**Undead**



Special Rule: Relentless Advance

Instead of retreating, when Undead (not Chaos) units fail a morale test they lose one step.  The normal morale modifiers do not apply.  However, Undead blocks do get +1 morale for each Summoner taking part in the battle (Summoners are: Necroms, Heroes, and Vampires).  A roll of 6 always fails.  Summoners are not affected by morale.

Signature Unit: Vhargan

At the start of combat, for each Vhargan block participating in the battle, you may nominate one enemy unit to get -1 Strength and Morale (no block's strength or morale may be reduced to less than one using this rule).

Spells

* **Corpse Harvest (1)**: Cast only during battle. Add D3 steps to Zombie blocks participating in this battle or summon a new Zombie block with D3 steps (must choose one option before rolling the die).
* **Dread Howl (1)**: roll 1d6.
	+ 1-4: Retreat 1 enemy unit (caster choice).
	+ 5-6: No effect.
* **Death’s Hand (1)**: cast 2d6 @ F3. Targeting allowed.
* **Plague (1)**: cast 4d6 @ F2. No targeting.
* **Living Shadows (2)**: cast 3d6 @ F3. Targeting allowed.
* **Summon (2)**: brings one *unengaged* friendly unit to Wizard’s hex. This unit may overstack in a battle and fight normally.
* **Dark Sacrifice (3)**: cast 4d6 @ F3 targeted on one enemy unit. If targeted unit is eliminated, Wizard gains +1 strength.