

Unlife (Undead) - Claude																	
Rating	226																
Treasury:	9 couronnes																
Number of models:	15 (4 to rout)																
Maximum number:	15																
	Vampire racial max: 6 8 6 7 6 4 9 4 10																
	Ghoul racial max: 5 5 2 4 5 3 5 5 7																
	Dregs (human) racial max: 4 6 6 4 4 3 6 4 9																
Name	ID	Unit Type	##	M	WS	BS	S	T	W	I	A	Ld	Save	Exp	Cost	Equipment	Kills
As	Vampire (Hero)		1	6"	4	4	4+1	4	2: OO	5	2/3	8	5+	38	155	Dagger; Bow, Heavy Armour; Sword	5
		<i>Leader: Any model within 6" of the Vampire may use his leadership instead of their own Undead.</i>															
		<i>Step Aside (5+ save in HTH combat)</i>															
		<i>Resilient: -1 Strength to all Close combat hits</i>															
		<i>Mighty Blow: +1 Strength to weapon attacks in HTH combat</i>															
		<i>Strike to Injure: +1 to all Injury rolls in HTH combat</i>															
Reine	Dreg - Bossu (Hero)		1	4"	3	2	3	4	2: OO	3	1/2	7	6	10	40	Dagger; Bow; Sword; Lt.Arm	1
		<i>Hatred VS. Beastmen</i>															
		<i>Step Aside (5+ save in HTH combat)</i>															
		<i>Advance: +1 T, +1 WS, +1 W</i>															
Valet	Dreg - Casque+hache (Hero)		1	4"	1	1	3	4	3: OOO	3	1/2	7	-	10	40	Dagger; Bow; Spear	2
		<i>Blinded in One Eye: -1 BS; Hand Injury: -1 WS</i>															
		<i>Step Aside (5+ save in HTH combat)</i>															
		<i>Advance: +2 W, +1 T</i>															
10	Dreg - Marteau (Hero)		1	4"	2	2	3+1	3	1	2	1/2	8	6	8	40	Dagger; Bow; Spear; Sword, Lt.Arm	
		<i>Immune to Fear</i>															
		<i>Mighty Blow: +1 S in Close combat</i>															
		<i>Step Aside (5+ save in HTH combat)</i>															
		<b>NEW SKILL</b>															
		<i>Advance: +1 Ld</i>															
		<i>Injury: Nervous Condition (-1 Initiative)</i>															
9	Ghoul (Hero) - Grand Pic		1	4"	3	2	3	5	1	3	3	6	-	13	40	NA	4
		<i>Lad's Got Talent!: Hero (Combat &amp; Strength)</i>															
		<i>Cause Fear</i>															
		<i>Advance: +1 A, +1 WS, +1 T, +1 Ld</i>															
Couteau horizontal	4	Ghouls A	1	4"	3	2	3	4	1	3	3	6	-	10	40	NA	
			1											10	40	NA	
			1											10	40	NA	
		<i>Cause Fear, Advance: +1 WS, +1 A, +1 Ld</i>															
Couteau vertical	3	Ghouls B	1	4"	3	2	3	4	1	3	3	5	-	8	40	NA	
			1											8	40	NA	
			1											8	40	NA	
		<i>Cause Fear, Advance: +1 WS, +1 A</i>															
	2	Zombies	1	4"	2	-	3	3	1	1	1	5	-	NA	15	NA	
			1											15	NA		
		<i>Undead, Shambling, No Brain</i>															
5	Dire Wolf		1	9"	3	-	4	3	1	2	1	4	-	NA	50	NA	
		<i>Undead, Unliving, May not run (but may charge)</i>															
		<i>Charge: Fight with 2 attacks on the turn of the charge</i>															
Roi	Necromancer (Hero)		1	4"	3	3	3	3	1	3	1/2	7	5+/6	18	43	Dagger; Shield; Mace	
		<i>Dodge: Avoid missile weapon on a 5+</i>															
		<i>Sorcery: +1 to casting spells</i>															
		<i>4. Spell of Doom</i> Range: 12". One model must roll less than his S on a D6 or roll on the Injury table.; Difficulty (x9-1=8)															
		<i>5. Call of Vanhel</i> One Zombie or Wolf within 6" may move again, up to it's Move. If they move into contact with enemy = charging.; Difficulty (x6-1=5)															
	Stash:													Total	678		
Bow	1 Attack, 24" R, S3.																
Dagger	+1 armour save, or save of 6+ if the model has none.																
Heavy Armour	5+ Armour Save. -1 movement if used with a Shield.																
Light Armour	Basic D6 saving throw of 6. Serious Injury Save of 6.																
No Brain	Never gain Experience																
Shambling	May not Run (but may charge as normal).																
Spear	Strikes first, even if charged. +1 Strength on cavalry charge. Cannot be used with another weapon, only a shield or buckler																
Sword	Parry: When your opponent rolls to hit, roll a D6. If you beat his highest 'to hit' score, one attack against you is negated.																
Undead	<i>Cause Fear. Immune to Psychology (never leave combat). Immune to Poison. No Pain; Treat 'Stunned' injuries as 'Knocked Down'. Do not require water.</i>																
Unliving	Never gain Experience																
Notes:	Heroes get new advances at 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 experience.																
	Henchmen and Hired Swords get new advances at 2, 5, 9 and 14 experience.																