

Vampire Lord

AC	RA	CC	ST	T	W	CO
12	5	8	6	7	3	9

Armour Heavy Armour (AR4)

Special Rules Undead
Extra Attack (x3)
Unerring
Parry

	UC	CR	MR	LR	ST
Dagger	3	Close Combat			+0
Armour Penetration -1					
	UC	CR	MR	LR	ST
Sword	4	Close Combat			+1

Dagger 3 Close Combat +0

Armour Penetration -1

	UC	CR	MR	LR	ST
Sword	4	Close Combat			+1

Sword 4 Close Combat +1



Frankenstyne

AC	RA	CC	ST	T	W	CO
9	2	7	6	6	3	2

Armour None

Special Rules Undead
Extra Attack (x2)

	UC	CR	MR	LR	ST
Sword	4	Close Combat			+1

Sword 4 Close Combat +1



Necromancer

AC	RA	CC	ST	T	W	CO
12	4	6	5	5	3	8

Armour None

Special Rules Undead
Magic User (Level 3)

	UC	CR	MR	LR	ST
Sword	4	Close Combat			+1

Sword 4 Close Combat +1



Vampire Peon

AC	RA	CC	ST	T	W	CO
12	4	7	6	6	2	8

Armour None

Special Rules Undead
Extra Attack (x2)
Unerring
Evade

	UC	CR	MR	LR	ST
Claws	3	Close Combat			+0

Claws 3 Close Combat +0



Shrill

AC	RA	CC	ST	T	W	CO
10	4	6	5	4	2	2

Armour Ethereal (Fixed AR4)

Special Rules Undead
Ethereal
Ethereal Embrace

	UC	CR	MR	LR	ST
Ethereal Embrace	6	Close Combat			

- Ignores Armour
- Target must roll equal to or under its own toughness (T) or suffer one wound



Wightling

AC	RA	CC	ST	T	W	CO
9	2	6	5	5	2	2

Armour Heavy Armour, Shield (AR5)

Special Rules Undead
Extra Attack (x2)

	UC	CR	MR	LR	ST
Sword	4	Close Combat			+1



Skeleton Champion

AC	RA	CC	ST	T	W	CO
9	1	5	4	4	1	6

Armour Heavy Armour & Shield (AR5)

Special Rules Undead
Extra Attack (x2)

	UC	CR	MR	LR	ST
Sword	4	Close Combat			+1



Skeleton Archers

AC	RA	CC	ST	T	W	CO
8	3	4	4	4	1	2

Armour None

Special Rules Undead


	UC	CR	MR	LR	ST
Hand Weapon	3	Close Combat			+0

	UC	CR	MR	LR	ST
Bow	4	10" +1	20" +0	30" -1	4




Skeleton						
AC	RA	CC	ST	T	W	CO
8	2	5	4	4	1	5
Armour None Special Rules Undead						
	UC	CR	MR	LR	ST	
Sword	4	Close Combat			+1	


Skeleton




Dogs Of Doom						
AC	RA	CC	ST	T	W	CO
9	1	5	4	4	1	6
Armour None Special Rules Undead Extra Attack (x2) Cavalry (2 AC to move 4")						
	UC	CR	MR	LR	ST	
Teeth	3	Close Combat			+0	



Craven Ghoul						
AC	RA	CC	ST	T	W	CO
9	2	5	4	4	1	6
Armour None Special Rules Extra Attack (x2) Double Time (2 AC to move 3")						
	UC	CR	MR	LR	ST	
None	3	Close Combat			+0	



Armoured Skeletons						
AC	RA	CC	ST	T	W	CO
9	2	6	5	5	1	2
Armour Heavy Armour, Shield (AR5) Special Rules Undead						
	UC	CR	MR	LR	ST	
Sword	4	Close Combat			+1	



Bolt Thrower

AC	RA	CC	ST	T	W	CO
8	5	4	4	4	1	5

AC	RA	CC	ST	T	W	CO
Bolt Thrower				6	3	

Armour None
Bolt Thrower (AR3)
Special Rules Undead

UC	CR	MR	LR	ST

Bolt Thrower	UC	CR	MR	LR	ST
	8	15" +1	30" +0	45" -1	7

Penetration Modifier (-2)
Projectile Travel (D10")

UC	CR	MR	LR	ST

Hand Weapon	UC	CR	MR	LR	ST
	3	Close Combat			+1



Chariot

AC	RA	CC	ST	T	W	CO
10	3	5	4	6	3	7
	-	-	6			

Driver, Chariot

Armour Chariot Armour (AR6)

Special Rules Undead
Cavalry (2 AC to move 4")
Overrun
Scythes (+1 ST during Overrun)

UC	CR	MR	LR	ST

Lance	UC	CR	MR	LR	ST
	5	Close Combat			+2

Hand Weapon	UC	CR	MR	LR	ST
	3	Close Combat			+0



Catapult

AC	RA	CC	ST	T	W	CO
8	5	4	4	4	1	5

AC	RA	CC	ST	T	W	CO
Catapult				6	3	

Armour Crew None
Catapult (AR3)
Special Rules Undead

UC	CR	MR	LR	ST

Bolt Thrower	UC	CR	MR	LR	ST
	8	12" +1	24" +0	36" -1	6

Indirect Fire
3" Blast
All targets are knocked prone

UC	CR	MR	LR	ST

Hand Weapon	UC	CR	MR	LR	ST
	3	Close Combat			+1



Plague Cart

AC	RA	CC	ST	T	W	CO
10	2	5	4	5	2	2
	-	-	5			

Carrion, Rider

Armour Medium (AR4)

Special Rules Undead
Large Model
Magic User (Level 1)
[Summon Fallen \(UC6, Level 4\)](#)
Raise D10 Skeletons or D10 Zombies or D5 Skeleton cavalry. If at least 6 models are raised, a new unit may be created. Otherwise models must be added to an existing unit. In either case, the models must be placed within 20" of the caster.

UC	CR	MR	LR	ST

Scythe	UC	CR	MR	LR	ST
	5	Close Combat			+2



Ghosts

AC	RA	CC	ST	T	W	CO
12	2	5	4	3	3	2

Armour Ethereal (Fixed AR4)

Special Rules
 Undead
 Ethereal
 Ethereal Embrace
 Extra Attack (x2)

	UC	CR	MR	LR	ST
Ethereal Embrace	6	Close Combat			

- Ignores Armour
- Target must roll equal to or under its own toughness (T) or suffer one wound



Carrion

AC	RA	CC	ST	T	W	CO
10	3	5	5	5	2	2
	3	5	4			

Carrion, Rider

Armour Light (AR3)

Special Rules
 Undead
 Flying (2 AC to move 5")
 Devour

	UC	CR	MR	LR	ST
Carrion Claws	3	Close Combat			+0
Rider's Scythe	5	Close Combat			+2

