



EVIL

## Zombies

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	2	2	2	12	-15	[70]
Lifeleech (1), Shambling Keywords: Expendable, Zombie									
Regiment(20)	5	5	-	2	2	2	12	-15	[70]
Lifeleech (1), Shambling Keywords: Expendable, Zombie									

## Revenants

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	-17	125
Undead Giant Rats									
Lifeleech (2), Shambling Keywords: Revenant, Skeleton									
Regiment(20)	5	4	-	5	2	3	12	-17	125
Undead Giant Rats									
Lifeleech (2), Shambling Keywords: Revenant, Skeleton									

## Mummies

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	-18	180
Aegis of the Elohi									
Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling Keywords: Mummy									
Regiment(20)	5	4	-	5	2	3	12	-18	180
Hann's Sanguinary Scripture									
Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling Keywords: Mummy									

## 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
Maccwar's Potion of the Caterpillar									
Crushing Strength (2), Lifeleech (2) Keywords: Vampiric									

## Wights\*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	3	-	5	3	3	18	-17	260
Wine of Elvenkind									
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									
Horde(6)	7	3	-	5	3	3	18	-17	260
Brew of Sharpness									
Brutal, Crushing Strength (2), Fly, Lifeleech (1), Shambling Keywords: Phantasm									

Balefire Catapult										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	-	5	4	2	0	2	-/11	[95]	
Shambling, Unholy Flames Balefire (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (2), Reload) Keywords: Skeleton										
1	5	-	5	4	2	0	2	-/11	[95]	
Shambling, Unholy Flames Balefire (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (2), Reload) Keywords: Skeleton										
1	5	-	5	4	2	0	2	-/11	[95]	
Shambling, Unholy Flames Balefire (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (2), Reload) Keywords: Skeleton										
Vampire on Undead Pegasus										Hero (LrgCav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	7	14/16	215	
Blade of the Beast Slayer										20
Crushing Strength (2), Fly, Inspiring, Lifeleech (2), Nimble Keywords: Vampiric										[235]
Liche King										Hero (Inf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	5	-	5	2	0	1	-/14	155	
Amulet of the Fireheart Heal (6)										10
Fly, Individual, Inspiring, Regeneration (5+) Spells: Surge (10), Heal (6) Keywords: Phantasm										40
										[205]
1	7	5	-	5	2	0	1	-/14	155	
Conjurer's Staff Heal (6)										10
Fly, Individual, Inspiring, Regeneration (5+) Spells: Surge (10), Heal (6) Keywords: Phantasm										40
										[205]

Total Unit Strength: 26

Total Core: 2600 (100%)

Total Units: 15



## SPECIAL RULES AND SPELLS:

<b>Aegis of the Elohi</b>	The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two.
<b>Amulet of the Fireheart</b>	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.
<b>Blade of the Beast Slayer</b>	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
<b>Blast</b>	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Brutal</b>	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.
<b>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.

<b>Fly</b>	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.
<b>Hann's Sanguinary Scripture</b>	The unit gains the <i>Lifeleech</i> (+1) special rule.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Ignore Cover</b>	The firing unit only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit still needs to have Line of Sight to the target to fire at it.
<b>Indirect</b>	The unit cannot make Ranged attacks on targets that are within 12"
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Lifeleech</b>	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.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Nimble</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Regeneration</b>	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.
<b>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Surge</b>	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. This spell has no effect on units with Speed 0.
<b>Undead Giant Rats</b>	The unit gains <i>Lifeleech</i> (+1)
<b>Unholy Flames</b>	Whenever the unit rolls to damage with its Balefire attack, it can re-roll D3 of the dice that failed to damage.
<b>Wine of Elvenkind</b>	The unit gains the <i>Nimble</i> special rule.