675 pts (15.00 %)	1295 pts (29.00 %)	990 pts (22.00 %)	0 pts (0.00 %)	0 pts (0.00 %)
Characters	**Core**	**Special**	**The Suffering**	**Swift Death**
(40 Max)	(25 Least)	(0 NoLimit)	(20 Max)	(30 Max)

Characters

NECROMANCER #1
Necromancer - *Standard - Infantry - 20x20mm*

110 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	7		, Gates of the Fearless, Undead, Wizard ApprenticeNetherworld

Defensive	HP	Def	Res	Arm	
	3	3	3	0	

Offensive	Att	Off	Str	Ap	Agi	
Necromancer	1	3	3	0	3	Hand Weapon

NECROMANCER #2
Necromancer - *Standard - Infantry - 20x20mm*

110 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	7		, Gates of the Fearless, Undead, Wizard ApprenticeNetherworld

Defensive	HP	Def	Res	Arm	
	3	3	3	0	

Offensive	Att	Off	Str	Ap	Agi	
Necromancer	1	3	3	0	3	Hand Weapon

VAMPIRE COUNT #1
Vampire Count - *Standard - Cavalry - 25x50mm*

455 POINTS

Global	Adv	Mar	Dis		Model Rules
	6"	12"	9		Fear, Fearless, Undead, Autonomous, Awaken

Defensive	HP	Def	Res	Arm	
	3	7	5	0	

Offensive	Att	Off	Str	Ap	Agi	
Vampire Count	5	7	5	2	7	Vampiric, Hand Weapon

MOUNT SKELETAL STEED

Global	Adv	Mar	Dis		Model Rules
	8"	16"	C		Ghost Step

Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	

Offensive	Att	Off	Str	Ap	Agi	
Skeletal Steed	1	2	3	0	2	Harnessed, Magical Attacks

Options	General • The Dead Arise • Skeletal Steed • Von Karnstein Bloodline • Storm Caller

Core

SKELETONS #1
Skeletons x30 - *Standard - Infantry - 20x20mm*

245 POINTS

Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	4	D6+4	, Ashes to Fearless, Scoring, UndeadAshes

Defensive	HP	Def	Res	Arm	
	1	2	3	0	Light Armour , Shield

Offensive	Att	Off	Str	Ap	Agi
Skeleton	1	2	3	0	2

Options	Spear • Champion • Musician • Standard Bearer

ZOMBIES #1
Zombies x50 - *Standard - Infantry - 20x20mm*

240 POINTS

Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	2	2D6+4	, Ashes to Fearless, Scoring, UndeadAshes

Defensive	HP	Def	Res	Arm	
	1	1	3	0	

Offensive	Att	Off	Str	Ap	Agi
Zombie	1	1	3	0	1

ZOMBIES #2
Zombies x50 - *Standard - Infantry - 20x20mm*

240 POINTS

Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	2	2D6+4	, Ashes to Fearless, Scoring, UndeadAshes

Defensive	HP	Def	Res	Arm	
	1	1	3	0	

Offensive	Att	Off	Str	Ap	Agi
Zombie	1	1	3	0	1

SKELETONS #2
Skeletons x30 - *Standard - Infantry - 20x20mm*

245 POINTS

Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	4	D6+4	, Ashes to Fearless, Scoring, UndeadAshes

Defensive	HP	Def	Res	Arm	
	1	2	3	0	Light Armour , Shield

Offensive	Att	Off	Str	Ap	Agi
Skeleton	1	2	3	0	2

Options	Spear • Champion • Musician • Standard Bearer

DIRE WOLVES #1
Dire Wolves x10 - *Standard - Beast - 25x50mm*

160 POINTS

Global	Adv	Mar	Dis	Rea	Model Rules

Global	Adv	Mar	Dis	Rea	Model Rules
					, Ashes to
	9"	18"	3	D3+4	Fearless, Undead, VanguardAshes

Defensive	HP	Def	Res	Arm	
	1	3	3	0	

Offensive	Att	Off	Str	Ap	Agi	
Dire Wolf	1	3	3	0	3	Devastating Charge

BAT SWARMS #1
Bat Swarms **x5** - *Standard - Beast - 40x40mm*

165 POINTS

Global	Adv	Mar	Dis		Model Rules
					, Ashes to , Storm of
	1"	2"	3		Fearless, Fly, Light Troops, Skirmisher, UndeadAshes Wings
	6"	12"			

Defensive	HP	Def	Res	Arm	
	4	3	2	0	Distracting, Hard Target

Offensive	Att	Off	Str	Ap	Agi	
Bat Swarm	4	3	2	0	3	Extra Support (3)

Special

CORPSE GIANT #1
Corpse Giant - *Gigantic - Infantry - 50x75mm*

290 POINTS

Global	Adv	Mar	Dis	Rea	Model Rules
	7"	14"	7	1	Giant See, Giant Do, Rage

Defensive	HP	Def	Res	Arm	
	7	3	5	1	

Offensive	Att	Off	Str	Ap	Agi	
Corpse Giant	5	3	5	2	3	

Options	
	Zombie Giant

BARROW KNIGHTS #1
Barrow Knights **x10** - *Standard - Cavalry - 25x50mm*

350 POINTS

Global	Adv	Mar	Dis	Rea	Model Rules
					, Ashes to
	8"	16"	7	D3+2	Fearless, Ghost Step, Scoring, UndeadAshes

Defensive	HP	Def	Res	Arm	
					Heavy
	1	3	4	2	Armour , Shield

Offensive	Att	Off	Str	Ap	Agi	
Barrow Knight	1	3	4	1	3	Lethal Strike, Magical Attacks, Multiple Wounds, Lance
Skeletal Steed	1	2	3	0	2	Harnessed, Magical Attacks

Options	
	Champion • Musician • Standard Bearer

BARROW KNIGHTS #2
Barrow Knights **x10** - *Standard - Cavalry - 25x50mm*

350 POINTS

Global	Adv	Mar	Dis	Rea	Model Rules
	8"	16"	7	D3+2	, Ashes to Ashes Fearless, Ghost Step, Scoring, Undead
Defensive	HP	Def	Res	Arm	
	1	3	4	2	Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
Barrow Knight	1	3	4	1	3	Lethal Strike, Magical Attacks, Multiple Wounds, Lance
Skeletal Steed	1	2	3	0	2	Harnessed, Magical Attacks

Options	Champion • Musician • Standard Bearer

Magics

Racial Trait Spell

This spell has a second Boosted version, which is shown using {{this colour-coding}}.

	Casting	Range	Type	Duration
	H rep Arise!			
Mf	⟨4+⟩ {8+ / 11+}	⟨18"⟩ {6" aura / 12" aura}	Augment	Instant

When resolving the spell, choose one of the following effects for each target:
• The R&F part of the target Raises a number of Health Points equal to its Reanimated value.
• Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.
Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.

Model Rules

Ashes to Ashes: At the end of any phase in which the Master is removed as a casualty, every unit in the army with one or more models with Ashes to Ashes **must** pass a Discipline Test or lose a number of Health Points equal to the amount by which the test was failed, with no saves of any kind allowed. These Health Point losses are allotted following the rules for Unstable, except that they can never be allotted to models that do not have Ashes to Ashes. The number of Health Points lost is reduced by 1 if the unit is within range of Rally Around the Flag. At the end of the Player Turn in which the Master was removed as a casualty, a new Master may be selected. In order to do so, nominate a friendly Wizard Character that either has Vampiric or has chosen Evocation. This Character becomes the new Master. At the start of each friendly Player Turn after the army's Master has been removed as a casualty and no new Master has been selected, every unit with Ashes to Ashes **must** once again pass a Discipline Test or lose Health Points as described above.

Autonomous: Undead units consisting entirely of models with Autonomous may perform March Moves as normal, even when outside the range of Commanding Presence of any friendly models. The unit **must** still pass a Discipline Test in order to do so if within 8" of non-Fleeing enemy units.

Awaken: The model can Raise Health Points above a unit's starting size for the units stated within brackets. However, units cannot be increased beyond twice their starting size or beyond the maximum unit size written in their unit entry. A unit's starting size is the size of the unit as written on the Army List or the size of the unit when it is Summoned.

Devastating Charge: Attacks & Weapons, Melee
A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Extra Support:

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Gates of the Netherworld: Whenever a model with Gates of the Netherworld successfully casts Arise!, after resolving the spell's effect, choose a friendly unit with a Reanimated value and within 12" of the Caster. This unit, or a single Character inside the unit, Raises 1 Health Point. No unit can be chosen more than twice per Magic Phase by Gates of the Netherworld.

Ghost Step: The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

Giant See, Giant Do: Universal Rule.

The model gains Ashes to Ashes, Fearless, and Undead.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Hard Target:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.
If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

Multiple Wounds: Attacks & Weapons, Melee
Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.
If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

Rage:

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:
Scoring can be lost during the game:
- A unit that is Fleeing loses Scoring for as long as it if Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).
Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Storm of Wings: Enemy units in base contact with one or more models with Storm of Wings suffer -1 Offensive Skill and -1 Defensive Skill.

Undead: The model gains Unstable. Models with Undead cannot perform March Moves, unless their unit starts the March Move within the range of a friendly model's Commanding Presence. The only Charge Reaction a unit with one or more models with Undead can make is Hold.
When units consisting entirely of models with Undead lose Health Points due to Unstable, the number of lost Health Points can be reduced in some situations. Apply the modifiers in the following order:
1. If the unit is Stubborn, halve the number of lost Health Points (round fractions up).
2. If the unit is Steadfast, reduce all lost Health Points above 12 to 12.
3. If the unit receives Rally Around the Flag, reduce the number of lost Health Points with the unit's current Rank Bonus. Units with no Rank Bonus reduce the number of Health Points lost by 1 instead.
4. Apply all other modifiers (from Special Equipment, Model Rules, spells, etc.) afterwards.

Vampiric: At the end of each Melee Phase, check and resolve the following effects for all models with Vampiric: •**Character** - If at least one attack with Vampiric made by the Character caused an unsaved wound against enemy units, the Character can make a single Vampiric roll. If successful, the Character Recovers a single Health Point. • **R&F model** - If at least one attack with Vampiric made by a R&F model in the unit caused an unsaved wound against enemy units, the unit can make a single Vampiric roll. If successful, the unit Raises a single Health Point. A Vampiric roll is successful if the D6 scores X+, where X is the number stated within brackets. Use only the best value if a unit or Character has multiple parts with this Attack Attribute that each caused unsaved wounds. A roll of '1' on a Vampiric roll is always a failure and a '6' is always a success. Models with Towering Presence suffer a -2 modifier to their Vampiric rolls.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may

declare to not move any more Vanguarding units.

Wizard Apprentice: - Knows 1 spell.
- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
The Wizard selects its spells as described in Spell Selection
.

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Skeletons #1

Zombies #1

Zombies #2

Skeletons #2

Dire Wolves #1

Bat Swarms #1

Corpse Giant #1

Barrow Knights #1

Barrow Knights #2

Necromancer #1

Necromancer #2

Vampire Count #1