

Skeleton Warriors

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Regiment 5 5 - 4 12 - / 16 90 -

Special Rules: Lifeleech (1), Shambling

Skeleton Warriors

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Revenants

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Regiment 5 4 - 5 12 - / 17 120 -

Special Rules: Lifeleech (1), Shambling

Zombie Trolls

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Regiment 6 4 - 4 9 - / 15 115 -

Special Rules: Crushing Strength (2), Lifeleech (1), Shambling

Wights

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Regiment	6	4	-	5	9	- / 14	155	-
Special Rules:	Brutal, Crushing Strength (3), Lifeleech (1), Shambling							

Wights

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Regiment	6	4	-	5	9	- / 14	155	-
Special Rules:	Brutal, Crushing Strength (3), Lifeleech (1), Shambling							

Soul Reaver Cavalry

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Troop	8	3	-	6	10	12 / 14	195	-
Special Rules:	Crushing Strength (1), Lifeleech (2), Thunderous Charge (2)							

Necromancer

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
1	8	5	-	4	1	10 / 12	100	-
Options:	Mount on an undead horse							
Special Rules:	Individual, Lifeleech (1), Surge (8)							

Balefire Catapult

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
1	5	-	5	4	1	- / 11	100	-
Special Rules:	Blast (D6+2), Indirect Fire, Lifeleech (1), Piercing (2), Reload!, Shambling, Vicious							

Revenant King

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
1	5	4	-	5	5	14 / 16	120	-
Special Rules:	Crushing Strength (1), Individual, Inspiring, Lifeleech (1), Surge (6)							

Undead Army Standard Bearer

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
1	5	5	-	4	1	- / 13	50	-
Special Rules:	Individual, Inspiring, Lifeleech (1), Shambling							

Necromancer

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
1	5	5	-	4	1	10 / 12	85	-
Special Rules:	Individual, Lifeleech (1), Surge (8)							

Army Special Rules

Blast	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.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Indirect Fire	The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
Individual	Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines). Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6 directly forward
Inspiring	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Lifeleech	In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
Piercing	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
Reload!	The unit can fire only if it received a Halt order that turn.
Shambling	The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.

- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). 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 previously in that Shoot phase. 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 a speed of 0.
- Thunderous Charge** All melee hits inflicted by the 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 or during Hindered charges.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.