

Warband Name: Scourge of Sylvania (Undead) Warband Rating: 127 Rout Limit: 4 Gold Coins: 0 Shards: 0										
Name: Isabella von Carstein Type: Vampire Level: 23 [+1]										
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons: Dagger
5	4	4	4	4	2	5	2	8	3+	Armour: Heavy Armour, Shield, Rabbits Foot
Rules: Leader, Fearsome, Immune to Psychology, Immune to Poison, No Pain										
Name: Neferata Type: Necromancer Level: 10 [+1]										
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons: 2x Dagger
4	3	3	3	3	1	3	1	7	-	Armour: Rabbits Foot
Rules: Wizard (Spell of Doom)										
Name: Heterneb of ancient Lahmia Type: Dreg Level: 3 [+1]										
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons: 2x Dagger
4	2	2	3	3	1	4	1	7	-	
Rules:										
Name: Giselle of Marienburg Type: Dreg Level: 3 [+1]										
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons: Great Weapon
4	2	2	3	3	1	3	1	7	-	Armour: Rabbits Foot
Rules: Resilient										
Name: Bellatash of Tilea Type: Dreg Level: 2 [+2]										
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons: Great Weapon
4	2	2	3	3	1	3	1	7	-	Armour: Rabbits Foot
Rules: Resilient										
Name: Lady Melissa d'Arques Type: Warlock Level: 11 [+3]										
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons: Staff
4	2	2	3	3	1	4	1	8	-	
Rules: Wizard (Fires of U'Zhul, Silver Arrows of Arha)										
Name: Corpse Eater Type: 5 Ghouls										
M	WS	BS	S	T	W	I	A	LD	Sv	
4	2	2	3	4	1	3	2	5	-	
Rules: Fearsome										
Name: Night Hunter Type: 3 Dire Wolves										
M	WS	BS	S	T	W	I	A	LD	Sv	
9	3	0	4	3	1	2	1	4	-	
Rules: Charge, May not Run, Fearsome, Immune to Psychology, Immune to Poison, No Pain										
Name: The Walking Dead Type: 1 Zombie										
M	WS	BS	S	T	W	I	A	LD	Sv	
4	2	0	3	3	1	1	1	5	-	
Rules: May not Run, Fearsome, Immune to Psychology, Immune to Poison, No Pain										

* the [+*] notation behind the level states how many level ups you need to gain an advance

Notes

- Spell of Doom (9+) Choose one enemy model within 12". The model must immediately take a Strength test. If it fails, you may roll on the Injury table to see what happens to the unfortunate warrior. - Fires of U'Zhul (7+) 18" S4 Fireball. - Silver Arrows of Arha (7+) Can't be cast whilst in combat. D6+2 S3 arrows, 24" range. Use BS but ignore movement, range and cover penalties.

Skills and other Rules

Leader	Any model within 6" may use the Leaders Leadership instead of its own.
Fearsome (Strength)	The model causes fear in opposing models.
Immune to Psychology	This model is not affected by psychology (such as fear) and never leave combat.
Immune to Poison	This model is not affected by any poison.
No Pain	This model treats the 'stunned' result on the injury chart as 'knocked down'.
Resilient (Strength)	All enemies gain -1 to Strength against this hero in close combat. This does not affect the armour modifiers.
Charge	The model fights with 2 attacks instead of 1 during the turn they charge.
May not Run	This model is slow to react and may not run (but charge as normal)

Spells

Spell of Doom (Necromancy) [9+]	Choose one enemy model within 12". The model must immediately take a Strength test. If it fails, you may roll on the Injury table to see what happens to the unfortunate warrior.
Fires of U'Zhul (Lesser Magic) [7+]	1 S4 Fireball with 18" range.
Silver Arrows of Arha (Lesser Magic) [7+]	Can't be cast whilst in combat. D6+2 S3 arrows, 24" range. Use BS but ignore movement, range and cover penalties.

Equipment

Heavy Armour	Add +3 to your armour save.
Shield	Add +1 to your armour save.
Dagger	Enemy save modifier +1. If it has none, it gets a 6+ armor save
Staff	A roll of 2-4 is treated as stunned when rolling to see the extent of a models injury
Rabbits Foot	The wearer may re-roll one dice during the battle. If it is not used during the battle it, can be used to re-roll one dice during Exploration (provided the wearer may search the ruin).