



THE CURSED

INEXPERIENCED

5



MAIN WEAPON: *Standard Melee Weapons*

	SKILL	SAVE	RESOLVE
<i>Fight</i>	7	5	2
<i>Shoot</i>	-	4	

STRANGE MAGIC
UNDEAD

THIS UNIT CAN BE USED WITH ANY NATIONALITY



Blood & Plunder

STRANGE MAGIC

This unit operates under some sort of magic or other super natural power. If this unit ever takes 2 points of fatigue or more, the spell or supernatural effect is broken and and all of its models are removed from the game.

UNDEAD

This unit is always treated as if it is in cover and may never take rally actions. If takes any casualties, after rolling a Fatigue Test if the unit was not destroyed, roll a D10 for each model removed as a casualty from the current attack. On a 5+, a model is returned to the unit.