

# UNDEAD ARMY

## NORMAL ACTION ICONS



## Dead Unit Area

# SPECIAL ACTION ICONS

- Cantrip:** Normal (magic action or magic negation); Unique (non-magic action, save roll, or non-maneuver avoidance) During a magic action or magic negation roll, Cantrip generates magic results. During any non-magic action, save roll or non-maneuver avoidance roll, Cantrip can be used to purchase spells that are immediately resolved.
- Convert:** Special (melee attack) During a melee attack, choose one health-worth of units in the defending army per Convert icon generated. Targeted unit(s) must immediately generate a save or be killed. The acting player may return Undead units from the dead unit area to the acting army up to the amount of health killed.
- Dispel Magic:** Conditional (see text) Whenever any magic targets this unit, the army containing this unit and/or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon comes up, immediately negate all unresolved magic that applies to the target(s). Only one dispel attempt is made per unit and, if it fails, then all the spell(s) are resolved normal.
- Fly:** Normal (any) During any roll, each Fly result generates one maneuver or one save result.
- Plague:** Special (melee attack) During a melee attack, choose one unit in the defending army, which must immediately generate a save or be killed. If the target unit fails to generate a save, your opponent chooses another unit from the same army to be plagued. The plague continues until a target unit generates a save.
- Rend:** Normal (maneuver); Instant Normal (melee) During a maneuver roll, each Rend result generates one maneuver result. During a melee attack or melee avoidance roll, each Rend result generates one melee result; roll this unit again and apply the new result as well.
- Scare:** Special (melee attack) During a melee attack, choose one health-worth of units in the defending army per Scare icon generated. Each target unit must immediately generate a non-ID icon save result or flee to its reserve area. Target units that roll its ID icon are killed with no save possible.
- Slay:** Special (melee attack) During a melee attack, choose one unit in the defending army to immediately roll its ID icon or be killed.
- Smite:** Special (melee attack); Normal (dragon attack or melee avoidance) During a melee attack, each Smite result immediately inflicts one point of damage on the defending army or unit; no saves (including those provided by spells) can stop this damage. During a dragon attack or melee avoidance roll, Smite generates melee results.
- Stun:** Instant Special (melee attack) During a melee attack, choose up to four health-worth of units in the defending army to be stunned unless each targeted unit immediately rolls a maneuver. Target units that fail their avoidance roll cannot be rolled until the end of your turn. Roll this unit again and apply the new result as well.
- Trample:** Normal (any) During any roll, each Trample result generates one maneuver or one melee result.
- Vanish:** Normal and Special (save) During a save roll, each Vanish icon generates one save result which is added to the army's total save results. The unit may then immediately move to any other terrain or its reserve area.
- Wither:** Delayed Special (melee attack) During a melee attack, target an opposing army. Until the beginning of your next turn, after the target army makes any roll but before they finalize any results, subtract one result per Wither icon from that roll.

# RACIAL ABILITIES

- Stepped Damage**  
Undead, when killed by any means, may instead be traded in for an Undead unit of lesser health from the DUA.
- Resist Burial**  
When sent to the BUA, an Undead unit may resist burial and return to the DUA by rolling a non-ID save result.
- Magic Doubling**  
Undead may, when rolling for magic, use all dead units in the game to double their ID icons (but not doubled casting from Reserves).

# ID ICONS

ID's count for whatever result is being rolled for, generating 1 result per health point.

ID Icons	Common	Uncommon	Rare	Monster
Heavy Melee	Zombie	Wight	Mummy	Carrion Crawler
Light Melee	Skeleton	Revenant	Death Knight	Dracolich
Skirmisher	Wraith	Spectre	Ghost	Fenhound
Light Magic	Ghoul	Ghast	Vampire	Minor Death
Heavy Magic	Apparition	Heucava	Lich	Skeletal Steed

# RACIAL SPELLS

- Evil Eye** Casting Cost: 2 Black Target any enemy army. Until the end of your next turn, subtract one save result from the target army. Multiple castings increase the effect or target another army.
- Fade** Casting Cost: 3 Black Target one of your Undead units. Until the end of your next turn, the target unit 1) cannot roll during a melee or missile action or during a dragon attack, 2) cannot be the target of a missile, melee, or dragon effect or be taken as a casualty for this damage, and 3) cannot be promoted. Multiple castings target multiple units.
- Restless Dead** Casting Cost: 4 Black Target any army. Until the beginning of your next turn, add four maneuver results to the target army. Multiple castings increase the effect or target another army.
- Exhume** Casting Cost: 6 Black Target any enemy DUA. Choose up to three health-worth of dead units that must immediately roll a save or be buried. A number of Undead units from your DUA, up to the total number of health buried, may join the casting army. Multiple castings increase the number of health affected or target another DUA.
- Haunt** Casting Cost: 8 Black Target your DUA. All dead units form into a magically constructed army that immediately takes a melee action against any enemy army. Bury any of your units killed during this melee action and return the rest to your DUA. This spell can be cast only once per magic action.
- Night Moves** Casting Cost: 9 Black Target any of your armies containing an Undead unit at a terrain. The army immediately attempts to maneuver the terrain. Opponents at the terrain may counter-maneuver as usual. This spell can be cast only once per magic action.