Lifeleech (2)									[260]
Keywords: Vampiric									

Wights*

Large Infantry


Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	3	-	5	3	2	9	-/14	[155]
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									
Regiment(3)	7	3	-	5	3	2	9	-/14	[155]
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									
Horde(6)	7	3	-	5	3	3	18	-/17	260
Healing Brew									5
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling									[265]
Keywords: Phantasm									
Horde(6)	7	3	-	5	3	3	18	-/17	[260]
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									

Vampire Lord

Hero (Inf)
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	2	0	7	14/16	165
Blade of Slashing									5
Surge (4)									10
Crushing Strength (2), Duelist, Individual, Inspiring, Lifeleech (2), Mighty									[180]
Spells: Surge (4) Keywords: Vampiric									

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 Drain Life (4)									20	
Individual Spells: Surge (6), Drain Life (4) Keywords: Heretic									20	
									[90]	
1	5	5	-	4	2	0	1	10/12	50	
Drain Life (4)									20	
Individual Spells: Surge (6), Drain Life (4) Keywords: Heretic									[70]	

 NIGHTSTALKERS										EVIL
Butchers										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	4	-	5	3	3	18	16/18	[205]	
Crushing Strength (2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare										
Terror										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	3	6	1	10	-/19	[250]	
Crushing Strength (2), Ensnare, Mindthirst, Regeneration (4+), Stealthy, Strider Keywords: Abomination, Nightmare										

Total Unit Strength: 23
 Total Core: 1845 (80.2%)
 Total Ally: 455 (19.8%)

Total Units: 14

SPECIAL RULES AND SPELLS:

Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Brutal	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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	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</i> (1)
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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 <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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Hann's Sanguinary Scripture	The unit gains the <i>Lifeleech</i> (+1) special rule.
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 (page 30 in gamers edition)

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.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Mindthirst	If this unit is within 12" of an enemy unit with the <i>Inspiring</i> or <i>Very Inspiring</i> special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
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.
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 <i>Scout</i> move.
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.
Surge	<p>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.</p> <p>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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p>