

## Undead

### Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Skeleton Warriors	18	6"	1	2 – Missile Immune	2	7 - Fearless	1 / 2		
Skeletons with Pikes	24	6"	1	2 – Missile Immune	2	7 - Fearless	1 / 2 - Str (1), Long Weapon		
Skeletons with 2-handed Weapons	17	6"	1	2 – Missile Immune	2	7 - Fearless	1 / 2 - Str (2), Last Strike		
Skeletons with 2 Weapons	20	6"	1	2 – Missile Immune	2	7 – Fearless	2 / 2		
Skeletons with Bows	32	6"	1	2 – Missile Immune	2	7 - Fearless	1 / 2	Bow ( 21"): 1 / 2 Str (1)	
Skeletons with Crossbows	36	6"	1	2 – Missile Immune	2	7 – Fearless	1 / 2	Heavy X-bow (15") 1 / 2 - Str (3)	
Zombies	25	4"	2	0 – Missile Immune	2	7 - Fearless	1 / 2 - Str (2)		
Ghouls	21	6"	1	2 Fixed	2	7 - Fearless	1 / 2 - Str (1)		Fearsome
Mummies	47	4"	3	0 – Missile Immune Fire Sensitive	3	9 – Fearless	2 / 2 - Str (3)		
Fell Vulture	38	4" 15" Flying	2	0	2	7 – Fearless	3 / 2		Base: 4
Death hound	20	12"	1	0 – Missile Immune	2	7 – Fearless	1 / 3		Base: 2
Vampire (Elite)	75	7" 15" Flying	2	2 – Fixed Evasion (1)	3	8 – Fearless	1 / 3 – Str (1) First Strike		Fearsome
Reaper	42	6"	1	2 Fixed – Missile Imm.	3	8 – Fearless	1 / 3 - Str (2), First Strike		Fearsome
Reaper with Soul Whip	42	6"	1	2 Fixed – Missile Imm.	3	8 – Fearless	1 / 3 - Eldritch, Long Weapon		Fearsome
Skeletal Horseman with Sword	36	16"	2	2 – Missile Immune	2	7 - Fearless	1 / 2 - Str (1) Horse: 1 / 2		Base: 2

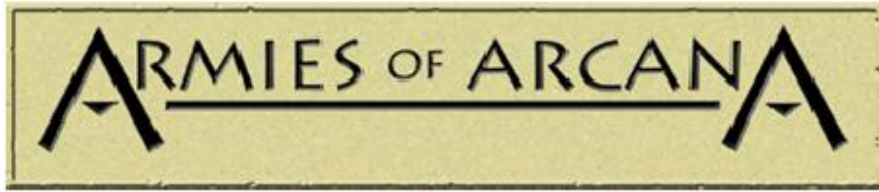
# ARMIES OF ARCANA

## Undead

Skeletal Horseman with Lance	41	16"	2	2 – Missile Immune	2	7 - Fearless	1 / 2 - Str (1) Long Weapon Horse: 1 / 2		Base: 2
Mounted Reaper (Elite)	59	16"	2	2 Fixed– Missile Imm.	3	8 - Fearless	1 / 3 - Str (2) Horse: 1 / 2		Base: 2 Fearsome

## Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Great Reaper	188	6"	3	3 fixed – Missile Imm. Evasion (1)	4	10 - Fearless	3 / 4 - Str (3), First Strike, Magical	(1 / 4)	Fearsome
Vampire Master (Spellcaster: Death or Plague Magic +250 VP)	220	7" 15" Flying	4	2 Fixed - Evasion (2)	4	10 Fearless	3 / 3 Str (3) Magical, First Strike	(1 / 3)	Fearsome
Necromancer	350	6"	3	3 fixed – Evasion (1)	4	11 - Fearless	3 / 3 – Str (1), Magical	(1 / 3)	Spell Caster: Death, Plague
Skeletal Captain	64	6"	2	3 fixed – Missile Imm.	3	9 – Fearless	3 / 3 – Str (1), Magical	(1 / 3)	
<b>Monsters</b>									
Large Skeletons (ogre, minotaur, troll, etc)	46	8"	3	2 - Missile Immune	2	7 Fearless	3 / 2 Str (1)		Base: 4
Large Zombies (ogre, minotaur, troll, etc)	53	5"	4	0 - Missile Immune	2	7 Fearless	3 / 2 Str (3)		Base: 4
Skeletal Giant	236	8"	5	2 - Missile Immune	3	10 - Fearless	2 / 3 – Str (4), d3 wounds, or; Sweep (10) / 3 - Str (3)	Rocks (15"): 1 / 2 - Str (2), d3 wounds, natural	Base: 9 Fearsome
Skeletal Horses	23	16"	1	2 - Missile Immune	2	7 - Fearless	1 / 2		
Skeletal Dragon (Spellcaster: Death or Plague Magic +250 VP)	464	8" 20" flying	5	3 fixed - Missile Immune	4	11 - Fearless	8 / 3 – Str (3)	Lightning (18"): 1 / 3 - Eldritch, 3d3 hits, Natural	Base: 9 Fearsome
Elder Skeletal Dragon (Spellcaster:	653	8" 20" Flying	8	4 - Fixed, missile Immune	4	11 - Fearless	10 / 3 Str (3)	Lightning (18") 1 / 3 Eldritch, 4d3 hits, Natural	Fearsome Base: 9



## Undead

Death or Plague Magic +250VP)									
----------------------------------	--	--	--	--	--	--	--	--	--

### Artillery

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Soul Cannon (Every other Turn)	224	4"	4	3 - Fixed Missile Immune	2	7 - Fearless	Wounds / 2	Steal Soul: (24") 1 / 3 - Eldritch, 4d3 hits	Base: 9

All undead war machines are Missile Immune and have morale 7 Fearless, and cost 22 VP more than standard war machines. The reinforcement cost is 64 points.