

1st Battalion

Vampire Lord on Undead Dragon	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	10	19	5	[290]
Hann's Sanguinary Scripture									[10]
<i>Special Rules:</i> Crushing Strength(3),Fly, Inspiring, Lifeleech(3)									

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	5+	1	1	11	2	[90]
<i>Special Rules:</i> Fearless, Individual, Lifeleech(1),Very Inspiring, Yielding									
Champion Hero (Inf)	5	5+	-	5+	1	1	11	2	[90]
<i>Special Rules:</i> Fearless, Individual, Lifeleech(1),Very Inspiring, Yielding									

Necromancer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[100]
Ej Periscope									[5]
Celestial Restoration(3)									[35]
<i>Special Rules:</i> Individual, Yielding, Leaper <i>Traits:</i> Spellcaster									

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

Zombies	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	5+	-	2+	4	25	22	2	[110]
<i>Special Rules:</i> Fearless, Lifeleech(1),Shambling <i>Traits:</i> Decaying Horde									
Core Inf Horde	5	5+	-	2+	4	25	22	2	[110]
<i>Special Rules:</i> Fearless, Lifeleech(1),Shambling <i>Traits:</i> Decaying Horde									
Core Inf Horde	5	5+	-	2+	4	25	22	2	[110]
<i>Special Rules:</i> Fearless, Lifeleech(1),Shambling <i>Traits:</i> Decaying Horde									

Werewolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	10	3+	-	5+	2	20	17	3	[285]
Brew of Haste									[20]
<i>Special Rules:</i> Crushing Strength(1),Lifeleech(1),Nimble, Strider <i>Traits:</i> Fleshfeast									
Specialist Lrg Inf Regiment	9	3+	-	5+	2	20	17	3	[305]
Brew of Strength									[40]
<i>Special Rules:</i> Crushing Strength(2),Lifeleech(1),Nimble, Strider <i>Traits:</i> Fleshfeast									

Soul Reaper Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Cav Regiment	8	3+	-	5+	2	18	17	3	[265]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules:</i> Crushing Strength(1),Lifeleech(2),Thunderous Charge(2),Vicious(Combat)									
Support Cav Regiment	8	3+	-	5+	2	18	17	3	[275]
Blessing of the Gods									[25]
<i>Special Rules:</i> Crushing Strength(1),Lifeleech(2),Thunderous Charge(2),Vicious(Combat),Elite									

Total Units:14

Total Unit Strength:31

Total Points:2300

Command Order	Target	Description
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
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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.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
Lifefeech (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
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.

Artefact	Description
Hann's Sanguinary Scripture	The unit gains the Lifefeech (+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 Haste	This unit increases its Speed stat by +1.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.