

<b>Undead (Evil)</b>								
<b>Ghouls</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	4+	-	3+	10	8/10	65	Lifeleech (1)
<b>Revenants</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	5+	25	-/24	200	Lifeleech (1), Shambling
<b>Mummies</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	5+	12	-/18	170	Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling
<b>Zombie Trolls</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	18	-/18	175	Crushing Strength (2), Lifeleech (1), Shambling
<b>Werewolves</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	9	3+	-	5+	18	15/17	245	Crushing Strength (1), Lifeleech (1), Nimble
- Brew of Strength							30	
<b>Soul Reaver Cavalry</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	3+	-	6+	10	12/14	195	Crushing Strength (1), Lifeleech (2), Thunderous Charge (2)
<b>Revenant King on Undead Wyrn</b>								<b>Hero (Mon)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	4+	-	5+	9	18/20	190	Hero (Mon), Crushing Strength (3), Inspiring, Lifeleech (1), Surge (6)
- Mount on a Winged Wyrn, increasing Speed to 10 and gaining Fly							45	
<b>Cursed Pharaoh</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	-	6+	5	15/17	145	Hero (Inf), Crushing Strength (2), Individual, Inspiring, Lifeleech (1), Regeneration (5+), Surge (6)
- Wings of Honeymaze							40	
							<b>1500</b>	

<b>Brew of Strength</b>	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Fly</b>	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule.
<b>Individual</b>	<p>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.</p> <p>Move Individuals have the Nimble special rule.</p> <p>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.</p> <p>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</p>
<b>Inspiring</b>	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.
<b>Lifefeech</b>	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.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.
<b>Regeneration (5+)</b>	Every time this unit receives an 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 5+, the unit recovers a point of damage.
<b>Shambling</b>	The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
<b>Surge</b>	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.
<b>Thunderous Charge</b>	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.
<b>Wings of</b>	This artefact can only be used by a Hero with the Individual rule. The Hero has the Fly special

**Honeymaze** rule and increases their speed to 10.