

UNDEAD





EVIL

Revenants									Infantry
Unit Size	Sp	Ме	Ra	De	Н	US	At	Ne	Pts
Horde(40)	5	4	-	5	2	4	25	-/24	205
	Hann's Sanguin	ary Scri	pture						10
	Undead Giant R	ats							10
									[225]
	Lifeleech (2), Shar	nbling							
	Keywords: Revena	ant, Ske	leton						
Horde(40)	5	4	-	5	2	4	25	-/24	205
	Undead Giant R	ats							10
									[215]
	Lifeleech (2), Shar	nbling							
	Keywords: Revena	ant, Ske	leton						

Soul Reave	er Infantry									Infantry
Unit Size		Sp	Ме	Ra	De	Н	US	At	Ne	Pts
Regiment(20)		6	3	-	5	2	3	25	15/17	250
	Chalice of	f Wrath	1							15
										[265]
	Crushing St	rength	(2), Life	eleech (2)					
	Keywords: \	/ampiri	С							

Revenant	Cavalry								Cavalry
Unit Size	Sp	Ме	Ra	De	Н	US	At	Ne	Pts
Troop(5)	8	4	-	5	3	1	8	-/14	[115]
	Lifeleech (1), Sha	mbling,	Thunde	rous C	harge	e (2)			
	Keywords: Reven	ant, Ske	leton						
Troop(5)	8	4	-	5	3	1	8	-/14	[115]
	Lifeleech (1), Sha	mbling,	Thunde	rous C	harge	e (2)			
	Keywords: Reven	ant, Ske	leton						
Troop(5)	8	4	-	5	3	1	8	-/14	[115]
	Lifeleech (1), Sha	mbling,	Thunde	rous C	harge	e (2)			
	Keywords: Reven	ant, Ske	leton						
Horde(20)	8	4	-	5	3	4	32	-/24	305
	Brew of Sharpn	ess							45
									[350]
	Lifeleech (1), Sha	mbling,	Thunde	rous C	harge	e (2)			- -
	Keywords: Reven	•			Ü	` '			
	•	•							

Wights*								Large l	Infantry
Unit Size	Sp	Ме	Ra	De	Н	US	At	Ne	Pts
Horde(6)	7	3	-	5	3	3	18	-/17	260
	Maccwar's Poti	on of the	Caterpi	llar					20
									[280]
	Brutal, Crushing	Strength	(2), Fly,	Lifelee	ech (1), Shan	nbling		
	Keywords: Phan	tasm							
Horde(6)	7	3	-	5	3	3	18	-/17	260
	Sir Jesse's Boo	ts of Stri	ding						15
									[275]
	Brutal, Crushing	Strength	(2), Fly,	Lifelee	ech (1), Shan	nbling		
	Keywords: Phan	tasm							

Liche King										ero (Inf) caster: 3
Unit Size	Sį	o M	1e	Ra	De	Н	US	At	Ne	Pts
1	7	;	5	-	5	2	0	1	-/14	155
	Amulet of the	Firehea	art							10
	Bane Chant (3	3)								30
	Library Scorch	ed Ea	th (3)							30
										[225]
	Fly, Individual, I	nspirin	g, Reg	genera	ation (5	+)				
	Spells: Surge (1	0), Baı	ne Cha	ant (3)), Scord	ched I	Earth (3	3)		
	Keywords: Phar	ntasm								
									Haro	(Hy Inf)

Zuinok Ice	eblood [1]									caster: 2
Unit Size		Sp	Ме	Ra	De	Н	US	At	Ne	Pts
1		5	4	-	5	2	0	1	-/13	[120]
	Individual,	Inspiring	g, Necro	fire, Th	e Outs	ider, V	Vitchfire	Э		
	Spells: Fire	ball (10), Surge	e (8), Ve	il of Sh	nadow	/s [1] (3)		
	Keywords:	Arkosaı	ur, Here	tic						

Total Unit Strength: 24 Total Units: 11

Total Core: 2300 (100%)



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.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
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.
Chalice of Wrath	The unit gains the Fury special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.

Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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.
Hann's Sanguinary Scripture	The unit gains the <i>Lifeleech</i> (+1) special rule.
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.
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.
Maccwar's Potion o	f This unit gains the <i>Pathfinder</i> special rule.
Necrofire	Once per turn, for each point of damage dealt by Ziunok's Fireball spell, Ziunok may immediately remove one point of previously suffered damage on a single Friendly Core Skeleton unit without the Revenant keyword anywhere within 12" of himself regardless of Line of Sight.
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.
Scorched Earth	Spell: 18", Enemy - If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit loses the Strider and Pathfinder special rules for the duration of its next Turn.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Sir Jesse's Boots of	f Once per game, this unit gains the Strider special rule until the end of the Turn

Sir Jesse's Boots of Once per game, this unit gains the *Strider* special rule until the end of the Turn. **Striding**

Surge	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. 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.
The Outsider	This spell has no effect on units with Speed 0. When Ziunok is included in an Undead army, no other Unique Heroes may be included in the army.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Undead Giant Rats	The unit gains Lifeleech (+1)
Veil of Shadows [1]	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.
Witchfire	Zuinok can reroll all to-hit rolls of a natural, unmodified 1 with his Fireball spell.