

## UNDEAD RAIDERS FACTION RULES (MAY 2022)

Try as the civilised nations might, there will always be those who live outside of the law. Bandits, thieves and pirates; all are a constant threat to those living in Upper ArcWorlde. However, when a particularly malevolent criminal meets their untimely end, they may be far too devious to truly stay dead. These beings, known as Harbingers, resurrect bands of Undead outlaws to continue plaguing the civilised lands.

Numerous gangs of Undead Raiders infest the Mildaark, preying on travellers to and from the frontier towns. Their hunger for plunder brings them into contact with many of the factions of Upper ArcWorlde, and their infamy is widespread. The noose may put an end to a criminal for a short while, but there's always a chance they may return to their activities tomorrow...

### FACTION SPECIFIC RULES:

#### Undead Legions

Although the Undead Raiders are famously pugnacious, they have been known to ally with other unliving beings whose hunger for power they respect. When constructing your Warband, you may use Characters from the Vampires and Ancient Dead Factions (Coming Soon!).

#### Raiser of the Dead/Risen

A Character with the Raiser of the Dead Trait may attempt to resurrect fallen friendly Characters with the Risen Trait. When a Raised Character is Knocked Out, place the model on its side or use a token to mark where they fell. To resurrect a Knocked Out Character, the Raiser of the Dead must roll a Feat and be within 6" of the marked spot –

- For Units or Beasts, a Medium Feat is required.
- For Elites or Irregulars, a Hard Feat is required.
- For Heavies, or friendly Characters without the Risen Trait, a Legendary Feat is required.

Characters who are successfully resurrected are placed back on the game board in the same place that they fell and can be Activated as normal. However, they are at 50% of their starting HP, rounded up to the nearest whole number.

#### Soul Eater

When a Character with the Raiser of the Dead Trait successfully resurrects a Character, if they also have the Soul Eater Trait they may choose instead to consume their essence. The resurrected Character is permanently removed from the game board, and the Soul Eater regains as many HP as the total HP stat of the victim. The Soul Eater may not increase their HP above their original value.

#### Fly

This Character may move across any terrain unhindered.

In addition to the Items and Equipment found in the Common Armoury (see the Common Armoury list), the Undead Raiders have their own caches of pilfered loot.

<b>UNDEAD RAIDERS ARMOURY</b>			
NAME	TYPE	COST	DESCRIPTION
SOUL JAR	Item	10GP	<p>An old glass jar containing the essence of a fallen foe. Delicious for those who have a taste for it.</p> <p>One use only. If consumed, a Character regains D6HP. A Character can use a Soul Jar to heal a friendly Character in base contact.</p>
UNDEAD RAIDERS RANGED WEAPON	Equipment	15GP	<p>The Undead Raiders use all manner of ranged weapons, from hurled rocks to rotten bows and crossbows.</p> <p>If equipped, a Character may make this Attack:</p> <ul style="list-style-type: none"> <li>● <b>(Ranged) Shot: Power – 5</b></li> </ul> <p><b>Special Rules:</b> 12” range.</p>
STOLEN ARCLOQUE PISTOL	Equipment	20GP	<p>A pistol looted from a fallen Imperial soldier. Clogged with dirt and other unsavoury things, it often doesn’t work as well as the new owner hopes...</p> <p>If equipped, a Character may make this Attack:</p> <ul style="list-style-type: none"> <li>● <b>(Ranged) Shot: Power – 7</b></li> </ul> <p><b>Special Rules:</b> 8” range. This Attack may only be made once per Activation. If there are more Failures than Successes when rolling Hits, the wielder receives the same number of Hits as the target.</p>
UNDEAD MOUNT	Equipment	30GP	<p>The Undead often resurrect the beasts they kill to bear themselves into battle.</p> <p>If mounted, a Character gains +5HP and +4 Movement. They now have a 50mm base size.</p>
CURSED PIPES	Equipment	30GP	<p>A set of pipes that, if blown, attract vermin from beyond the grave and bind them to one’s will. The seething horde of undead rats dancing to the same haunting tune is a horrifying sight to behold.</p> <p>If equipped, a Character gains the Raiser of the Dead Trait and may resurrect Carrion Rats on an Easy Feat. In addition, any Carrion Rats within 12” gain the Pack Hunter Trait (see Bestiary).</p>

<p><b>HANGMAN'S NOOSE</b></p>	<p><b>Item</b></p>	<p><b>15HP</b></p>	<p>Some Undead Raiders like to wear the nooses that sent them to the grave, just to spite the ones who put the rope around their necks. In Undeath the pull of the cursed noose can stop the scoundrel from returning there.</p> <p>One use only. If a Character is Knocked Out, immediately place them back on the board with 1HP.</p>
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## SPELL LIST – THE LORE OF THE DAMNED

Many Undead are kept alive by the power of their own will, their villainous hearts clinging to existence beyond the grave. Some can channel that power into vile magics, using the arcane energy to further their own wicked ends.

SPELL NAME	REQUIRED DRAW	DESCRIPTION
<p><b>DEATHLY CHILL</b></p>	<p><b>14</b></p>	<p>The living begin to feel the chill of the grave clinging to their very bones, and their limbs become heavy and cumbersome.</p> <p>Choose one enemy Character within 12” of the caster. Their AP is reduced by D3 in their next Activation.</p>
<p><b>BONEGAWER</b></p>	<p><b>17</b></p>	<p>A scabbling Carrion Rat is brought to unlife and flings itself at the enemy.</p> <p>Place a free Carrion Rat within 6” of the caster. It can be Activated this Round, however, if it is Knocked Out it may not be Raised.</p>
<p><b>SOUL DRAIN</b></p>	<p><b>19</b></p>	<p>The victim feels their very life essence being pulled away from them, their souls feeding the hungry Dead.</p> <p>The target Character takes 3 Hits that ignore Armour. For every HP lost by the target, the caster regains 1HP.</p>
<p><b>MASS RESURRECTION</b></p>	<p><b>21</b></p>	<p>The Mage uses every ounce of their power to raise an army from the jaws of the void, so</p>

		<p>that they may return to carry on their heinous deeds.</p> <p>Raise up to three Units or Beasts anywhere on the game board.</p>
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<b>UNDEAD HARBINGER – 90GP</b>				
<b>CLASS</b>	<b>AP</b>	<b>MOVEMENT</b>	<b>BRAVERY</b>	<b>HP</b>
<b>COMMANDER</b>	<b>4</b>	<b>4</b>	<b>9</b>	<b>11</b>

### **ATTACKS:**

- **(2AP) Swashbuckle: Power – 8**  
**Special Rules:** If a Critical Hit is rolled, the target loses 1AP in its next Activation.
- **(1AP) Vicious Slash: Power – 6**  
**Special Rules:** Critical Hits ignore Armour

**Traits & Equipment – Raiser of the Dead, Soul Eater.**

“There are times when a villain is killed, their devious will is so strong they cheat death and cling to the mortal realm. These beings, known as Harbingers, return to the lands of the living imbued with the blasphemous power of the Undead, and wield the ability to raise the dead themselves.

In the wilds of ArcWorlde, where bandits and thieves are rife, often these Harbingers are the re-animated corpses of the particularly malevolent. They carry on in death as they did in life, and raise their own gangs from the corpse piles and gibbets of frontier towns to continue harassing and raiding to their (unbeating) hearts’ content.”

<b>OLD MAN'O'BONES – 90GP</b>				
<b>CLASS</b>	<b>AP</b>	<b>MOVEMENT</b>	<b>BRAVERY</b>	<b>HP</b>
<b>MAGE</b>	<b>3</b>	<b>4</b>	<b>8</b>	<b>12</b>

### **ATTACKS:**

- **(2AP) Touch of Death: Power – 6**  
**Special Rules:** Ignores Armour.

**Traits & Equipment – Soul Eater, Fly.**

### **Crumbling Remains**

The tattered remnants of the Old Man'o'Bones are held together by pure will, and sometimes even this isn't enough. This Character loses 1HP each time it is Activated.

**“It is surprisingly common for powerful Mages to fall on the wrong side of the law and dabble in magics forbidden in the civilised world. When the Guards are coming and the flicker of torches and pitchforks glow in the distance, many would rather go down fighting than be taken alive.**

**The spirits of these dark magicians often linger, clinging to their crumbling remains and causing mischief beyond the grave. Their incorporeal forms require sustenance to maintain, and many have had their souls devoured by these Undead spellcasters.”**

<b>UNDEAD BANDIT – 45GP</b>				
<b>CLASS</b>	<b>AP</b>	<b>MOVEMENT</b>	<b>BRAVERY</b>	<b>HP</b>
<b>UNIT</b>	<b>2</b>	<b>4</b>	<b>7</b>	<b>7</b>

**ATTACKS:**

- **(2AP) Gut'em: Power – 6**  
Special Rules: Critical Hit ignores 1 Armour.
- **(1AP) Slash: Power – 4**

**Traits & Equipment – Risen.**

“The bulk of an Undead Raider Warband is comprised of the re-animated corpses of bandits, thieves and pirates. These scum are plentiful in the wild places of ArcWorlde, and are often grateful to the Harbingers for giving them a second chance at life. They gleefully prey upon travellers and frontier towns, and rather enjoy the benefits that Undeath brings.”

<b>UNDEAD EXECUTIONER – 70GP</b>				
<b>CLASS</b>	<b>AP</b>	<b>MOVEMENT</b>	<b>BRAVERY</b>	<b>HP</b>
<b>ELITE</b>	<b>3</b>	<b>4</b>	<b>8</b>	<b>8</b>

### **ATTACKS:**

- **(2AP) Decapitation: Power – 6**  
**Special Rules:** If the target is on a 30mm base, it is Knocked Out if it fails its first Defence Roll.
- **(1AP) Weighty Hack: Power – 5**

**Traits & Equipment – Risen.**

“Many of those in Undead Raider Warbands were sent to the afterlife by an Executioner, the brawny fellows tasked by the frontier towns to dispatch the convicted thieves, pirates and highwaymen.

Although fulfilling a much-needed role, many Executioners are shunned by the community that they serve and are often loners and outcasts. It’s no wonder then that they are targeted by the Harbingers to join their ranks in revenge.”



UNDEAD OGRE – 180GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
HEAVY	5	4	8	16

### ATTACKS:

- **(2AP) Bludgeon: Power – 8**  
**Special Rules:** If a Critical Hit is made against a target on a 30 or 40mm base, the target Character becomes Prone.
- **(Ranged) Vomit: Power – 4**  
**Special Rules:** 6” range. If a Critical Hit is rolled, the target must take an immediate Bravery Test.
- **(1AP) Stomp: Power – 5**  
**Special Rules:** +2 Power if the target is Prone.

### Traits & Equipment – Risen, Fearsome.

#### Very Flammable

This Character is Flammable. In addition, if this Character is Knocked Out by an Attack that is particularly effective against Flammable targets, this Character explodes! All Characters within 3” take 3 Hits and become Prone.

**“Ogres are common sights within bandit gangs, their brute strength and dim-witted loyalty being handy within the criminal underworld. As such, any Harbinger worth their salt gleefully rubs their hands at the prospect of resurrecting an Ogre to be part of their Undead Warband.”**

<b>WILL O'THE WISP – 70GP</b>				
<b>CLASS</b>	<b>AP</b>	<b>MOVEMENT</b>	<b>BRAVERY</b>	<b>HP</b>
<b>IRREGULAR</b>	<b>3</b>	<b>4</b>	<b>8</b>	<b>6</b>

### **ATTACKS:**

- **(2AP) Wychfire: Power – 4**  
**Special Rules:** Effects all Characters within 3”. Ignores Armour, +1 Power if the target is Flammable.
- **(Ranged) Ethereal Caress: Power – 5**  
**Special Rules:** Ignores Armour.

**Traits & Equipment – Risen, Fly.**

### **Lure of the Light**

Each enemy Character that is Activated within 8” of the Will o’the Wisp must take a Bravery Test. If this is failed, they must spend their free movement directly towards the Will o’the Wisp. If they are in base contact with an enemy, they must attempt to leave.

**“Those who are brave enough to travel the woods at night tell of flickering lights in the darkness, and a sudden tug on their soul to follow wherever they lead.**

**These lights emanate from the ghostly lanterns held by Will o’the Wisps, the lost spirits of innocents who wish to hold once again the warmth of life. These poor souls are often taken advantage of by the malicious Harbingers, who delight in luring more unfortunates into their sorrowful grasp.”**

<b>CARRION RAT – 15GP</b>				
<b>CLASS</b>	<b>AP</b>	<b>MOVEMENT</b>	<b>BRAVERY</b>	<b>HP</b>
<b>BEAST</b>	<b>2</b>	<b>6</b>	<b>5</b>	<b>3</b>

### **ATTACKS:**

- **(1AP) Bite: Power – 3**
- **(2AP) Death Leap: Power – 5**

**Special Rules:** May target Characters within 2”. After this Attack, move this Character in base contact with the target. If more Failures are rolled than Successes to Hit, this Character is Knocked Out.

**Traits & Equipment – Risen, Flammable.**

“Rats are common pests throughout ArcWorlde, though in certain places they can grow to be particularly huge. In the frontier towns where bodies may not be buried as deep as they should be, many rats grow fat upon the remains.

The Undead therefore hold particular contempt towards these beasts and slay them whenever they can. Not ones to waste an opportunity, Harbingers often resurrect these vermin as disposable fodder for the battlefield.”