

Undead [1995]

Skeleton Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [85]	5	5+	-	4+	2	12	-/15	2	[85]
<i>Special Rules:</i> Lifeleech(1),Shambling <i>Keywords:</i> Expendable, Skeleton									
Inf Regiment [85]	5	5+	-	4+	2	12	-/15	2	[85]
<i>Special Rules:</i> Lifeleech(1),Shambling <i>Keywords:</i> Expendable, Skeleton									

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

Soul Reaver Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [240]	6	3+	-	5+	3	20	15/17	2	[230]
Pipes of Terror									[10]
<i>Special Rules:</i> Crushing Strength(2),Lifeleech(2),Brutal <i>Keywords:</i> Vampiric									

Werewolves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [235]	9	3+	-	5+	3	18	15/17	3	[235]
<i>Special Rules:</i> Crushing Strength(1),Lifeleech(1),Nimble <i>Keywords:</i> Beast, Lycanthrope									

Zombie Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [190]	6	4+	-	5+	3	18	-/17	3	[190]
<i>Special Rules:</i> Crushing Strength(2),Lifeleech(1),Shambling <i>Keywords:</i> Troll, Zombie									

Wights*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [260]	7	3+	-	5+	3	18	-/17	3	[260]
<i>Special Rules:</i> Brutal, Crushing Strength(2),Fly, Lifeleech(1),Shambling <i>Keywords:</i> Phantasm									

Revenant Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [175]	8	4+	-	5+	3	16	-/17	3	[175]
<i>Special Rules:</i> Lifeleech(1),Shambling, Thunderous Charge(2) <i>Keywords:</i> Revenant, Skeleton									

Revenant King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [90]	5	3+	-	5+	0	3	-/14	2	[80]
Surge (5)									[10]
<i>Special Rules:</i> Crushing Strength(1),Individual, Inspiring, Lifeleech(1) <i>Keywords:</i> Revenant, Skeleton									

Cursed Pharaoh	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [155]	5	3+	-	6+	0	5	14/16	2	[155]
Surge (5)									[0]
<i>Special Rules:</i> Crushing Strength(2),Individual, Inspiring, Lifeleech(1),Mighty, Regeneration(5+) <i>Keywords:</i> Mummy									

Vampire Lord on Undead Dragon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [300]	10	3+	-	5+	2	10	17/19	6	[300]
Icy Breath (10)									[0]
<i>Special Rules:</i> Crushing Strength(3),Fly, Inspiring, Lifeleech(2),Nimble <i>Keywords:</i> Draconic, Vampiric									

Total Units:11Total Unit Strength:24

Total Primary Core Points:1995 (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. This includes Difficult Terrain the unit started in. 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.
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
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.
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).

Spell	Description	Special Rules
Icy Breath Range: 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 Frozen special rule.	Hits on a 5+ against units in Cover.
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.	

Artefact	Description
Pipes of Terror	This unit gains the Brutal special rule.