

Zombie 22 Points Regular - Medium Model 3 MOV 2 ATT 2 MRK 3 DEF 2 IV 1 WP 3 ARM 3 EN 4 DAM Equipment Hand Weapon Light Armour Perk Marauder - Charge for free instead of spending an order if an enemy is within double your MOV range. If failed, you cannot charge again for free until next turn. Ability Walking Plague - When you incapacitate an enemy, player makes WP test (TN 4). If failed, model is removed and replaced with a new Gaunt. Fear (3) - Force enemies to make a Bravery test with a TN of 3 when attacking them. Fearless - Never has to take a Bravery test. Health	Gaunt 37 Points Regular - Medium Model 3 MOV 3 ATT 2 MRK 4 DEF 2 IV 1 WP 3 ARM 4 EN 4 DAM Equipment Hand Weapon Light Armour Shield Perk Soldier Ability Walking Plague - When you incapacitate an enemy, player makes WP test (TN 4). If failed, model is removed and replaced with a new Gaunt. Fear (3) - Force enemies to make a Bravery test with a TN of 3 when attacking them. Fearless - Never has to take a Bravery test. Health	Ghoul 38 Points Regular - Medium Model 5 MOV 3 ATT 2 MRK 5 DEF 4 IV 3 WP 2 ARM 3 EN 3 DAM Equipment Two Hand Weapons Light Armour Perk Skirmisher - May make Finesse Attacks. Ability Walking Plague - When you incapacitate an enemy, player makes WP test (TN 4). If failed, model is removed and replaced with a new Gaunt. Fear (3) - Force enemies to make a Bravery test with a TN of 3 when attacking them. Fearless - Never has to take a Bravery test. Eaters of the Dead - Consume an incapacitated enemy. Make an EN test (TN 5). For each success, you regain 1 lost EN point. Health	Wraith 54 Points Regular - Medium Model 6 MOV 4 ATT 2 MRK 4 DEF 4 IV 3 WP 3 ARM 3 EN 4 DAM Equipment Two Hand Weapons Light Armour Perk Skirmisher - May make Finesse Attacks. Ability Walking Plague - When you incapacitate an enemy, player makes WP test (TN 4). If failed, model is removed and replaced with a new Gaunt. Fear (3) - Force enemies to make a Bravery test with a TN of 3 when attacking them. Fearless - Never has to take a Bravery test. Incorporeal - Move freely through any terrain. Never take more than 1 wound from an attack, unless the attack is made with a magic weapon or spell. Health
Wight Soldier 61 Points Veteran - Medium Model 3 MOV 4 ATT 3 MRK 5 DEF 3 IV 4 WP 4 ARM 6 EN 4 DAM Equipment Hand Weapon Medium Armour Shield Perk Soldier True Grit Ability Wightblade - Enemies killed by a Wightblade are removed from the table and cannot be revived. Fear (4) - Force enemies to make a Bravery test with a TN of 4 when attacking them. Fearless - Never has to take a Bravery test. Health	Wight Vanguard 61 Points Veteran - Medium Model 3 MOV 4 ATT 3 MRK 4 DEF 3 IV 4 WP 4 ARM 5 EN 5 DAM Equipment Hand Weapon Medium Armour Shield Perk Soldier Executioner - After killing an enemy, move directly toward the next nearest enemy an amount of inches equal to how many successes you scored. Ability Wightblade - Enemies killed by a Wightblade are removed from the table and cannot be revived. Fear (4) - Force enemies to make a Bravery test with a TN of 4 when attacking them. Fearless - Never has to take a Bravery test. Health	Wight Marksman 66 Points Veteran - Medium Model 3 MOV 3 ATT 4 MRK 4 DEF 5 IV 4 WP 4 ARM 4 EN 4 DAM Equipment Hand Weapon Medium Armour Crossbow - Range: 24" - DAM: 5 - Slow to Load Perk Archer Lightning Reflexes Ability Wightblade - Enemies killed by a Wightblade are removed from the table and cannot be revived. Fear (4) - Force enemies to make a Bravery test with a TN of 4 when attacking them. Fearless - Never has to take a Bravery test. Health	Necromancer 76 Points Veteran - Medium Model 4 MOV 3 ATT 3 MRK 4 DEF 4 IV 5 WP 3 ARM 4 EN 5 DAM Equipment Great Weapon Light Armour Perk Mage Lightning Reflexes Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. Spells Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook. Possession - Range: 24" - Mana: 2 - TN: Target's WP Take control of an enemy model. Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success. Health

Undead Knight 126 Veteran - Medium Model Points 6 MOV 4 ATT 3 MRK 3 DEF 2 IV 4 WP 5 ARM 6 EN 5 DAM Equipment Hand Weapon Heavy Armour Shield Lance - +2 DAM when charging Perks Rider Natural Born Killer Fleet Brute Tough Ability Wightblade - Enemies killed by a Wightblade are removed from the table and cannot be revived. Fear (4) - Force enemies to make a Bravery test with a TN of 4 when attacking them. Fearless - Never has to take a Bravery test. Tooth and Claw - Mount Cannot Equip Weapons. Mounted - Horse. Health	Wightlord 151 Hero - Medium Model Points 3 MOV 6 ATT 2 MRK 4 DEF 5 IV 3 WP 6 ARM 6 EN 10 DAM Equipment Sword of Heroes Ring of Armour Penetration Heavy Armour Shield Perk Soldier Natural Born Killer Lightning Reflexes Ability Wightblade - Enemies killed by a Wightblade are removed from the table and cannot be revived. Fear (4) - Force enemies to make a Bravery test with a TN of 4 when attacking them. Fearless - Never has to take a Bravery test. Health	Vampire 196 Hero - Medium Model Points 3 MOV 6 ATT 2 MRK 4 DEF 5 IV 3 WP 6 ARM 6 EN 10 DAM Equipment Hand Weapon Medium Armour Shield Perk Soldier True Grit Ability Walking Plague - When you incapacitate an enemy, player makes WP test (TN 4). If failed, model is removed and replaced with a new Gaunt. Fear (3) - Force enemies to make a Bravery test with a TN of 3 when attacking them. Fearless - Never has to take a Bravery test. Eaters of the Dead - Consume an incapacitated enemy. Make an EN test (TN 5). For each success, you regain 1 lost EN point. Health	Vampire 196 Hero - Medium Model Points Spells Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook. Plane Walk - Range: 16" - Mana: 1 - TN: 4 Instantly move up to 16" within line of sight. Possession - Range: 24" - Mana: 2 - TN: Target's WP Take control of an enemy model. Mana Nova - Range: 24" - Mana: 2 - TN: 5 - DAM: 3 Indirect Area of Effect, +1" radius per success, every enemy touched by radius is hit. Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success.
Necromancer Lord 124 Hero - Medium Model Points 4 MOV 4 ATT 4 MRK 5 DEF 4 IV 6 WP 4 ARM 5 EN 6 DAM Equipment Great Weapon Light Armour Perk Mage Stubborn Lightning Reflexes Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. Health	Necromancer Lord 124 Hero - Medium Model Points Spells Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook. Plane Walk - Range: 16" - Mana: 1 - TN: 4 Instantly move up to 16" within line of sight. Possession - Range: 24" - Mana: 2 - TN: Target's WP Take control of an enemy model. Mana Nova - Range: 24" - Mana: 2 - TN: 5 - DAM: 3 Indirect Area of Effect, +1" radius per success, every enemy touched by radius is hit. Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success. Mana Leech - Range: 24" - Mana: 1 - TN: 4 Steal 1 unused mana per success from enemy mage.		