

<p>Skeletal Warriors (5)</p> <p>C: 5 B: 2 E: 3</p> <p>Undead</p> <p>-1 C to every arrow missile card used against skeletal warriors</p> <p>Magic-resistant</p> <p>Elite</p> <p>Pursuit, +2 C, Magic resistance</p> <p>-3 Undead Cavalry</p>	<p>Wraiths (4)</p> <p>C: 4 B: 2 E: 4</p> <p>Undead</p> <p>Cause horror</p> <p>Ignore all enemy terrain benefits</p> <p>Ignore all enemy terrain benefits, +1 C</p> <p>-3 Undead infantry</p>	<p>Wights (3)</p> <p>C: 3 B: 2 E: 3</p> <p>Undead</p> <p>Regenerate</p> <p>+2 C attacking</p> <p>-2 Undead infantry</p>	<p>Skeletons (1)</p> <p>C: 1 B: * E: 1</p> <p>Unbreakable</p> <p>-1 C to every arrow missile card used against skeletons</p> <p>Undead</p> <p>Fodder</p> <p>2 Undead infantry</p>
<p>Lich</p> <p>+1 E (undead only)</p> <p>Spell Support</p> <p>2 Leadership</p> <p>Animate Dead – discard and ignore one undead rout</p> <p>-2</p> <p>Classified as fear magic; enemy unit must save or rout.</p> <p>Wail of the Banshee</p> <p>Undead Special</p>	<p>Vampire Count</p> <p>+1 C, +1 E (undead only)</p> <p>Magic-resistance</p> <p>1 Leadership</p> <p>-1</p> <p>Played on any friendly unit, this allows the unit to add 1 to damage caused in any victorious combat.</p> <p>Vampirism</p> <p>Undead Special</p>	<p>Zombies (2)</p> <p>C: 2 B: * E: 1</p> <p>Unbreakable</p> <p>Undead</p> <p>Mob</p> <p>+1 C defense or Fodder</p> <p>1 Undead infantry</p>	<p>Ghouls (2)</p> <p>C: 2 B: 1 E: 2</p> <p>+1 C poison</p> <p>Cause horror</p> <p>+1 C poison</p> <p>0 Undead infantry</p>
<p>Skeletons (1)</p> <p>C: 1 B: * E: 1</p> <p>Unbreakable</p> <p>-1 C to every arrow missile card used against skeletons</p> <p>Fodder</p> <p>Undead</p> <p>2 Undead infantry</p>	<p>Skeletal Giant</p> <p>+2 C</p> <p>Engineer</p> <p>-1</p> <p>Target unit suffers a -1 E penalty for this combat.</p> <p>Chill of the Grave</p> <p>Undead Magic</p>	<p>Zombies (2)</p> <p>C: 2 B: * E: 1</p> <p>Unbreakable</p> <p>Undead</p> <p>Mob</p> <p>+1 C defense or Fodder</p> <p>1 Undead infantry</p>	<p>Ghouls (2)</p> <p>C: 2 B: 1 E: 2</p> <p>+1 C poison</p> <p>Cause horror</p> <p>+1 C poison</p> <p>0 Undead infantry</p>

<p><b>Rat Swarm</b> (1)</p> <p>C: 1 B: 0 E: 1</p> <p>+1 C poison</p> <p>Scout</p> <p>3 Undead infantry</p>	<p><b>Bat Swarm</b> (2)</p> <p>C: 2 B: 0 E: 1</p> <p>Flying</p> <p>Block pursuit or scout</p> <p>3 Undead aerial</p>	<p><b>Vampire Spawn</b> (2)</p> <p>C: 2 B: * E: 2</p> <p>Regenerate</p> <p>+1 damage to any victorious combat</p> <p>Unbreakable</p> <p>+1 C or Fodder</p> <p>1 Undead infantry</p>	<p><b>Skeletons</b> (1)</p> <p>C: 1 B: * E: 1</p> <p>Unbreakable</p> <p>-1 C to every arrow missile card used against skeletons</p> <p>Undead</p> <p>Fodder</p> <p>2 Undead infantry</p>
<p>COUNTERATTACK</p> <p>0</p> <p>TAKE TERRAIN</p>	<p>COUNTERATTACK</p> <p>0</p> <p>TAKE TERRAIN</p>	<p><b>Zombies</b> (2)</p> <p>C: 2 B: * E: 2</p> <p>Unbreakable</p> <p>Undead</p> <p>Mob</p> <p>+1 C defense or Fodder</p> <p>1 Undead infantry</p>	<p>COUNTERATTACK</p> <p>1</p> <p>Permanently have the Pv of a terrain that is currently being fought over (round up). The effect may be dispelled.</p> <p>Desecrate</p> <p>Undead Magic</p>
<p>COUNTERATTACK</p> <p>3</p> <p>Prevents flying creatures from being used in this combat. Any flying units played to this point are placed back into the hand.</p> <p>Foul Wind</p> <p>Undead Special</p>	<p><b>Death Knight</b></p> <p>+2 C, +1 B (undead only)</p> <p>Magic resistance</p> <p>3 Leadership</p> <p>3</p> <p>Any magic card played by either side may be placed back into the player's hand in exchange for this one. Enemy cards obtained this way may only be used as spells.</p> <p>Arcane Knowledge</p> <p>Undead Special</p>	<p><b>Wights</b> (3)</p> <p>C: 3 B: 2 E: 3</p> <p>Undead</p> <p>Regenerate</p> <p>+2 C attacking</p> <p>-2 Undead infantry</p>	<p><b>Dire Wolves</b> (3)</p> <p>C: 4 B: 0 E: 3</p> <p>Charge</p> <p>Can be used in forest terrain</p> <p>Scout or Pursuit</p> <p>-1 Undead cavalry</p>

# Undead Arsenal Sheet

## Arsenal Composition:

16 Units  
4 Counterattack  
2 Take Terrain  
4 Specials  
4 Leaders  
2 Spells  
RN Distribution: Unpredictable

## Background:

Out of graveyards, catacombs and long-forgotten battlefields come undead armies summoned by powerful vampires and liches. Sometimes the purpose is conquest, sometimes revenge upon the living, sometimes the simple need to feed drives these creatures. From the mindless zombies and skeletons to the feral ghouls and rat swarms to the evil wraiths and skeletal warriors, the undead are as fearsome and organized a foe as any living army.

## Units:

Skeletons – weakest of the undead, these walking bones are often thrown into the battle first to weaken the enemy. Their skeletal structure makes it difficult for arrows to do any damage.

Zombies – walking corpses, slow but relentless and devoid of any organization.

Wights – warriors brought back from the grave, usually in full battle gear. Wights can regenerate their wounds.

Wraiths – ghostly wraiths can pass through any solid object, terrifying most creatures with their appearance.

Ghouls – not true undead, ghouls feed on living flesh. Their claws are often caked with filth and disease, making them poisonous to living creatures.

Skeletal Warriors – undead nobles. These skeletal knights are mounted on skeletal horses.

Rat Swarm – rats are common to graveyards and often carry contagious diseases. They make excellent spies for undead commanders.

Bat Swarm – often summoned by vampires, thousands of bats can darken the skies of a battlefield, providing air cover as well as advance information of the enemy's position.

Dire Wolves – monstrous, evil wolves often summoned by a vampire ruler.

Vampire Spawn – when bitten by a vampire, the process of becoming a vampire often is a long ordeal where the creature lives in the shadow world between life and undeath. These thralls live only to serve their master and have begun to develop vampiric needs (feeding) and vampiric powers (regeneration).

## Specials:

Vampirism – undead creatures need to feed on the blood of the living; fallen enemies on the battlefield make inviting targets.

Wail of the Banshee – the spirits of undead elves are particularly horrified by their own fate. Their keening screams make even the most battle-hardened veterans quail with fear.

Arcane Knowledge – undeath can grant an incredibly long existence where liches and vampires can study magic tomes for centuries.

Foul Wind – the wind off graveyards and charnel houses is particularly nauseating to the living.

## Heroes:

Vampire Count – a powerful master vampire, often the leader of undead armies.

Lich – a long-dead mage who has used the centuries to become even more powerful. A lich has the arcane ability to summon and animate thousands of undead creatures.

Skeletal Giant – animated skeletons of huge creatures, their forms are battering rams useful against troops and fortifications.

Death Knight – the spirit of a fallen high-level paladin. These creatures retain their military expertise, but the shadow of undeath has given them magical abilities as well.

## Magic:

Chill of the Grave – creates an aura of cold around undead creatures, reminding the living of their mortality and sapping the spirit of life from them.

Desecrate – perverts nature by befouling the landscape, twisting plants and rock formations into sickening and unnatural forms.