

Undead

Core Units

Skeleton (60) (1 x 1)

HP	5
Move	6
Attack	1d6
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d4
Save	15%
Magic	Only loses ½ HP from attacks.

Zombie (95) (1 x 1)

HP	11
Move	2
Attack	1d10
Combat	Magic
Range	N/A
Radius	N/A
Defense	1d4
Save	75%
Magic	N/A

Ghoul (140) (1 x 1)

HP	8
Move	5
Attack	1d8
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d6
Save	40%
Magic	All friendly units within a Radius of 5 receive + 20% to their Save rolls.

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Advanced Units

Wight (285) (2 x 1)

HP	7
Move	7
Attack	1d10
Combat	Magic
Range	N/A
Radius	N/A
Defense	1d6
Save	30%
Magic	If a successful attack is made, target receives damage and also loses 1 HP without a Save roll.

Ghost (155) (1 x 1)

HP	5
Move	5
Attack	1d8
Combat	Magic
Range	N/A
Radius	N/A
Defense	1d8
Save	45%
Magic	Adds +4 to Defense rolls.

Vampire (340) (2 x 2)

HP	6
Move	6
Attack	1d12
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d10
Save	50%
Magic	Whenever a target loses HP, the Vampire gains ½ that amount of HP.

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Hero Units

Necromancer (535) (2 x 2)

HP	11
Move	6
Attack	2d4
Combat	Magic
Range	6
Radius	3
Defense	1d8
Save	60%
Magic	Can bring a dead unit back into the battle with 1/3 HP. Place the unit within a Radius of 4 of the Necromancer. Five uses per battle.

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Magic Items

Tomb Gem (245)

The Tomb Gems ties the hero back to its crypt, granting it greater ability. The equipped unit's special abilities have infinite use.

Dry Shroud (75)

The Dry Shroud allows the unit to outlast the wear and tear of battle. The equipped unit adds +2 to Defense rolls and +10% to Save.

Dagger of Ra (145)

This famous dagger allows its wielder to add +1 to Attack rolls.

Staff of Lazarus (680)

This staff belonged to a demigod. It has a Range of 7. The target comes into control of the player who owns the equipped unit. This relic can be used three times per battle. It cannot take control of hero units. If the target makes a successful Save roll, the charge is wasted and the effect does not carry through.