

1st Battalion

Vampire Lord on Undead Pegasus	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	10	3+	-	5+	2	7	16	4	[225]
Special Rules: <i>Crushing Strength(2), Dread, Fly, Inspiring, Lifeleech(2)</i>									

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	5+	1	1	11	2	[110]
Tome of Darkness									[20]
Surge (5)									
Special Rules: <i>Fearless, Individual, Lifeleech(1), Very Inspiring, Yielding</i>									

Necromancer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[130]
Inspiring Talisman									[30]
Bane Chant (2)									[20]
Surge (6)									[20]
Special Rules: <i>Individual, Yielding, Inspiring</i> Traits: <i>Spellcaster</i>									

Revenants	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	5+	4	25	25	2	[230]
Aegis of the Elohi									[15]
Special Rules: <i>Fearless, Lifeleech(1), Shambling, Iron Resolve</i> Traits: <i>Decaying Horde</i>									

Skeleton Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[90]
Special Rules: <i>Fearless, Lifeleech(1), Shambling</i> Traits: <i>Decaying Horde</i>									
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[90]
Special Rules: <i>Fearless, Lifeleech(1), Shambling</i> Traits: <i>Decaying Horde</i>									

Revenant Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	4+	-	5+	2	18	17	3	[195]
Sir Jesse's Boots of Striding									[15]
Special Rules: <i>Lifeleech(1), Fearless, Shambling, Thunderous Charge(2)</i> Traits: <i>Decaying Horde</i>									

Soul Reaver Infantry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	6	3+	-	5+	2	20	17	2	[250]
Brew of Strength									[40]
Special Rules: <i>Crushing Strength(2), Lifeleech(2), Vicious(Combat)</i>									

Wraiths	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Troop	7	4+	-	6+	1	10	12	2	[140]
Special Rules: <i>Crushing Strength(1), Fearless, Fly, Lifeleech(1), Shambling, Strider</i>									

Werewolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	9	3+	-	5+	2	20	17	3	[265]
Special Rules: <i>Crushing Strength(1), Lifeleech(1), Nimble, Strider</i> Traits: <i>Fleshfeast</i>									
Specialist Lrg Inf Troop	9	3+	-	5+	1	10	14	3	[170]
Special Rules: <i>Crushing Strength(1), Lifeleech(1), Nimble, Strider</i> Traits: <i>Fleshfeast</i>									

Wights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Inf Regiment	7	3+	-	5+	2	16	17	3	[240]
Special Rules: <i>Brutal(1), Crushing Strength(2), Fearless, Fly, Lifeleech(1), Shambling</i>									
Support Lrg Inf Troop	7	3+	-	5+	1	8	14	3	[165]
Special Rules: <i>Brutal(1), Crushing Strength(2), Fearless, Fly, Lifeleech(1), Shambling</i>									

Total Units: 13
Total Points: 2300

Total Unit Strength: 23

Command Order	Target	Description
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Raise the Dead	3	Units with the Decaying Horde Trait only. The unit gains Lifeleech (+n), where n is the number of successful dice rolled to issue this order.
Dance of Death	4	The unit loses the Shambling rule for this Turn.

Special Rule	Description
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5.
Dread	While within 6" of this unit, enemy units have -1 to their Nerve value, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. 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 (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.
Lifeleech (n)	When this unit completes its to-hit and to-damage rolls in 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).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, for the rest of the Turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is

contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Aegis of the Elohi	The unit gains the Iron Resolve (+1) special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Tome of Darkness	The hero gains the Surge (5) spell, or if the hero already has a Surge spell, its value is increased by 3.
Inspiring Talisman	The hero gains the Inspiring special rule.