



Skeleton Warriors

Infantry
Troop (10) - 65 points

Sp	Me	Ra	De	Att	Ne
5	5+	-	4+	10	-/12

Special:
Shambling, Lifeleech (1)

Options:
Casket of the Damned +10pts



Skeleton Warriors

Infantry
Regiment (20) - 90 points

Sp	Me	Ra	De	Att	Ne
5	5+	-	4+	12	-/16

Special:
Shambling, Lifeleech (1)

Options:
Casket of the Damned +10pts



Skeleton Warriors

Infantry
Horde (40) - 150 points

Sp	Me	Ra	De	Att	Ne
5	5+	-	4+	25	-/23

Special:
Shambling, Lifeleech (1)

Options:
Casket of the Damned +10pts



Skeleton Archers

Infantry
Troop (10) - 75 points

Sp	Me	Ra	De	Att	Ne
5	6+	5+	3+	8	-/12

Special:
Bows, Shambling, Lifeleech (1)

Options:
Casket of the Damned +10pts



Skeleton Archers

Infantry
Regiment (20) - 100 points

Sp	Me	Ra	De	Att	Ne
5	6+	5+	3+	10	-/16

Special:
Bows, Shambling, Lifeleech (1)

Options:
Casket of the Damned +10pts



Skeleton Archers

Infantry
Horde (40) - 165 points

Sp	Me	Ra	De	Att	Ne
5	6+	5+	3+	20	-/23

Special:
Bows, Shambling, Lifeleech (1)

Options:
Casket of the Damned +10pts



Mummies

Infantry
Troop (10) - 120 points

Sp	Me	Ra	De	Att	Ne
5	4+	-	5+	10	-/14

Special:
Crushing Strength (2), Shambling, Regeneration (5+), Lifeleech (1)

Options:
Casket of the Damned +10pts



Skeleton Spearmen

Infantry
Troop (10) - 75 points

Sp	Me	Ra	De	Att	Ne
5	5+	-	4+	10	-/12

Special:
Phalanx, Shambling, Lifeleech (1)

Options:
Casket of the Damned +10pts



Skeleton Spearmen

Infantry
Regiment (20) - 105 points

Sp	Me	Ra	De	Att	Ne
5	5+	-	4+	15	-/16

Special:
Phalanx, Shambling, Lifeleech (1)

Options:
Casket of the Damned +10pts



Skeleton Spearmen

Infantry
Horde (40) - 175 points

Sp	Me	Ra	De	Att	Ne
5	5+	-	4+	30	-/23

Special:
Phalanx, Shambling, Lifeleech (1)

Options:
Casket of the Damned +10pts



Skeleton Crossbowmen

Infantry
Troop (10) - 85 points

Sp	Me	Ra	De	Att	Ne
5	6+	5+	3+	8	-/12

Special:
Crossbows, Piercing (1), Reload!, Shambling, Lifeleech (1)

Options:
Casket of the Damned +10pts



Skeleton Crossbowmen

Infantry
Regiment (20) - 115 points

Sp	Me	Ra	De	Att	Ne
5	6+	5+	3+	10	-/16

Special:
Crossbows, Piercing (1), Reload!, Shambling, Lifeleech (1)

Options:
Casket of the Damned +10pts



Skeleton Crossbowmen

Infantry
Horde (40) - 190 points

Sp	Me	Ra	De	Att	Ne
5	6+	5+	3+	20	-/23

Special:
Crossbows, Piercing (1), Reload!, Shambling, Lifeleech (1)

Options:
Casket of the Damned +10pts



Mummies

Infantry
Regiment (20) - 170 points

Sp	Me	Ra	De	Att	Ne
5	4+	-	5+	12	-/18

Special:
Crushing Strength (2), Shambling, Regeneration (5+), Lifeleech (1)

Options:
Casket of the Damned +10pts

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Revenants

Infantry
Troop (10) - 85 points

Sp	Me	Ra	De	Att	Ne
5	4+	-	5+	10	-/13

Special:
Shambling, Lifeleech (1)
Options: Casket of the Damned +10pts,
Two-handed weapons for free
(lower Defense to 4+ Crushing Strength (1))



Revenants

Infantry
Regiment (20) - 120 points

Sp	Me	Ra	De	Att	Ne
5	4+	-	5+	12	-/17

Special:
Shambling, Lifeleech (1)
Options: Casket of the Damned +10pts,
Two-handed weapons for free
(lower Defense to 4+ Crushing Strength (1))



Revenants

Infantry
Horde (40) - 200 points

Sp	Me	Ra	De	Att	Ne
5	4+	-	5+	25	-/24

Special:
Shambling, Lifeleech (1)
Options: Casket of the Damned +10pts,
Two-handed weapons for free
(lower Defense to 4+ Crushing Strength (1))



Enslaved Guardians

Large Infantry
Regiment (3) - 160 points

Sp	Me	Ra	De	Att	Ne
6	4+	-	5+	9	-/14

Special:
Crushing Strength (2), Windblast (5),
Shambling, Lifeleech (1)
Options:
Casket of the Damned +10pts



Enslaved Guardians

Large Infantry
Horde (6) - 245 points

Sp	Me	Ra	De	Att	Ne
6	4+	-	5+	18	-/17

Special:
Crushing Strength (2), Windblast (5),
Shambling, Lifeleech (1)
Options:
Casket of the Damned +10pts



Swarm*

Large Infantry
Regiment (3) - 65 points

Sp	Me	Ra	De	Att	Ne
6	5+	-	2+	9	-/12

Special:
Height 0, Vanguard, Shambling, Lifeleech (1)



Swarm*

Large Infantry
Horde (6) - 100 points

Sp	Me	Ra	De	Att	Ne
6	5+	-	2+	18	-/15

Special:
Height 0, Vanguard, Shambling, Lifeleech (1)



Skeleton Cavalry

Cavalry
Troop (5) - 85 points

Sp	Me	Ra	De	Att	Ne
9	5+	-	4+	7	-/13

Special:
Thunderous Charge (1), Nimble, Shambling,
Lifeleech (1)
Options:
Casket of the Damned +10pts



Skeleton Cavalry

Cavalry
Regiment (10) - 130 points

Sp	Me	Ra	De	Att	Ne
9	5+	-	4+	14	-/16

Special:
Thunderous Charge (1), Nimble, Shambling,
Lifeleech (1)
Options:
Casket of the Damned +10pts



Skeleton Archer Cavalry

Cavalry
Troop (5) - 95 points

Sp	Me	Ra	De	Att	Ne
9	6+	5+	3+	7	-/13

Special:
Bows, Nimble, Shambling, Lifeleech (1)
Options:
Casket of the Damned +10pts



Skeleton Archer Cavalry

Cavalry
Regiment (10) - 145 points

Sp	Me	Ra	De	Att	Ne
9	6+	5+	3+	14	-/16

Special:
Bows, Nimble, Shambling, Lifeleech (1)
Options:
Casket of the Damned +10pts



Enslaved Guardian Archers

Large Infantry
Regiment (3) - 160 points

Sp	Me	Ra	De	Att	Ne
6	5+	5+	4+	9	-/14

Special:
Crushing Strength (1), Piercing (2), Reload!,
Heavy Crossbows, Shambling, Lifeleech (1)
Options:
Casket of the Damned +10pts



Enslaved Guardian Archers

Large Infantry
Horde (6) - 245 points

Sp	Me	Ra	De	Att	Ne
6	5+	5+	4+	18	-/17

Special:
Crushing Strength (1), Piercing (2), Reload!,
Heavy Crossbows, Shambling, Lifeleech (1)
Options:
Casket of the Damned +10pts

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Scavengers*

Large Infantry
Regiment (3) - 90 points

Special:
Fly, Lifeleech (2)

Sp	Me	Ra	De	Att	Ne
10	5+	-	4+	9	10/12



Scavengers*

Large Infantry
Horde (6) - 135 points

Special:
Fly, Lifeleech (2)

Sp	Me	Ra	De	Att	Ne
10	5+	-	4+	18	13/15



Scorpion Husk

Monster
(1) - 145 points

Special:
Crushing Strength (2), Vanguard, Vicious, Shambling, Lifeleech (1)

Sp	Me	Ra	De	Att	Ne
6	4+	-	5+	8	-/14



Bone Dragon

Monster
(1) - 200 points

Special:
Crushing Strength (3), Fly, Shambling, Lifeleech (1)

Sp	Me	Ra	De	Att	Ne
10	4+	-	4+	9	-/17



Reanimated Behemoth

Monster
(1) - 190 points

Special: Base Size 50 x 100mm, Shambling, Crushing Strength (3), Fly, Lifeleech (1)
Options: Light Catapult (Range 36", Ra 5+, Indirect Fire, 1 Attack, Blast (D3+2), Piercing (1), Vicious (Ranged only)) +20pts

Sp	Me	Ra	De	Att	Ne
6	4+	-	6+	9	-/16



Bone Giant

Monster
(1) - 190 points

Special:
Crushing Strength (3), Brutal, Strider, Shambling, Lifeleech (1)

Sp	Me	Ra	De	Att	Ne
7	4+	-	5+	D6+1	-/19



Revenant Champion

Hero - Infantry
(1) - 85 points

Special:
Crushing Strength (1), Individual, Inspiring (Revenants only), Lifeleech (1)
Options:
Mount (Speed 8, Cavalry) +15pts

Sp	Me	Ra	De	Att	Ne
5	4+	-	5+	4	-/14



Revenant Chariots

Large Cavalry
Regiment (3) - 115 points

Special:
Base Size: 50 x 100mm, Bows, Lifeleech (1), Thunderous Charge (2), Shambling

Sp	Me	Ra	De	Att	Ne
7	4+	5+	4+	8	-/14



Revenant Chariots

Large Cavalry
Horde (6) - 175 points

Special:
Base Size: 50 x 100mm, Bows, Lifeleech (1), Thunderous Charge (2), Shambling

Sp	Me	Ra	De	Att	Ne
7	4+	5+	4+	16	-/17



Revenant Worm Riders

Large Cavalry
Regiment (3) - 135 points

Special:
Crushing Strength (1), Thunderous Charge (1), Lifeleech (1)

Sp	Me	Ra	De	Att	Ne
6	4+	-	5+	12	-/14



Revenant Worm Riders

Large Cavalry
Horde (6) - 210 points

Special:
Crushing Strength (1), Thunderous Charge (1), Lifeleech (1)

Sp	Me	Ra	De	Att	Ne
6	4+	-	5+	24	-/17



Balefire Catapult

War Engine
(1) - 100 points

Special:
Blast (D6+2), Indirect Fire, Piercing (2), Reload!, Vicious, Shambling, Lifeleech (1)

Sp	Me	Ra	De	Att	Ne
5	-	5+	4+	1	-/11



Soul Snare [1]

War Engine
(1) - 150 points

Special:
Heal (4), Lightning Bolt (6), Reload!, Stealthy, Lifeleech (1)

Sp	Me	Ra	De	Att	Ne
5	-	-	4+	-	-/15



Monolith [1]

War Engine
(1) - 80 points

Special:
Base Size 75 x 75mm, Height 4, Inspiring, Advanced Deployment, Friendly non-Allied units within 6" gain +2 to their spells (n) values

Sp	Me	Ra	De	Att	Ne
-	-	-	5+	-	-/18

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Undead Army Standard Bearer



Hero - Infantry
(1) - 50 points

Sp	Me	Ra	De	Att	Ne
5	5+	-	4+	1	-/13

Special: Individual, Inspiring, Shambling, Lifeleech (1)

Options: Mount (Speed 8, Cavalry) +15pts

Ahmunite Pharaoh



Hero - Infantry
(1) - 155 points

Sp	Me	Ra	De	Att	Ne
5	3+	-	6+	5	-/16

Special: Crushing Strength (2), Individual, Inspiring, Regeneration (5+), Surge (8), Lifeleech (1)

Cursed High Priest



Hero - Infantry
(1) - 120 points

Sp	Me	Ra	De	Att	Ne
5	5+	-	4+	1	-/13

Special: Individual, Inspiring, Surge (10), Lifeleech (1)
Options: Wind Blast (5) +30pts, Heal (4) +15pts or swap for surge for free, Breath (12) & Vicious +20pts, Mount (speed 8, Cavalry) +15pts

Revenant Champion on Worm



Hero - Large Cavalry
(1) - 135 points

Sp	Me	Ra	De	Att	Ne
6	4+	-	5+	7	-/14

Special: Crushing Strength (1), Lifeleech (1), Thunderous Charge (2), Inspiring (Revenants only)

Ahmunite Pharaoh on Royal Chariot



Hero - Large Cavalry
(1) - 195 points

Sp	Me	Ra	De	Att	Ne
7	3+	-	5+	7	-/16

Special: Base Size: 50 x 100mm, Lifeleech (1), Crushing Strength (2), Regeneration (5+), Thunderous Charge (1), Surge (8), Inspiring

Idol of Shobik [1]



Hero - Monster
(1) - 350 points

Sp	Me	Ra	De	Att	Ne
7	3+	-	6+	10	-/18

Special: Crushing Strength (4), Heal (6), Shambling, Strider, Very inspiring, Lifeleech (1), Auro of Shobik (Friendly non-Allied units withing 6" gain Iron Resolve)

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