

<b>Lords</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Special Rules</b>
Nagash	4	5	4	5(6)	5	5	4	4	10	Undead, Terror, Books of Nagash, Necromantic Eminence, Deathless Will, Lord of the Undead.
Heinrich Kemmler	4	4	3	3	4	3	3	2	8	Undead, Books of Nagash, Puppetmaster (5+), Great Necromancer.
Dieter Helsnicht	4	3(4)	3	3(4)	4	3	3	2(3)	8	Undead, Books of Nagash, Puppetmaster (5+).
<i>Abysal Terror</i>	6	4	0	5	5	4	2	3	4	<i>Undead, Risen Construct, Fly.</i>
Liche	4	2	0	2	4	3	3	1	8	Undead, Obsidian Charms, Puppetmaster (4+), Necromantic Eminence.
Master Necromancer	4	3	3	3	4	3	3	2	8	Undead, Puppetmaster (5+).
<i>Nightmare</i>	8	3	0	4	4	1	2	1	5	<i>Undead.</i>
<i>Hellsteed</i>	8	3	0	4	4	1	2	1	5	<i>Undead, Fly.</i>
<i>Abysal Terror</i>	6	4	0	5	5	4	2	3	4	<i>Undead, Risen Construct, Fly.</i>
Dreg Acolyte	4	2	2	3	3	1	3	1	7	Undead, Rite of Blood.
<b>Heroes</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Special Rules</b>
Krell	4	6	0	4(6)	5	3	4	3	9	Undead, Terror, Wight Blades.
Wight King	4	4	0	4	5	3	4	3	9	Undead, Wight Blades.
<i>Skeletal Steed</i>	8	2	0	3	3	1	2	1	5	<i>Undead, Insubstantial Steed.</i>
Ancient Wraith	6	3	0	3(5)	3	2	2	3	5	Undead, Ethereal, Terror, Chill Grasp.
Vile Alchemist	4	3	3	3	D6	2	3	1	7	Undead, Disease-ridden, Random Toughness (D6), Malicious Concoctions.
Necromancer	4	3	3	3	3	2	3	1	7	Undead, Puppetmaster (5+).
<i>Nightmare</i>	8	3	0	4	4	1	2	1	5	<i>Undead.</i>
<i>Hellsteed</i>	8	3	0	4	4	1	2	1	5	<i>Undead, Fly.</i>
<b>Core Units</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Special Rules</b>
Zombie	4	1	0	2	2	1	1	1	2	Undead, Shambling Horde, The Newly Dead.
Flesh Golem	4	2	0	4	3	3	1	3	2	
Fetid Carrier	4	1	0	1	3	1	1	1	2	Undead, Disease-ridden, Shambling Horde, The Festering Dead, Impact Hits (D3+1), 5+ armour save.
Plague Cart	4	1	0	2	4	3	1	D6	2	
Skeleton Warrior	4	2	2	3	3	1	2	1	5	Undead.
Skeleton Champion	4	2	2	3	3	1	2	2	5	
Corpse Cart	4	2	0	2	4	3	1	2D6	7	Undead, Regeneration, Miasma of Deathly Vigour, Random Attacks (2D6), 5+ armour save.
<b>Special Units</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Special Rules</b>
Flesh Golem Crushers	4	2	0	4(5)	3	3	1	3	2	Undead, The Armoured Dead.
Citadel Guard	4	3	0	4	4	1	3	1	8	Undead, Wight Blades.
Wight Captain	4	3	0	4	4	1	3	2	8	
Black Knight	4	3	0	4	4	1	3	1	8	Undead, Wight Blades.
Hell Knight	4	3	0	4	4	1	3	2	8	
<i>Skeletal Steed</i>	8	2	0	3	3	1	2	1	5	<i>Undead, Insubstantial Steed.</i>
Spirit Host	6	3	0	3	3	5	1	5	5	Undead, Ethereal.
Monstrosity	2D6	3	0	5	4	6	1	D6	2	Undead, Risen Construct, Random Movement (2D6), Random Attacks (D6), Formless Conflation, Reaching Flesh.
Deathcult Zealot	4	3	3	3	3	1	3	1	8	Cult of Nagash.
Deathcult Radical	4	3	3	3	3	1	3	2	8	
Deathcult Inciter	4	3	3	4	4	2	3	2	8	Hate-spewer.
Deathcult Shadow	4	3	3	3	3	1	3	1	8	Cult of Nagash, Skirmishers, Scouts.
Deathcult Eagle Eye	4	3	4	3	3	1	3	1	8	
<b>Rare Units</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Special Rules</b>
Warpstone Monolith	-	-	-	-	10	3	-	-	-	Undead, Warpstone Infusion (12"), Aura of Necrotic Binding, Warp-lightning Discharge. Wight Weapons.
Dreg Crew	4	2	2	3	3	1	3	1	7	
Monolith Guard	4	3	0	4(6)	4	1	3	2	8	Undead, Blightspreader.
Blightspreader	-	-	-	-	7	3	-	-	-	
Dreg Crew	4	2	2	3	3	1	3	1	7	Undead, Ethereal, Terror, Skirmishers. Ghostly Howl.
Wraith	6	3	0	3(5)	3	2	2	3	5	
Wailing Banshee	6	3	0	3	3	2	3	1	5	Undead, Risen Construct, Fly, Pestilential Breath, 5+ scaly skin save.
Zombie Dragon	6	5	0	6	5	5	2	5	4	
Zombie Giant	6	2	0	5	5	5	2	sp.	4	Undead, Risen Construct, Longshanks, Weak Knees, Giant Special Attacks.
Globhaegan	2D6	3	0	4	6	6	1	2D6	2	Undead, Risen Construct, Random Movement (2D6), Random Attacks (2D6), Formless Conflation, Goreskin, Gory Deluge, Poisoned Attacks.
<b>Other Units</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Special Rules</b>
<i>Frankenrot's Monster</i>	4	2	0	5	4	3	1	4	2	<i>Undead.</i>